

KRAZY KRAGNAR'S BLACK MARKET MAGIC ITEMS



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The goblin known as Krazy Kragnar has a long and colorful history, not all of which has yet to be chronicled. Always quick to make a deal, take a risk, and turn a profit, Kragnar first came to prominence when he began a line of used-chariots yards (the merchandise for which is detailed in *The Genius Guide to Loot 4 Less Volume 7: Krazy Kragnar's Used Chariots*). When that operation was shut down by angry dwarves, he turned to a new business plan with *Krazy Kragnar's Surplus Alchemy Shop*. Buying post-dated alchemist's fire and remaindered thunderstones turned out to be savvy trade, and soon Kragnar was dealing in fully legitimate alchemical materials, boosted in part by a sudden influx of alchemists throughout the world. Kragnar set up a large shop and bought a house in the Silk District of the city of Refuge.

In return for going entirely legit, Kragnar got to watch the town guard do nothing as his Alchemy Shop went up in green flames after a patron carelessly tossed a still-hot tindertwig into the half-off bin. The guard claimed the prismatic smoke pouring out of the windows was too dangerous to risk getting a bucket brigade near the flaming shop. Kragnar strongly suspected the human guard simply didn't like seeing a goblin make more money in a week than a guard earned in a year. When the flames, peals of thunder, and random bursts of lightning and acid rain finally subsided around Kragnar's shop, the goblin was bankrupt and no longer welcome in the homes of wealthier patrons.

It was, thought Kragnar, a sign.

Turning to some old friends who didn't care about his current circumstances, Kragnar quickly began building a new financial empire. This one paid more attention to high profitability and customer demand, and less to the rules of tariffs, taxes, recorded transactions, and craft-guild rules. In short, Kragnar joined a Goblin Market and started selling black market magic items. And in a matter of months, the canny goblin was once more rolling in coin . . .

GOBLIN MARKETS

Found in most large towns and a surprising number of smaller trade centers, *goblin markets* are underground, illegal, or semi-legal bazaars where you can try to buy things outlawed (or heavily controlled) in the legitimate trade houses. Local populations often see goblin markets as nearly mystic locations, where goblin merchants trade in cursed items and djinni wishes. Such locations do exist in a few metropolises, where goblins are a repressed but grudgingly accepted underclass closely tied to thieves' guilds and underground cults, but they are rare. In truth most "goblin" markets are entirely free of goblins and handle only the same broad categories of materials their more legitimate counterparts do, but the term has stuck as shorthand for black markets dealing in illicit magic, alchemy, herbs, and toxins. Of course merchants selling in goblin markets often need obviously dangerous guards, and they are not above hiring creatures that the rest of a community might mistrust or outright hate, so it's not unusual to find monsters and humanoids not native to a city working in its goblin market. Though, honestly, hobgoblins are more common (as leg-breakers and bouncers) than goblins.

A goblin market can be found in nearly every small and large city and metropolis, and most large towns. Small towns are only likely to have a goblin market if near a major trade route, war front, or site that draws numerous adventurers, mercenaries, or cultists. Villages, hamlets, and thorps are normally too small to support a goblin market, though there can be exceptions. Sometimes a quirk of law will result

in a goblin market being legal in a small settlement located outside the borders of nearby kingdoms, but close enough for those in the know to travel to it for special purposes. In other cases a goblin market springs up around a retired crime lord, a source of something useful but illicit (such as a spring of magic love elixir, or a small forest of addictive herbs), resulting in a market being the entire reason a smaller community exists. Some villages are nothing more than cover stories for the goblin markets that provide the community's main source of income.

Within a goblin market there are no guarantees, and the buyer should always beware. The trustworthiness of a shop is often suggested by how permanent a building it is in, since black marketeers looking for repeat business often pay for sturdy shops with solid stone walls, and con artists and grifters prefer cheap (and easily moved or abandoned) tents and pavilions. This is not a hard rule, however, since grifters can rent permanent structures, and 'honest' goblin market merchants might deal in items that blow up their shops from time to time, making tents look attractive (and cheap to replace). In a few well-established goblin markets, a merchants association or thieves' guild might keep an eye out for the worst cheats and work to enforce some quality control to promote greater trade, but such efforts cannot be counted on. If using settlement modifiers from Chapter Seven of the *GameMastery Guide*, always assume a goblin market has +1 crime and +10 danger compared to the community it is found in.

GOBLIN MARKET ECONOMIES AND QUALITIES

When determining a settlement's base value, purchase limit, available spellcasting, and minor/medium/major items available beyond the settlement's purchase limit, only above-board, legitimate sources of trade are considered. A goblin market (or similar underground goods exchange, be it a Thieves' Bazaar, arcanelly hidden Mystic Alley, the back rooms of a block of shops in the Adventurer's Quarter, or a secret shop located on the *Fat Loot*—a ship that never enters port to avoid local laws), has a separate set of totals. (For more information on the buying power of a settlement, see the "Settlement Traits" section of Chapter Seven of the *GameMastery Guide*).

For purposes of buying and selling power, a typical goblin market is treated as a settlement two sizes smaller than the community it is located in, while a small or specialized goblin market is treated as three sizes smaller, and a large or well-established goblin market as only one size smaller. Thus the extensive goblin market in the large city of Refuge is treated as a small city when determining what can easily be bought and sold.

Because they are treated as independent settlements, each goblin market has its own settlement qualities (see Chapter Seven of the *GameMastery Guide*). When assigning such qualities, keep in mind they are applied to the goblin market in comparison to other goblin markets. Thus while most goblin

markets are notorious compared to the cities they are located in, only the most vile dens of scum and villainy qualify as notorious goblin markets. The goblin market in the city of Refuge is fairly typical, possessing the qualities prosperous, racially intolerant (humans), rumormongering citizens, and tourist attraction.

FINDING THE GOBLIN MARKET

Finding the local goblin market by asking around is normally a DC 20 Diplomacy check, using the gather information function of the skill. A DC 20 Knowledge (local) check allows characters to know of such a market without asking around. A large goblin market grants a +5 bonus to these checks, while a small goblin market imposes a -5 penalty. A GM should be liberal with circumstance bonuses for characters with ties to a group running such a gallery of illicit goods. A member of the local Bardic Guild might gain as much as a +5 circumstance bonus to find the Choir of Liars, a small goblin market run by the bards of Lakeport specializing in illegal charm magic.

BLACK MARKET MAGIC ITEMS

Not every magic item is embraced by every community. While few towns worry about magic items until one becomes a specific problem, larger cities and well-organized kingdoms are often significantly more proactive about writing codes to define what magic is legal, what requires special permission, and what is outright outlawed. Largely this is a matter of frequency. The

small thorp of Peachtree Hill might see one magic item pass through every year, and there's no point in worrying about what magic items the thorp doesn't want to deal with unless one shows up.

The major trade hub Refuge sees far more magic than that on a daily basis, and it has a lively trade in magic as items of value (sometimes just as easy ways to carry and transfer large sums of money

between trade captains). Not only does Refuge have more occasions to declare what magic is forbidden, it has a pressing interest in doing so. With trade as the focus of Refuge's wealth, laws about charm magic, illusions, appraisal, and even divination are necessary to ensure trade continues uninterrupted (or only interrupted in ways the rulers of Refuge approve of).

It's important to note that while many communities outlaw what they see as evil magic



(often including necromancy and any spell that focuses on fear, blood, or pain), as noted with Refuge's trade concerns there are many other magic effects that might be outlawed or regulated. A trade city might well note that while illusions are fine as entertainment or defense, it's illegal to sell or trade for anything you have made look different with illusions. Similarly using enchantment and charm magic during any form of negotiation might be considered a form of cheating or fraud, and even abjuration could be outlawed when it's used to conceal other forms of illicit magic.

For every item listed below, the reason for its black market status is included, along with a full description of its game effect. Not all these items are illegal everywhere—many frontier towns and war-torn countries have open-door places on the magic used by their allies. But all are discouraged by enough laws and courts to be hard to buy in the open bazaar, and much more likely to turn up in a goblin market.

BLACK MARKET ARMOR

Rulers who depend on force and fear to rule their citizens often regulate any kind of armor, to help keep rebellions down (and make them easier to deal with when they do happen). In such areas hunters might be allowed to wear leather armors, and town guards could wear medium armor, and only soldiers of the government are allowed heavy armor. Even less tyrannical countries sometimes employ sumptuary laws to ensure only the noble have access to the best armor (also often restricting certain colors, such as crimson and purple, to nobles and royalty). Often the thought is that other classes of people just don't need such gear, and if they don't

need it, any effort to have it is likely a sign of being up to no good. Both these groups are likely to disapprove of *glamered armor*, though it might not be explicitly any more illegal than nonmagic armors.

Cities with serious thief problems might well outlaw, or license, armor with any level of the *shadow* ability. Magocracies often restrict *spell resistance armors* to well-known and trusted allies. *Undead controlling armor* and *armor of etherealness* is so rare few communities have specific laws regarding them, though some might forbid all necromancy and/or plane-traveling magic.

Additional magic armors commonly restricted in many regions are presented below.

Alluring: *Alluring armor* works to make its wearer look as good as possible, making sure any grime appears as mere smudges, keeping lighting even, glinting at dramatic moments, and preventing any cosmetics worn from coming off or smearing. It grants a +5 competence bonus on Diplomacy checks made when worn.

Some jurisdictions outlaw all illusion magic, which certainly includes *alluring armor*. Others treat it as a form of enchantment, which might make it illegal or merely licensed. And some find *alluring armor* flatly inappropriate for much the same reasons as *liberating armor* (see below).

Faint illusion; CL 4th; Craft Magic Arms and Armor, *disguise self*; Price +3,750 gp.

Alluring, Improved: As *alluring*, except it grants a +10 competence bonus on Diplomacy checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +15,000 gp.

Alluring, Greater: As *alluring*, except it grants a +15 competence bonus on Diplomacy checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *disguise self*; Price +33,750 gp.

Liberating: *Liberating armor* has its maximum Dexterity bonus to AC increased by 1, and its armor check penalty reduced by 1 (minimum 0), for every +1 point of enhancement the armor has. Medium or heavy armor with this ability that has its armor check penalty reduced to 0 has only half the movement penalty of mundane versions of the same armor (round up to the nearest 5-foot move rate).

As part of the magic that goes into *liberating armor*, the total coverage of the armor is drastically reduced (while mystically making the remaining sections more likely to draw an attack, thus not reducing its armor bonus to AC). Most suits are specifically designed to maximize the amount of skin revealed by a suit, enhancing the physical appeal of the wearer. Because of this, it is forbidden in some more conservative realms. A few less conservative communities don't outlaw it, but do restrict it to use among the lower class (usually gladiators and/or mercenaries), as it's considered too unseemly for use by the wealthy or respected.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, Dodge; Price +1 bonus.

Vengeful: *Vengeful armor* helps its wearer strike back at those harming him. If the wearer of a suit of *vengeful armor* takes 6 or more points of damage, his armor gains one charge. As a swift action, the wearer can infuse the charge into a successful melee attack to deal an additional 1d6 points of damage. *Vengeful armor* can hold only one charge at a time.

Officials often claim *vengeful armor* is only useful to 'chaotic warriors' (a euphemism for uncivilized barbarians) and those expecting to cause trouble. A few instead express fear that any member of the community employing such armor might feel compelled to take needless risks, to the detriment of the community as a whole. As a result it is often outlawed.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

BLACK MARKET WEAPONS

Like armor, governments that fear a potential uprising among their citizens often outlaw weapons, or they are restricted based on the government's view of the citizens' legitimate needs. Thus hunters and town guards are likely to be allowed spears and crossbows, but greatswords and battle axes might be forbidden. Magic weapons are much more likely to be restricted than magic armor, with even fairly benevolent monarchs wondering why a private citizen wants a +1 *flaming, frost, shock, thundering longsword*.

Bane weapons are often outlawed if they target a race common to a community,

though not if they target a race generally at war with local society. Many communities with large percentages of their structures made of wood, straw, or thatch outlaw *flaming weapons* as needlessly risky. *Merciful weapons* are sometimes identified as appealing only to slavers, and either banned or restricted to pacifist religious orders and town guards. *Anarchic* and *unholy weapons* are banned by most good and lawful societies, though the reverse isn't always true. *Wounding, vicious, and vorpal weapons* are often seen as cruel and antagonistic, and even if there aren't specific bans making them illegal, asking to buy one is likely to result in a constable coming to ask you some pointed questions.

Additional magic weapons commonly restricted in many regions are presented below.

Blasphemous: A *blasphemous weapon* is imbued with the power to curse its foes. A target struck and damaged by a *blasphemous weapon* takes a -1 penalty to attack rolls, saving throws, caster level checks, skill checks, and ability checks for a number of minutes equal to the enhancement bonus of the weapon. The penalties from being struck by a *blasphemous weapon* (or even multiple different *blasphemous weapons*) do not stack. The penalty can be removed by a *remove curse* spell or similar magic.

Many communities outlaw all necromantic magic items, which certainly includes *blasphemous weapons*. Others outlaw such weapons specifically because they grant the power to curse foes, which is



ANTIPALADINS AND BLACK MAGIC WEAPONS

A campaign that includes both antipaladins and the black magic weapons presented here might wish to allow these special abilities to be used by an antipaladin enhancing a weapon with his fiendish boon class ability. The safest and fairest way to do this is to allow an antipaladin to swap out one of the abilities normally available from fiendish boon for one from this product. Of course, as antipaladins are rarely fair, a GM can also decide to just add these properties (or at least *blasphemous* and *blasphemous surge*) without removing any of an antipaladin's existing options.

generally seen as evil (even though the weapons do not detect as such). Theocracies often restrict such weapons to clerics and/or inquisitors of the church, objecting not so much to the idea of a weapon that curses foes, as the power of secular warriors to have such weapons.

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *bestow curse*; Price +1 bonus.

Blasphemous Surge: A *blasphemous surge weapon* functions as a *blasphemous weapon* that also casts *bestow curse* on a foe successfully struck with a critical hit. In addition to the normal penalty inflicted by a *blasphemous weapon*, a *blasphemous surge weapon* targets a foe hit by a critical hit with the *bestow curse* spell as a free action as if cast by the wielder of the weapon (using his level as the cleric level for the spell, his Wisdom to determine the save DC, and so on). If the weapon's critical multiplier is x3, the save DC is increased by +1, and if the multiplier is x4, the save DC is increased by +2.

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *bestow curse*; Price +3 bonus.

Random: A *random weapon* changes its special abilities every day at dawn. Any abilities that do not conflict with each other can occur (even *random weapons* are never *holy* and *unholy* at the same time, nor can they be both *flaming* and *frost*). The exception to this rule is that a *random weapon* is never *axiomatic*. A *random weapon* is always treated as having only two permanent magic properties: *random* and an enhancement bonus. If the *random* property is added to a weapon that already has other special abilities, those abilities are turned into enhancement bonuses equal to their bonus cost. (A weapon that would gain more than a +5 enhancement bonus as a result of this becomes a +5 *weapon*.)

At dawn each day, a *random weapon* converts a randomly determined amount of its enhancement bonus into other special abilities. The weapon always retains at least a +1 enhancement bonus. (The *random* ability can only be added to a weapon with a +2 or greater enhancement bonus). Special abilities with multiple possible variations (such as *bane*) have those variables randomly determined as well.

Nearly every magistrate and court aware of *random weapons* outlaws them, since they could manifest any number of illegal abilities.

Moderate universal; CL 13th; Craft Magic Arms and Armor, *limited wish*; Price +1 bonus.

Screaming: A *screaming weapon* begins to howl as soon as it is drawn (making Stealth checks impossible for the wielder except against the deaf), and can be heard up to a mile away. A target hit by a *screaming weapon* takes a penalty to attack rolls equal to its enhancement bonus until the end of its next round. A target struck by a critical hit from a *screaming weapon* is deafened for 2d6 rounds.

The *screaming weapon* is outlawed in many underground cities (especially dwarven ones) as "just too dang loud," and it is responsible for some kingdom's very first 'sound ordinances.' Some magocracies also outlaw it, since a *deafening weapon* presents a real potential threat to spellcasting nobles trying to keep the peace.

Minor evocation; CL 3rd; Craft Magic Arms and Armor, *sound burst*; Price +1 bonus.

Virile: Three times per day, though no more than once per round, the wielder of a *virile weapon* can heal himself as a swift action. The target is healed for 1d6 hit points for every three levels he possesses (minimum 1d6). Using the weapon to coup de grace a target and successfully kill it can recharge one use of this ability. (Each of the weapon's charges can be recharged once each day in this way, for a total maximum of six charges per day.)

Because of this the weapons are extremely popular with assassins, especially those who worship gods of murder, and they are outlawed in many cities as the adornments of hired killers.

Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *vampiric touch*; Price +2 bonus.

SPECIFIC WEAPONS

BLOOD KNIFE

Aura: moderate necromancy; **CL:** 11th
Slot: none; **Price:** 46,000 gp; **Weight:** 1 lb.

DESCRIPTION

This long, wavy-bladed +2 *cold iron dagger* has six gems worked into its hilt. The gems are clear when the item has no charges. It can hold up to six charges, each causing one gem to turn blood-red. A spellcaster can cast a spell without expending a spell slot by expending a number of charges equal to the spell's level. Casters who must prepare their spells (such as clerics, druids and wizards) can cast spells they have prepared only, but doing so does not cause the prepared spell to be expended. Spontaneous spellcasters (such as bards and druids) can cast any spell known using the dagger.

The *blood knife* can gain a maximum of six charges a day, and it loses one charge each day (minimum 0 charges). Charging the weapon requires it to be used to kill a creature with an Intelligence of 3 or higher, with a CR within 2 of the wielder's level.

The *blood knife* is a favored weapon of many cults of death and chaos, and it is explicitly outlawed in many kingdoms (its possession considered proof of guilt of murder). A very few extremely liberal lands allow the knife, but they require a bearer to explain who he killed and why any time it is found with any charged gems.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *mnemonic enhancer*, *vampiric touch*, a creature with an Intelligence of 3 or more must be slain as part of the crafting process; **Cost:** 24,000 gp

EXECUTIONER'S SWORD

Aura: moderate transmutation; **CL:** 5th
Slot: none; **Price:** 8,335 gp; **Weight:** 1 lb.

DESCRIPTION

An *executioner's sword* is a long-bladed weapon with a broad blade and a round tip not useful for thrusting. It functions as a +1 *bastard sword* that deals x4 damage, rather than a normal critical hit, when used for a coup de grace maneuver. Because of its heavy design, all CMB checks made with it take a -2 penalty.

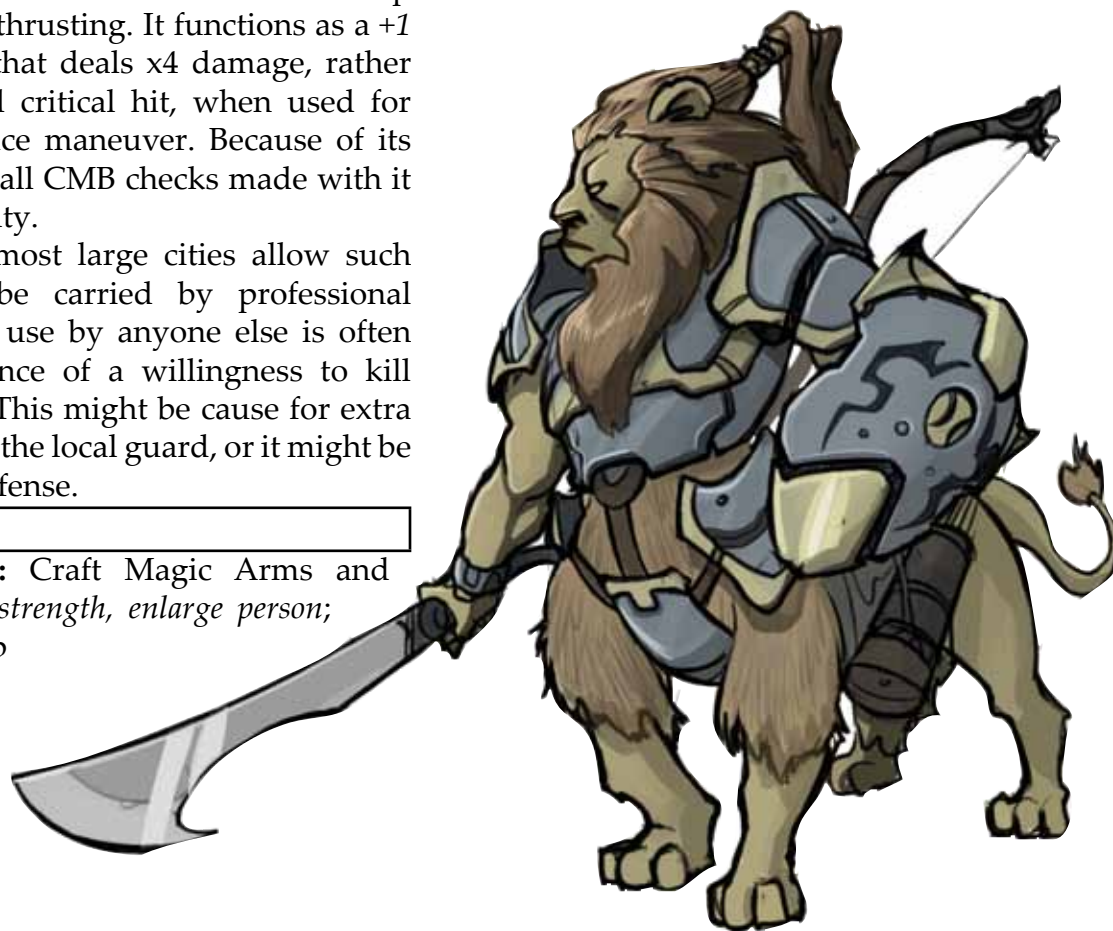
Although most large cities allow such weapons to be carried by professional headsmen, its use by anyone else is often seen as evidence of a willingness to kill helpless foes. This might be cause for extra attention from the local guard, or it might be an arresting offense.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *bull's strength*, *enlarge person*; **Cost:** 24,000 gp

BEHIND THE COUNTER: PRICING A BLOOD KNIFE

A *blood knife* is essentially a variant *pearl of power*, bolted to a magic +2 *cold iron weapon*. In case a GM wanted to make *blood knives* at different power levels, here's the formula: (maximum charges/day squared x 1,000 gp) + (cost of weapon's enhancement) + (2,000 gp). The minor cost of a cold iron dagger is ignored for simplicity's sake.



BLACK MAGIC RINGS

Magic rings are small, easily hidden, powerful, and frequently the focus of kingdom-shattering prophecies. As a result they make tyrants and plutarchs nervous, since they represent extremely mobile, hard-to-track, easily transferred might and wealth. Especially when a group realizes magic rings need not be placed on a finger to be effective (there's no game mechanical definition of where the ring slot is, and it's separate from the hand slot), magic rings often become the ultimate tools of assassins, smugglers, revolutionaries, cheats, spies, saboteurs, and mercenaries. The most restrictive kingdoms often outlaw all magic rings, and many more employ sumptuary laws to restrict them to the highest noble ranks.

Even in lands that forbid only specific magic rings, the list can grow lengthy. While specific kingdoms vary on their level of restriction, it's common for *rings of feather falling* to be banned as tools of cat burglars, *rings of sustenance* to be forbidden by cooking guilds, *rings of mind shielding* to be restricted by theocracies, *rings of chameleon power* to be illegal anywhere that bans masks and disguises, *rings of invisibility* to be flatly prohibited everywhere (especially cities with schools that take female students), and *rings of djinn summoning* to be confiscated by the local ruler as soon as he hears about it.

Additional magic rings commonly restricted in many regions are presented below.

RING OF SHADOWS

Aura: strong conjuration; **CL:** 11th
Slot: ring; **Price:** 30,600 gp; **Weight:** —

DESCRIPTION

A *ring of shadows* is a twisted tangle of onyx and obsidian that often seems to drink in any light that strikes it. Such a ring grants the wearer the power to summon shadows to serve him . . . but sometimes they are difficult to control. The wearer's control over the shadow demon is based on his control score (level + Charisma modifier). When worn by a character with a total control score of 6 or less, the ring is a useless piece of jewelry. Once per day a wearer with a control score of 7 or more can use the ring to summon a shadow monster (as the *summon monster I* spell). The monster is randomly drawn from the options from one of the *summon monster* spells, as shown below, but it has the shadow creature template (below).

Control Score

7–10
11–13
14–17
18–19
20–21
22–23
24–25
26–27
28+

Spell

summon monster I
summon monster II
summon monster III
summon monster IV
summon monster V
summon monster VI
summon monster VII
summon monster VIII
summon monster IX

The wearer's control over the shadow monster is not complete. If the creature rolls a natural 20 on any attack roll, skill check, saving throw, or ability check, it is confused until the ring wearer reasserts control. If the

ring wearer rolls a natural 1 on any attack roll, skill check, saving throw or ability check while the shadow monster is summoned, the shadow monster moves away from the controller for 1d4 rounds, then seeks weak victims to torture and kill until it's duration ends or the ring wearer reasserts control.

For the ring wearer to reassert control, he must be within 30 feet of the shadow creature and make a control check (control score + 1d20) as a standard action against a DC of 10 + shadow creature's HD.

Because of the inherent danger of using these rings, in many civilized lands it is considered an illegal act of assault against anyone who *might* be attacked if the shadow creature breaks free of the wearer's control. Further, the fact the creatures summoned are evil living shadows makes mere possession of such a ring illegal in places with strict laws against necromancy and employing the undead.

SHADOW CREATURE

Apply this simple template to creatures summoned with the *ring of shadows*.

Rules: Creature gains DR based on Hit Dice. From zero to 5 HD, DR 5/cold iron. From 6 to 15 HD, DR 10/cold iron. For 16 or more HD, DR 15/cold iron; the creature's first successful melee attack after being summoned deals 1d6 Strength damage; creature has fly 40 ft. with perfect maneuverability.

CONSTRUCTION

Requirements: Craft Magic Ring, *shadow conjuration*, *summon monster VI*; **Cost:** 15,300 gp

RING OF WHISPERS

Aura: faint conjuration; **CL:** 3rd
Slot: ring; **Price:** 5,000 gp; **Weight:** —

DESCRIPTION

These rings come in matched sets, with one black silver and the other white gold. The price is for a set. The two creatures wearing the rings gain a +10 competence bonus on Bluff checks made to pass secret messages to each other.

Because of their popularity among criminals, spies, and rebels, many jurisdictions outlaw these rings. Others restrict them to use among an official order of secret peacekeepers, who might well have sets of 4, 6, or 8 matched rings (+1,000 gp to the value of a set for each additional ring in a set).

CONSTRUCTION

Requirements: Craft Magic Ring, *whispering wind*; **Cost:** 2,500 gp

TANTRIC RING

Aura: strong conjuration; **CL:** 9th
Slot: ring; **Price:** 25,600 gp; **Weight:** —

DESCRIPTION

This ring is a delicate, thin band of silver, shaped to show a lean female form stretched in a curve, enwrapped by a long snake. Most *tantric rings* are not worn on the finger, but instead have a post to allow them to be worn through a pierced part of the body. Each ring can hold up to six charges, and spend up to six charges a day. The wearer can cast a spell from the **Tantric Ring Spell List** (below) by using a number of charges equal to the spell's level (minimum 1 charge

per spell). The wearer can cast spells with a spell level no higher than half the wearer's level. The spells must target the wearer, or a creature with which the wearer is engaged in a sex act.

It is possible to charge a *tantric ring* only by engaging in a full and complete sexual act (lasting a minimum of 15 minutes) with an animate creature. You can recharge up to three charges at a time by having the act include additional partners (one charge per partner), though you must actively engage all partners during the act. You cannot use the same partner to recharge the ring multiple times on the same day—to regain

all 6 charges in one day requires a minimum of 6 partners. Spells are cast using the ability scores and level of the ring wearer, but suffer arcane spell failure if the ring wearer is in armor.

Tantric Ring Spell List

0 level—*arcane mark, detect poison, lullaby, touch of fatigue*

1st level—*charm person, comprehend languages, cure light wounds, endure elements, ray of enfeeblement*

2nd level—*alter self, bear's endurance, bull's strength, cat's grace, cure light wounds, eagle's splendor, lesser restoration, remove paralysis*



3rd level—*cure serious wounds, remove blindness/deafness, remove curse, remove disease, suggestion*

4th level—*charm monster, cure critical wounds, neutralize poison, restoration*

The licentious nature of the ring, and the activities it promotes, make it extremely unpopular in conservative communities (at least some of which are genuinely concerned about the possible misuse of items of this kind by succubi and cultists). Many ban it outright. Others allow it, but require the wearer to inform all potential partners of its existence, or restrict its use to temple prostitutes and professional courtesans. Some kingdoms allow the rings, but numerous local religions forbid their congregations from owning or helping to charge one. (Of course in other communities such rings are extremely popular—black market magic is often a very subjective issue.)

CONSTRUCTION

Requirements: Craft Magic Ring, *charm monster, shadow evocation*; **Cost:** 12,800 gp

BLACK MARKET RODS

Most areas simply ignore rods, as they are too rare and varied for any useful legislation. A few petty monarchies consider rods to be scepters and restrict them to the upper ranks of nobility. A few specific rods are banned based on their impact on society, including *rods of withering* (which are considered to increase the levels of the maimed and disabled), *rods of wonder* (which are just too unpredictable to be used safely), and *rods of rulership* (which are effectively mass charm items).

Additional magic rods occasionally restricted in some regions are presented below.

ROD OF AGONY

Aura: faint conjuration; **CL:** 11th
Slot: none; **Price:** 27,000 gp; **Weight:** 5 lbs.

DESCRIPTION

Each of these rods is a twisted, dark gray shaft of hard wood, studded with thorns and swirling shapes that appear to be faces screaming. Three times per day, the *rod of agony* can cause extreme pain in a subject struck by it. The target takes a –2 penalty to all attack rolls, damage rolls, saving throws, skill checks, ability checks, concentration checks, and caster level checks for 2d6 minutes. If the creature suffering this penalty has fewer HD than the wielder, the wielder can demand a service from the affected creature as a move action. The target can refuse or accept. If it refuses, the pain penalty worsens to –3. If it accepts, it is affected as if it has failed a saving throw against a *geas/quest* spell to perform the demanded act, and it becomes immune to any future use of the *rod of agony* (though not different *rods of agony*).

These items are outlawed anywhere torture is outlawed, and they are restricted to agents of the government most other places.

CONSTRUCTION

Requirements: Craft Rod, *geas/quest, ghoul touch*; **Cost:** 13,500 gp

ROD OF PESTILENCE

Aura: strong necromancy; **CL:** 9th
Slot: none; **Price:** 54,000 gp; **Weight:** 5 lbs.

DESCRIPTION

Five times a day, a *rod of pestilence* can infect a creature touched, forcing it to make a Fortitude save (DC 19) or contract blinding sickness, bubonic plague, shakes, or slimy doom at the caster's discretion. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency to determine further effects, but all saving throws against the disease use the same saving throw (DC 19) as the rod's initial infection.

Any creature with 9 or fewer HD that touches a target suffering an affliction from a *rod of pestilence* is exposed to the same disease, and must save or contract it. In this case the disease's normal onset time and save DCs do apply. For more information on these afflictions, see Diseases in the appendices of the *Pathfinder Roleplaying Game Core Rulebook*.

As a tool of necromancy, evil, pain, and suffering, the *rod of pestilence* is outlawed in most good-aligned settlements. However, the risk of a rod starting an epidemic causes it to also be heavily restricted in any large society that does not actively worship disease, and some that do. It is most often limited to being used on offensive campaigns, even among armies worshiping gods of plague and infection.

CONSTRUCTION

Requirements: Craft Rod, *contagion*; **Cost:** 27,000 gp

BLACK MARKET WONDROUS ITEMS

Wondrous items are too broad a category for any reasonable law to cover all of them in any detail, though this does not prevent some bureaucratic cities from keeping long lists outlining the legal status of every wondrous item city officials have ever dealt with. Much more common are legal guidelines that cover the types of items that have legal limits. Necromancy is often prohibited in any form, as are items that detect a given alignment (depending on the ethos of the rulers). Enchantment items are often seen as coercive, and many laws narrow their legal use to defense, specifically making it felonious to cause someone to take an action through magic they would not take of their own accord (though sometimes allowing such items to force a creature into inaction, in keeping with the idea of defensive charms). Cities often do suppress specific magic items that have caused problems in the past (it is illegal in the city of Refuge to use a *crystal ball* to scry on anyone within the city limits), or that is disliked by a specific group that lobbied against it (because of demands from the Porter's Guild, it is also illegal in Refuge to use *bags of holding* on the docks).

Additional wondrous items occasionally restricted in many regions are presented below.

ALTAR OF ADJUSTMENT

Aura: strong necromancy; **CL:** 13th
Slot: none; **Price:** 72,800 gp; **Weight:** 100 lbs.

DESCRIPTION

An *altar of adjustment* is a massive wood and stone table, with a granite top, large iron rings set into each corner, and sturdy frame and panels of ebony wood. Most are covered in runes of pain, doubt, change, and rebirth.

The magic of the altar affects only helpless creatures laying on its surface (normally tied there). Once an hour, such a creature can be asked a question. The creature must either answer the question to the best of its ability (without half-truths or dissemination), or make a DC 15 Fortitude saving throw. On a failed saving throw, a creature takes 1d4 Constitution damage. If a creature is ever drained to 0 Constitution by this item, its Constitution returns to full, its alignment changes to match whoever last asked it a question, and it becomes helpful to that creature. This effect cannot be reversed without the use of *atonement*, *remove curse*, *greater dispel magic*, or similar magic.

Any government aware of the existence of such altars either proscribes them, or restricts their use to agents of the government. Even ignoring the moral question of the torture such altars inflict, they

are too powerful as methods of winning the aid of previous loyal agents for any government to condone their general use.

CONSTRUCTION

Requirements: Craft Wondrous Item, charm monster, ghoul touch, speak with dead; **Cost:** 36,400 gp



BAG OF TRICKS (ALTERNATE)

Aura: faint (green or crimson) or moderate (tan) conjuration; **CL:** 3rd (green), 5th (crimson), 9th (black)

Slot —; **Price** 3,400 gp (green); 8,500 gp (crimson); 16,000 gp (black)

DESCRIPTION

This small sack appears empty. Anyone reaching into the bag feels a hard, cold ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal, magical beast, or vermin. The creature serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of bags of tricks produces a different set of creatures. Use the following tables to determine what animals can be drawn out of each.

GREEN BAG		CRIMSON BAG		BLACK BAG	
d%	Animal	d%	Animal	d%	Animal
01-30	Fire beetle	01-30	Giant ant	01-30	Giant scorpion
31-60	Giant centipede	31-60	Giant crab	31-60	Giant wasp
61-75	Poison frog	61-85	Giant leech	61-80	Pteranodon
76-90	Stirge	86-00	Shocker lizard	81-90	Yeth hound
91-00	Viper	—		91-00	Giant stag beetle

Creatures produced are always random, and only one can exist at a time. Up to 10 animals can be drawn from the bag each week, but no more than two per day.

Unlike the more common gray, crimson, and black *bags of tricks*, these produce creatures that are not seen as safe, domestic, or noble. They are often used as totems by cults of bizarre demons and largely forgotten religions. As a result of that (and a lack of positive PR), these alternate bags are outlawed in many places.

CONSTRUCTION

Requirements: Craft Wondrous Item, *summon monster II* (green), *summon monster III* (crimson), or *summon monster V* (black); **Cost** 1,700 gp (green); 4,250 gp (crimson); 8,000 gp (black)

TINCTURE OF BEAUTY

Aura: moderate transmutation; **CL:** 5th
Slot: —; **Price:** 1,250 gp; **Weight:** —

DESCRIPTION

This bitter, dusty potable makes the imbiber physically attractive. Physical features change (largely to the desire of the drinker), but the entire appearance of the imbiber also improve dramatically. The drinker gains a +5 bonus to all Charisma-based skill checks and ability checks for 6 hours. Drinking more than one *tincture of beauty* on the same day deals 1d2 Wisdom damage for each tincture after the first.

A *tincture of beauty* is addictive, with a minor addiction, Fortitude DC 12. For more information on addictions, see the Drugs and Addiction section of Chapter 8 of the *GameMastery Guide*. As with most addictive materials, it is outlawed in many places, though it is also forbidden in some areas as a charm effect.

CONSTRUCTION

Requirements: Craft Wondrous Item, *charm person*, *eagle's splendor*; **Cost:** 625 gp

TINCTURE OF PRISMS

Aura: strong evocation; **CL:** 13th
Slot: —; **Price:** 2,500 gp; **Weight:** —

DESCRIPTION

A sweet, alcoholic liquid, the *tincture of prisms* randomly boosts the spellcasting power of the imbiber. The drinker gains a +2 enhancement bonus to caster level and the saving throw DC of spells cast, for one randomly determined school of magic, for 1 hour. It is possible to benefit from only one *tincture of prisms* at a time; drinking a second tincture negates the benefits of the first.

A *tincture of prisms* is addictive, with a moderate addiction, Fortitude DC 16. For more information on addictions, see the Drugs and Addiction section of Chapter 8 of the *GameMastery Guide*. As with most addictive materials, it is outlawed in many places, though it is also forbidden in some areas because officials feel it is unwise to encourage spellcasters to dabble in enchantment and necromancy just in case that is the school they boost with such a tincture.

CONSTRUCTION

Requirements: Craft Wondrous Item, ;
Cost: 1,250 gp

TINCTURE OF PRISMS

Aura: strong evocation; **CL:** 13th
Slot: —; **Price:** 2,500 gp; **Weight:** —

DESCRIPTION

A sweet, alcoholic liquid, the *tincture of prisms* randomly boosts the spellcasting power of the imbiber. The drinker gains a +2 enhancement bonus to caster level and the saving throw DC of spells cast, for one randomly determined school of magic, for 1 hour. It is possible to benefit from only one *tincture of prisms* at a time; drinking a second *tincture* negates the benefits of the first.

A *tincture of prisms* is addictive, with a moderate addiction, Fortitude DC 16. For more information on addictions, see the Drugs and Addiction section of Chapter 8 of the *GameMastery Guide*. As with most addictive materials, it is outlawed in many places, though it is also forbidden in some areas because officials feel it is unwise to encourage spellcasters to dabble in enchantment and necromancy just in case that is the school they boost with such a *tincture*.

CONSTRUCTION

Requirements: Craft Wondrous Item, ;
Cost: 1,250 gp

TINCTURE OF WRATH

Aura: strong transmutation; **CL:** 13th
Slot: —; **Price:** 2,000 gp; **Weight:** —

DESCRIPTION

This potable has the appearance and taste of blood mixed with honey. A character drinking this fluid gains the ability to rage as a barbarian of a level equal to one-third the drinker's level. A character already able to rage instead gains one additional rage power of his choice for which he qualifies. The duration of this ability is 1 hour, though each rage follows the normal rules for raging.

A *tincture of wrath* is addictive, with a major addiction, Fortitude DC 20. For more information on addictions, see the Drugs and Addiction section of Chapter 8 of the *GameMastery Guide*. As with most addictive materials, it is outlawed in many places, though it is also forbidden in some areas because addicts who can rage is just a bad idea.

CONSTRUCTION

Requirements: Craft Wondrous Item, *charm person*, *eagle's splendor*; **Cost:** 36,400 gp



ROPE OF BINDING

Aura: strong transmutation; **CL:** 15th
Slot: —; **Price:** 36,000 gp; **Weight:** —

DESCRIPTION

Almost always made of silk, these 60-foot magic ropes function as *ropes of entanglement*, but have additional properties. Upon command, the rope can grapple a target it has entangled. It has a CMB for the grapple maneuver based on its user, equal to 15 + user's level + user's Charisma modifier. On command it can also attempt to pin a target it has grappled. Once a target is pinned, breaking free requires a DC 35 Strength check or Escape Artist check.

A *rope of binding* has AC 25, 60 hit points, hardness 20, and damage reduction 10/slashing. The rope repairs damage to itself at a rate of 1 point per round, but if a *rope of binding* is severed (all 25 hit points lost to damage), it is destroyed.

Although most constables have no issue with a *rope of binding* when it is first encountered, it is sadly a popular tool among slavers, psychopaths, and sexual criminals. As a result, a few cities and kingdoms have specific laws outlawing them, and it requires any inquiries about such items be reported to the authorities.

CONSTRUCTION

Requirements: Craft Wondrous Item, *telekinesis*;
Cost: 18,000 gp

SLAVE COLLAR

Aura: strong transmutation; **CL:** 15th
Slot: neck; **Price:** 170,000 gp; **Weight:** —

DESCRIPTION

A slave collar is a thick, black leather collar, with small spikes along the outside, and a name tag hanging in front. When it is touched, its properties are immediately revealed to

whoever touches it. The collar grants its wearer +6 enhancement bonuses to Strength, Dexterity and Constitution, as well as the evasion ability (as the rogue class ability), darkvision out to 60-feet, and fast healing of 1 hp/round.

Once a wearer puts on a slave collar, the next creature that is not itself wearing a slave

collar to touch the wearer is designated as the wearer's master. The wearer is immediately helpful to its master, takes a -10 penalty to all Will saving throws made against its master, and the DC of all Charisma-based skill checks the master makes against the wearer are reduced by 20. The wearer must make a DC 30 Will saving throw to willingly remove the collar, even if instructed to do so by its master. The first name or nickname the master uses to refer to the wearer appears on the collar's tag, and the wearer gains a +10 bonus to all Perception checks to hear that name.

Originally created as the ultimate tool for an army of slave warriors long ago, these collars have since been used to seduce adventurers seeking power, enforce powerful lords' will upon their chief agents, and break the mightiest of prisoners. A slave of high skill willing to put on such a collar can double the collar's price at a slave auction. These collars are forbidden in all civilized lands, and they must be registered with the government in even the vilest lands. Being found with one is a crime deserving of death in most cities.

CONSTRUCTION

Requirements: Craft Wondrous Item, bear's endurance, bull's strength, cat's grace, jump, geas/quest; **Cost:** 85,000 gp



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