SO WHAT'S FOR SALE, ANYWAY?

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



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Your PCs have final emerged from the dungeon laden with loot prised 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.



CREDITS

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BONUS MATERIAL

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ERRATA

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

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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 lan Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

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

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

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PUBLISHER'S FOREWORD

I don't know about you, but I like lists and tables and while this product hasn't got many tables it's got plenty of lists (of magic items no less!) The lists herein show what magic items are for sale in many different settlements and were generated using

Tables 15-1 and 15-2 in the *Pathfinder Roleplaying Game Core Rulebook* and the subsequent random generation tables both in that book and the *GameMastery Guide*. Few GMs have the time (or the patience) to generate such lists, but now a GM can use them in a home campaign with virtually no effort or additional preparation!

You can use the lists to show what is for sale at the PCs' home base every time they return from a successful foray. Such a changing rota of items for sale adds depth and verisimilitude to a campaign and allows a GM to subtly introduce items the PCs need in the future without beating them over the head with the Obvious Stick.

You can also use the lists when the PCs go on long journeys. During such expeditions, they are certain to pass through many towns and villages. The lists can also serve as inspiration to provide local colour for briefly visited settlements. How come a +2 warhammer is for sale in a sleepy, rural community? Did an adventurer of renown retire here or did a very lucky farmer find it while ploughing over one of many small burial mounds surrounding the village?

Alternatively, a GM could use the lists for thorps, hamlets (and even villages) to represent the stock of a travelling merchant or reclusive crafter. If the PCs share his hospitality or do him a favour, he may offer to sell them some of his wares. The GM could even use one of the lists to simulate the items an aged adventurer is auctioning off to fund his retirement.

Customising the lists found herein to better suit a home campaign is quick and simple. It's an easy matter to change the type of weapon or armour for sale to one favoured locally (or to that which one of the PCs uses).

Similarly, modifying a potion or scroll to contain a spell – particularly a rare spell – required by the party in an upcoming adventure or encounter is simple.



USING SO WHAT'S FOR SALE, ANYWAY?

Using So What's For Sale, Anyway? Is simple. The pages herein presents lists of magic items available for sale in 157 different settlements. When the PCs approach a settlement simply roll percentile dice and consult the relevant table on these two pages to determine which set of items is available.

$T \, \text{horp}$

D%	HAMLET SET
01-03	Thorp Set 1
04-06	Thorp Set 2
07-09	Thorp Set 3
10-11	Thorp Set 4
12-13	Thorp Set 5
14-15	Thorp Set 6
16-18	Thorp Set 7
19-21	Thorp Set 8
22-24	Thorp Set 9
25-27	Thorp Set 10
28-30	Thorp Set 11
31-32	Thorp Set 12
33-35	Thorp Set 13
36-38	Thorp Set 14
39-41	Thorp Set 15
42-44	Thorp Set 16
45-47	Thorp Set 17
48-50	Thorp Set 18
51-53	Thorp Set 19
54-56	Thorp Set 20
57-58	Thorp Set 21
59-60	Thorp Set 22
61-62	Thorp Set 23
63-64	Thorp Set 24
65-66	Thorp Set 25
67-68	Thorp Set 26
69-70	Thorp Set 27
71-72	Thorp Set 28
73-74	Thorp Set 29
75-77	Thorp Set 30
78-79	Thorp Set 31
80-81	Thorp Set 32
82-83	Thorp Set 33
84-85	Thorp Set 34
86-87	Thorp Set 35
88-89	Thorp Set 36
90-91	Thorp Set 37
92-93	Thorp Set 38
94-96	Thorp Set 39
97-98	Thorp Set 40
99-100	Thorp Set 41

HAMLET

D% HAMLET SET 01-03 Hamlet Set 1 04-06 Hamlet Set 2 07-09 Hamlet Set 3 10-12 Hamlet Set 4 13-15 Hamlet Set 5 16-18 Hamlet Set 6 19-21 Hamlet Set 7 22-24 Hamlet Set 8 25-27 Hamlet Set 9 28-30 Hamlet Set 10 31-33 Hamlet Set 11 34-36 Hamlet Set 12 37-39 Hamlet Set 13 40-42 Hamlet Set 14 43-45 Hamlet Set 15 46-48 Hamlet Set 16 49-51 Hamlet Set 17 52-54 Hamlet Set 18 55-57 Hamlet Set 19 Hamlet Set 20 58-60 61-63 Hamlet Set 21 64-66 Hamlet Set 22 67-69 Hamlet Set 23 70-72 Hamlet Set 24 73-75 Hamlet Set 25 76-78 Hamlet Set 26 79-81 Hamlet Set 27 82-84 Hamlet Set 28 85-87 Hamlet Set 29 88-90 Hamlet Set 30 91-92 Hamlet Set 31 93-94 Hamlet Set 32 95-96 Hamlet Set 33 97-98 Hamlet Set 34 99-100 Hamlet Set 35



VILLAGE

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



SMALL TOWN SMALL CITY

D%	SMALL TOWN SET	_
01-06	Small Town Set 1	
07-12	Small Town Set 2	
13-18	Small Town Set 3	
19-24	Small Town Set 4	
25-30	Small Town Set 5	
31-36	Small Town Set 6	
37-42	Small Town Set 7	
43-48	Small Town Set 8	
49-54	Small Town Set 9	
55-60	Small Town Set 10	_
61-66	Small Town Set 11	
67-72	Small Town Set 12	_
73-79	Small Town Set 13	LA
80-85	Small Town Set 14	_
86-92	Small Town Set 15	
93-100	Small Town Set 16	

LARGE TOWN

D%	LARGE TOWN SET
01-08	Large Town Set 1
09-16	Large Town Set 2
17-24	Large Town Set 3
25-32	Large Town Set 4
33-40	Large Town Set 5
41-48	Large Town Set 6
49-56	Large Town Set 7
57-64	Large Town Set 8
65-72	Large Town Set 9
73-79	Large Town Set 10
80-87	Large Town Set 11
88-95	Large Town Set 12
95-100	Large Town Set 13

	D%	SMALL CITY SET
	01-10	Small City Set 1
	11-20	Small City Set 2
	21-30	Small City Set 3
	31-40	Small City Set 4
	41-50	Small City Set 5
	51-60	Small City Set 6
	61-70	Small City Set 7
	71-80	Small City Set 8
	81-90	Small City Set 9
_	91-100	Small City Set 10

LARGE CITY

D%	LARGE CITY SET
01-10	Large City Set 1
11-20	Large City Set 2
21-30	Large City Set 3
31-40	Large City Set 4
41-50	Large City Set 5
51-60	Large City Set 6
61-70	Large City Set 7
71-80	Large City Set 8
81-90	Large City Set 9
91-100	Large City Set 10

METROPOLIS

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





THORP

Base Value: 50 gp; 1d4 minor items

THORP [1]

Scroll (Arcane) fox's cunning (150 gp)
Wands create water (44 charges, 330 gp), summon monster I (30 charges, 450 gp)
Wondrous Item stone of alarm (2,700 gp)

Thorp [2]

Potions & Oils animate rope (50 gp), darkvision (300 gp) Weapon +1 gauntlet (2,302 gp) Wondrous Item salve of slipperiness (1,000 gp)

THORP [3]

Wondrous Item swan boat feather token (450 gp)

Thorp [4]

Potion protection from law (50 gp) Scroll (Arcane) burning hands (25 gp)

THORP [5]

Potion cure light wounds (50 gp)

Scrolls (Arcane) enlarge person, flaming sphere and whispering wind (325 gp), protection from evil (325 gp)

Wand obscuring mist (20 charges, 300 gp)

THORP [6]

Potion arcane mark (25 gp)

THORP [7]

Oil rope trick (300 gp)
Scrolls (Arcane) chill touch (25 gp), disguise self (25 gp)
Scroll (Divine) align weapon and death knell (300 gp)

THORP [8]

Oil light (25 gp)
Scroll (Arcane) bear's endurance, eagle's splendour and gust of wind (450 gp)
Weapon +1 light pick (2,304 gp)
Wondrous Item efficient quiver (1,800 gp)

THORP [9]

Potions cat's grace (300 gp), hide from undead (50 gp) Scroll (Divine) cat's grace and eagle's splendour (2) (450 gp)

THORP [10]

Scrolls (Arcane) detect secret doors and summon monster II (175 gp), sleep (25 gp)

Scroll (Divine) align weapon and zone of truth (300 gp) Wondrous Item cloak of elvenkind (2,500 gp)

$\mathsf{THORP}\left[\mathbf{11}\right]$

Scroll (Arcane) gust of wind and hideous laughter (300 gp)

THORP [12]

Potions & Oils rope trick (300 gp), virtue (25 gp) Wand summon monster I (27 charges, 405 gp)

THORP [13]

Scroll (Arcane) burning hands, hold portal and true strike (75 gp)

Wand animate rope (20 charges, 300 gp) Wondrous Item chime of opening (3,000 gp)

THORP [14]

Scroll (Divine) summon nature's ally I (25 gp)

Wondrous Item *robe of useful items* (bag of gold, iron door, open pit, portable ram, potion of *cure serious wounds*, scroll of *floating disk*, silver coffer, window) (7,000 gp)

Thorp [15]

Scroll (Arcane) minor image (150 gp)

THORP [16]

Potions bull's strength (300 gp), resistance (25 gp) Scroll (Arcane) summon monster II (150 gp) Wondrous Item boots of striding and springing (5,500 gp)

THORP [17] **Potion** protection from chaos (50 gp)

THORP [18]

Wondrous Item bag of holding type III (7,400 gp)

THORP [19]

Scroll (Arcane) shield (25 gp)

THORP [20]

Potion spider climb (300 gp) Scroll (Divine) undetectable alignment (150 gp)



THORP [21]

Potion protection from law (50 gp) Scroll (Arcane) mirror image and shield (175 gp) Wondrous Item feather token, tree (400 gp)

THORP [22]

Armour +1 splint mail (1,350 gp) Scrolls (Arcane) colour spray (25 gp), rope trick (150 gp)

THORP [23]

Oil rope trick (300 gp) Scroll (Arcane) enlarge person (25 gp) Wand burning hands (34 charges, 510 gp)

THORP [24]

Potions hide from undead (50 gp), mage armour (50 gp), remove fear (50 gp)
Scroll (Arcane) summon monster II (150 gp)

THORP [25]

Potion light (25 gp) Scroll (Arcane) charm person and flare (37 gp, 5 sp) Scrolls (Divine) jump (25 gp), speak with dead (375 gp)

THORP [26]

Potion pass without trace (50 gp) Wand shillelagh (47 charges, 705 gp)

THORP [27]

Potion purify food and drink (25 gp)

THORP [28]

Potion delay poison (300 gp) Scrolls (Arcane) detect magic (12 gp, 5 sp), summon monster I (25 gp)

THORP [29]

Potion sanctuary (50 gp) Scroll (Arcane) misdirection (150 gp) Wondrous Item golembane scarab (2,500 gp)

THORP [30]

Potions owl's wisdom (25 gp), reduce person (25 gp)

THORP [31]

Scroll (Divine) entropic shield (25 gp) Ring water walking (15,000 gp) Weapon +1 shortspear (2,331 gp) Wondrous Item belt of giant strength +2 (4,000 gp)

THORP [32]

Potions eagle's splendour (300 gp), goodberry (50 gp) Scroll (Divine) faerie fire (25 gp) Wondrous Item horseshoes of a zephyr (6,000 gp)

THORP [33]

Armour +1 heavy steel shield (1,170 gp) Potion endure elements (50 gp) Scroll (Divine) bane (25 gp)

THORP [34]

Armour +1 adamantine chain shirt (6,100 gp) Wand remove fear (750 gp)

THORP [35]

Potion purify food and drink (12 gp, 5 sp) Scroll (Divine) bull's strength (150 gp)

THORP [36]

Ring force shield (8,500 gp)

THORP [37]

Potions bear's endurance (300 gp), shield of faith (50 gp) Wondrous Item elixir of love (150 gp)

THORP [38]

Scroll (Arcane) ray of enfeeblement, spectral hand and touch of idiocy (325 gp)

THORP [39]

Scroll (Divine) detect undead (25 gp)

THORP [40]

Armour mithral shirt (1,100 gp) Potion resistance (25 gp) Scroll (Arcane) detect undead (25 gp) Scroll (Divine) bless water (50 gp)

THORP [41]

Wand calm emotions (40 charges, 3,600 gp)



HAMLET

Base Value: 200 gp; 1d6 minor items

HAMLET [1]

Potion resist fire energy (300 gp) Scroll (Arcane) glitterdust and protection from evil (175 gp) Wondrous Item boots of the winterlands (2,500 gp)

HAMLET [2]

Scrolls (Arcane) burning hands (25 gp), grease (25 gp), shocking grasp (25 gp)
Scroll (Divine) fire trap (150 gp)
Weapon +1 spiked gauntlet (2,305 gp), +2 club (8,300 gp)

HAMLET [3]

Scrolls (Arcane) blur (150 gp), protection from evil (25 gp) summon swarm (150 gp)
Weapon +1 sling (2,300 gp)
Wand protection from evil (47 charges, 705 gp)

HAMLET [4]

Potions light (2) (25 gp each), pass without trace (50 gp) protection from arrows (300 gp) remove paralysis (300 gp) Wand chill metal (13 charges, 195 gp)

HAMLET [5]

Potion resistance (25 gp) Wondrous Items folding boat (7,200 gp), incense of meditation (4,900 gp)

HAMLET [6]

Potion cat's grace (300 gp) Scroll (Divine) resist energy (150 gp) Wondrous Item bag of holding type III (7,400 gp)

HAMLET [7]

Wand flare (6 charges, 45 gp)

HAMLET [8]

Potions & Oils arcane lock (300 gp), enlarge person (50 gp) Scroll (Arcane) endure elements (25 gp) Scroll (Divine) charm animal (25 gp) Wand shatter (31 charges, 2,790 gp)

HAMLET [9]

Potion *fox's cunning* (300 gp) **Scroll (Divine)** *silence* (150 gp)

HAMLET [10]

Potions pass without trace (50 gp), remove fear (50 gp)
Scrolls (Arcane) cause fear and magic circle against good (400 gp), protection from chaos (25 gp)
Scroll (Divine) charm animal (25 gp)
Wand chill touch (46 charges, 690 gp)

HAMLET [11]

Potions endure elements (50 gp), virtue (25 gp) Scrolls (Arcane) gust of wind (150 gp), minor image (150 gp) Wondrous Item horseshoes of a zephyr (6,000 gp)

HAMLET [12]

Potion cure light wounds (50 gp) Wand magic stone (42 charges, 615 gp) Wondrous Item marvellous pigments (4,000 gp)

HAMLET [13]

Potions cure light wounds (50 gp), magic stone (50 gp)

Scrolls (Arcane) daze monster and obscure object (300 gp), scorching ray (150 gp)

Weapon +1 silver dwarven waraxe (2,420 gp) Wondrous Item golembane scarab (2,500 gp)

HAMLET [14]

Scroll (Divine) flaming sphere and jump (175 gp) Wand warp wood (14 charges, 1,260 gp)

HAMLET [15]

Scroll (Arcane) hypnotism (25 gp)
 Wondrous Items bird feather token (300 gp), helm of comprehend languages and read magic (5,200 gp)

HAMLET [16]

Scroll (Arcane) detect magic and hold portal (37 gp, 5 sp)

HAMLET [17]

Potions & Oils animate rope (50 gp), light (25 gp) Scroll (Arcane) hold person (375 gp) Scroll (Divine) summon monster I (25 gp) Ring protection +1 (2,000 gp) Wand unseen servant (25 charges, 375 gp)

HAMLET [18]

Scroll (Arcane) knock (150 gp) Scrolls (Divine) silence (150 gp), summon nature's ally II (150 gp)

HAMLET [19]

Potion eagle's splendour (300 gp)
Wand summon monster II (47 charges, 4,230 gp)
Wondrous Item handy haversack (2,000 gp), lesser bracers of archery (5,000 gp), sovereign glue (2,400 gp)

HAMLET [20]

Potions stabilize (25 gp), virtue (25 gp) Scroll (Arcane) hypnotic pattern (150 gp) Scroll (Divine) gust of wind and resist energy (300 gp)

HAMLET [21]

Potions & Oils remove paralysis (300 gp), resistance (25 gp), shield of faith (50 gp)
Ring protection +1 (2,000 gp)
Weapon +1 light crossbow (2,335 gp)

HAMLET [22]

Potions cure moderate wounds (300 gp), purify food and drink (25 gp)
Ring jumping (2,500 gp)
Scroll (Divine) summon monster I (25 gp)
Wands heat metal (13 charges, 1,170 gp), lesser confusion (37 charges, 555 gp)

HAMLET [23]

Potion invisibility (300 gp)

Scroll (Arcane) make whole (150 gp)

Wands alter self (11 charges, 990 gp), tongues (32 charges, 2,880 gp)

Wondrous Items headband of vast intelligence +2 (4,000 gp), whip feather token (500 gp)

HAMLET [24]

Armour +1 heavy steel shield (1,170 gp) Scrolls (Arcane) silent image (25 gp), summon swarm (150 gp)

HAMLET [25]

Scroll (Arcane) heroism (375 gp)
Scroll (Divine) detect law and protection from chaos (50 gp)
Weapon sleep arrow (132 gp)
Wand goodberry (36 charges, 540 gp)
Wondrous Item silver raven figurine of wondrous power (3,800 gp)

HAMLET [26]

Potions & Oils magic fang (50 gp), reduce animal (300 gp), spider climb (300 gp)

HAMLET [27]

Potions & Oils arcane mark (12 gp, 5 sp), pass without trace (50 gp), protection from chaos (50 gp)

Hamlet [28]

Potions & Oils remove fear (50 gp) Scrolls (Arcane) misdirection (150 gp), web (150 gp) Scroll (Divine) bless (25 gp)

HAMLET [29]

Armour +1 heavy wooden darkwood shield (1,257 gp) Potion protection from good (50 gp) Scroll (Arcane) hypnotic pattern (150 gp)

HAMLET [30]

Potion stabilize (25 gp) Scrolls (Arcane) chill touch (25 gp), disguise self (25 gp), Scroll (Divine) hold person (150 gp) Weapon +2 dwarven waraxe (8,330 gp)

HAMLET [31]

Potion guidance (25 gp) Ring jumping (2,500 gp) Scroll (Arcane) gust of wind (150 gp) Scroll (Divine) hide from animals (25 gp) Wand sanctuary (6 charges, 90 gp)

HAMLET [32]

Scroll (Arcane) charm person, sleep (50 gp)

HAMLET [33]

Potions & Oils arcane mark (25 gp), guidance (25 gp) Wand bless (24 charges, 360 gp) Wondrous Item horn of fog (2,000 gp)

HAMLET [34]

Scroll (Divine) gentle repose (150 gp) Wand guidance (6 charges, 45 gp)

HAMLET [35]

Ring sustenance (2,500 gp) Scroll (Arcane) mage armour (25 gp) Wondrous Item dusty rose prism ioun stone (5,000 gp)



VILLAGE

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

VILLAGE [1]

- Potions & Oils bull's strength (300 gp), magic fang (50 gp), shillelagh (50 gp)
- Wand dispel magic (10 charges, 2,250 gp), mirror image (17 charges, 1,530 gp), shillelagh (50 charges, 750 gp)
- **Wondrous Item** *eversmoking bottle* (5,400 gp), *maul of the titans* (25,305 gp), *stone of alarm* (2,700 gp)

VILLAGE [2]

Potions & Oils animate rope (25 gp), cure moderate wounds (300 gp), shatter (300 gp)
Rod cancellation (11,000 gp)

 Scrolls (Arcane) eagle's splendour and hypnotism (175 gp), flaming sphere (150 gp), whispering wind (150 gp)
 Scrolls (Divine) doom (25 gp), goodberry (25 gp)

Weapon +2 warhammer (8,312 gp)

VILLAGE [3]

Armour +2 buckler (4,165 gp) Scroll (Arcane) minor image (150 gp) Wand deathwatch (46 charges, 690 gp)

VILLAGE [4]

Armour +1 shadow half-plate (5,500 gp) Potions & Oils jump (50 gp), light (25 gp) Scrolls (Arcane) detect secret doors (25 gp), mount (25 gp), protection from good (25 gp)

Wand web (31 charges, 2,790 gp)

Wondrous Items bracers of armour +1 (1,000 gp), horn of blasting (20,000 gp)

VILLAGE [5]

Potion cure moderate wounds (300 gp)

Scrolls (Arcane) rope trick (150 gp), hypnotic pattern (150 gp)

Scrolls (Divine) doom (25 gp), enthrall (150 gp)

Rod lesser metamagic quicken spell (35,000 gp)

Wands doom (21 charges, 315 gp), reduce animal (45 charges, 4,050 gp)

Weapon +2 light hammer (8,301 gp)

Wondrous Items efficient quiver (1,800 gp), rope of climbing (3,000 gp)

VILLAGE [6]

Oil shillelagh (50 gp)

Scrolls (Arcane) elemental body I (700 gp), spider climb (150 gp) Wand bear's endurance (10 charges, 900 gp)

Wondrous Items belt of giant strength +4 (16,000 gp), silver lions figurines of wondrous power (16,500 gp)

VILLAGE [7]

Potions & Oils continual flame (350 gp), darkness (300 gp), delay poison (300 gp), resist sonic energy (300 gp) Rod greater metamagic silent spell (24,500 gp)

Scrolls (Arcane) whispering wind (150 gp), detect magic and rope trick (162 gp, 5 sp)

Scrolls (Divine) cure moderate wounds and entangle (175 gp)

Wand continual flame (1 charge, 70 gp) Wondrous Item lyre of building (13,000 gp)

VILLAGE [8]

Potion cure light wounds (50 gp)
Ring x-ray vision (25,000 gp)
Scrolls (Arcane) alarm (25 gp), alter self and ghoul touch (300 gp), detect secret doors (25 gp)
Wand remove disease (31 charge, 6,975 gp), whispering wind (21 charge, 1,890 gp)
Wondrous Item crown of blasting, minor (6,480 gp)

VILLAGE [9]

0

Potions & Oils invisibility (300 gp), light (25 gp) Scrolls (Arcane) eagle's splendour (150 gp), reduce person (25 gp) Scroll (Divine) barkskin (25 gp) Staff healing (29,600 gp) Wand delay poison (29 charge, 2,610 gp)

VILLAGE [10]

Potions & Oils continual flame (350 gp), cure moderate wounds (300 gp), hide from undead (50 gp), reduce animal (300 gp), shield of faith (50 gp)

Rod cancellation (11,000 gp)

Scrolls (Arcane) comprehend languages (25 gp), summon monster I (25 gp)

Staff frost (41,400 gp)

Weapon +1 shortbow (2,330 gp)

Wondrous Item gem of brightness (13,000 gp)

VILLAGE [11]

Potions & Oils cure moderate wounds (300 gp), gentle repose (50 gp)

Scroll (Arcane) enlarge person (25 gp)

Scrolls (Divine) shield of faith (25 gp), summon nature's ally I (25 gp)

Staff healing (29,600 gp)

Wondrous Item bracers of armour +1 (1,000 gp), horseshoes of speed (3,000 gp), robe of blending (8,400 gp)

VILLAGE [12]

Armour +2 tower shield (4,180 gp)

Potions & Oils hide from animals (50 gp), resistance (25 gp), spider climb (300 gp), shatter (300 gp)

Rings improved jumping (10,000 gp), ram (4 charges, 688 gp)

Scrolls (Arcane) command undead, mage armour and ray of enfeeblement (200 gp)

Wand animal messenger (34 charges, 3,060 gp)

VILLAGE [13]

Rod cancellation (11,000 gp)

Scrolls (Arcane) blindness/deafness, dancing light, and detect thoughts (312 gp, 5 sp), mass enlarge person (700 gp), resilient sphere (700 gp)

Scrolls (Divine) animal trance (150 gp), detect chaos (25 gp), hold person (150 gp)

Weapon +2 spiked chain (8,325 gp), +3 two-bladed sword (18,700 gp)

Wondrous Item lesser bracers of archery (5,000 gp)

VILLAGE [14]

Potions & Oils arcane mark (25 gp), mage armour (50 gp), protection from law (50 gp), rope trick (300 gp), shatter (300 gp)

Scroll (Arcane) fox's cunning, message and rage (537 gp, 5 sp)

VILLAGE [15]

Potions & Oils magic stone (50 gp), spider climb (300 gp)
Scroll (Divine) enthral and speak with plants (525 gp)
Scrolls (Arcane) command undead (150 gp), eagle's splendour (150 gp), summon monster III (375 gp)
Weapon +1 darkwood longbow (2,405 gp)

VILLAGE [16]

Potions & Oils continual flame (350 gp) Ring climbing (2,500 gp) Scroll (Arcane) mirror image (150 gp) Scroll (Divine) lesser restoration (150 gp) Staff charming (17,600 gp) Wondrous Item bracers of armour +4 (16,000 gp)

VILLAGE [17]

Armour +1 tower shield (1,180 gp) Potions & Oils enlarge person (50 gp), status (300 gp) Scroll (Arcane) ventriloquism (25 gp) Scroll (Divine) summon monster III (375 gp) Wondrous Item feather token (whip) (500 gp)

VILLAGE [18]

Potion reduce person (50 gp)
Ring feather falling (2,200 gp)
Scroll (Divine) flame blade (150 gp)
Scrolls (Arcane) colour spray (25 gp), disrupt undead (12 gp, 5 sp)

Staff *fire* (18,950 gp)

Wand entangle (34 charges, 525 gp) Weapon adamantine dagger (3,002 gp)

VILLAGE [19]

Armour +3 arrow catching light steel shield (16,159 gp)

Scroll (Arcane) protection from law (25 gp)

Wondrous Item rope of climbing (3,000 gp)

Wand wall of fire (40 charges, 16,800 gp) Weapon +1 repeating heavy crossbow (2,700 gp) Wondrous Item portable hole (20,000 gp)

VILLAGE [20]

Rod metamagic silent spell (11,000 gp)

Scrolls (Arcane) erase (25 gp), fox's cunning and mirror image (300 gp), hypnotism (25 gp), knock (150 gp), levitate (150 gp), magic circle against law (375 gp)

Scroll (Divine) detect good (25 gp)

Wondrous Items incandescent blue sphere ioun stone (8,000 gp), iron bands of binding (26,000 gp), tome of clear thought +1 (27,500 gp)

VILLAGE [21]

Potion delay poison (150 gp), stabilise (25 gp)

Scroll (Arcane) invisibility sphere (375 gp)

- Scroll (Divine) detect law (25 gp)
- Wand summon nature's ally (40 charges, 600 gp), ventriloquism (5 charges, 75 gp)

SMALL TOWN

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

SMALL TOWN [1]

Armour +1 buckler (1,165 gp) Potion bull's strength (300 gp)

Scroll (Arcane) protection from good (25 gp)

Scroll (Divine) protection from chaos (25 gp)

Wand erase (48 charges, 720 gp), greater magic weapon

(41 charges, 9,225 gp) Weapon +1 dire flail (2,690 gp)

Wondrous Items fan feather token (200 gp), pearl of power (1st) (1,000 gp), necklace of fireballs type V (5,850 gp)

SMALL TOWN [2]

Armour +1 spell resistance (15) chainmail (16,165 gp)

Potions & Oils bear's endurance (300 gp), eagle's splendour (300 gp), make whole (300 gp)

Scrolls (Arcane) blindness/deafness and shield (175 gp), detect secret doors and magic weapon (50 gp), spider climb and whispering wind (300 gp)

Scrolls (Divine) find traps (150 gp), spiritual weapon (150 gp)

Wand owl's wisdom (38 charges, 3,420 gp)

Weapon +2 shortbow (8,330 gp)

Wondrous Items bag of holding type I (2,500 gp), pink and green sphere ioun stone (8,000 gp)

SMALL TOWN [3]

Potions & Oils hide from animals (50 gp), remove fear (50 gp), sanctuary (50 gp)

Scrolls (Arcane) knock (150 gp), levitate (300 gp), magic circle against good (375 gp), magic mouth (160 gp)

Scroll (Divine) sanctuary (25 gp)

Ring wizardry (I) (20,000 gp)

Weapon +3 hand crossbow (18,400 gp), +3 anarchic throwing axe (50,308 gp)

Wondrous Items *elixir of fire breath* (1,100 gp), *gray bag of tricks* (3,400 gp)

SMALL TOWN [4]

Potions & Oils animate rope (50 gp), bull's strength (3) (300 gp), cure moderate wounds (300 gp), magic stone (50 gp), sanctuary (50 gp)

Scroll (Arcane) burning hands (25 gp) Wand chill touch (4 charges, 60 gp)

SMALL TOWN [5]

Armour +1 tower shield (1,180 gp), +1 light wooden shield (1,153 gp)

Potions & Oils gentle repose (300 gp), magic weapon (50 gp)
Rod cancellation (11,000 gp)
Scroll (Arcane) cause fear (25 gp)
Scroll (Divine) death knell (150 gp)
Wands cure serious wounds (8 charges, 1,800 gp), remove curse (45 charges, 10,125 gp)

Weapon masterwork cold iron longsword (330 gp)

SMALL TOWN [6]

Armour +1 heavy steel shield (1,170 gp) Potion sanctuary (50 gp) Ring protection +3 (18,000 gp) Scrolls (Arcane) detect secret doors (25 gp), disguise self (25 gp), locate object (150 gp) Scroll (Divine) charm animal (25 gp) Wand align weapon (19 charges, 1,710 gp)

SMALL TOWN [7]

Potions darkvision (300 gp), resistance (25 gp)
Rings animal friendship (10,800 gp), force shield (10,800 gp) x-ray vision (25,000 gp)
Scroll (Arcane) whispering wind (150 gp)
Scroll (Divine) detect chaos (25 gp)
Staff defence (62,000 gp)
Wands chill metal (18 charges, 270 gp), darkness (18 charges, 1,620 gp), illusory script (29 charges, 7,975 gp)

SMALL TOWN [8]

Armour dragonhide plate (3,300 gp)

Potions & Oils cure moderate wounds (300 gp), fox's cunning (300 gp), obscure object (300 gp)

Scrolls (Arcane) detect secret doors and fly (400 gp), invisibility and knock (300 gp)

Scrolls (Divine) barkskin (150 gp), speak with dead (375 gp)

Wands eagle's splendour (39 charges, 3,510 gp), eagle's splendour (44 charges, 3,960 gp), scare (15 charges, 1,350 gp)

Weapon +2 short sword (2,310 gp)

Wondrous Item *iridescent spindle ioun stone* (18,000 gp), *sovereign glue* (2,400 gp)

SMALL TOWN [9]

Oil shillelagh (50 gp)
Rod immovable (5,000 gp)
Wands enlarge person (4 charges, 60 gp), meld into stone (25 charges, 5,625 gp)
Weapon +2 light hammer (2,301 gp)
Wondrous Item vest of escape (5,200 gp)

SMALL TOWN [10]

Armour +1 light fortification light steel shield (4,159 gp) Potions cat's grace (300 gp), invisibility (300 gp) Ring water walking (15,000 gp)

Scrolls (Arcane) colour spray (25 gp), eagle's splendour (150 gp), hypnotism (25 gp), light and endure element (37 gp, 5 sp), minor image (150 gp), protection from arrows (150 gp), spider climb (150 gp), summon monster I (25 gp)

Scroll (Divine) flaming sphere (150 gp)

Staff healing (29,600 gp)

Wondrous Item headband of vast intelligence +4 (16,000 gp)

SMALL TOWN [11]

Armour +1 heavy wooden shield (1, 153 gp) Oil rope trick (300 gp) Scroll (Arcane) charm monster (700 gp) Scroll (Divine) barkskin (150 gp), detect evil (25 gp) Staff healing (29,600 gp) Wondrous Item rope of entanglement (21,000 gp)

SMALL TOWN [12]

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

Potion & Oil make whole (300 gp) Rod lesser metamagic extend spell (3,000 gp) Scroll (Arcane) detect poison (12 gp, 5 sp) Scrolls (Divine) aid (150 gp), flare (12 gp, 5 sp) Weapons +1 club (2,300 gp), flame tongue (20,715 gp) Wondrous Item hand of the mage (900 gp)

SMALL TOWN [13]

Potions & Oils bull's strength (300 gp), cure moderate wounds (300 gp), hide from undead (50 gp), light (25 gp), obscure object (300 gp) Ring minor energy (fire) resistance (12,000 gp) Scrolls (Arcane) confusion (700 gp), detect secret doors (25 gp) and flame arrow (375 gp), resist energy (150 gp) Wand shillelagh (42 charges, 630 gp) Wondrous Item necklace of fireballs type VI (8,100 gp)

SMALL TOWN [14]

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Armour +1 heavy wooden shield (1,157 gp)
Potions & Oils protection from chaos (50 gp), resist (cold) energy (300 gp)
Scrolls (Arcane) obscuring mist (25 gp), shield (25 gp)
Staves defence (62,000 gp), frost (41,400 gp)
Wand enlarge person (27 charges, 405 gp)
Wondrous Items cloak of resistance +2, necklace of fireballs type IV (5,400 gp)

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SMALL TOWN
[15]

Armour Rhino hide (5,165 gp)

Potions & Oils reduce animal (300 gp), reduce person (50 gp), remove paralysis (300 gp), sanctuary (50 gp), status (300 gp), wood shape (300 gp)

Rings protection +1 (2,000 gp), protection +3 (18,000 gp) Rod flame extinguishing (15,000 gp)

Scroll (Arcane) arcane eye (700 gp) Staff defence (62,000 gp)

Wands aid (31 charges, 2,790 gp), comprehend languages (25 charges, 375 gp)

SMALL TOWN [16]

Potions & Oils darkvision (150 gp), light (25 gp) Ring improved climbing (10,000 gp)

Scrolls (Arcane) fox's cunning (150 gp), invisibility (150 gp), reduce person (25 gp), suggestion (375 gp), ventriloquism (25 gp)

Scroll (Divine) cure serious wounds, water walk (750 gp) Wondrous Item phylactery of positive channelling (11,000 gp)

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LARGE TOWN

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

LARGE TOWN [1]

Armour +2 heavy wooden shield (4,157 gp), +3 heavy darkwood shield (9,257 gp), +3 improved acid, cold and electricity resistance full plate (136,650 gp)

Potions & Oils bless weapon (50 gp), hide from undead (50 gp) Scrolls (Arcane) darkness (150 gp), magic mouth (2; 160 gp each) Wand entopic shield (41 charges, 615 gp)

Weapon +2 repeating crossbow bolts (5) (831 gp)

Wondrous Items bracelet of friends (19,000 gp), cloak of arachnida (14,000 gp), manual of gainful exercise +3 (82,500 gp)

LARGE TOWN [2]

Armour +4 banded mail (16,400 gp), +5 heavy steel shield (25,170 gp), +5 leather armour (25,160 gp)

Potion & Oil reduce person (50 gp)

Rings wizardry (II) (40,000 gp), x-ray vision (25,000 gp)

Scrolls (Arcane) passwall (1,125 gp), whispering wind (150 gp)

Scrolls (Divine) barkskin (150 gp), summon nature's ally I and summon nature's ally II (175 gp)

Wands enlarge person (5 charges, 75 gp), false life (27 charges, 2,430 gp), mage armour (29 charges, 435 gp)

Weapon +5 scythe (50,318 gp) Wondrous Item hand of glory (8,000 gp)

LARGE TOWN [3]

Armour +2 scale mail (4,200 gp), +3 scale mail (9,200 gp)

Ring water walking (15,000 gp)

Scrolls (Arcane) gust of wind (150 gp), reduce person (25 gp)

Scrolls (Divine) animate dead (up to 10 HD worth) (625 gp), charm animal, command and comprehend languages (75 gp),

Wands ray of enfeeblement (10 charges, 300 gp), summon nature's ally IV (42 charges, 17,640 gp)

Weapon screaming bolt (267 gp)

Wondrous Item cubic gate (164,000 gp)

LARGE TOWN [4]

- Armour +4 light steel shield (16,159 gp), +4 sonic resistance splint mail (34,350 gp)
- Potions & Oils cure moderate wounds (300 gp), cure serious wounds (750 gp), light (25 gp), spider climb (300 gp)
- Ring major sonic resistance (28,000 gp), protection +3 (18,000 gp)

Scrolls (Arcane) gust of wind and summon monster II (300 gp), sepia snake sigil (875 gp)

Scroll (Divine) spell resistance (1,125 gp)

Staff evocation (82,000 gp)

Wands protection from arrows (24 charges, 2,160 gp)

Weapon sword of subtlety (22,310 gp) Wondrous Item candle of truth (2,500 gp)

LARGE TOWN [5]

Armour +1 buckler (4,165 gp), +3 breastplate (9,350 gp), +4 improved fire resistance chainmail (58,300 gp), rhino hide (5,165 gp)

Potion cure moderate wounds (300 gp)

Ring protection +4 (32,000 gp)

Rod greater metamagic extend spell(24,500 gp)

Scroll (Arcane) endure elements (25 gp)

Scroll (Divine) cure light wounds, guidance, and owl's wisdom (187 gp, 5 sp)

Wand invisibility (13 charges, 1,170 gp)

Weapons +3 dwarf-bane handaxe (32,306 gp), +3 net (18,320 gp)

LARGE TOWN [6]

Armour +1 chainmail (1,300 gp), +3 half-plate (9,750 gp), lion's shield (9,170 gp)

Potions & Oils grease (50 gp), mage armour (50 gp)

- Ring chameleon power (12,700 gp), improved climbing (10,000 gp), improved jumping (10,000 gp), wizardry (IV) (100,000 gp)
- Rods greater metamagic, empower spell (73,000 gp), metamagic empower spell (32,500 gp), viper (19,000 gp)

Scrolls (Arcane) darkvision and endure elements (175 gp), ventriloquism (25 gp)

Staff illusion (82,000 gp)

Wands calm emotions (2 charges, 180 gp), shatter (4 charges, 360 gp), shout (29 charges, 12,180 gp)

Weapon +3 dwarven urgrosh (18,650 gp)

Wondrous Items boots of the winterlands (2,500 gp), headband of alluring charisma +4 (16,000 gp)

LARGE TOWN [7]

Potions cure light wounds (50 gp), enlarge person (50 gp), rage (750 gp), sanctuary (50 gp)

Rings *improved jumping* (10,000 gp), *protection* +4 (32,000 gp)

- Rods metamagic lesser empower spell (9,000 gp), python (13,000 gp)
- Scrolls (Arcane) dimension door (700 gp), dominate person (1,125 gp), erase and expeditious retreat (50 gp), fireball, rage and sepia snake sigil (1,625 gp), rope trick (150 gp)
- Wondrous Items ivory goat figurines of wondrous power (21,000 gp), necklace of fireballs type IV (5,400 gp), robe of blending (8,400 gp), robe of bones (2,400 gp)

LARGE TOWN [8]

Armour +2 buckler (4,165 gp)

Potions & Oils pass without trace (50 gp), remove disease (750 gp), resist acid energy (300 gp), shatter (300 gp), shillelagh (50 gp)

Ring blinking (27,000 gp)

Rods immovable (5,000 gp), lesser metamagic silent spell (11,000 gp), viper (19,000 gp)

Scrolls (Arcane) burning hands (25 gp), comprehend languages (25 gp), darkvision (150 gp), invisibility sphere and wall of ice (1,075 gp), resist energy (150 gp)

- Scroll (Divine) spell immunity (700 gp)
- Wands alarm (49 charges, 735 gp), jump (42 charges, 630 gp)

Wondrous Items cloak of etherealness (55,000 gp), horn of Valhalla (50,000 gp)

LARGE TOWN [9]

Ring protection +5 (50,000 gp) **Rod** lesser metamagic enlarge spell (3,000 gp) Staff size alteration (26,150 gp)

Scroll (Divistaff defe Wands discern lies (21 charges, 8,820 gp), heat metal (50 charges, 4,500 gp), mage hand (7 charges, 5 gp), sound burst (49 charges, 4,410 gp)

Wondrous Items belt of mighty constitution +4 (16,000 gp), eyes of the eagle (2,500 gp), headband of mental superiority +6 (144,000 gp), ring gates (40,000 gp), sustaining spoon (5,400 gp)

LARGE TOWN [10]

Potions & Oils cure serious wounds (750 gp), hold portal (50 gp), neutralize poison (750 gp)

Ring protection +2 (8,000 gp)

Scrolls (Arcane) comprehend languages (25 gp), detect thoughts (150 gp), glitterdust (150 gp), planar binding and lesser (1,125 gp)

Weapon +3 darkwood composite longbow (+5 Str) (18,900 gp)

Wondrous Items blessed book (12,500 gp), druid's vestment (3,750 gp), manual of quickness in action +5 (137,500 gp)

LARGE TOWN [11]

Armour +1 studded leather armour (1,175 gp) Rods flame extinguishing (15,000 gp), wonder (12,000 gp)

Scrolls (Arcane) detect poison (12 gp, 5 sp), hold portal (25 gp) Scrolls (Divine) barkskin (150 gp), remove disease (375 gp),

summon nature's ally I (50 gp)

Staves necromancy (82,000 gp), passage (206,900 gp)

LARGE TOWN [12]

Armour adamantine breastplate (10,200 gp) Potions cure moderate wounds (300 gp), owl's wisdom (300 gp), stabilize (25 gp), tongues (750 gp)

Rings force shield (8,500 gp), minor spell storing (18,000 gp)

> Scroll (Arcane) invisibility (150 gp) Staff fire (18,950 gp)

Weapons +1 quarterstaff (4,600 gp), +4 punching dagger (32,302 gp)

LARGE TOWN [13]

Armour +3 energy (fire) resistance tower shield (27,180 gp)

Potions delay poison (300 gp), hide from animals (50 gp), virtue (25 gp)

Rings evasion (25,000 gp), invisibility (20,000 gp), protection +1 (2,000 gp)

Scroll (Divine) comprehend languages (25 gp) Staff defence (62,000 gp)

Wands phantom trap (39 charges, 3,510 gp), restoration (32 charges, 16,640 gp), summon nature's ally I (14 charges, 210 gp)

Weapon +3 ranseur (18,310 gp)

Wondrous Items amulet of natural armour +1 (2,000 gp), bird feather token (3,000 gp), pale green prism ioun stone (30,000 gp)

SMALL CITY

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

SMALL CITY [1]

Potions & Oils arcane lock (300 gp), erase (50 gp), hide from undead (50 gp), remove fear (50 gp), rope trick (300 gp)
Ring force shield (8,500 gp)

Rods flailing (50,000 gp), metamagic empower spell (32,500 gp)

Scrolls (Arcane) comprehend languages (25 gp), enlarge person and shocking grasp (50 gp), levitate (150 gp), summon monster III (375 gp)

Scrolls (Divine) chaos hammer (700 gp), delay poison, inflict light wounds and protection from chaos (200 gp), entropic shield (25 gp)

Wands magic vestment (6 charges, 1,350 gp), ray of enfeeblement (17 charges, 255 gp), cure moderate wounds (7 charges, 630 gp)

Wondrous Items amulet of mighty fists +2 (20,000 gp) pale green prism ioun stone (30,000 gp), tome of understanding +2 (55,000 gp)

SMALL CITY [2]

Armour +1 heavy steel shield (2) (1,170 gp each)
Potions & Oils purify food and drink (25 gp), sanctuary (50 gp)
Rings ram (2 charges, 344 gp), protection +2 (8,000 gp), x-ray vision (25,000 gp)

Scrolls (Arcane) comprehend languages (25 gp), magic mouth (160 gp), protection from chaos (25 gp)

Scrolls (Divine) *dispel magic* and *spike growth* (750 gp), *wall of fire* (1,125 gp)

Wands cure moderate wounds (8 charges, 720 gp), flaming sphere (30 charges, 2,700 gp), fly (34 charges, 7,650 gp), lesser restoration (1 charge, 90 gp), phantom trap (16 charges, 2,240 gp), see invisibility (21 charges, 1,890 gp)

Weapon +1 heavy crossbow (2,350 gp), +3 light mace (18,305 gp)

Wondrous Items *cube of frost resistance* (27,000 gp), *feather token, bird* (300 gp), *gray bag of tricks* (3,400 gp)

SMALL CITY [3]

Potions & Oils bull's strength (300 gp), cure serious wounds (750 gp), darkness (300 gp), good hope (750 gp), light (25 gp), rope trick (300 gp)

Ring force shield (8,500 gp)

Scrolls (Arcane) cat's grace (150 gp), flaming sphere (150 gp), misdirection (150 gp)

Scrolls (Divine) delay poison (150 gp), desecrate (175 gp), endure elements (25 gp), scrying (1,125 gp)

Wand cure moderate wounds (49 charges, 4,410 gp)
Weapon +3 frost punching dagger (32,302 gp)
Wondrous Items ivory goats figurine of wondrous power, (21,000 gp), pipes of sounding (1,800 gp)

SMALL CITY [4]

Armour +4 greater electricity resistance heavy steel shield (82,170 gp)

Potions & Oils bless weapon (50 gp), cure light wounds (50 gp), guidance (25 gp), heroism (750 gp)

Scrolls (Arcane) animate rope (25 gp), magic circle against good (375 gp), major creation, symbol of pain and wish (32,075 gp)

Scrolls (Divine) charm animal (25 gp), pass without trace (25 gp), shambler (3,825 gp)

Staff swarming insects (22,800 gp)

Wands resilient sphere (34 charges, 14,280 gp), summon monster III (4 charges, 900 gp)

Weapon screaming bolt (267 gp)

Wondrous Items *belt of dwarvenkind* (14,900 gp), *broom of flying* (17,000 gp), *maul of the titans* (25,305 gp), *portable hole* (20,000 gp)

SMALL CITY [5]

Armour +1 arrow deflection buckler (9,165 gp), +3 adamantine chainmail (19,150 gp)

Potions *darkvision* (300 gp), *fox's cunning* (300 gp), *guidance* (25 gp), *heroism* (750 gp)

Rings chameleon power (12,700 gp), protection +1 (2,000 gp)

Rod metamagic extend spell (11,000 gp)

Scrolls (Divine) *awaken, raise dead* (9,250 gp), (*desecrate* (175 gp), restoration (1,700 gp)

Wands *aid* (11 charges, 990 gp), *sound burst* (8 charges, 720 gp)

Weapons +2 arrows ([20] 8,121 gp), +3 sling (18,300 gp), +4 dancing kama (128,302 gp)

Wondrous Items anchor feather token (50 gp), helm of underwater action (24,000 gp), minor cloak of displacement (24,000 gp)



SMALL CITY [6]

- Armour +1 arrow catching heavy wooden shield (4,157 gp)
- Potions & Oils bear's endurance (150 gp), remove fear (50 gp)
- Ring ram (17 charges, 2,924 gp)
- Rods flailing (50,000 gp), lesser metamagic extend spell (3,000 gp), python (13,000 gp)
- Scrolls (Arcane) animate rope (25 gp), disguise self (25 gp), magic circle against law (375 gp), mage armour, see invisibility and true strike (200 gp), persistent image (1,125 gp), protection from evil (25 gp), secure shelter (700 gp)
- Scrolls (Divine) glyph of warding (575 gp), wind wall (375 gp)

Staff illusion (82,000 gp)

- Weapons +1 spell storing dagger (8,302 gp), +3 frost shortbow (32,330 gp)
- Wondrous Items belt of physical perfection +4 (64,000 gp), bird feather token (300 gp), broom of flying (17,000 gp)

SMALL CITY [7]

Armour +3 heavy wooden shield (9,157 gp)

Potions & Oils aid (300 gp), cure light wounds (50 gp), magic weapon (50 gp), reduce person (50 gp), shatter (300 gp)

Rod lesser metamagic empower spell (9,000 gp)

- Scrolls (Arcane) blindness/deafness (150 gp), darkness (150 gp), spider climb (150 gp), tongues (375 gp)
- Scrolls (Divine) divine favour (25 gp), freedom of movement (700 gp), poison (375 gp), zone of truth (150 gp)

Wand magic aura (27 charges, 405 gp)

Wondrous Items dimensional shackles (28,000 gp), hand of the mage (900 gp), broom of flying (17,000 gp) Weapon +3 shortbow (18,300 gp)

SMALL CITY [8]

- Armour +2 tower shield (4,180 gp), +3 energy (fire) resistance heavy steel shield (27,170 gp), +5 breastplate (25,350 gp)
- Potions & Oils animate rope (50 gp), eagle's splendour (150 gp), mage armour (50 gp), hide from animals (50 gp)
- Potions remove blindness/deafness (750 gp), protection from energy (electricity) (750 gp)

Rods cancellation (11,000 gp), metamagic empower spell (32,500 gp)

Scrolls (Arcane) jump (25 gp), disguise self (25 gp) Scrolls (Divine) aid (150 gp), create greater undead (3,150 gp), dismissal (700 gp), tongues (700 gp)

Staves defence (62,000 gp), frost (41,400 gp), swarming insects (22,800 gp)

Wands calm emotions (5 charges, 450 gp), charm animal (31 charges, 465 gp), detect undead (45 charges, 675 gp) Wondrous Items onyx dog figurine of wondrous power (15,500 gp), pearl of power (1st-level) (1,000 gp)

SMALL CITY [9]

Armour +1 scale mail (1,200 gp)

Potions & oil arcane mark (25 gp), cure light wounds (50 gp), protection from chaos (50 gp), remove fear (50 gp) Rod greater metamagic silent spell (24,500 gp)

Scrolls (Arcane) blink and flame arrow (750 gp), bull's strength (150 gp), magic circle against chaos (375 gp), magic missile (25 gp), rainbow pattern (700 gp)

Wands cure critical wounds (39 charges, 16,380 gp), summon monster I (25 charges, 375 gp)

Wondrous Items bracers of armour +1 (1,000 gp), iridescent spindle ioun stone (18,000 gp), pale lavender ellipsoid ioun stone (20,000 gp)

SMALL CITY [10]

- Armour +4 animated moderate fortification greater cold resistance light steel shield (147, 159 gp)
- Potions & Oils arcane lock (150 gp), cure serious wounds (750 gp), darkvision (300 gp), delay poison (300 gp), resistance (25 gp), virtue (25 gp), warp wood (300 gp)
- Rings evasion (25,000 gp), protection +2 (8,000 gp), telekinesis (75,000 gp)
- Rods metamagic enlarge spell (11,000 gp), python (13,000 gp), wonder (12,000 gp)
- Scrolls (Arcane) astral projection and meteor swarm (8,650 gp), protection from arrows (150 gp)

Staff earth and stone (85,800 gp)

Wand glitterdust (41 charges, 3,600 gp)

Weapons +1 heavy crossbow (2,350 gp), +1 shortbow (2,330 gp), nine lives stealer (23,057 gp)

LARGE CITY

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

LARGE CITY [1]

Armour +2 hide armour (4,165 gp), +4 light fortification heavy wooden shield (25,157 gp)

Potions & Oils cure light wounds (25 gp), fox's cunning (150 gp), magic stone (25 gp), rage (750 gp), shield of faith (25 gp)

Rings evasion (25,000 gp), improved climbing (10,000 gp), mind shielding (8,000 gp), swimming (2,500 gp)

Scrolls (Arcane) glitterdust (150 gp), mass reduce person (700 gp), solid fog (700 gp), whispering wind (150 gp)

- Scroll (Divine) continual flame (425 gp), holy word (2,275 gp), wall of thorns (1,125 gp)
- Staves divination (82,000 gp), necromancy (82,000 gp), woodlands (100,400 gp)

Weapon +3 spear (18,302 gp)

Wondrous Items cloak of resistance +5 (25,000 gp), fan feather token (200 gp), handy haversack (2,000 gp)

LARGE CITY [2]

Armour +2 bashing moderate fortification heavy steel shield (36,170 gp), +5 chainmail (25,400 gp)

Potions & Oils barkskin (300 gp), cure light wounds (50 gp), endure elements (50 gp), erase (50 gp), spider climb (300 gp), virtue (25 gp)

Scrolls (Arcane) fire trap (725

gp), flaming sphere (150 gp), phantom steed (375 gp), protection from good (25 gp)

Scrolls (Divine) enthrall (150 gp), speak with animals (25 gp)

- Staves frost (41,400 gp), illusion (82,000 gp), swarming insects (22,800 gp)
- Wands bear's endurance (39 charges, 3,510 gp), major image (26 charges, 5,850 gp), shrink item (36 charges, 8,100 gp)
- Wondrous Items circlet of persuasion (4,500 gp), headband of mental superiority +2 (16,000 gp)

LARGE CITY [3]

Armour +3 adamantine banded mail (24,250 gp), +5 improved fire resistance banded mail (67,400 gp)
Potions & Oils barkskin (300 gp), endure elements (50 gp)
Ring animal friendship (10,800 gp)

Rod enemy detection (23,500 gp)

Scrolls (Arcane) acid arrow (150 gp), shield (25 gp)

Scroll (Divine) comprehend languages (25 gp)

Wands cure serious wounds (42 charges, 9,450 gp), levitate (26 charges, 2,340 gp)

Weapon +2 heavy mace (8,312 gp)

Wondrous Items *efficient quiver* (1,800 gp), *stone of alarm* (2,700 gp), *pearl of power* (8th) (64,000 gp)

LARGE CITY [4]

Potions jump (50 gp), magic fang (50 gp), protection from arrows (300 gp), reduce person (50 gp), stabilize (25 gp)

Ring animal friendship (10,800 gp)

- Rod absorption (50,000 gp), greater metamagic extend spell (24,500 gp)
- Scrolls (Arcane) cat's grace, ghoul touch and shatter (450 gp), disguise self (25 gp), detect poison (12 gp, 5 sp)

Scroll (Divine) magic fang, greater and

meld into stone (1,075 gp) Staff healing (29,600 gp)

Weapon +4 composite longbow (+7 Str) (33,100 gp)

WondrousItemsbootsofelvenkind(2,500 gp),bootsoflevitation(7,500 gp),roberobeofbones(2,400gp)

LARGE CITY [5]

Armour +3 darkwood buckler (9,205 gp)

Potions & Oils bear's endurance (300 gp), blur (300 gp), cure light wounds (50 gp), grease (50 gp), magic weapon (50 gp)

Ring elemental (earth) command (200,000 gp)

- Rods metamagic quicken spell (75,500 gp), metamagic silent spell (11,000 gp)
- Scrolls (Arcane) ghoul touch (150 gp), legend lore (1,900 gp), shocking grasp (25 gp)

Scroll (Divine) jump (25 gp)

Staves enchantment (82,00 gp), frost (41,400 gp), size alteration (26,150 gp)

Wand detect snares and pits (42 charges, 630 gp)

Weapon +3 handaxe (18,306 gp)

Wondrous Items belt of physical perfection +4 (64,000 gp), cloak of the manta ray (7,200 gp)

LARGE CITY [6]

- Armour +4 ghost touch moderate fortification light wooden shield (100,153 gp), +3 improved electricity resistance mithral buckler (52,015 gp), +3 heavy mithral shield (10,020 gp)
- Potions & Oils cure serious wounds (2) (750 gp each), eagle's splendour (300 gp), jump (50 gp), protection from law (50 gp), resistance (25 gp)
- **Ring** *protection* +3 (18,000 gp)
- Rod metamagic quicken spell (75,500 gp)
- Scrolls (Arcane) bear's endurance (150 gp), blink, invisibility and keen edge (900 gp), bestow curse and daylight (1,075 gp), protection from law (25 gp), summon monster I (25 gp), unseen servant (25 gp)

Scroll (Divine) restoration (1,700 gp)

Staff abjuration (82,000 gp)

Wands false life (25 charges, 2,250 gp), shatter (36 charges, 3,240 gp)

Weapon +2 rapier (8,320 gp)

Wondrous Items folding boat (7,200 gp), mantle of faith (76,000 gp)

LARGE CITY [7]

Armour +3 buckler (9,165 gp), +4 heavy wooden arrow catching shield (25,157 gp)

Potions and Oils endure elements (50 gp), fly (750 gp), hide from animals (50 gp), keen edge (750 gp), rage (750 gp), shield of faith (50 gp), warp wood (300 gp)

Rings blinking (27,000 gp), chameleon power (12,700 gp)

Rod greater metamagic enlarge spell (24,500 gp)

Scrolls (Arcane) chill touch, darkness and shocking grasp (200 gp), hold person (350 gp), hypnotic pattern (150 gp), knock (150 gp), protection from arrows (150 gp)

Scroll (Divine) remove curse (375 gp)

- Wands alter self (19 charges, 1,710 gp), blight (24 charges, 10,080 gp), darkness (8 charges, 720 gp), gentle repose (6 charges, 540 gp)
- Weapons +2 ghost touch handaxe (18,306 gp), flame tongue (20,715 gp)

Wondrous Item orb of storms (48,000 gp)

LARGE CITY [8]

Armour +2 bashing light steel shield (9,159 gp), +3 studded leather (9,175 gp), +4 spell resistance (15) buckler (49,165 gp)

- Potions & Oils aid (300 gp), cure light wounds (50 gp), cure moderate wounds (300 gp), hold portal (25 gp), light (12 gp, 5 sp), magic weapon (25 gp), status (300 gp)
- Scrolls (Arcane) bestow curse (700 gp), bleed (12 gp, 5 sp), eagle's splendour (150 gp)

Scroll (Divine) neutralize poison (700 gp)

Staves defence (62,000 gp), evocation (82,000 gp)

Wands hold portal (11 charges, 165 gp), mirror image (1 charge, 90 gp)

Weapon +2 trident (8,315 gp)

Wondrous Items amulet of natural armour +3 (18,000 gp), broom of flying (17,000 gp), carpet of flying (10 ft. by 10 ft.) (60,000 gp), darkskull (60,000 gp), tome of leadership and influence +5 (137,500 gp)

LARGE CITY [9]

Armour +3 hide armour (9,165 gp), +5 full plate (26,650 gp)

Potions & Oils grease (50 gp), protection from evil (50 gp), water walk (750 gp)

Rings *invisibility* (20,000 gp), *mind shielding* (8,000 gp)

Rod metamagic extend spell (11,000 gp)

Scrolls (Arcane) burning hands and expeditious retreat (50 gp), grease (25 gp), illusionary wall and fire trap (1,425 gp)

Scrolls (Divine) align weapon (150 gp), cure light wounds (25 gp), undetectable alignment (150 gp)

Wands alter self (48 charges, 4,320 gp), ice storm (46 charges, 19,320 gp)

Wondrous Items bracers of armour +3 (9,000 gp),

cloak of arachnida (14,000 gp), crystal ball with detect thoughts (51,000 gp), gloves of swimming and

climbing (6,250 gp)

LARGE CITY [10]

- Armour +1 heavy wooden shield (1,157 gp) +1 studded leather armour (1,175 gp), +3 heavy steel shield (9,170 gp), +4 hide armour (16,165 gp)
- Potions bless weapon (50 gp), guidance (25 gp), resistance (25 gp)
- Scrolls (Arcane) resilient sphere (700 gp), secure shelter (700 gp), sepia snake sigil (875 gp)
- Staves healing (29,600 gp), illumination (51,500 gp), illusion (82,000 gp)

Wand remove blindness/deafness (29 charges, 6,525 gp)

Weapons +1 warhammer (2,312 gp), +4 light mace (32,305 gp)

Wondrous Items cape of the mountebank (10,080 gp), scabbard of keen edges (16,000 gp)

METROPOLIS

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

METROPOLIS [1]

Armour +2 light steel shield with shield spikes (4,169 gp)

Potions fox's cunning (300 gp), tongues (750 gp) Rings evasion (2) (25,000 gp each)

Rod withering (25,000 gp)

Staves abjuration (82,000 gp), illusion (82,000 gp)

Wand spell immunity (23 charges, 9,660 gp)

Weapons +3 composite longbow (+5 Str) (18,900 gp), +5 thundering scimitar (72,315 gp)

Wondrous Items belt of giant strength +6 (36,000 gp), brass horn of Valhalla (50,000 gp), darkskull (60,000 gp), drums of panic (30,000 gp), gem of seeing (75,000 gp),

METROPOLIS [2]

Armour +2 half-plate (5,500 gp), +2 improved slick breastplate with armour spikes (19,400 gp), +2 light wooden shield (4,153 gp), +4 ghost touch greater cold resistance improved sonic resistance moderate fortification heavy steel shield (208,170 gp), +4 leather armour (16,160 gp), +5 heavy wooden shield (25,157 gp),

Potions displacement (750 gp), fly (750 gp)

Ring minor fire resistance (12,000 gp)

Scroll (Arcane) permanent image (1,650 gp)

Scrolls (Divine) commune (1,625 gp), water walk (375 gp)

- Staves defence (62,000 gp), illumination (51,500 gp)
- Wand fireball (15 charges, 3,375 gp), protection from energy (25 charges, 5,625 gp), shield other (21 charges, 1,890 gp)

Wondrous Items amulet of natural armour +3 (18,000 gp), cube of force (62,000 gp), glove of storing (10,000 gp), headband of vast intelligence +6 (36,000 gp), pearl of power (7th), (49,000 gp), pearl of the sirines (15,300 gp)

METROPOLIS [3]

Armour +4 cold resistance spell resistance (15) light steel shield (67,159 gp), +5 half-plate (25,750 gp)

Rod metal and mineral detection (10,500 gp)

Staff earth and stone (85,800 gp)

Wand bear's endurance (4 charges, 360 gp), charm monster (30 charges, 12,600 gp), daylight (1 charge, 225 gp)

Wondrous Items boots of speed (12,000 gp), manual of bodily health +4 (110,000 gp)

METROPOLIS [4]

Potions barkskin (300 gp), cure moderate wounds (300 gp) Ring evasion (25,000 gp)

Rods greater metamagic enlarge spell (24,500 gp), immovable (5,000 gp),

Staves *size alteration* (26,150 gp), *woodlands* (100,400 gp)

Wand cure moderate wounds (21 charges, 1,890 gp), fire shield (26 charges, 10,920 gp)

Wondrous Items *amulet of mighty fists* +3 (45,000 gp), *carpet of flying*, 5 ft. by 10 ft. (35,000 gp), *cloak of resistance* +3 (9,000 gp), *golden lions figurine of wondrous power* (16,500 gp), *manual of bodily health* +2 (55,000 gp), *necklace of fireballs type VI* (8,100 gp)

METROPOLIS [5]

Armour +1 full plate (2,650 gp), +4 improved shadow leather armour (31,160 gp), +4 tower shield (16,630 gp)

Potions & Oils arcane lock (300 gp), barkskin (300 gp), cure serious wounds (750 gp)

Ring *telekinesis* (2) (75,000 gp each), *water walking* (15,000 gp)

Rods alertness (85,000 gp), greater metamagic extend spell (24,500 gp), splendour (25,000 gp)

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

Wondrous Items *amulet of proof against detection and location* (35,000 gp), *belt of mighty constitution* +4 (16,000 gp), *tome of understanding* +3 (82,500 gp)

METROPOLIS [6]

Potions & Oils remove blindness/deafness (750 gp), water walk (750 gp)

Rods metamagic extend spell (11,000 gp)

Scrolls (Divine) *forbiddance* and *mass bear's endurance* (6,300 gp)

Wand divine power (30 charges, 12,600 gp), secret page (17 charges, 3,825 gp)

Weapons +3 defending lance (32,310 gp), +3 spell storing wounding rapier (72,320 gp), sword of the planes (22,315 gp)

Wondrous Items eyes of charming (56,000 gp), golden lions figurine of wondrous power (16,500 gp), necklace of adaptation (9,000 gp), white robe of the archmagi (75,000 gp), wings of flying (54,000 gp)

METROPOLIS [7]

- Armour +4 improved energy (fire) resistance full plate (59,650 gp)
- Potions & Oils heroism (750 gp), magic vestment (750 gp), water breathing (750 gp)
- Ring ram (29 charges, 4,988 gp)
- Rod viper (19,000 gp)
- Scrolls (Arcane) beast shape I, halt undead and mnemonic enhancer (1,775 gp), dimensional anchor (700 gp)
- Wands death ward (43 charges, 18,060 gp), dispel evil (16 charges, 9,600 gp), phantom trap (7 charges, 630 gp), pyrotechnics (22 charges, 1,980 gp)
- Weapons +3 sling (18,300 gp), +5 axiomatic holy whip (162,301 gp)

METROPOLIS [8]

Armour +1 light steel shield (1,159 gp), +3 improved energy (cold) resistance banded mail (51,400 gp)

Ring protection +3 (18,000 gp)

- Rods greater metamagic silent spell (24,500 gp), lesser metamagic quicken spell (35,000 gp), rulership (60,000 gp), wonder (12,000 gp)
- Scroll (Arcane) hold person, tongues and wind wall (1,125 gp)
- Scrolls (Divine) control water, discern lies and flame strike (2,100 gp), locate object and remove disease (750 gp)
- Staves divination (82,000 gp), healing (29,600 gp), illumination (51,500 gp), necromancy (82,000 gp), size alteration (26,150 gp)
- Weapons +3 heavy crossbow (18,350 gp), +3 sickle (18,306 gp), +4 elven curve blade (18,380 gp), +5 sai (50,301 gp), +5 shocking burst gauntlet (98,302 gp), luck blade (1 wish) 62,360 gp), sword of the planes (22,315 gp)
- Wondrous Items belt of mighty constitution +4 (16,000 gp), iron horn of Valhalla (50,000 gp)

METROPOLIS [9]

Rods enemy detection (23,500 gp), immovable (5,000 gp)
Scrolls (Arcane) beast shape (375 gp), rainbow pattern (700 gp)
Staves abjuration (82,000 gp), illumination (51,500 gp)
Weapons +4 sickle (32,306 gp), luck blade (1 wish; 62,360 gp)
Wondrous Items broom of flying (17,000 gp), headband of vast intelligence +4 (16,000 gp), horn of blasting (20,000 gp),

manual of bodily health +2 (55,000 gp), manual of bodily health +4 (110,000 gp), tome of leadership and influence +1 (27,500 gp)

METROPOLIS [10]

Armour +4 darkwood light wooden shield (16,203 gp), +4 splint mail (16, 350 gp) Potion displacement (750 gp)

Rings *improved climbing* (10,000 gp), *protection* +4 (32,000 gp), *wizardry III* (70,000 gp)

Rods cancellation (11,000 gp), greater metamagic empower spell (73,000 gp), lesser metamagic quicken spell (35,000 gp)

Staves frost (41,400 gp), size alteration (26,150 gp)

Weapons +3 composite shortbow (+4 Str; 18,330 gp) +3 spear (18,302 gp), mace of smiting (75,312 gp)

Wondrous Items *pearly white spindle ioun stone* (20,000 gp), *phylactery of positive channelling* (11,000 gp), *robe of scintillating colours* (27,000 gp)

METROPOLIS [11]

Armour +3 full plate (10,650 gp), +5 light wooden shield (25,153 gp) Potion water breathing (750 gp) Ring minor cold energy resistance (12,000 gp), protection +2 (8,000 gp) Rod security (61,000 gp) Staves conjuration (82,000 gp), evocation

(82,000 gp)

Weapons +3 two-bladed sword (36,700 gp), luck blade (0 wishes; 22,060 gp)

Wondrous Items cloak of resistance +3, (9,000 gp), flesh golem manual (8,000 gp), medallion of thoughts

(12,000 gp), tome of clear thought +4 (110,000 gp)



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