

# SO WHAT'S FOR SALE, ANYWAY? V

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



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

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

Most are happy to spend their loot on normal magic items, but others like to buy esoteric or unique items, and chief amongst some objects are intelligent magical items! So, they ask "So what intelligent magic items are for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates a few lacklustre items (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? V* banishes this problem by providing 30 pre-generated, ready-to-use intelligent magical items for the busy GM to immediately use in his campaign. Each item comes fully detailed with powers, personality, background and more!



## CREDITS

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

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *So What's For Sale, Anyway? V* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://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 DESIGNERS

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**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.

**Trevor** is a structural engineer living in Albuquerque, New Mexico. He spends his off-time developing computer games. These computer games never make it beyond the design stage before he becomes obsessed with a new idea and starts over again. He runs a *Pathfinder* campaign for a group of friends and is disappointed at the lack of PCs slain so far. You can find his website at [www.trevorself.com](http://www.trevorself.com)

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Published by Raging Swan Press  
1st printing, April 2012

## CONTENTS

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Credits.....	2	Mirror's Edge (Bahr).....	10
Contact Us .....	2	Orange Rose Falchion (Killac).....	10
Errata .....	2	World Edge (Garyn).....	10
About the Designer.....	2	<b>Intelligent Rings .....</b>	<b>11</b>
Contents .....	3	Bonebane Ring (Daganel).....	11
Foreword .....	3	Heir's Ring (Eberhard) .....	11
Reading Item stat blocks.....	4	Ring of the Azata Rose (Harren) .....	11
<b>SO WHAT'S FOR SALE ANYWAY? V</b>		<b>Intelligent Rods.....</b>	<b>12</b>
<b>Using this Supplement .....</b>	<b>4</b>	Merchant's Rosewood Rod (Utu) .....	12
By Price & Settlement Size.....	4	Rod of the Wicket Gaze (Avila).....	12
By Slot .....	4	<b>Intelligent Wondrous Items .....</b>	<b>13</b>
Encountering an Intelligent Item .....	5	Boots of the Wicked (Bloodtalon) .....	13
<b>Intelligent Armour .....</b>	<b>6</b>	Bracers of Relentless Flight (Arianna) .....	13
Armour of the Avenger (Lothiar) .....	6	Brass Griffon Wondrous Figurine (Taryn).....	13
Hide Armour of Tears (Ellias) .....	6	Demon's Fist (Gannoth) .....	14
Kite Shield of the Cyclops (Dorn) .....	6	Devil's Belt (Odulf) .....	14
Links of the Setting Sun (Hesiod) .....	7	Ertha's Shawl (Basina) .....	14
Plate of the Intrepid Angel (Alaric) .....	7	Garment of the Handmaid (Ninlil) .....	15
<b>Intelligent Weapons.....</b>	<b>8</b>	Mage's Stone (Ydria).....	15
Abjuring Longbow (Jorn).....	8	Sensei's Amulet (Arendale) .....	15
Ballic's Point (Zedren) .....	8	Singing Sapphire, The (Beuca).....	16
Black Blade of the Betrayer (Varyth).....	8	Socialite's Headband (Carrigal) .....	16
Demon's Seduction (Andusk).....	9	Vain Lace Bonnet, The (Eadith) .....	16
Garrow's Bone Axe (Warike).....	9		

## FOREWORD

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One of Raging Swan's biggest successes last year was *So What's For Sale Anyway?* It was a project born from my dislike of the magic shop phenomena endemic in version 3.0 and later editions of the world's most famous roleplaying game. It seems that I am not alone in that distaste, as hundreds of GMs are like me (at least a little bit) simulationists at heart. Although later instalments in the "So What" line have introduced cursed items into the equation (the GMs have got to have a little bit of fun after all) we haven't really tackled intelligent items yet.

Well that's about to change!

Designers Julian Neale and Trevor Self have worked together to come up with over 30 intelligent items suitable either for sale in larger settlements or as treasure to be found by questing PCs. The items herein cover a wide variety of niches – weapons, armour, rings, belts, rods and so on. Hopefully, there is something for pretty much every adventurer to be interested in. (As an aside, changing some of the characteristics of these items is relatively easy. If you want to insert the *Orange Rose Falchion* into your game, but the party's main fighter wields a longsword, it is a simple matter to modify the item to make it more attractive to the character in question.

As both a player and GM, I love sentient items. They are fun to roleplay and run as a player and as a GM they give me an "in" to the group, allowing me to insert rumours, adventure hooks and advice without having to worry about running a fully detailed NPC. Intelligent items also make a PC feel special; after all while everyone may possess a magic weapon of one sort or another, only one person can wield *Garrow's Bone Axe* or *Mirror's Edge*!

I hope you find *So What's For Sale Anyway? V* useful. It would be great to hear how these intelligent items enhance your game play – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

## USING THIS SUPPLEMENT

So *What's For Sale, Anyway?* V presents 30 intelligent items suitable for sale in almost any GM's campaign. These tables list the available items by price, community size and item slot. However, a brief perusal of the lists quickly shows that most settlements will be very unlikely to have any kind of intelligent items for sale. Many are simply too expensive as befit's unique sentient items. PCs may come across such items in adventures or may be loaned or gifted them in return for completing a specific quest. They can even wrest them from slain enemies or be bequeathed them in a relative's will.

### BY PRICE & SETTLEMENT SIZE

GP		PAGE
<b>SMALL CITY</b>		
4,200 gp	<i>Ertha's Shawl</i>	14
<b>LARGE CITY</b>		
5,065 gp	<i>Links of the Setting Sun</i>	7
5,200 gp	<i>Singing Sapphire, the</i>	16
5,300 gp	<i>Vain Lace Bonnet, the</i>	16
6,020 gp	<i>Ballic's Point</i>	8
7,200 gp	<i>Socialite's Headband</i>	16
7,500 gp	<i>Boots of the Wicked</i>	13
7,700 gp	<i>Bracers of Relentless Flight</i>	13
7,700 gp	<i>Mage's Stone</i>	15
8,075 gp	<i>Orange Rose Falchion</i>	10
8,280 gp	<i>Kite Shield of the Cyclops</i>	6
8,300 gp	<i>Bonebane Ring</i>	11
<b>METROPOLIS</b>		
14,700 gp	<i>Abjuring Longbow</i>	8
<b>SPECIAL</b>		
17,000 gp	<i>Ring of the Azata Rose</i>	11
17,100 gp	<i>Brass Griffon Wondrous Figurine</i>	13
24,700 gp	<i>Rod of the Wicket Gaze</i>	12
25,265 gp	<i>Hide Armour of Tears</i>	6
25,710 gp	<i>Garrow's Bone Axe</i>	9
27,900 gp	<i>Devil's Belt</i>	14
28,100 gp	<i>Armour of the Avenger</i>	6
28,150 gp	<i>Demon's Seduction</i>	9
28,200 gp	<i>Heir's Ring</i>	11
48,200 gp	<i>Merchant's Rosewood Rod</i>	12
50,208 gp	<i>Black Blade of the Betrayer</i>	8
60,015 gp	<i>World Edge</i>	10
96,700 gp	<i>Sensei's Amulet</i>	15
96,380 gp	<i>Demon's Fist</i>	13
151,200 gp	<i>Plate of the Intrepid Angel</i>	7
157,775 gp	<i>Mirror's Edge</i>	10
267,400 gp	<i>Garment of the Handmaid</i>	15

### BY SLOT

	PAGE
<b>ARMOUR</b>	
<i>Armour of the Avenger</i>	6
<i>Hide Armour of Tears</i>	6
<i>Kite Shield of the Cyclops</i>	6
<i>Links of the Setting Sun</i>	7
<i>Plate of the Intrepid Angel</i>	7
<b>BELT</b>	
<i>Devil's Belt</i>	14
<b>BODY</b>	
<i>Garment of the Handmaid</i>	15
<b>FEET</b>	
<i>Boots of the Wicked</i>	13
<b>HEAD</b>	
<i>Vain Lace Bonnet, the</i>	16
<b>HEADBAND</b>	
<i>Singing Sapphire, the</i>	16
<i>Socialite's Headband</i>	16
<b>NECK</b>	
<i>Sensei's Amulet</i>	15
<b>RING</b>	
<i>Bonebane Ring</i>	11
<i>Heir's Ring</i>	11
<i>Ring of the Azata Rose</i>	11
<b>SHOULDERS</b>	
<i>Ertha's Shawl</i>	14
<b>WRISTS</b>	
<i>Bracers of Relentless Flight</i>	13
<b>NO SLOT</b>	
<i>Abjuring Longbow</i>	8
<i>Ballic's Point</i>	8
<i>Black Blade of the Betrayer</i>	8
<i>Brass Griffon Wondrous Figurine</i>	13
<i>Demon's Fist</i>	13
<i>Demon's Seduction</i>	9
<i>Garrow's Bone Axe</i>	9
<i>Mage's Stone</i>	15
<i>Merchant's Rosewood Rod</i>	12
<i>Mirror's Edge</i>	10
<i>Orange Rose Falchion</i>	10
<i>Rod of the Wicket Gaze</i>	12
<i>World Edge</i>	10

## ENCOUNTERING AN INTELLIGENT ITEM

As the tables on the previous page notes, many intelligent items are too expensive to be available for purchase in the normal fashion. Even the largest metropolis doesn't have shops stacked with intelligent items waiting to be purchased. Thus, if a GM wants to introduce such an item into the campaign, he needs to come up with a clever way of doing so without shattering his players' suspension of disbelief. Roll on the table below:

### D20

1	The item has been owned by the same adventurer for several years, but now she is retiring and has no need of it. Over the years she has owned the item, they have come to be good friends and thus instead of selling it she is searching for a suitable adventurer to gift it to. The PCs may hear someone is asking about them or may have several encounters with the adventurer as she observes them in action, chats with them to get a feel for their personalities and goals and so on.	9	The PCs' enemy arranges for an allied sentient item to fall into the PCs' hands. Perhaps they best a trivial foe and find the item, or happen upon it in a curio shop – the shopkeeper seemingly having no idea of the item's true worth. The item betrays its owner at a pivotal moment.
2	The item belongs to a powerful organisation or individual that has a mission for the PCs. The item is offered either as payment or on temporary loan to aid the PCs during the mission.	10	The PC find the item – covered in blood and gore – during an adventure. Of the item's owner there is no other sign. Once the item befriends the PCs it explains its last owner's fate.
3	The party find the item in a treasure hoard. The item has been in the hoard for so long that it is in effect hibernating. It only slowly becomes aware of its changed circumstances and does not immediately make itself known. At first it simply observes the PCs, but may use one or more of its powers if the party gets into serious trouble. As the item learns more about the PCs (and helps them more) they eventually realise the item is sentient. If the item likes what it sees of the PCs' behaviour it remains with the group; otherwise it demands to be given to a more suitable owner.	11	The item has been stolen and its rightful owner hires the PCs to retrieve it. However, in the meantime the rightful owner dies and is (unsurprisingly) unable to reward the PCs. The owner's relatives in their grief want nothing to do with the PCs (or the item).
4	The item is an heirloom from an obscure branch of one of the PCs' family. Its previous owner has recently died and unbeknownst to the PC, he has been left the item in his relative's will.	12	The PCs' enemy wields the item in question. During battle against the PCs, the item turns on its owner and aids the PCs. After the battle, it demands that they take it with them.
5	The previous owner of the item hid it after realising that powerful enemies were closing in on him. He died shortly thereafter and the item has remained hidden ever since. The PCs uncover the item by accident.	13	The item has grown bored of its current owner and has dominated him (using its ego). The item forces the owner to give it away to one of the PCs.
6	An adventurer wishes funds to complete some great personal project, perhaps building a castle, purchasing an estate, raising a mercenary band or paying for the ransom or resurrection of a comrade. Thus he decides to sell the item and approaches individuals he feels could afford to purchase it. The bidding process can be either by closed bids or through a normal auction.	14	The previous owner of the item thought he was going mad when the object started "talking" to him. The experience shattered his mind and he hid the item away in an inaccessible place (perhaps in a dungeon or in a little-used part of his castle or estate). The PCs discover its resting place and it begs them for rescue.
7	The owner and the item do not get on; in fact they have an epic personality clash which precludes them working together. Thus, at the item's insistence, the adventurer decides to sell the item.	15	The item has been badly damaged in an adventure and the current owners does not have the funds to effect a repair. He thus sells the item for a 50% discount.
8	The item has similar goals to the PCs. Hearing of their exploits, the item engineers a meeting with the PCs with the goal of forging an alliance.	16	If the item has a special purpose or particular like or dislike it grows frustrated when its owner does not share its view. It contrives to get itself stolen by an opportunistic thief who it then dominates. It forces the thief to attempt to rob the PCs and then warns them of the danger (if somehow they miss the thief's clumsy attempt at theft).
		17	Unbeknownst to the PCs, one of their number wronged the item – or its beloved owner – and it now seeks revenge. This doesn't mean the item wants the PC dead, but it does want to teach him a lesson. Once it has completed its mission, it removes itself from the PC's possession as quickly as possible.
		18	The item shares a common enemy with the PCs. It engineers a meeting with them using its current owner as a pawn and suggests an alliance.
		19	The PCs are a "victim" of mistaken identity when the item is delivered to them instead of its rightful owner. The item is none the wiser, although eventually its owner will work out what happened and track the PCs down to reclaim his possession.
		20	The PCs think they are buying a normal version of the magic item in question. Unbeknownst to them, and the current owner, the item is sentient. The PCs buy the item for the price of a normal version of the item before discovering its true value.

## INTELLIGENT ARMOUR

### ARMOUR OF THE AVENGER (LOTHIAR)

*This exquisitely crafted set of blue mithral full plate has the image of a setting sun enshrouded by angelic wings etched into the breastplate.*

---

+3 mithral full plate

**Aura** moderate abjuration (DC 16), conjuration (DC 15), enchantment (DC 16); **Identify** DC 24; **CL** 9th

**Slot** armour; **Price** 28,100 gp; **Weight** 25 lbs.

---

**Lore** (DC 25 Linguistics) "Protection from the unjust awaits the righteous" is etched around the base of the breastplate in archaic Celestial.

**Lore** (DC 22 Perception) A small pictogram of a wounded man being comforted by an angel decorates the inside of the left greave.

**Lore** (DC 20 Knowledge [religion]) Silver runes embossed onto the shoulder pads depict a scene from a crusading celestial god's holy book.

**AL** LG; **Personality** Lothiar is a calm and patient advisor. He encourages the wearer to be an upstanding and moral individual, but avoids judgement. Unless there is more than one person that needs to hear what he has to say, Lothiar uses telepathy to keep his conversation private.

**Background** This item was crafted hundreds of years ago by a group of crusading paladins. The armour served the paladins for several centuries until it was lost in a terrible battle that annihilated the order. The armour was recovered by the vampire Valengale, who displayed it as a trophy. Twenty years ago, the armour was stolen by a master thief and sold to a wealthy merchant. Valengale yet searches for his favourite trinket.

---

**Senses** 120 ft.; Perception +1; **Communication** speech (Common, Celestial), telepathy with owner

#### Spell-Like Abilities

At will—*stabilise*

3/day—*bless, protection from chaos*

**Abilities** Int 12, Wis 14, Cha 13; **Ego** 11

---

**Requirements** Craft Magic Arms and Armour, *bless, protection from chaos, stabilise*; **Cost** 24,650 gp

### HIDE ARMOUR OF TEARS (ELLIAS)

*A sturdy steel plate etched with tear drops adorns the centre of this masterfully crafted hide armour.*

---

+2 hide armour

**Aura** moderate conjuration (DC 16), transmutation (DC 19); **Identify** DC 21; **CL** 6th

**Slot** armour; **Price** 25,265 gp; **Weight** 25 lbs.

---

**Lore** (DC 20 Perception) Small humans with oversized weapons adorn the edge of the steel plate.

**Lore** (DC 18 Knowledge [planes]) Silver embossed Auran runes on the left shoulder read, "I serve the master."

**AL** CN; **Personality** Ellias is a melancholy, though highly intelligent, whiner. He finds his existence in a suit of hide armour to be deeply degrading. During combat, he frequently cheers the wearer's opponents on in the hopes

that they will destroy the armour. Out of combat, he helps the wearer in any way he can, but usually demands the wearer wash him first.

**Background** This armour was crafted by the barbarian sorcerer Odda three hundred years ago. Odda appreciated the armour's fine qualities and Ellias' ability to assist him. Odda would, however, become annoyed with Ellias' whining and frequently yell "shut up!" while raging in combat. The armour was passed down through various generations of the barbarian clan, each of whom continued Kaz's tradition of yelling, "shut up" in combat.

---

**Senses** 60 ft., darkvision; Perception +2; **Communication** speech (Common, Dwarven, Elven, Goblin, Gnome), telepathy with owner

#### Spell-Like Abilities

1/day—*mass reduce person* (DC 18)

3/day—*unseen servant*

**Abilities** Int 18, Wis 14, Cha 13; **Ego** 12

---

**Requirements** Craft Magic Arms and Armour, *mass reduce person, unseen servant*; **Cost** 12,797 gp, 5 sp

### KITE SHIELD OF THE CYCLOPS (DORN)

*This large kite shield is crafted from oak and emblazoned with a ferocious cyclops wielding a massive two-handed flail.*

---

+1 tower shield

**Aura** faint abjuration (DC 16), illusion (DC 17); **Identify** DC 18; **CL** 3rd

**Slot** shield; **Price** 8,280 gp; **Weight** 45 lbs.

---

**Lore** (DC 20 Linguistics) Markings on the inside of the shield read "If you can't stand the heat – ask nicely and I'll make it better" in Giant.

**Lore** (DC 25 Perception) The colour of the painted ground that the cyclops is standing on slowly wavers.

**AL** CN; **Personality** Dorn is a silly construct who uses witticisms that are completely out of place. He also likes to take popular adages and twist them into something somewhat perverse, such as, "You can lead a horse to slaughter, but you can't make it butcher itself."

**Background** The *kite shield of the cyclops* was created a dozen years ago, but has remained on a shelf ever since. The creator, Harandel, has yet to find a buyer who can put up with the wise-cracking intelligence dwelling within the item.

---

**Senses** 30 ft.; Perception +1; **Communication** speech (Common), telepathy with owner

#### Spell-Like Abilities

1/day—*hypnotic pattern* (DC 14)

3/day—*endure elements*

**Abilities** Int 10, Wis 12, Cha 14; **Ego** 7

---

**Requirements** Craft Magic Arms and Armour, *endure elements, hypnotic pattern*; **Cost** 4,320 gp



## LINKS OF THE SETTING SUN (HESIOD)

*This is an expertly forged chain shirt made of burnished bronze links. The bronze appears to be as light and as strong as the finest steel.*

+1 chain shirt

**Aura** faint evocation (DC 17); **Identify** DC 18; **CL** 3rd

**Slot** armour; **Price** 5,065 gp; **Weight** 25 lbs.

**Lore** (DC 22 Knowledge [history]) The warrior Harridan wore this armour in a duel, an event that led to his execution for using magic in an honourable bout.

**Lore** (DC 20 Linguistics) Ignan runes etched into the interior facing links read, "Danger brings fire."

**AL LN; Personality** Hesiod takes great joy in combat. While the wearer is fighting, Hesiod expresses exhilaration. However, Hesiod views the wearer of the armour as a being he is supposed to protect and as such, he conveys satisfaction to the wearer whenever a blow is successfully stopped by the bronze armour. Hesiod feels that this is something special and is smug on occasion. If the wearer feels he is in a particularly dangerous combat, Hesiod uses his *flaming sphere* ability.

**Background** No one is entirely certain who crafted *Links of the Setting Sun*, or when, however many fighters have been documented wearing it over the past century. Most notably is Harridan, a man who was executed for cheating in a duel. The item was confiscated by the local magistrates and given as a gift to Captain Tibbin Karbuckle. Tibbin wore it for many years until his death at the hands of trolls who destroyed his niece's farm.

**Senses** 30 ft.; Perception +1; **Communication** empathy

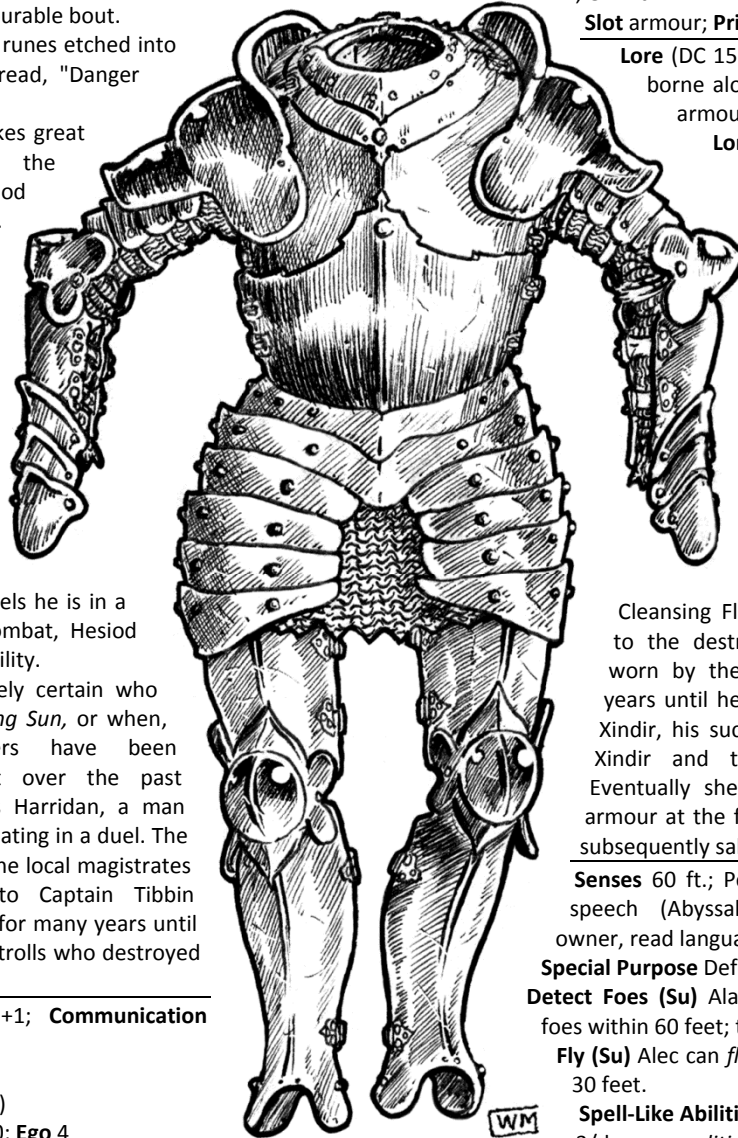
### Spell-Like Abilities

1/day—*flaming sphere* (DC 13)

**Abilities** Int 12, Wis 12, Cha 10; **Ego** 4

**Requirements** Craft Magic Arms and Armour, *flaming sphere*;

**Cost** 2,782 gp, 5 sp



## PLATE OF THE INTREPID ANGEL (ALARIC)

*This exquisitely crafted breastplate is engraved with the folded wings of an angel. Tiny glowing diamonds fill the engravings.*

+4 greater fire resistance glamered improved slick adamantite breastplate

**Aura** strong abjuration (DC 17), conjuration (DC 17), divination (DC 16), illusion (DC 16), transmutation (DC 18); **Identify** DC 27; **CL** 12th

**Slot** armour; **Price** 151,200 gp; **Weight** 30 lbs.

**Lore** (DC 15 Perception) A small man being borne aloft by an angel is sewn into the armour's padding.

**Lore** (DC 22 Linguistics) The phrase, "Quicken your steps" is embossed around the base of the armour in Celestial.

**AL NG; Personality** Alaric hates chaotic evil foes, particularly demons and other outsiders. Not content with just fighting chaotic evil when he finds it, Alaric haughtily encourages the wearer to seek out such foes.

**Background** This item was crafted twenty years ago by the Holy Order of the

Cleansing Flame, a brotherhood dedicated to the destruction of all demons. It was worn by their leader, Garreth, for fifteen years until he betrayed the order to protect Xindir, his succubus lover. Garreth fled with Xindir and took the armour with him. Eventually she slew him and discarded the armour at the foot of a volcano, where it was subsequently salvaged by kobolds.

**Senses** 60 ft.; Perception +15; **Communication** speech (Abyssal, Common), telepathy with owner, read languages, *read magic*

**Special Purpose** Defeat/slay chaotic evil

**Detect Foes (Su)** Alaric can detect any chaotic evil foes within 60 feet; this is a constant ability.

**Fly (Su)** Alec can fly as per the spell, at a speed of 30 feet.

### Spell-Like Abilities

3/day—*expeditious retreat*

1/day—*remove paralysis*

**Perception** Alaric has 10 ranks in Perception

**Abilities** Int 12, Wis 14, Cha 13; **Ego** 24

**Requirements** Craft Magic Arms and Armour, caster must have 10 ranks in Perception skill, *detect evil*, *disguise self*, *expeditious retreat*, *fly*, *grease*, *read magic*, *remove paralysis*, *resist energy*; **Cost** 75,950 gp

## INTELLIGENT WEAPONS

### ABJURING LONGBOW (JORN)

*This elegantly-crafted composite longbow has glowing red runes spiralling up its shaft.*

+2 composite longbow (+4 Str)

**Aura** moderate transmutation (DC 21); **Identify** DC 21; **CL** 6th

**Slot** weapon; **Price** 28,100 gp; **Weight** 3 lbs.

**Lore** (DC 20 Knowledge [planes]) The runes on the bow describe an ancient Azata Lord known for protective magic.

**Lore** (DC 15 Knowledge [history]) A bow matching this description was last seen used by a wizard-murdering half-elf who was rumoured to be immune to magic.

**AL** CN; **Personality** Jorn always recommends the most selfish and personally rewarding actions to its wielder. He is cold and calculating, and advises the wielder to be the same. He feels that retribution and vengeance are things best served cold.

**Background** The *Abjuring Longbow* was created by the lawful cleric Temerna fifty years ago. Temerna was murdered after a dispute between her church and a local college of wizards. Her ward, the young half-elf rogue Tyudrim Jaitae, took the bow and began assassinating the wizards of the college. Tyudrim started with the apprentices, but eventually moved up to the ruling council of the college. Faced with annihilation, the college of wizards fled the town. Tyudrim followed them into the wilderness, but was never seen again.

**Senses** 60 ft., darkvision; Perception +2; **Communication** speech (Abyssal, Common), telepathy with owner, read languages

**Spell-Like Abilities**

3/day—*shield*

1/day—*lesser globe of invulnerability*

**Abilities** Int 12, Wis 14, Cha 15; **Ego** 12

**Requirements** Craft Magic Arms and Armour, *lesser globe of invulnerability, shield*; **Cost** 14,850 gp

### BALLIC'S POINT (ZEDREN)

*Inlaid rose gold runes spiral up the blade of this rapier in a fiery dance. Four small rubies decorate its bronze pommel.*

+1 rapier

**Aura** faint evocation (DC 16), transmutation (DC 15); **Identify** DC 18; **CL** 3rd

**Slot** weapon; **Price** 6,020 gp; **Weight** 2 lbs.

**Lore** (DC 20 Knowledge [planes]) The symbol of Ixu, a powerful and famed fire elemental, is emblazoned on the sword's pommel.

**Lore** (DC 10 Perception) A tiny embossed silver hand peeks out from the hilt along the length of the blade. Tiny rubies arc from the tips of the hand's fingers.

**Lore** (DC 25 Linguistics) The runes along the rapier's blade read, "I bring the gift of protection to the righteous and virtuous" in Ignan.

**AL** CG; **Personality** Zedren is good, though vengeful. He expresses satisfaction when the wielder performs righteous actions, and disappointment when the wielder does nothing

when he otherwise could. Zedren uses *burning hands* to punish evil-doers. If Zedren senses the wielder is in danger, he repeatedly uses *virtue*, pausing only to use *burning hands*.

**Background** Ballic's Point was crafted by the corrupt and evil wizard, Perengal. Zedren rejected his master, however, and came to the aid of the dwarven fighter Ballic Helduuk in defeating his creator. Ballic carried the blade for the next century and won many battles in the dark caverns surrounding Kazavan (his clan's underground fortress). Ballic wielded the blade during the defender's last stand against a troglodyte horde and was finally slain in a rear-guard action that allowed his family (and many others) to escape.

**Senses** 30 ft.; Perception +1; **Communication** empathy

**Spell-Like Abilities**

At will—*virtue*

3/day—*burning hands* (DC 12)

**Abilities** Int 12, Wis 12, Cha 10; **Ego** 5

**Requirements** Craft Magic Arms and Armour, *burning hands, virtue*; **Cost** 3,330 gp

### BLACK BLADE OF THE BETRAYER (VARYTH)

*This is an expertly crafted ivory-inlaid ebony-shafted glaive. Engravings of gruesome scenes of murder and torture decorate the glaive's black blade.*

+3 glaive

**Aura** moderate abjuration (DC 18), evocation (DC 16); **Identify** DC 24; **CL** 9th

**Slot** weapon; **Price** 50,208 gp; **Weight** 10 lbs.

**Lore** (DC 18 Knowledge [arcana]) Runes engraved on the inlaid ivory panels are almost exactly the same as those used in a *magic circle against good*.

**Lore** (DC 20 Perception) A small inscription with the words "Stroke me and receive my favour" spirals up the glaive's shaft.

**AL** NE; **Personality** Varyth seethes with anger; his owner senses it at all times. His anger only relents when Varyth perceives danger that the owner doesn't. Varyth uses *magic circle against good* if the owner feels threatened when fighting. Varyth uses *divine favour* if the owner strokes the glaive.

**Background** The *Black Blade of the Betrayer* was crafted 150 years ago by Terrabellicam, an elven master weaponsmith as a gift for Count Drogo. After his death two years later, his family arranged for the Count's only heir, the young Countess Gerta Drogo, to marry a local lord. The Countess opposed the wedding, but was forced to comply by her family. During the wedding ceremony, the Countess slew her family and the family of her betrothed. The young baron and Terrabellicam were the only other people left alive in the room. When asked if he still wanted to marry her, the baron prudently replied that he would do whatever she wished. Several decades later, the unmarried Countess was slain by paladins belonging to the church that she violated with murder. All her possessions were sold to provide funds

necessary to construct a new cathedral in honour of her victims.

**Senses** 60 ft., darkvision; Perception +15; **Communication** empathy

**Fly (Su)** Varyth can fly as the spell, at a speed of 30 feet.

**Perception** Varyth has 10 ranks in Perception.

**Spell-Like Abilities**

3/day—*divine favour*

1/day—*magic circle against good*

**Abilities** Int 13, Wis 15, Cha 14; **Ego** 14

**Requirements** Craft Magic Arms and Armour, caster must have 10 ranks in Perception skill, *divine favour*, *fly*, *magic circle against good*; **Cost** 25,412 gp

## DEMON'S SEDUCTION (ANDUSK)

*Three cavorting succubae are etched into ebony panels on each side of this oak crossbow. The string has been interwoven with strands of mithral.*

+3 heavy crossbow

**Aura** moderate necromancy (DC 17); **Identify** DC 24; **CL** 9th

**Slot** weapon; **Price** 28,150 gp; **Weight** 8 lbs.

**Lore** (DC 20 Perception) "Life for the Wicked Blasphemer" is carved into the bottom of the crossbow's stock in tiny letters (in Abyssal).

**Lore** (DC 20 Knowledge [planes]) The succubae on the ebony panels bear insignia marking them as servants of the vampiric balor lord Gahlgax Atarrith, a cruel and ruthless demon.

**AL** CN; **Personality** Andusk talks in a soft, seductive voice. She advises her owner to take immoral actions if they are enjoyable and take advantage of others. She lingers on words describing violent action with pleasure in her voice. She is a sadist who lives vicariously through her owner.

**Background** Rumoured to have been crafted by the vampiric balor lord Gahlgax Atarrith over four thousand years ago, *Demon's Seduction* has been seen throughout history in the hands of the depraved and the cruel. Most recently, it was owned by Palinor the Corrupt, the leader of The Blistering Company. The group raided villages and forced the captives they took into slavery or into fighting each other in mock gladiatorial games. The group was last seen attempting to track down a bronze dragon's lair.

**Senses** 60 ft., darkvision; Perception +2; **Communication** speech (Abyssal, Common), telepathy with owner

**Spell-Like Abilities**

2/day—*false life*

**Abilities** Int 12, Wis 14, Cha 12; **Ego** 10

**Requirements** Craft Magic Arms and Armour, *false life*; **Cost** 14,425 gp

## GARROW'S BONE AXE (WARIKE)

*This ivory-shafted battle-axe is adorned with a dozen shrunk heads that hang from the top of its shaft in tight nooses. An inscription decorates its shaft.*

+1 ghost touch battleaxe

**Aura** moderate conjuration (DC 20), necromancy (DC 17); **Identify** DC 24; **CL** 9th

**Slot** weapon; **Price** 25,710 gp; **Weight** 6 lbs.

**Lore** (DC 20 Linguistics) The small letters that spiral up the shaft of the axe read, "The profane boon of life awaits those who ask" in Infernal.

**Lore** (DC 22 Knowledge [history]) The unusual knots of the nooses harkens back several hundred years to a time when a wizard-judge hung innocent men as part of a ritual designed to summon a powerful devil.

**AL** LE; **Personality** Warike is a psychopath who delights in spilling blood. If given the opportunity, he encourages the wielder to do terrible acts of violence and murder. During combat he cackles gleefully whenever the wielder lands a good blow with the axe. Although evil, Warike aids his wielder however possible for he knows that without a wielder he cannot fight and slay. Warike hates

ghosts – his original owner was haunted by several – and he urges his wielder to destroy any such creatures they happen upon.

**Background** This axe was crafted by the nefarious wizard-judge Ichabod Garrow. Each of the shrunk heads hanging from the axe once belonged to an innocent man that Garrow maliciously sentenced to death. Consumed with lust for the axe, Garrow's own bastard son slew the judge and claimed the axe. For several hundred years, the axe was passed down from father to son through inheritance by patricide. The paternal line was eventually broken by a son-less Garrow, and the last surviving Garrow sold the axe to create a monstrously tasteless mausoleum.

**Senses** 120 ft.; Perception +2; **Communication** speech (Common, Fey, Infernal), telepathy with owner

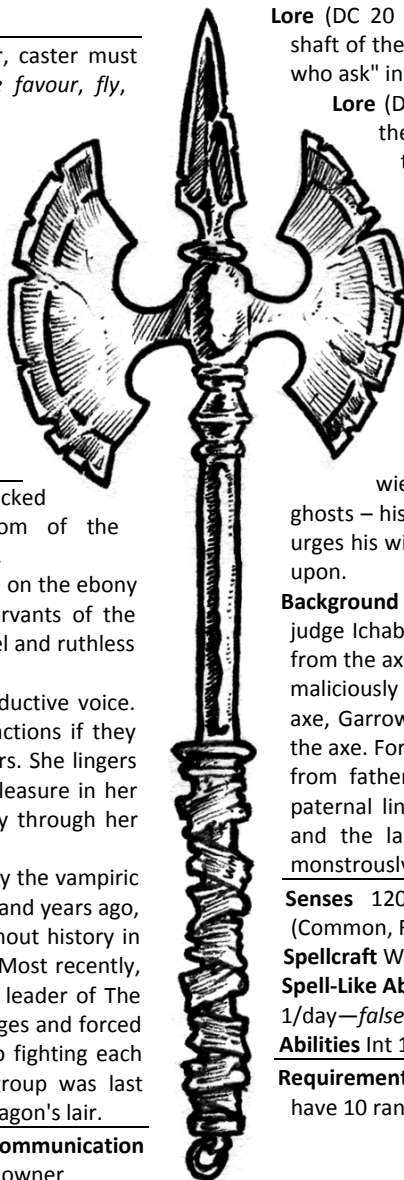
**Spellcraft** Warike has 10 ranks in Spellcraft (+15 bonus)

**Spell-Like Abilities**

1/day—*false life*

**Abilities** Int 14, Wis 14, Cha 10; **Ego** 10

**Requirements** Craft Magic Arms and Armour, caster must have 10 ranks in Spellcraft skill, *false life*; **Cost** 13,165 gp



## MIRROR'S EDGE (BAHR)

*This wickedly serrated falchion perfectly reflects the world around it.*

+5 falchion

**Aura** strong illusion (DC 19), transmutation (DC 18); **Identify** DC 30; **CL** 15th

**Slot** weapon; **Price** 157,775 gp; **Weight** 8 lbs.

**Lore** (DC 20 Knowledge [history]) A weapon matching this description was used to massacre every person inside a holy cathedral.

**Lore** (DC 15 Perception) A small person surrounded by tiny flecks of granite is engraved on the blade's pommel.

**Lore** (DC 25 Linguistics) Subtle runes along the serrated edge read, "Quick or silent, choose the path" in Abyssal.

**AL** CN; **Personality** Bahr is singularly focused in his quest to defeat all divine spellcasters. He aids the wielder in other quests, but constantly reminds him of his true purpose. Bahr tolerates singular divine casters that aid his owner, so long as they don't interact with him, but does not use his powers to aid them.

**Background** Forged by a tiefling wizard a millennia ago in response to the religious persecution of his people by a bigoted clergy, this weapon has been involved in countless massacres in churches, assassinations of clerics and senseless slaying of devoted followers. Almost all faiths and religions have a common goal in destroying this hated weapon and actively search for it.

**Senses** 120 ft., blindsense, darkvision; Perception +4;

**Communication** speech (Abyssal, Celestial, Common, Infernal, Sylvan), telepathy with owner

**Special Purpose** Defeat/slay divine spellcasters (including divine entities and servitors)

**Fly (Su)** Bahr can fly as the spell, at a speed of 30 feet.

**Spell-Like Abilities**

At will—*stoneskin* (dedicated power)

1/day—*haste*, *silence* (DC 16)

**Abilities** Int 18, Wis 18, Cha 18; **Ego** 28

**Requirements** Craft Magic Arms and Armour, fly, haste, silence, stoneskin; **Cost** 79,262 gp, 5 sp

## ORANGE ROSE FALCHION (KILLAC)

*A perfect orange diamond set into the pommel of this excellently crafted falchion shimmers with seemingly playful exuberance.*

+1 falchion

**Aura** faint abjuration (DC 16), transmutation (DC 15); **Identify** DC 18; **CL** 3rd

**Slot** weapon; **Price** 8,075 gp; **Weight** 8 lbs.

**Lore** (DC 20 Appraise) The diamond set in the pommel is the "Orange Rose." It was last recorded set into a talking sword.

**Lore** (DC 15 Perception) Subtle stitching on the leather grip of the falchion reads, "I mend what you tear."

**Lore** (DC 20 Knowledge [religion]) The runes on the blade are from a protective text from an ancient celestial god.

**AL** NG; **Personality** Killac is a studious caretaker. He doesn't like rips or tears in his wielder's attire and uses *mending* to fix his

wielder's clothing. Killac is vocal in his opposition to the wielder doing anything that could dirty or soil clothing, such as stepping in mud, fighting, swimming and so on. In many ways, he comes across as a crotchety old man.

**Background** The *orange rose falchion* was forged by a team of skilled dwarven craftsmen. It was originally presented as a gift from the dwarves to a human nobleman and remained in the nobleman's family for many generations. It was stolen a hundred years ago and has since been owned by (among others) merchant princes and crime lords.

**Senses** 60 ft.; Perception +1; **Communication** speech (Common), telepathy with owner

**Spell-Like Abilities**

At will—*mending*

3/day—*entropic shield*

**Abilities** Int 10, Wis 12, Cha 12; **Ego** 6

**Requirements** Craft Magic Arms and Armour, *entropic shield*, *mending*; **Cost** 4,412 gp, 5 sp

## WORLD EDGE (GARYN)

*A map of a long slender coastline is engraved into the blade of this exquisite longsword. A single emerald the size of a child's fist is set into the pommel.*

+4 longsword

**Aura** strong enchantment (DC 18), transmutation (DC 16);

**Identify** DC 27; **CL** 12th

**Slot** weapon; **Price** 60,015 gp; **Weight** 4 lbs.

**Lore** (DC 15 Knowledge [geography]) The area engraved on this blade is known as The Lonely Coast the former home of the wizard Arius.

**Lore** (DC 20 Perception) A small inscription on the pommel of the sword reads, "Speed awaits."

**Lore** (DC 25 Linguistics or Draconic speaker) Draconic lettering on the map's outside edge reads, "A hero's boon awaits the master."

**AL** CN; **Personality** Garyn is dry and humourless. He loves talking about geography, geology and politics and frequently interrupts conversations with pointless facts. Garyn uses *heroism* and *longstrider* if asked, but does so with great reluctance. He complains that violence is never the answer.

**Background** *World Edge* was crafted by the wizard Arius, a powerful wizard living on the Lonely Coast over a century ago. Eighty years ago, Arius disappeared during a magical experiment. The sword remained within Arius' Watchtower for the next forty years, until it was removed by the dark wizard Balthazan. Balthazan gifted the sword to a henchman who owned it until he fell in battle against a green dragon.

**Senses** 60 ft.; Perception +1; **Communication** speech (Common, Draconic, Fey), telepathy with owner

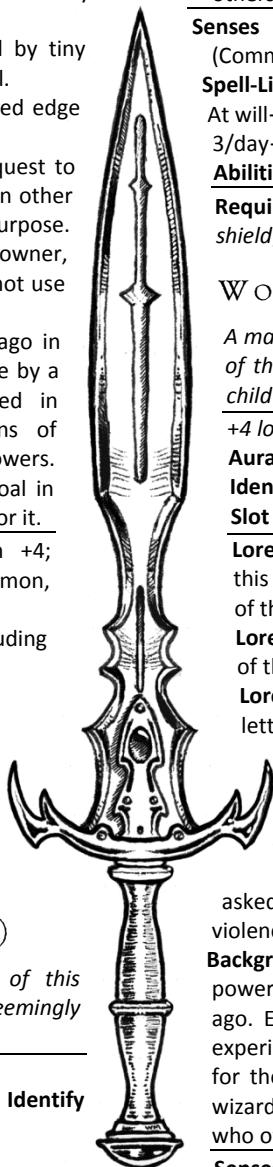
**Knowledge (geography)** Garyn has 5 ranks in Knowledge (geography) (+10 bonus)

**Spell-Like Abilities**

3/day—*heroism*, *longstrider*

**Abilities** Int 15, Wis 13, Cha 15; **Ego** 14

**Requirements** Craft Magic Arms and Armour, *heroism*, *longstrider*; **Cost** 30,322 gp, 5 sp



## INTELLIGENT RINGS

### BONEBANE RING (DAGANEL)

*This ring is formed from two strands of coiled platinum and brass thread. Strange markings are etched into the coils, but don't appear to form any known letters or runes.*

*Ring of jumping*

**Aura** faint conjuration (DC 17), necromancy (DC 15), transmutation (DC 16); **Identify** DC 17; **CL** 2nd

**Slot** ring; **Price** 8,300 gp; **Weight** —

**Lore** (DC 20 Linguistics) The markings on the platinum thread are the top half of the Common words, "I am Daganel, destroyer of the walking bone, harbinger of unlife."

**Lore** (DC 20 Knowledge [religion]) The markings on the brass thread is from a scene of a holy deity healing his flock.

**AL** LG; **Personality** Daganel hates undead. His rage is palpable whenever undead are nearby. He ruthlessly attacks undead with *disrupt undead* unless the wearer is trying to remain hidden or otherwise unengaged in combat. If he feels his owner has been damaged in a way that *lesser restoration* can aid, he uses that power immediately.

**Background** The bonebane ring was created by a group of holy crusaders who battled the undead over a thousand years ago. Legends claim its owners have destroyed over one thousand undead creatures. The ring was lost about two hundred years ago when its owner was slain by a group of forest trolls. It hasn't been seen since.

**Senses** 60 ft.; Perception +1; **Communication** empathy

**Spell-Like Abilities**

At will—*disrupt undead* (uses wearer's attack bonus)

1/day—*lesser restoration*

**Abilities** Int 10, Wis 12, Cha 10; **Ego** 5

**Requirements** Forge Ring, caster must have 5 ranks in Acrobatics skill, *disrupt undead*, *lesser restoration*; **Cost** 4,150 gp

### HEIR'S RING (EBERHARD)

*This golden ring is set with a large ruby surrounded by a sea of tiny amethysts. A tiny silver eagle clutching a scroll is embossed on the ring with gossamer silver.*

*Ring of wizardry (I)*

**Aura** moderate evocation (DC 16); **Identify** DC 26; **CL** 11th

**Slot** ring; **Price** 28,200 gp; **Weight** —

**Lore** (DC 12 Perception) There is a small engraving on the inside of the symbol of a hand pierced by a lightning bolt.

**Lore** (DC 20 Knowledge [nobility]) The heraldic symbol embossed on the ring is that of the Tinsors, an old family famed for its eldritch knights.

**AL** LN; **Personality** Eberhard is dry and sarcastic. If given the opportunity, he telepathically informs the wielder on matters of law and honour. If the wielder chooses to ignore Eberhard's advice, he sarcastically chides the owner, publically, for such indiscretions. Eberhard also remarks on

events where he gave advice to the wielder, particularly if the wielder was wrong. He is not above a sharp-tongued "I told you so."

**Background** The ring belonged to the Tinsor family. The Tinsors were a family of significant wealth and prestige a few hundred years ago. Many Tinsor sons and daughters became eldritch knights and protected their community with sword and spell. The *Heir's Ring* was closely associated with these knights until Bran the Untrustworthy broke the family's alliance with its liege. The ring has not been seen since.

**Senses** 60 ft.; Perception +1; **Communication** speech (Common, Orc, Dwarven), telepathy with owner

**Knowledge (nobility)** Eberhard has 5 ranks in Knowledge (nobility) (+10 bonus)

**Spell-Like Abilities**

3/day—*shocking grasp*

**Abilities** Int 14, Wis 12, Cha 12; **Ego** 10

**Requirements** Forge Ring, creator must have 5 ranks in Knowledge (nobility), *shocking grasp*; **Cost** 14,100 gp

### RING OF THE AZATA ROSE (HARREN)

*Delicate inked roses are embossed onto this ebony ring. A single amber jewel is set into the centre.*

*Ring of animal friendship*

**Aura** faint enchantment (DC 16), evocation (DC 15), transmutation (DC 16); **Identify** DC 18; **CL** 3rd

**Slot** ring; **Price** 17,000 gp; **Weight** —

**Lore** (DC 20 Perception) A small fang is etched into the amber jewel (which is an citrine). The fang is surrounded by bolts of lightning.

**Lore** (DC 15 Knowledge [arcana]) The arcana rune for "light" is etched into the inside of the ring.

**AL** N; **Personality** Harren is a lover of nature and all the wonders contained therein. While the wearer might feel danger, distress or outright panic at the sight of a dire tiger, Harren feels amazement and delight. If Harren spots an animal, he communicates his delight to his owner.

**Background** Crafted by the mad halfling druid Eliza Turnbuckle eighty years ago, this ring has seen most of the world from the hands of halfling druids overwhelmed with wanderlust. Twenty years ago it was stolen by goblins.

**Senses** 60 ft., darkvision; Perception +2; **Communication** empathy

**Spell-Like Abilities**

At will—*light*

3/day—*magic fang*

**Abilities** Int 14, Wis 15, Cha 14; **Ego** 10

**Requirements** Forge Ring, *charm animal*, *light*, *magic fang*; **Cost** 8,500 gp

## INTELLIGENT RODS

### MERCHANT'S ROSEWOOD ROD (UTU)

*Platinum coins have been partially melted and seared into the surface of this rosewood rod. Glowing blue letters run along the side of the rod.*

*Metamagic rod of empower*

**Aura** strong conjuration (DC 20); **Identify** DC 32; **CL** 17th

**Slot** none; **Price** 49,200 gp; **Weight** 5 lbs.

**Lore** (DC 25 Linguistics) The blue letters on the rod read, "Ask and I shall arrive" in Draconic.

**Lore** (DC 25 Knowledge [history]) The faces on the partially melted platinum coins belong to the human form of the gold dragon Ingeirwyr, a dragon of antiquity that ruled a small nation for almost a millennium.

**AL LG; Personality** Utu is an excitable companion. He loves to be in the middle of any sort of conversation or combat. He finds almost anything exciting, given that he has spent two thousand years as part of the treasure of red dragons who forbade him from even speaking. Utu advises his owner through parables and tales loosely based on his creator, Ingeirwyr.

**Background** The *Merchant's Rosewood Rod* was crafted by the gold dragon Ingeirwyr several millennia ago. Ingeirwyr carried it as a symbol of his authority over a small human nation he ruled wisely and generously. After Ingeirwyr's death, the rod was passed down through various generations of the nation's rulers, until it was stolen by a red dragon. For the next two thousand years, the rod was owned by a series of red dragons, who would punish Utu for talking by blasting the rod with fire. This led to most of the painstakingly placed platinum coins that decorated the rod being melted. The rod was finally liberated by a group of adventurers ten years ago.

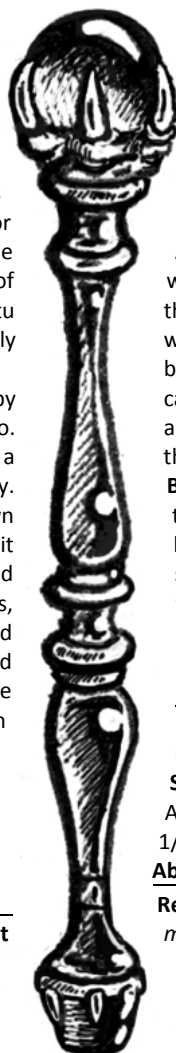
**Senses** 60 ft.; Perception +3; **Communication** speech (Common, Draconic), telepathy with owner

**Spell-Like Abilities**

1/day—*fire shield*

**Abilities** Int 12, Wis 16, Cha 12; **Ego** 12

**Requirements** Craft Rod, Empower Spell, *teleport*; **Cost** 24,600 gp



### ROD OF THE WICKET GAZE (AVILA)

*Bright pink pulses of power ripple along this rod. A huge bulb of glass set at the rod's tip glows with a faint, pulsating light.*

*Rod of wonder*

**Aura** moderate enchantment (DC 19), illusion (DC 16), transmutation (DC 17); **Identify** DC 25; **CL** 10th

**Slot** none; **Price** 24,700 gp; **Weight** 5 lbs.

**Lore** (DC 20 Knowledge [religion]) Pictograms along the rod's full length depict a scene from an evil deity's religious book in which a levitating victim is pierced by many arrows.

**Lore** (DC 22 Knowledge [history]) Legends tell of a rod matching this description that was used to turn a mighty merchant prince to stone. Its owner was slain shortly thereafter and from there the rod went through a succession of owners.

**AL CE; Personality** Avila is a wicked advisor. She gives the wielder all sorts of ideas for practical jokes, usually involving the rod's powers. She loves it when the joke goes horribly wrong and often cackles when someone unduly suffers because of her powers. She happily lies to get the wielder to call upon her powers and occasionally uses her levitate ability "to help out." She also enjoys using *calm emotions* on those enraged by her strange powers.

**Background** The insane gnome tinkerer, Bazabale crafted this rod 200 years ago. At Avila's insistences, and with her help, Bazabale was able to pass the rod through the security that protected a powerful merchant prince. He then used it on the prince and turned him into stone. Bazabale was slain by the guards for his "practical joke," and the rod has since passed through the hands of all sorts of evil tricksters.

**Senses** 60 ft.; Perception +2; **Communication** speech (Common, Dwarven, Gnome), telepathy with owner

**Spell-Like Abilities**

At will—*magic aura* (on itself)

1/day—*calm emotions* (DC 14), *levitate*

**Abilities** Int 14, Wis 15, Cha 14; **Ego** 13

**Requirements** Craft Rod, caster must be chaotic, *confusion*, *magic aura*; **Cost** 12,350 gp

### RODS OF WONDER

Perhaps one of the most feared magic items in the game, *rods of wonder* add a sense of "fun" and randomness into any encounter. Remember, though, when adjudicating a rod's powers that it's not a lot of fun to be killed by your own magical item.

For more information about *rods of wonder*, check out *Rods of Wonder* or *Wondrous Treasures* by Raging Swan Press.

### AVILA

As written, Avila is a chaotic evil being with no regard for her owner (or indeed anyone else) who "lives" to cause suffering and woe through the use of her powers. In the long term, this is somewhat incompatible with most PCs. If you want Avila to become a permanent part of an adventuring party, consider changing her alignment to CN and making her more thoughtless of others' suffering, rather than actively malicious.

## INTELLIGENT WONDROUS ITEMS

### BOOTS OF THE WICKED (BLOODTALON)

*These supple leather boots are tipped with ebony inlaid bronze plates. The leathery wings of a tiny devil is stitched into the left boot.*

*Boots of elvenkind*

**Aura** faint necromancy (DC 15), transmutation (DC 17); **Identify** DC 20; **CL** 5th

**Slot** feet; **Price** 7,500 gp; **Weight** 1 lb.

**Lore** (DC 12 Perception) The inside sole of the left boot has the embossed image of a man with cut and bleeding wrists.

**Lore** (DC 15 Knowledge [history]) An old elven folksong tells the story of a wicked elf who wore boots matching this description.

**AL** NE; **Personality** Bloodtalon is a malevolent sentience who takes perverse pleasure in witnessing death. Bloodtalon exudes triumph whenever the wearer slays someone, particularly if the manner of the slaying is dishonourable. Bloodtalon uses *bleed* whenever he notices a fallen foe.

**Background** These boots were crafted about 1,000 years ago by a young elf mage. The mage was well-regarded by his community for many years, until he was discovered sneaking into an orphanage and slaying the children within. He fled and mothers have been using his story to terrify their children into good behaviour ever since. The boots disappeared for about 900 years, until they were rediscovered in a tomb by a band of grave robbers. The grave robbers argued over who should get the boots and ended up slaying each other. A raiding party goblins found them soon afterwards and have used them ever since.

**Senses** 30 ft.; Perception +3; **Communication** empathy

**Spell-Like Abilities**

At will—*bleed* (DC 11)

**Abilities** Int 12, Wis 16, Cha 10; **Ego** 6

**Requirements** Craft Wondrous Item, creator must be an elf, *bleed*; **Cost** 3,750 gp

### BRACERS OF RELENTLESS FLIGHT (ARIANNA)

*Fierce silver jaguars are engraved on the sides of these hardened leather greaves. The nonsensical words "eirr toflusi sct rota culdyn alah erl ayfwaweg" are engraved on the inside of the each greave in gold filigree.*

*Lesser bracers of archery*

**Aura** faint divination (DC 16), transmutation (DC 16); **Identify** DC 19; **CL** 4th

**Slot** wrists; **Price** 7,700 gp; **Weight** 1 lb.

**Lore** (DC 15 Perception) A small bulls eye pierced by an arrow is engraved on the inside facing of the left greave.

**Lore** (DC 25 Linguistics) The letters of the nonsensical words on the greave can be rearranged into, "Feel accurate and your arrows will fly true."

**AL** NG; **Personality** Arianna cares about one thing: striking true against a difficult target. If the wearer feels strongly that his

next shot must be accurate, she uses *true strike*. She exults if the wearer confirms a critical hit with her aid.

**Background** These bracers were crafted by Joynathen, an elven arcane archer. To his delight, the bracers aided him in particularly difficult shots. After his death, the bracers were sold and haven't been involved in anything notable since.

**Senses** 30 ft.; Perception +1; **Communication** empathy

**Spell-Like Abilities**

3/day—*true strike*

**Abilities** Int 12, Wis 12, Cha 10; **Ego** 4

**Requirements** Craft Wondrous Item, Craft Magic Arms and Armour, crafter must be proficient with a longbow or shortbow, *true strike*; **Cost** 3,850 gp

### BRASS GRIFFON WONDROUS FIGURINE (TARYN)

*Diamonds tip the claws of this masterfully crafted brass griffon figurine.*

*Bronze griffon figurine of wondrous power*

**Aura** moderate transmutation (DC 21); **Identify** DC 26; **CL** 11th

**Slot** none; **Price** 17,100 gp; **Weight** 1 lb.

**Lore** (DC 20 Perception) The figurine glows very faintly in the dark.

**Lore** (DC 20 Knowledge [planes]) Celestial runes on the bottom of the figurine read, "Let there be light!"

**AL** NG; **Personality** Taryn views herself as a mighty artefact with fantastical powers of perception. She keeps watch when not tucked away in a bag or backpack. She hates being transformed into a disgusting animal and lets the owner know it (frequently).

**Background** This item was crafted by the wizard Bartham for his king. It was transformed only once into a normal griffon. The feelings of disgust that wafted off the figurine led the king to gift it to his nephew, who owned and operated a massive mine. The nephew was subsequently murdered by a group of kobolds after the miners accidentally broke into the kobolds' liar. The *brass griffon figurine* has belonged to a kobold shaman ever since.

**Senses** 60 ft., darkvision; Perception +9; **Communication** empathy

**Perception** Taryn has 5 ranks in Perception

**Abilities** Int 15, Wis 13, Cha 14; **Ego** 8

**Requirements** Craft Wondrous Item, caster must have 5 ranks in Perception skill, *animate objects*; **Cost** 8,550 gp

## DEMON'S FIST (GANNOTH)

*An incredibly detailed electrum stand clutches a ball of translucent crystal. The stand is carved in the shape of a demon's hand and its thumb slowly caresses the crystal ball.*

*Crystal ball with see invisibility*

**Aura** moderate divination (DC 19), enchantment (DC 19);  
**Identify** DC 25; **CL** 10th

**Slot** none; **Price** 96,800 gp; **Weight** 7 lbs.

**Lore** (DC 25 Knowledge [planes]) The hand wrapped around the crystal ball is from a type of demon known for sowing confusion amongst its enemies.

**Lore** (DC 22 Perception) The phrase, "I see you" in Abyssal swirls around the interior of the crystal ball.

**AL** NG; **Personality** Gannoth, though generally concerned with doing good, takes a strange and perverse delight in watching people through the *crystal ball*. This reaction is in large part due to Gannoth being trapped on an plane of Hell for several thousand years. He is nosy and inquisitive. He also rarely shuts up.

**Background** *Demon's Fist* was crafted millennia ago by an ancient order of elven wizards. The wizards, confident in their own abilities, mistakenly summoned a powerful lord of Hell, the Devil Lord F'Zanack. F'Zanack quickly broke through their feeble defences, grabbed the nearest dozen wizards in his massive hand and returned to Hell. Using his infernal power, F'Zanack extended the lives of the captured wizards and tortured them for thousands of years. Danboran, the most powerful of the captured elven wizards, eventually found a way to teleport himself and all of his belongings (including the *Demon's Fist*) out of hell. Danboran, mostly insane from the horrific tortures visited upon his body, was slain by the humans who now dwell in his ancestral lands.

**Senses** 30 ft.; Perception +3; **Communication** speech (Abyssal, Common, Celestial, Fey, Sylvan), telepathy with owner, read languages, *read magic*

**Spell-Like Abilities**

3/day—*confusion* (DC 18)

**Abilities** Int 19, Wis 16, Cha 14; **Ego** 18

**Requirements** Craft Wondrous Item, *read magic*, *scrying*, *see invisibility*; **Cost** 48,400 gp

## DEVIL'S BELT (ODULF)

*On the oversized buckle of this woven mithral belt is a scene of a warrior slaying a horned devil.*

*Cursed belt of giant strength +4*

**Aura** moderate evocation (DC 18), transmutation (DC 17);  
**Identify** DC 23; **CL** 8th

**Slot** belt; **Price** 27,900 gp; **Weight** 5 lbs.

**Lore** (DC 15 Linguistics or reader fluent in Infernal) Lettering on the inside of the belt reads, "I do not fear the darkness; lo, I create it."

**Lore** (DC 20 Knowledge [history]) A belt matching this description was worn by the famed devil-hunter Jirebella, who was, surprisingly, struck down by a weak devil.

**AL** CN; **Personality** Odulf talks a good fight against devils. He loathes them and everything they stand for. Unfortunately, he is also a coward. During battles against devils, Percival cries and encourages the wearer to run away.

**Background** Crafted by an unknown cleric hundreds of years ago, this item has been used by many famed and would-be devil hunters. All of them have been brought to an unfortunate end by the belt's curse.

**Senses** 60 ft., darkvision; Perception +1; **Communication** speech (Common, Celestial, Infernal), telepathy with owner

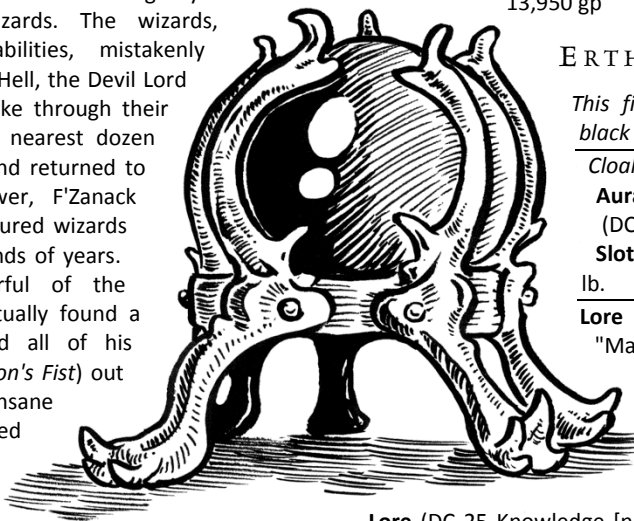
**Spell-Like Abilities**

1/day—*deeper darkness*

**Curse** If the wearer engages in combat with devils, the item inflicts two negative levels on the wearer, and the bonus its grants to Strength becomes a penalty.

**Abilities** Int 14, Wis 12, Cha 15; **Ego** 10

**Requirements** Craft Rod, *bull's strength*, *deeper darkness*; **Cost** 13,950 gp



## ERTHA'S SHAWL (BASINA)

*This finely crafted wool shawl is dyed a black deeper than the moonless sky.*

*Cloak of resistance +1*

**Aura** faint abjuration (DC 16), divination (DC 16); **Identify** DC 20; **CL** 5th

**Slot** shoulders; **Price** 4,200 gp; **Weight** 1 lb.

**Lore** (DC 20 Perception) The name "Master Halitgar and Apprentices" is stitched into the shawl's hem.

**Lore** (DC 12 Appraise or Profession [clothier]) The wool is woven together tighter and stronger than should be possible.

**Lore** (DC 25 Knowledge [nobility]) This shawl was worn by the late Lady Ertha, an eccentric woman who would have been publically decried as insane had she not been so wealthy.

**AL** NG; **Personality** Basina uses *detect snares and pits* when she feels strong apprehension about hidden danger from her owner. This feeling intensifies as the wearer gets closer to the source of the danger. Basina also exudes sympathy when the wearer experiences discomfort, pain or embarrassment.

**Background** *Ertha's Shawl* was created by Master Halitgar for the spinster Lady Rolanda. Not long after she acquired the shawl, close associates of the Lady noticed her pulling funny faces when she thought other people weren't looking. After her death, the shawl passed to her nephew, who immediately sold it to a local merchant.

**Senses** 60 ft.; Perception +1; **Communication** empathy

**Spell-Like Abilities**

3/day—*detect snares and pits*

**Abilities** Int 10, Wis 12, Cha 12; **Ego** 3

**Requirements** Craft Wondrous Item, creator must be 5th-level, *detect snares and pits*, *resistance*; **Cost** 3,850 gp



## GARMENT OF THE HANDMAID (NINLIL)

*This foul corset is crafted from the flesh of elves and the bones of dwarves. The woven hair of halfling children forms the garment's ties.*

*Robe of stars*

**Aura** strong abjuration (DC 16), conjuration (DC 20), enchantment (DC 22), illusion (DC 16), necromancy (DC 24); **Identify** DC 30; **CL** 15th

**Slot** body; **Price** 267,400 gp; **Weight** 1 lb.

**Lore** (DC 20 Perception) A small woman standing inside a thick circle is sewn into the inside pocket of the left breast.

**Lore** (DC 22 Knowledge [history]) A woman wearing a corset of this description was rumoured to have walked into a sleepy hamlet on the border of a swamp and blinded every man, woman, child and farm animal.

**AL** NE; **Personality** Ninlil is a seductive temptress. She communicates softly with her wearer, using flattery and compliments in an attempt to sway the wearer into seeking out nearby hags. She is otherwise unconcerned with the wearer's goals or aspirations.

**Background** Crafted by the evil sorceress Ymira 200 years ago, this item has been the bane of countless borderland villages and small communities. As a young girl with blossoming arcane abilities, Ymira found herself frequently in trouble with the local lord. At the tender age of thirteen he flogged and then exiled her from the hamlet. Ymira was taken in by a coven of hags and witches who trained her in arcane magic. Twenty years later she returned to the village and slew every living creature dwelling therein. She used the remains of the fallen to craft this fell garment.

**Senses** 120 ft.; Perception +1; **Communication** speech (Common, Giant), telepathy with owner

**Special Purpose** Defend hags

**Spell-Like Abilities**

At will—*magic aura* (on itself), *power word blind* (dedicated power)

3/day—*shield of faith*

1/day—*teleport* (itself only)

**Abilities** Int 12, Wis 12, Cha 19; **Ego** 21

**Requirements** Craft Wondrous Item, *magic aura*, *magic missile*, *power word blind*, *shield of faith*, *teleport*, *astral projection* or *plane shift*; **Cost** 133,700 gp

## MAGE'S STONE (YDRIA)

*This small diamond is surrounded by a semi-transparent rose-tinted crystal.*

*Dusty rose prism ioun stone*

**Aura** faint conjuration (DC 16), divination (DC 16); **Identify** DC 27; **CL** 12th

**Slot** none; **Price** 7,700 gp; **Weight** —

**Lore** (DC 15 Perception) There are small etchings in the glass depicting plates of armour surrounding a robe-clad mage.

**Lore** (DC 25 Knowledge [local]) A small college of wizards in a nearby town owned an item similar to this one.

**AL** NG; **Personality** Ydria is a compassionate protector. If the user feels danger she helps by using her *mage armour*

ability. When the owner is struck, Ydria communicates sympathy and a desire for retribution.

**Background** The *mage's stone* was crafted by an evil cleric hundreds of years ago who became so angry at the good-aligned intelligence in the item that he threw it into a sewer. It was picked up by a group of kobolds who were subsequently slain by a small party of apprentice wizards. The item remained within the group until a dozen years ago when it was sold to pay off a debt.

**Senses** 30 ft.; Perception +1; **Communication** empathy

**Spell-Like Abilities**

3/day—*mage armour*

**Abilities** Int 12, Wis 12, Cha 10; **Ego** 4

**Requirements** Craft Wondrous Item, creator must be 12th-level, *mage armour*; **Cost** 3,850 gp

## SENSEI'S AMULET (ARENDALE)

*A small perfectly round limestone sphere hangs from a chain made of alternating gold and silver links. Tiny diamonds are embedded in the sphere.*

*Amulet of mighty fists +3*

**Aura** faint abjuration (DC 16), evocation (18), illusion (DC 16), transmutation (18); **Identify** DC 20; **CL** 5th

**Slot** neck; **Price** 96,700 gp; **Weight** —

**Lore** (DC 15 Perception) A small diagram of a man walking across fire is etched into the surface of the limestone sphere.

**Lore** (DC 25 Knowledge [nobility]) An amulet matching this description was once worn by a warrior monk; he was known to disappear suddenly in combat and then reappear in a more opportunistic location.

**AL** LN; **Personality** Arendale is a strong-willed and patient advisor. He calmly explains to their wearer about the subjects he is versed in and enjoys showing off his knowledge. He allows the wearer to make his own choices without judgement. While worn, Arendale uses his *magic aura* ability to disguise himself as a non-magical trinket.

**Background** The *Sensei's Amulet* was crafted by a college of wizards as payment to a local group of monks, the Gnoll Fists, in return for the monk's protection. The amulet was worn by the master of the Gnoll Fists for several centuries until the last master, Kywin Karendale disappeared. The amulet later surfaced in the hands of a local master thief.

**Senses** 60 ft., darkvision; Perception +2; **Communication** speech (Common, Sylvan, Fey), telepathy with owner

**Skills** Arendale has 10 ranks in both Knowledge (history) and Knowledge (religion) (+15 total bonus)

**Spell-Like Abilities**

At will—*magic aura* (on itself)

3/day—*fly*, *protection from chaos*

1/day—*invisibility*, *resist energy*

**Abilities** Int 14, Wis 14, Cha 13; **Ego** 19

**Requirements** Craft Wondrous Item, *fly*, *greater magic fang*, *invisibility*, *magic aura*, *protection from energy*, *resist energy*; **Cost** 48,350 gp

## SINGING SAPPHIRE, THE (BEUCA)

*This headband is made of embroidered silk and adorned with jade. A large, square-cut scintillating sapphire is set in the centre of the headband.*

*Phylactery of faithfulness*

**Aura** faint conjuration (DC 16), divination (DC 16); **Identify** DC 16; **CL** 1st

**Slot** headband; **Price** 5,200 gp; **Weight** —

**Lore** (DC 20 Linguistic) Celestial stitching on the inside of the headband reads, "Taketh thou, O holy believer, the cause of righteousness and be rewarded with health."

**Lore** (DC 15 Knowledge [religion]) The embroidery around the headband details religious scenes from the holy book of a celestial deity who focuses on healing.

**Lore** (DC 20 Knowledge [history]) This item was recently worn by the acclaimed holy warrior Eraric, who was said to "fight with his own chorus."

**AL LG; Personality** Beuca is a moralistic and self-righteous advisor who sings in prose instead of talking. During combat, Beuca sings hymns to his god in a striking tenor voice. Beuca telepathically asks his wearer to sing with him during combat and pesters the wearer if he does not. Out of combat, Beuca instructs the wearer on proper singing techniques and provides what he believes to be moral guidance.

**Background** *The Singing Sapphire* was created by an unknown crafter in a large holy church. The item was originally intended to be used by a priest who dealt regularly with the public, but soon found its way into the hands of the church's holy warriors. Almost all of these warriors have heeded Beuca's request to sing with him in battle, creating the illusion that there are two voices coming from a single person.

**Senses** 30 ft.; Perception +1; **Communication** speech (Common), telepathy with owner

**Spell-Like Abilities**

3/day—*cure light wounds*

**Abilities** Int 10, Wis 12, Cha 12; **Ego** 4

**Requirements** Craft Wondrous Item, *cure light wounds*, *detect chaos*, *detect evil*, *detect good*, *detect law*; **Cost** 2,600 gp

## SOCIALITE'S HEADBAND (CARRIGAL)

*Purple threads of bismuth bronze trace intricate runes around this headband of spider silk.*

*Headband of alluring charisma +2*

**Aura** moderate transmutation (DC 17); **Identify** DC 23; **CL** 8th  
**Slot** headband; **Price** 7,200 gp; **Weight** 1 lb.

**Lore** (DC 12 Perception) The headband smells faintly of oil.

**Lore** (DC 25 Linguistics) The runes along the headband read, "Watch your step, you dolt" along with other silly insults in an ancient and archaic human language.

**AL CN; Personality** Carrigal takes pleasure in the wielder doing well in social situations and expresses mirth and levity when

the wielder fails. During combat, or other dangerous situations, Carrigal uses his *grease* ability to slow attackers if he senses his wearer desires help (or if the results would be funny). Carrigal also appreciates witty taunts in combat, but otherwise remains calm and cool during battle.

**Background** This item has periodically appeared in history books on strange arcane items for thousands of years. No one knows who created it or when. It was most recently owned by the bard Fayden, who was slain by a bad-tempered half-orc after his comedy routine in a bar went horribly wrong.

**Senses** 60 ft.; Perception +0; **Communication** empathy

**Spell-Like Abilities**

3/day—*grease* (DC 13)

**Abilities** Int 10, Wis 10, Cha 14; **Ego** 4

**Requirements** Craft Wondrous Item, *eagle's splendour*, *grease*; **Cost** 3,600 gp

## VAIN LACE BONNET, THE (EADITH)

*This item is a bright white woman's bonnet with a pink silk ribbon tied around the front into a delicate bow.*

*Hat of disguise*

**Aura** faint illusion (DC 16); **Identify** DC 16; **CL** 1st

**Slot** head; **Price** 5,300 gp; **Weight** 1 lb.

**Lore** (DC 20 Knowledge [local]) This bonnet was frequently worn by the late Ingoberg Ransor, a petty thief who was always seen in fashionable and expensive clothing despite not having a penny to her name.

**Lore** (DC 20 Perception) Embroidered stitching on the inside of the bonnet reads, "All is not what it seems."

**AL CN; Personality** Eadith is vain and cares greatly about her wearer's appearance, choice of clothing and fashion sense. She pays particular attention to the wearer's choice of disguise. If the disguise is well-made and fashionable she approves. Otherwise she lets her disgust be known. When worn, Eadith uses *magic aura* to mask her own aura, unless the wearer convinces her otherwise.

**Background** *The Vain Lace Bonnet* was created by the elven wizard Fisama Casonnnes for her own personal use. A dozen years ago, it was stolen by Ingoberg Ransor, a local thief. She wore it for several months until she was struck down by Fisama. Fisama was arrested and imprisoned and her possessions were sold to cover the costs of collecting Ingoberg's ashes and interring them.

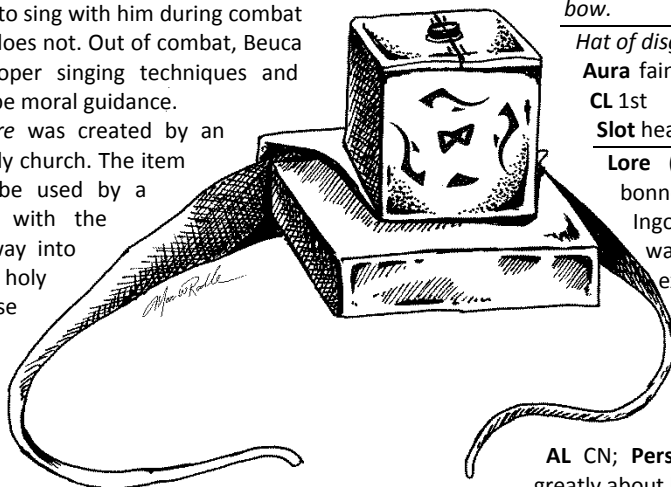
**Senses** 30 ft.; Perception +0; **Communication** empathy

**Spell-Like Abilities**

At will—*magic aura* (on itself)

**Abilities** Int 12, Wis 10, Cha 12; **Ego** 4

**Requirements** Craft Wondrous Item, *disguise self*, *magic aura*; **Cost** 2,650 gp

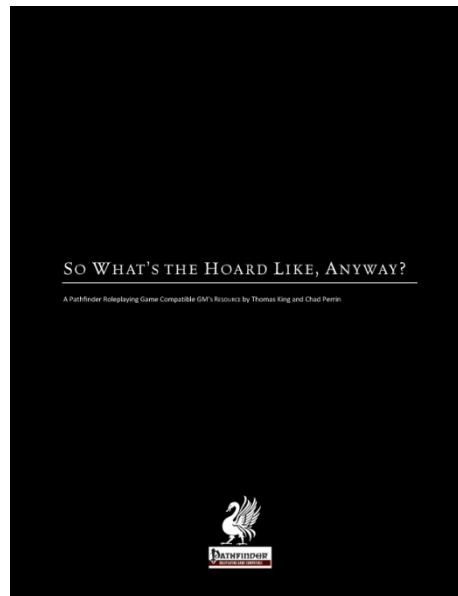


## SO WHAT'S THE HOARD LIKE, ANYWAY?

Your PCs are deep in the dungeon and have just defeated a terrifying dragon! As they bandage their wounds, and ready their fallen friend's bodies for return to the surface, they look around and ask "So what's in the dragon's hoard, anyway?" At that point, unless the GM has prepared a detailed list of treasure the PCs get (possibly) literally tons of coins and some generic magic items. (After all, most GMs have better things to do with their prep time than generate treasure descriptions for stuff the PCs will likely sell as soon as they get back to town).

*So What's the Hoard Like, Anyway?* banishes these problems by providing a veritable hoard of 84 pre-generated, ready-to-use lists of highly detailed treasure hoards ready to insert into almost any GM's campaign. Usable with any monster (not just dragons - this is not an excuse to put more dragons in your dungeons) the lists are broken down by character level making it easy to choose an appropriate hoard.

*So What's the Hoard Like, Anyway?* presents hoards appropriate for character levels 1-7.



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

Most are happy to spend their loot on normal magic items, but others like to buy esoteric or unique items, and chief amongst some objects are intelligent magical items! So, they ask “So what intelligent magic items are for sale in this town, anyway?” At that point, likely or not, the game grinds to a halt as the GM frantically generates a few lacklustre items (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?* V banishes this problem by providing 30 pre-generated, ready-to-use intelligent magical items for the busy GM to immediately use in his campaign. Each item comes fully detailed with powers, personality, background and more!

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