

PATHFINDER[®]

PLAYER COMPANION[™]



MERCHANT'S MANIFEST

MERCHANT HUBS OF GOLARION



PATHFINDER

PLAYER COMPANION

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ON THE COVER



Deep in the heart of an Absalomian market, Lem shrewdly reviews a caravan's manifest for just the right adventuring gear while Kyra skeptically inspects its wares in this striking cover art by Kiki Moch Rizky.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Intrigue</i>	UI
<i>Occult Adventures</i>	OA	<i>Ultimate Magic</i>	UM
<i>Ultimate Equipment</i>	UE		

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INTRODUCTION



No force—including even the cataclysmic *Starstone*—has done so much to shape Golarion as has trade.

This book provides a snapshot of key commercial hubs across Golarion to use as starting places and waypoints to inspire new ventures. Accompanying each city entry is an array of magic items, weapons, new tools, and more found at that location. Each item is accessible only thanks to Golarion's extensive trade routes, and each is suitable either as a regional reward while visiting the area in question or an exciting call to adventure in a faraway place for enterprising PCs.

MERCANTILE TRAITS

The following new traits represent backgrounds related to a merchant's wandering—and often dangerous—life.

Canon of Coin (Faith): You find the pursuit of earning money to be a religious experience. Appraise is a class skill for you. So long as you are carrying coins worth an amount equal to at least 100 gp per character level you have, you gain a +1 trait bonus on Will saves. This bonus increases to +2 against effects that would force you to discard, drop, or give away coins, gems, or trade goods in your possession.

Eldritch Auditor (Magic): You are a magically adept merchant who has learned tricks to protect your own goods, or you serve a city as an impartial auditor who guards against arcane trickery in the bazaars. You gain a +2 trait bonus on Spellcraft checks and Will saves to identify an item's true properties, such as against spells like *magic aura*.

Footsteps of Aganhei (Regional; Crown of the World): You are one of the brave travelers who have traversed the Path of Aganhei, a lucrative trade route from Tian Xia to Avistan that crosses the frigid Crown of the World. These voyages have left you hardier, granting you a +1 trait bonus on Fortitude saving throws to resist the effects of cold weather. Survival is a class skill for you, and you gain Hallit, Hon-La, Minkaian, Skald, or Tien as a bonus language.

Obari Veteran (Combat): You've spent years aboard ships traveling the lucrative Obari Crossing, transporting Garundi and Vudrani goods. You gain +1 bonus on Profession (sailor) checks, and Profession (sailor) is a class skill for you. You also gain a +1 trait bonus on weapon damage rolls against creatures with the aquatic subtype.

Sophisticated Citizen (Regional; Absalom): You grew up in Absalom, and as a child you learned trivia about people and places from all across the world. Choose Knowledge (geography), Knowledge (local), or Sense Motive; that skill is a class skill for you. In addition, you know one additional bonus language.

Unwelcome Business (Social): You specialize in delivering or procuring shipments where those commodities are not allowed or where your identity would elicit negative bias. You gain a +1 trait bonus on Disguise or Sleight of Hand checks, and that skill becomes a class skill for you. In addition, choose one humanoid species; you ignore the –2 penalty on Disguise checks to disguise yourself as a member of that species.

MERCHANT'S MANIFEST

RULES INDEX

The following new items in this book are detailed on the indicated pages. This book also includes a poison (page 11), services (page 5), and special materials (page 17). For player options, including archetypes, see pages 28–31.

MAGIC ITEMS

ITEM	PRICE	PAGE
<i>Hexbiter charm</i>	180 gp	13
<i>Lynx eye charm</i>	350 gp	13
<i>Cathedral pit stone</i>	600 gp	5
<i>Exorcist ofuda</i>	650 gp	24
<i>Veil of attentiveness</i>	750 gp	12
<i>Protective ruff</i>	1,000 gp	8
<i>Bounteous bath suffusion</i>	1,200 gp	19
<i>Wine of concordance</i>	1,200 gp	8
<i>Gloves of the keen evaluator</i>	1,200 gp	18
<i>Guardian figurehead</i>	1,350 gp	26
<i>Ring of starlight</i>	1,600 gp	12
<i>Necklace of bloody incisors</i>	1,850 gp	14
<i>Skyspirit stone</i>	2,000 gp	24
<i>Blight siphoner</i>	2,200 gp	20
<i>Banner of piracy</i>	2,500 gp	25
<i>Crackling tassel</i>	2,500 gp	10
<i>Iadaran dress uniform</i>	2,625 gp	12
<i>Incense of golden embers</i>	2,800 gp	17
<i>Dianxue gloves</i>	3,000 gp	10
<i>Rimeshaper gloves</i>	3,000 gp	13
<i>Ring of austere majesty</i>	3,000 gp	19
<i>Looter's satchel</i>	3,200 gp	14
<i>Seafarer's waders</i>	3,350 gp	25
<i>Alabaster trapping</i>	3,500 gp	18
<i>Badge of veiled authority</i>	3,500 gp	14
<i>Gown of graceful petiteness</i>	3,500 gp	12
<i>Horse-caller flute</i>	4,200 gp	27
<i>Sea silk shell</i>	4,500 gp	26
<i>Quill of passage</i>	5,000 gp	15
<i>Harborwing cloak</i>	5,200 gp	22
<i>Lantern of the shining truth</i>	5,400 gp	15
<i>Khengarad scabbard</i>	6,000 gp	24
<i>Boots of flawless resolve</i>	6,500 gp	18
<i>Gorget of umbral hunger</i>	6,500 gp	15
<i>Fervent tracker's gloves</i>	7,400 gp	15
<i>Whisper safe</i>	8,000 gp	5
<i>Mother-sphinx token</i>	9,000 gp	5
<i>Scarves of the stinging dancer</i>	9,000 gp	22
<i>Amulet of water parting</i>	10,000 gp	9
<i>Neili robes</i>	10,000 gp	10
<i>Clicking blade</i>	10,310 gp	11
<i>Desert veil</i>	11,000 gp	4
<i>Bilgewater coat</i>	11,655 gp	25
<i>Jungle seeker's monocle</i>	12,400 gp	20
<i>Andoren emancipation hammer</i>	13,312 gp	4
<i>Channeler's scarf</i>	14,012 gp	22
<i>Rebuilder's boots</i>	14,500 gp	7
<i>Caravan guardian</i>	16,000 gp	27

<i>Dagger of black sands</i>	16,302 gp	17
<i>Waterblight scepter</i>	18,312 gp	9
<i>Mazludeh's shield token</i>	22,000 gp	7
<i>Emerald-eyed blade</i>	24,315 gp	17
<i>Armguards of waning hope</i>	25,000 gp	14
<i>Roseskin comb</i>	37,000 gp	8
<i>Captain's eye patch</i>	46,000 gp	25
<i>Magnate's miter</i>	90,000 gp	18
<i>Necklace of ensured return</i>	120,000 gp	19

ARMOR

ITEM	PRICE	PAGE
Martial arts training gear	45 gp	11
Poh armor	500 gp	24

WEAPONS

ITEM	PRICE	PAGE
Horse whip	5 gp	24
Baston fighting stick	10 gp	11
Reflex bow	125 gp	11
Horse bow	150 gp	24

EQUIPMENT

Item	Price	Page
Candlefish	7 sp	26
Dragon's blend	1 gp	27
Karazhica	1 gp	27
Lonoma eel	1 gp	6
Sylirican lemons	1 gp	6
Yenchaburian hybrid	1 gp	27
Heated gloves	2 gp	13
Warka jar	2 gp	26
Anulite paprika	3 gp	7
Mekainae	5 gp	6
Remora pad	5 gp	6
Darkwood ancestry plank	10 gp	20
Heatstone desalinator	10 gp	16
Heatstone	20 gp	16
Spirit offering	20 gp	23
Siphon ray	25 gp	6
Badger plush	45 gp	4
Covenant rings	100 gp	21
Darkwood Mwangi harp	130 gp	20
Charda claws	150 gp	21
Clockwork dial	150 gp	4
Monkey statue	150 gp	23
Blade of life's defense	170 gp	7
Sangwine	200 gp	8
Bogwalking sandals	250 gp	9
Founderflame torch	250 gp	21
Wasp metheglin	400 gp	4
Mantra wheel	450 gp	23
Celwynnian stone fruit	500 gp	21
Clockwork oar	500 gp	16
Blackwood figurehead	650 gp	9
Reagent extractor	1,000 gp	17

ABSALOM

If Absalom is the beating heart of the Inner Sea region, trade is the lifeblood that flows through it. Ships from as far as Tian Xia make their way to the City at the Center of the World, laden with cargo to be distributed to residents or dispatched to other ports. So important are mercantile activities—the source of the city’s wealth and independence—that the title of “trademaster” carries equal if not greater weight than an inherited noble title.

The variety of goods to be had in Absalom is broad enough that locals often joke that it’s quicker to list what isn’t available. Wonders abound in Absalom’s markets, as those trained in the city’s schools manufacture arcane crafts, clockwork trinkets, divine works, and mundane items ranging from delicate jewelry to deadly warships.

SOUVENIRS

Travelers to Absalom often seek mementos of their visit. Merchants commonly offer items such as the following.

BADGER PLUSH

PRICE 45 GP
WEIGHT 2 lbs.

This stuffed badger—a well-loved and legally protected animal in Absalom—is realistic enough to fool most other animals into thinking it is real. As a move action, a wielder can use a free hand to present the plush; any Small or smaller animal with an Intelligence score of 1 or 2 that can see it takes a –2 penalty on initiative checks.



CLOCKWORK DIAL

PRICE 150 GP
WEIGHT 1/2 lb.

This brass timepiece can be wound with a small key, causing it to count down until it reaches the end of its duration, at which point it emits a small chime. Most dials have a maximum duration of 60 minutes, with each turn of a key adding 10 minutes, though some are crafted with longer or shorter durations and intervals.



WASP METHEGLIN

PRICE 400 GP
WEIGHT 2 lbs.

A rare breed of wasp produces the honey used to make this spiced, mead-like drink. For 1 hour after consuming a glass of wasp metheglin (this takes 1 round), the drinker is quick to respond to harm, gaining a +1 alchemical bonus on attack rolls against any creature that has damaged her with an attack within the previous round. This bonus does not stack with itself. A typical bottle holds four glasses’ worth of metheglin.

ABSALOM WONDERS

Items connected to Absalom’s main trading partners—Andoran, Jalmeray, Katapesh, Osirion, Qadira, and Taldor—are common in the city’s bazaars. Typical offerings include the following.

ANDOREN EMANCIPATION HAMMER

PRICE
13,312 GP

SLOT weapon **CL** 9th **WEIGHT** 5 lbs.

AURA moderate abjuration and evocation

A broken chain link of tempered steel is embedded in the head of this +1 *warhammer*. If the wielder successfully uses the hammer to make an attack or perform a sunder combat maneuver against a nonmagical metal chain or an object made of nonmagical chain links (excluding weapons or armor), it deals an additional 2d6 points of damage. In addition, once per day as a standard action, the wielder can speak a command word to attempt to remove a compulsion spell or effect from a willing creature that is within 30 feet, as per *break enchantment*. The owner can use this ability as long as she has the *Andoren emancipation hammer* on her person, even if she’s not wielding it; however, when targeting an unwilling creature, the wielder must succeed at a touch attack, and may choose to forgo the damage that would usually be dealt. (If the wielder’s attack misses, the hammer’s magic is not expended.) The owner of the hammer can use this ability to remove a compulsion from herself, as long as the compulsion doesn’t prevent it.

CONSTRUCTION REQUIREMENTS

COST 7,812 GP

Craft Magic Arms and Armor, *break enchantment*, *shatter*

DESERT VEIL

PRICE
11,000 GP

SLOT head **CL** 7th **WEIGHT** —

AURA moderate abjuration and conjuration

Small round mirrors adorn the edges of this yellow, Qadiran silk veil, which covers the wearer’s mouth and nose. The veil protects the wearer against extreme temperatures, as per *endure elements*. In addition, once per day while in a warm or temperate desert, the wearer can speak a command word to create a 20-foot-radius oasis that functions like a casting of *grove*



of respite. The oasis appears in a spot the wearer designates within 40 feet and disappears after 8 hours. Any creature outside the oasis that sees it must succeed at a DC 16 Will saving throw or dismiss it as a mirage to be ignored. A creature that steps inside the oasis, however, recognizes its substance.

CONSTRUCTION REQUIREMENTS

COST 5,500 GP

Craft Wondrous Item, *endure elements*, *grove of respite*^{APG}

MOTHER-SPHINX TOKEN		PRICE 9,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate evocation		

This wooden disk bears the image of a mother-sphinx, a symbol of Absalom that epitomizes knowledge and arcane power, brought by Osirian families in the city's early years. Once per day, the user can designate an enemy within 100 feet and speak a command word. When she does, any spells she casts in the next 2 rounds that target the designated enemy are affected as if she were under the effects of an *arcane concordance* spell.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, *arcane concordance*^{APG}

TREASURES OF ABSALOM'S FAITHFUL

The churches in Absalom's Ascendant Court cater to visitors in many ways, including creating items such as the following.

CATHEDRAL PIT STONE		PRICE 600 GP
SLOT none	CL 5th	WEIGHT —
AURA faint conjuration		

A golden ribbon winds around this smooth, ring-shaped piece of basalt, which was created to emulate the pit of the *Starstone*. The stone can be thrown as a ranged attack with a range increment of 20 feet. When the stone strikes a target, it creates a 10-foot-wide, 20-foot-deep moat, as per *create pit*, leaving the target on a stone pillar equal in size to its space. Alternatively, the user can target a specific grid intersection (or merely drop the stone, which requires no attack roll) to create a 10-foot-wide, 20-foot-deep moat around the 5-foot square onto which it was thrown or dropped. (If the wielder throws the stone at a target and misses, treat the stone as a splash weapon to determine where it lands.) Each creature that is not the target in the area where a pit is created in this way must succeed at a DC 13 Reflex saving throw to jump to safety in the nearest open space. The pit disappears after 6 rounds. The stone is consumed upon being thrown or dropped.

CONSTRUCTION REQUIREMENTS	COST 300 GP
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Craft Wondrous Item, *create pit*^{APG}

WHISPER SAFE		PRICE 8,000 GP
SLOT none	CL 4th	WEIGHT 1/2 lb.
AURA faint conjuration		

A mirrored mask emblem adorns this black-lacquered jewelry box. When a user speaks a fact into the open box and closes it (a full-round action that provokes attacks of opportunities), the *whisper safe* attunes to him.

While holding the attuned box, he can spend an immediate action at will to learn how many people know the fact. Furthermore, he can concentrate on the box for 1 minute as if he were concentrating on a spell to learn the general details



of each of those people, including alignment, gender, race, character class, and the name by which each person is most commonly known. However, if a person has taken any effort to obscure any of these details from the public eye, the box omits that individual detail or details. Similarly, the box reveals no details about a person who knows the fact and is a vigilante (*Pathfinder RPG Ultimate Intrigue* 9) or otherwise has dual identity or a similar class feature. Opening an attuned *whisper safe* releases the fact in an audible whisper, after which the box can be used to store another fact as described.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, *rumormonger*^U

SERVICES

The following services are often used by troublemakers and schemers to avoid revealing their involvement in an activity. Most hirelings charge double, triple, or even as high as 10 times their normal price to hide the identity of their employer or if they feel they are putting themselves at risk socially by working for a particular client. These elements make use of the rules for spreading rumors found on page 14 of *Pathfinder Campaign Setting: Inner Sea Intrigue*.

COMMISSIONED BROADSHEET

Setup and proof print	Weight —	Price 50 GP
Print run (500 broadsheets)	Weight —	Price 150 GP

It takes 2 to 4 weeks for printers reproducing large images or those who have only engraved-plate printing presses to prepare the plate for a commissioned broadsheet. Printers with movable-type printing presses can prepare a text-only broadsheet in as little as 4 hours. Once the setup is complete (which includes a proof print), the printer can produce up to 500 copies of the broadsheet daily (about 60 per hour). A commissioned broadsheet can be used to spread a rumor requiring the author to attempt any necessary skill checks. The author takes a -8 penalty on these checks because the broadsheet cannot provide vocal or nonverbal cues, but if he's successful, spreading the rumor takes only 1d4 days (or 1 day, if smaller than a small town). If the broadsheets are delivered by trained criers or others attempting to spread the rumor, use the propaganda check result of either the author or the crier (whichever is higher) with a +2 bonus.

HIRELING, CRIER

Untrained Price 3 SP per day	Trained Price 1 GP per day
Skilled Price 3 GP per day	Masterful Price 10 GP per day

A crier can be hired to spread a rumor. An untrained crier usually has a +0 bonus on propaganda checks. A trained crier usually has a +5 bonus on propaganda checks. A skilled crier usually has a +10 bonus on propaganda checks. A masterful crier is rare and usually has a +12 bonus on propaganda checks. If they are available, multiple criers can be hired to spread a single rumor; they attempt a single propaganda check together and gain a +1 bonus for every doubling of their numbers (+1 for two, +2 for four, +3 for eight, +4 for 16, or a maximum of +5 for 32 criers).

AELYOSOS

Ships traveling the lucrative Obari Crossing from Katapesh to Vudra regularly pass Aelysos, the westernmost city of the archipelago of Iblydos. Aelysos is famous for its dramatic tides; half the city spends part of the day completely submerged, allowing local merfolk to travel inland and trade. In addition to acting as a major export port for Iblydan goods as a whole, Aelysos specializes in preserved delicacies and equipment for aquatic explorers. For more information about Aelysos, see pages 4–13 of *Pathfinder Campaign Setting: Distant Shores*.

AELYOSOS'S BOUNTY

Only a fraction of Iblydan foods readily survive export to distant ports. The following, however, are long-lasting enough to be available—largely as delicacies—in other lands.

LONOMA EEL	PRICE 1 GP
	WEIGHT 1/2 lb.

Every spring, the waters south of Iblydos fill with the newly hatched young of the archipelago's immense lonoma eels, which fishermen harvest and brine to preserve for year-round consumption. Traditionally consumed as sailors' meals before long voyages to regain one's sea legs, lonoma eel grants a +2 competence bonus on concentration checks required for vigorous or violent motion for 8 hours.



The price listed is for a single serving of lonoma eel.

MEKAINAE	PRICE 5 GP
	WEIGHT —

Honey collectors harvest the immense combs created by the giant bees in the foothills of Pol-Ptirmeios. Local confectioners ferment this honey for several weeks before mixing it with flour and spices and cutting it into chewy cubes. Once reserved for hero-gods to enhance their longevity, mekainae is now served as a rare treat on important anniversaries and birthdays. Eating a serving of mekainae limits the reduction in a creature's current and total hit points to only 3 for each negative level it has (instead of the normal 5-point reduction in current and total hit points); other penalties imposed by negative levels remain unchanged. Additionally, you gain a +1 resistance bonus on saving throws to remove negative levels. Both effects last 24 hours.

The price listed is for a single serving of mekainae.

SYLIRICAN LEMONS	PRICE 1 GP
	WEIGHT 1 lb.

Sylirican lemons make prized preserves when ground, salted, and sealed in jars, adding an intense citrus flavor when sprinkled atop other foods. If, within 8 hours of consuming a meal seasoned with Sylirican lemons, you gain the confused condition, you can roll 1d6 and subtract the result from the result of your d% roll to

determine what action you take for the first round in which you are confused. This benefit does not stack with itself.

The price and weight listed represent a jar containing enough preserved lemons to season 10 meals.

FLOOD GEAR

The following gear is common in Aelysos and beyond.

REMORA PAD	PRICE 5 GP
	WEIGHT 1/2 lb.

This foot-long strip of double-sided alchemical adhesive is sealed with waxed paper. When unsealed (this requires a move action) and pressed between two surfaces (this also requires a move action), a remora pad creates a firm and waterproof bond between two creatures or objects for up to 24 hours. If two creatures connect themselves in this way, both gain the grappled condition. However, if they are different size categories, only the smaller creature gains this condition.

This bond survives light buffeting and movement, such as that created by incoming tides or by one attached surface dragging the other along underwater. Sharp tugs can break the seal fairly easily, and a willingly attached creature can pull free of the pad with a successful DC 5 Strength check as a standard action (DC 10 as a swift action). This weakness makes remora pads fairly ineffective when attempting to grapple a target, though a grappling creature that sticks itself to a target with a remora pad receives a +6 circumstance bonus on grapple combat maneuver checks to sustain the grapple in subsequent rounds (instead of the normal +5 bonus).

A remora pad's bond is strong enough to support 200 pounds of material, so bonding two heavier objects together requires multiple pads. Underwater travelers often use remora pads to attach themselves to trained aquatic animals for long journeys.

SIPHON RAY	PRICE 25 GP
	WEIGHT 2 lbs.

This parasitic, hand-sized, cartilaginous fish attaches to a creature and filters nutrients directly from its host's bloodstream. However, a siphon ray reoxygenates the blood in the process, allowing the host to hold her breath for twice as long while underwater. A siphon ray must be attached for at least 1 minute before providing this benefit, and every hour a ray remains attached per day, the host must succeed at a DC 15 Fortitude saving throw or become fatigued. While attached, a siphon ray avoids most attacks as though it were a piece of equipment unless specifically targeted.



A siphon ray must be kept in at least 1 gallon of salt water when not in use. If it is out of salt water for 1 hour, the siphon ray expires.

ANULI

The northernmost city in the celestial nation of Holomog, Anuli is a city that its citizens rebuilt following its near-destruction. After a devastating explosion known as the Paroxsys, the City of New Beginnings has ascended to become one of the most prosperous settlements in the southern Garundi nation.

Anuli hosts many trade guilds in its Apex Trading House, which serves as a conduit for the city to export goods such as minerals, seafood, and handcrafted regional items that honor the empyreal lords who enabled Holomog's survival during the Age of Darkness. As it continues to prosper, Anuli is becoming evermore of a commercial powerhouse, but a potential war with the undead nation of Geb threatens this future economic boom. For more information about Anuli, see pages 14–23 of *Pathfinder Campaign Setting: Distant Shores*.

A TASTE OF THE ENDLESS MARKET

Stretching from Fisher's Row near the banks of Oyster Sound up through Slopeside, the Endless Market hosts traders who deal wares from all across the world. Alleyways featuring specialty shops extend from the main market, including Potion Alley, Shoe Alley, Spice Alley, and Sword Alley, among others, each offering the best of their respective namesakes.

MUNDANE ITEMS

The alleyways of the Endless Market are filled with interesting finds. Presented below are examples of mundane items found in the Endless Market.

ANULITE PAPRIKA

PRICE 3 GP

WEIGHT —

Although Anulites make great use of foreign spices, Anulite paprika is perhaps the most popular in the city, especially among the wealthy. This bright red seasoning is used in all manner of seafood and vegetable dishes, imparting the heat greatly treasured in Anulite cuisine. Consuming a meal seasoned with Anulite paprika grants you some resistance against flames, reducing the amount of damage taken each round when you have caught on fire by 1. This benefit lasts for 8 hours and does not stack with itself.

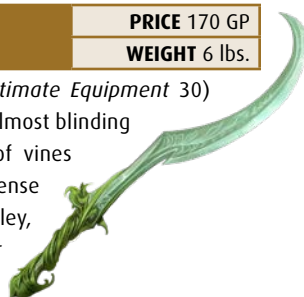
The price and weight listed represent a jar containing enough paprika to season 10 meals.

BLADE OF LIFE'S DEFENSE

PRICE 170 GP

WEIGHT 6 lbs.

This khopesh (*Pathfinder RPG Ultimate Equipment* 30) has a silver blade polished to an almost blinding sheen and etched with motifs of vines and leaves. Blades of life's defense can be bought in Anuli's Sword Alley, and are becoming more popular



as rumblings of an open war with Geb continue to grow ever louder. Each blade is imbued with a shimmer of nonmagical might against undead that grants the blade's bearer a +1 sacred bonus on saving throws against the abilities of undead. It is otherwise treated as a standard khopesh.

MAGIC ITEMS

The magic items presented in the section below are but a few of the magic items that can be easily found in the Endless Market of Anuli.

MAZLUDEH'S SHIELD TOKEN

PRICE
22,000 GP

SLOT none

CL 9th

WEIGHT —

AURA moderate enchantment

This small bronze token is shaped like a heavy shield. Emblazoned clearly on the token is an image of a snake eating its own tail encircling seven eggs—the holy symbol of Mazludeh, the Mother of Hearth and Wall (see *Pathfinder Campaign Setting: Distant Shores* 23 for more information about this deity). Once per day, the wielder of this item can touch the token as a standard action. When she does so, she



chooses an ally within 30 feet whom she can see. The wielder and her ally then both gain either a +2 competence bonus on attack rolls or a +2 deflection bonus to AC for the next 10 rounds (chosen when the wielder touches the token; once a benefit is chosen, it can't be changed during the effect's duration). The wielder can dismiss this benefit early as a free action, but the item's use is still expended as normal.

CONSTRUCTION REQUIREMENTS

COST 11,000 GP

Craft Wondrous Item, *battlemind link*^{UM}, *bless*

REBUILDER'S BOOTS

PRICE
14,500 GP

SLOT feet

CL 4th

WEIGHT 2 lbs.

AURA faint transmutation

Long ago, engineers in Anuli wore pairs of these sturdy brown leather boots to navigate the city after the Paroxsys tore apart the land. The wearer of these boots gains a +5 competence bonus on Craft checks to repair items. Additionally, as a move action, the wearer of a pair of *rebuilder's boots* can activate them to move up to her land speed and ignore any adverse movement effects of difficult terrain, as per the effects of the *feather step* spell. This effect lasts for 40 minutes per day or until the wearer ends it as a free action. The wearer need not spend this duration all at once, but she must spend it in 1-minute increments.

CONSTRUCTION REQUIREMENTS

COST 7,250 GP

Craft Wondrous Item, *crafters' fortune*^{APG}, *feather step*^{APG}

CALIPHAS

Caliphas has long been considered the very soul of the mist-shrouded land of Ustalav. When the nation's capital moved from Ardis to Caliphas, the resulting increase in trade transformed Caliphas into the city it is today. The arrival of Ustalav's nobility attracted merchants selling endless imported luxuries to sate their desires—alabaster artwork, opulent perfumes, rich wines, and the like. Local artisans also began producing their own decadent goods, which quickly found their way onto waiting ships in the city harbor, and were sent to merchants around the Inner Sea region to create a cycle of prosperity drawing more wealthy and landed patrons to the city and spurring the production of more luxuries. Over the decades, Caliphas has transformed its surrounding country from little more than a remote backwater to a bustling hub of refinement and class.

LUXURIES OF CALIPHAS

The following mundane item originates from Caliphas and is associated with the nobility (and other well-to-do residents) of Ustalav and beyond.

SANGWINE	PRICE 200 GP
	WEIGHT 2 lbs.

This deep red wine is highly tannic and has notes of currants and cocoa and an aroma of cedar. Sangwine is a favorite of Caliphas's elite, who associate drinking it with long life.

Drinking a glass of sangwine takes at least 1 round, though many imbibers take longer to savor the wine's complex flavors. After drinking a glass, the wine gives the drinker's blood a bitter flavor for 1 hour, causing any creature that deals damage using the blood drain extraordinary ability to become sickened for a number of rounds equal to the points of Constitution damage dealt (this effect is not subject to the poison immunity of vampires and other undead). Repeated uses of the blood drain ability on a creature that has imbibed at least one glass of sangwine extends the duration of the sickened condition. The price listed is for a bottle, which contains six glasses' worth of sangwine.



GENTEEL MAGIC ITEMS

The following magic items originated from Caliphas.

PROTECTIVE RUFF	PRICE 1,000 GP
	WEIGHT 1/2 lb.
SLOT neck	CL 3rd
AURA faint transmutation	

This lace collar fits snugly around the wearer's neck. When an effect would damage an item worn in any of the wearer's item slots, up to 10 points of damage are redirected to the ruff. (Damaging effects that do not involve hit points, such as

rusting grasp, are not affected.) A *protective ruff* has 10 hit points and hardness 5. When the ruff is reduced to 0 hit points, it stops functioning; if reduced to less than 0 hit points, it is destroyed as normal. While worn, a *protective ruff* with 1 or more hit points regenerates at the rate of 1 hit point per hour.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, <i>mending</i>	

ROSESKIN COMB	PRICE 37,000 GP
	WEIGHT 1/2 lb.
SLOT head	CL 7th
AURA moderate transmutation	

A green copper comb holds this pink-hued alabaster headpiece in its wearer's hair, subtly infusing her skin with strength. In addition to providing an air of loveliness to its wearer, a *roseskin comb* grants a +2 enhancement bonus to its wearer's natural armor. In addition, three times per day as a standard action, the wearer of a *roseskin comb* can command barbs to protrude from her skin, as per *thorn body*, for 7 rounds.



CONSTRUCTION REQUIREMENTS	COST 18,500 GP
Craft Wondrous Item, <i>barkskin</i> , <i>thorn body</i> ^{APG}	

WINE OF CONCORDANCE	PRICE 1,200 GP
	WEIGHT 2 lbs.
SLOT none	CL 3rd
AURA faint abjuration and divination	

This sweet white wine contains notes of apple, lemon, and peach and is among the most citrus-flavored of the local wines produced in Caliphas. According to traditional legends, drinking glasses of *wine of concordance* together can forge strong bonds between those individuals who share it, both emotionally and magically.

Drinking a glass of *wine of concordance* takes at least 1 round, though many imbibers take longer to savor the wine's fruity flavor. Creatures that each finish at least one glass of the wine while within 10 feet of each other become aware of each other, as per *status* (each drinker is aware of the direction and distance to each other and any conditions affecting the others). In addition, while they're within 100 feet of each other, the drinkers share equally in any wounds they take, as per *shield other*. If a drinker moves more than 100 feet from any other drinker, the *shield other* effect is suppressed, but it resumes functioning once the drinker moves within range again. These effects last for 3 hours. A bottle of *wine of concordance* contains six glasses' worth of wine.

CONSTRUCTION REQUIREMENTS	COST 600 GP
Craft Wondrous Item, <i>shield other</i> , <i>status</i> , creator must have at least 4 ranks in Craft (alchemy)	

CASSOMIR

The second-largest settlement in the storied nation of Taldor, Cassomir began as a humble merchant harbor at the mouth of the mighty Sellen River. Since then, however, Cassomir has grown into a major Taldan port city, and it stands tall as Taldor's greatest naval shipyard. From its place at a key crossroads of waterways, Cassomir facilitates trade with inland nations such as the Five Kings Mountains, Galt, Kyonin, Razmiran, and the River Kingdoms. Cassomir also generates income by taxing ships seeking access to the Sellen River—a tithe river merchants grumble about but rarely try to avoid, given the ruthless tax collectors in the proud empire.

BLACKWOOD

One of the lightest and toughest woods on Golarion, offering a measure of strength and natural waterproofing not found in other types of wood, blackwood is an increasingly rare commodity. The Inner Sea region's primary remaining source of blackwood is an isolated pocket of the Verduran Forest, where stern druids limit the logging of trees in accordance with a centuries-old treaty. Hence, lumber and items made of blackwood are quite valuable and difficult to obtain.

Below are the details of blackwood, followed by a sampling of mundane items created from this special material.

Blackwood: Any wooden or mostly wooden item (such as a bow or quarterstaff) made from blackwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe, mace, or other metal item with a wooden haft) either cannot be made from blackwood or do not gain any special benefit. The armor check penalty of a blackwood shield is reduced by 2 compared to an ordinary shield of its type. When wielded against creatures with the water subtype, mundane blackwood weapons ignore 1 point of the creature's DR (if any), and enchanted blackwood weapons ignore a number of DR equal to 2 times the weapon's enhancement bonus. To determine the price of a blackwood item, use the original weight but add 20 gp per pound to the price of a masterwork version of that item. Blackwood has 10 hit points per inch of thickness and hardness 7.

BLACKWOOD GEAR

The gear below is popular among Cassomir's captains and those living near the Verduran Forest.

BLACKWOOD FIGUREHEAD

PRICE 650 GP

WEIGHT 25 lbs.

Carved in the likeness of a sea creature or another form desired by the one commissioning it, this item grants its ship's crew a +2 morale bonus on Profession (sailor) checks while on board.

BOGWALKING SANDALS

PRICE 250 GP

WEIGHT 1/2 lb.

These sandals have blackwood soles and leather straps that

wrap around the wearer's feet.

The sandals are waterproof and are thus popular among individuals who tread the harsh locales of the swamps and wastelands beyond Cassomir proper—especially those who are in such environments for long periods of time without access to the comforts of a skilled cobbler. The sandals' design also allows the wearer to move through shallow bogs normally and to treat deep bogs as if they were shallow bogs (*Pathfinder RPG Core Rulebook* 427). The sandals do not affect the penalty on Acrobatics checks while in bogs, and creatures wearing the sandals cannot gain cover from deep bogs.



BLACKWOOD MAGIC ITEMS

The following blackwood items are regularly sold around the markets in Cassomir and in the Taldan regions beyond.

AMULET OF WATER PARTING

PRICE
10,000 GP

SLOT neck

CL 11th

WEIGHT —

AURA moderate transmutation

This *amulet of natural armor +2* is carved from blackwood and often takes abstract artistic forms that incorporate motifs of waves or moving water. When worn, an *amulet of water parting* confers additional protection from damaging water effects, providing a +2 resistance bonus on saving throws against spells or effects with the water descriptor as well as a +2 deflection bonus to AC against any such spells or effects that require an attack roll.

CONSTRUCTION REQUIREMENTS

COST 5,000 GP

Craft Wondrous Item, *barkskin*, *control water*

WATERBLIGHT SCEPTER

PRICE
18,312 GP

SLOT none

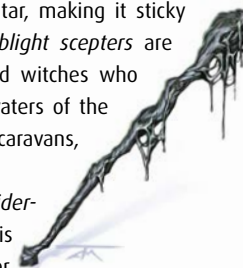
CL 9th

WEIGHT 8 lbs.

AURA moderate transmutation

This gnarled blackwood scepter seeps tar, making it sticky to the touch. Around Cassomir, *waterblight scepters* are popular among inquisitors, oracles, and witches who regularly ply the Sellen River or the waters of the Inner Sea as members of merchant caravans, pirate crews, or pirate hunters.

The scepter acts as a +1 *water-outsider-bane heavy mace*. When the scepter is wielded against creatures with the water subtype, damage dealt by the scepter also ignores 10 points of DR. Additionally, the wielder can use *water walk* once per day for 90 minutes. The duration of this ability need not be used all at once, but it must be used in 10-minute increments.



CONSTRUCTION REQUIREMENTS

COST 13,312 GP

Craft Magic Arms and Armor, Craft Rod, *water walk*

GOKA

Visitors to Goka, Tian Xia's largest settlement, first encounter twin statues of the sun goddess and the moon god that rise 250 feet into the air, seemingly welcoming newcomers while also presenting readied blade and spear, respectively. The city lies along the shore of the Xu Hong Bay, its expansive territorial footprint visible from any ship passing through the region. The immense towers of Gokan Palace can be seen from miles away, alongside the gilded ziggurat of the Grand Bank of Abadar and the graceful spires of the Seven Dragon Bridge stretching to the ostentatious gambling halls on the Island of Endless Fortunes.

TOURNEY OUTFITTERS

The following pieces of equipment represent just some of the sought-after items in Goka's unique markets.

MAGIC ITEMS

Much of the magical gear available in Goka is crafted to enhance inward discipline and outward performance.

CRACKLING TASSEL		PRICE
		2,500 GP
SLOT	CL	WEIGHT
none	6th	—
AURA moderate evocation		

A common accoutrement often crafted by worshipers of Hei Feng, these magical tassels are usually affixed to the pommels of bladed weapons, though they can be fastened to other weapons as well. The tassel has no effect unless attached to a weapon, and even then, it activates only under certain conditions.

The wielder gains a +4 circumstance bonus on performance combat checks (*Pathfinder RPG Ultimate Combat* 153). When the wielder takes a standard action to fight defensively, the next attack that misses her before the start of her next round causes the attacker to take 3d6 points of electricity damage. Once the electricity is discharged, the *crackling tassel* can't be used again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST
	1,250 GP

Craft Wondrous Item, *defensive shock*^{UM}, *hypnotism*

LIGHT ARMOR

Armor	Price	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed	Weight
Martial arts training gear	45 gp	+1	+8	0	5%	30 ft. 20 ft.	5 lbs.

WEAPONS

One-Handed Weapon (Simple)	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Baston fighting stick	10 gp	1d4	1d6	×2	—	2 lbs.	B	Monk, see text
Ranged Weapon (Martial)	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Reflex bow	125 gp	1d4	1d6	×3	100 ft.	2 lbs.	P	See text

DIANXUE GLOVES		PRICE
		3,000 GP
SLOT	CL	WEIGHT
hands	5th	—
AURA faint divination		

Thought to have been developed by disciples of Soong Bai, the famous promulgator of acupuncture, these gloves grant their wearer powerful skills in the arts of healing—and harming—living beings. The wearer of a pair of *dianxue gloves* gains a +4 competence bonus on Heal checks to provide first aid, long-term care, and to treat deadly wounds for living, humanoid creatures. In addition, the wearer gains a +2 competence bonus on rolls to confirm critical hits with unarmed strikes or with natural weapons against living humanoid creatures.

CONSTRUCTION REQUIREMENTS	COST
	1,500 GP

Craft Wondrous Item, *status*, *true strike*, creator must have 5 ranks in Heal

NEILI ROBES		PRICE
		10,000 GP
SLOT	CL	WEIGHT
body	11th	1 lb.
AURA moderate abjuration		

This black-and-white robe is specially crafted to help the wearer regulate the flow of ki in his body, allowing for the generation of internal strength. Once per round when the wearer spends a ki point, he gains a +1 natural armor bonus to AC and a +1 enhancement bonus to Strength for 1 round. If the wearer spends another ki point before the end of his next turn, the duration is extended by 1 round and the natural armor and enhancement bonuses are increased by 1 (to a maximum of +4). The bonuses to AC and Strength last for only 1 round following the expenditure of the last ki point.

CONSTRUCTION REQUIREMENTS	COST
	5,000 GP

Craft Wondrous Item, creator must have a ki pool

EQUIPMENT

Weapons and armor common to multiple regions of Tian Xia can be found in Goka.

BASTON FIGHTING STICK

PRICE 10 GP

TYPE simple

These weapons are treated sticks of wood, either left bare or covered in elaborate decorative designs. Baston fighting sticks vary in length from 2 to 4 feet, with thicknesses varying between 1 to 3 inches. In most applications, these weapons are similar to clubs or quarterstaves, but in the hands of a trained expert, they truly shine. A creature with the Combat Reflexes feat treats the weapon as having the blocking and performance weapon special features (*Pathfinder RPG Ultimate Equipment* 22).

MARTIAL ARTS TRAINING GEAR

PRICE 45 GP

ARMOR BONUS +1

This armor consists of several sections of curved padding held together by an assembly of leather straps. Meant to be worn during martial arts sparring contests, the armor absorbs blows from training weapons and unarmed strikes. The wearer reduces nonlethal damage caused by physical attacks, including natural attacks, by 2 points of damage. The wearer also ignores the first point of lethal bludgeoning damage from natural attacks.

REFLEX BOW

PRICE 125 GP

TYPE martial

These C-shaped bows are most often used in the Hongal tundra by the outriders of Tianjing, and in rare cases by the nobility of Xa Hoi. The unique shape and craft of these bows allows them to shoot with the same velocity and power as a longbow. The shorter size also allows them to be wielded easily while mounted on horseback (or atop any other steed). While mounted, you gain a +1 circumstance bonus on attack rolls with a reflex bow. All reflex bows are composite bows and can be modified to benefit from high Strength scores in the same way as composite bows. Effects that apply to both longbows and shortbows also apply to reflex bows.

FROM THE UNDERMARKET

Within Goka's Undermarket, illicit traders maintain a modicum of legitimacy to the scrupulous wares they sell. The following are some of the magic items and poisons found in Goka's thriving Undermarket bazaars.

CLICKING BLADE

PRICE
10,310 GP

SLOT none

CL 7th

WEIGHT 3 lbs.

AURA moderate necromancy

Adapted from the weapons of the Clicking Caverns' mysterious clockwork soldiers, this +1 keen short sword is modified with ticking clockwork components. Technomagical internal mechanisms help the blade strike true when it would otherwise deliver a glancing blow. Once per day, when the wielder deals sneak attack or precision damage with this weapon, she can reroll the sneak attack or precision damage dice after the damage is rolled, but before the damage is applied. When the damage dice are rerolled with this ability,

they are reduced by one step (for example, d6s become d4s, and d8s become d6s).

CONSTRUCTION REQUIREMENTS

COST 5,310 GP

Craft Magic Arms and Armor, lesser object possession^{DA}

MIGHT BLIGHT

PRICE 60 GP

WEIGHT —

The ratfolk of Diguu-Dashu, the "Empire of the Rats," developed this poison to help their soldiers in overtaking foes. The poison produces lactic acids that slowly degrade the target's muscles, though for full efficacy, an exceptionally high dosage, repeated application, or a particularly feeble opponent is required.

Type poison, injury; **Save** Fortitude DC 13

Onset 1 round; **Frequency** 1/round for 4 rounds

Effect 1 Str damage; **Cure** 2 consecutive saves



IADARA

The capital of the elven nation of Kyonin is home to some of the greatest artisans on Golarion. While the elves are often suspicious of outsiders who seek to cross their borders, they happily trade with merchants from other lands, spreading the crafts of Iadara far beyond the elves' woodland realm.

Buyers throughout the Inner Sea region eagerly seek out the works of Iadara's elven clothiers, jewelers, and smiths for their beauty and functionality. Elven creations may seem delicate, given their elegant metallic filigree and sheer layered silks, but they are every bit as sturdy as any other race's work.

ELVEN FINERY

The works of Iadara's artisans are prized throughout the Inner Sea region and beyond for their beauty and usefulness. Though the crafting of some of these pieces of magical finery is still primarily the purview of elves, the techniques for creating many have become more widely known throughout the Inner Sea region.

IADARAN DRESS UNIFORM		PRICE
		2,625 GP
SLOT armor	CL 3rd	WEIGHT 5 lbs.
AURA faint transmutation		

This finely crafted *+1 mithral parade armor^{UE}* from Kyonin is as light and comfortable as regular clothing. An *Iadaran dress uniform* counts as a courtier's outfit (including appropriate jewelry) when the wearer is interacting with nobles or courtiers, in addition to providing a +2 circumstance bonus on Diplomacy and Intimidate checks to influence people from the elven home nation. Further, the wearer also gains a +2 competence bonus on Perception and Sense Motive checks to intuit that a creature is concealing its true beliefs, feelings, or motives.

CONSTRUCTION REQUIREMENTS	COST 2,265 GP
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Craft Magic Arms and Armor, *owl's wisdom*, creator must be an elf

GOWN OF GRACEFUL PETITENESS		PRICE
		3,500 GP
SLOT body	CL 1st	WEIGHT 1 lb.
AURA faint transmutation		

These fine dresses are delicately woven with magically preserved and layered leaves. The dresses were originally commissioned for elven diplomats who often interacted with gnomes and other members of Small races, but their use has spread across Avistan. A Medium humanoid who takes 1 interrupted minute to don a *gown of graceful petiteness* is,



at the end of that time, immediately reduced to Small size. This acts as *reduce person*, except that it does not grant a size bonus to Dexterity or resize items on the wearer's person other than the gown itself. Taking off the gown also requires 1 interrupted minute and returns the gown and its wearer to their original sizes.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
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Craft Wondrous Item, *reduce person*, creator must be an elf

RING OF STARLIGHT		PRICE
		1,600 GP
SLOT ring	CL 1st	WEIGHT —
AURA faint evocation		

This smooth mithral ring glimmers with light, and a close look reveals the reflection of a starry night sky within the silvery metal. The wearer of a *ring of starlight* can cause portions of her body or items in her possession to glow with colorful light, as per *faerie fire*, by waving the hand adorned with the ring over the item or body part as a swift action. This glow lasts for 1 hour, until dismissed as a free action, or until the ring is removed. This duration need not be used all at once, but must be used in 10-minute increments. (Each time an increment of duration is used, the wearer can choose the portion of her body or item in her possession that glows.) In addition, wearing the ring allows the caster to use *dancing lights* on command three times per day as a standard action.



CONSTRUCTION REQUIREMENTS	COST 800 GP
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Forge Ring, *dancing lights*, *faerie fire*

VEIL OF ATTENTIVENESS		PRICE
		750 GP
SLOT head	CL 1st	WEIGHT —
AURA faint transmutation		

This gauzy veil sharpens the wearer's hearing, enhances her ability to interpret others' words, and improves her ability to perceive multiple conversations simultaneously. *Veils of attentiveness* have historically been popular among Iadaran diplomats or savvy elven political players in densely populated places. They are still especially prized in crowded areas where nobles gather, such as royal courts or upscale dining and lounging establishments in Iadara and beyond.

The wearer of a *veil of attentiveness* gains a +2 competence bonus on hearing-based Perception checks and on Sense Motive checks to interpret others' meaning or to detect possible deception. In addition, when listening to multiple speakers' voices, the wearer of a *veil of attentiveness* can understand each speaker as though she were listening only to that voice.

CONSTRUCTION REQUIREMENTS	COST 375 GP
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Craft Wondrous Item, *keen senses^{APG}*

KALSGARD

By far the largest city in the Lands of the Linnorm Kings, mighty Kalsgard boasts a cosmopolitan population of Ulfen, Tians, dwarves, and countless travelers from beyond. Trade flows through the city, both from the Rimeflow River and from the Steaming Sea, yet the most extraordinary avenue is the Path of Aganhei, an overland trade route that winds through the Crown of the World to reach Tian Xia.

As a result, Kalsgard not only is the leading source of Tian goods in Avistan, but also exports a wealth of weapons, ambergris, preserved seafood, ships, furs, cold weather gear, and more. The city's Amber Quarter is especially famous for its uniquely pure amber tokens and scrimshaw carvings, many of which impart minor magical boons to their wearers.

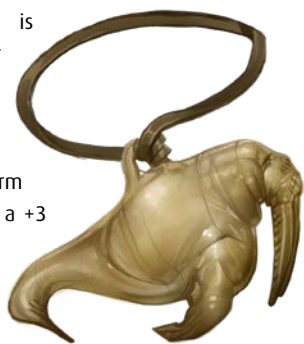
AMBER QUARTER EXPORTS

The following items represent several magical charms commonly sold in Kalsgard.

Each of these charms can be used once, after which the charm's magic is gone forever. A charm occupies the wearer's shoulders or neck slot, though it can share that slot with one other magic item (as a cloak pin or token hanging from a necklace, for example). A character can never wear more than one charm at a time.

HEXBITER CHARM		PRICE 180 GP
SLOT neck or shoulder; see above	CL 3rd	WEIGHT —
AURA faint abjuration		

This walrus-shaped charm is typically carved from ivory or bone. When targeted by a witch's hex or an effect with the curse^{UM} descriptor, the wearer can activate this charm as an immediate action to gain a +3 resistance bonus on the saving throw to resist the curse effect. If the wearer is affected by the curse effect, he gains a +2 bonus on any subsequent saving throws to resist the effect for up to 1 week, and he gains a +3 bonus on any caster level checks he attempts to remove the effect (such as with *remove curse*) during this time.



CONSTRUCTION REQUIREMENTS	COST 90 GP
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Craft Wondrous Item, *resistance*

LYNX EYE CHARM		PRICE 350 GP
SLOT neck or shoulder; see above	CL 3rd	WEIGHT —
AURA faint divination and transmutation		

This charm is typically spherical in shape and a mottled amber in color. A natural inclusion in this amber charm gives it the

appearance of an eye. When activated as a swift action, the *lynx eye charm* grants its wearer low-light vision for 3 minutes. If activated as a standard action, the charm instead grants its wearer the benefits of *darkvision* or *see invisibility* for 3 rounds.

CONSTRUCTION REQUIREMENTS	COST 175 GP
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Craft Wondrous Item, *darkvision*, see *invisibility*

SURVIVING THE NORTH

The Ulfen and Varki people rely on specialized gear to survive their frigid home. Some examples of gear commonly used in Kalsgard are presented below.

HEATED GLOVES		PRICE 2 GP
		WEIGHT 1 lb.

These thick, fur-lined gloves have several internal pockets containing segmented packets of alchemical reagents that produce heat for 4 hours when broken and mixed. The wearer can massage the gloves to activate these heat packets as a full-round action. While the heat packets last, the wearer ignores the Strength and Dexterity penalties from the fatigued condition when performing Climb, Disable Device, and Sleight of Hand checks. Replacement heat packets cost 1 gp, and the heat packets in the gloves can be replaced with 1 minute of uninterrupted work.



RIMESHAPER GLOVES		PRICE 3,000 GP
SLOT hands	CL 3rd	WEIGHT 1 lb.
AURA faint abjuration and transmutation		

These sleek gloves bear a faint scaled pattern and shimmer slightly, as if they were covered in ice crystals. While in cold or colder weather (*Pathfinder RPG Core Rulebook* 444), *rimeshaper gloves* allow the wearer to solidify nearby snow or ice into a light or one-handed weapon of normal quality with a hardness of 2. Creating such a weapon takes the same amount of time that it would take to draw it from a sheath—a move action for most, but faster for a wearer with the Quick Draw feat or a similar ability, for example. These weapons evaporate if left unattended for 1 round; otherwise, they last for 1 minute, after which they melt into pure liquid. Alternatively, as a move action, the wearer can cause actual ice crystals to form over the gloves, causing them to act as masterwork spiked gauntlets that also grant a +2 competence bonus on Climb checks. This effect lasts until it is dismissed as a standard action. Finally, the gloves grant the wearer cold resistance 5.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *resist energy*, *chill metal* or *icicle dagger*^{UM}

KATAPESH

The metropolis of Katapesh, the City of Trade, nestles between the Obari Ocean to the east and the searing sands of the nation of Katapesh to the west. Katapesh began thousands of years ago as an outpost of Sarenites who established what they called the Golden City in a lush valley. Now a massive settlement of more than 200,000 souls, Katapesh is known for its tightly regulated commerce involving an astonishing diversity of items, and the city thrives as a result of its exports and multitudes of bazaars.

Trade guilds covering every profession are scattered throughout Katapesh. In addition, several other trade-based organizations work in Katapesh, including the infamous Aspis Consortium, which keeps a major base of operations here. The Consortium is an unscrupulous international organization that attracts shady merchandise and even shadier operatives, and the choicest items its agents secure often find their way into Katapesh's bazaars. The Pactmasters, Katapesh's mysterious rulers, impose few restrictions and see to it that even Aspis-related trade flows smoothly, ensuring that both legitimate goods and those of more questionable use or origin can be easily found.

ASPIS GEAR

The following items were created by and for the Aspis Consortium and have since found their way into the hands of the general populace.

ARMGUARDS OF WANING HOPE		PRICE
		25,000 GP
SLOT hands	CL 9th	WEIGHT 1 lb.
AURA moderate enchantment		

Runes spiral and skitter across these leather bracers, which are adorned with small spikes. Twice per day, as a swift action after making a successful attack against a creature, the wearer can say the command word to steal all morale bonuses from which the creature is benefiting (this includes morale bonuses on attack rolls, on checks, to AC, or to any other statistics). These bonuses affect the wearer instead of the creature for 9 rounds. After this duration, if the morale bonuses' durations haven't elapsed, the bonuses cease affecting the wearer and resume affecting the original creature as normal. If the wearer attempts to activate this effect against a creature not benefiting from any morale bonuses, a daily use of the item is wasted.

CONSTRUCTION REQUIREMENTS	COST
	12,500 GP

Craft Wondrous Item, *siphon magic* (*Pathfinder Campaign Setting: Inner Sea Magic 50*)

BADGE OF VEILED AUTHORITY		PRICE
		3,500 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint illusion		

This golden badge has a snake etched onto it that shimmers slightly in the sunlight. Twice per day as a standard action,

the wearer can tap the badge. When she does, the badge transforms into one identical to those worn by the local law enforcement of the city or town in which the wearer is located. This effect lasts for 3 hours each time it is activated, though the wearer can dismiss the effect as a free action. Additionally, while this badge's magic is active, it provides the wearer with a +5 competence bonus on Bluff checks. Once the badge's magic has been activated, any creature can wear it in its transformed form and receive the bonus on Bluff checks, though only the original wearer can end the effect before its duration has elapsed.

If members of the town or city's law enforcement do not wear badges, activating this item has no physical effect, but the wearer still receives the bonus on Bluff checks while the effect lasts.

A creature that interacts with the badge while its magic is active (such as by examining it closely or touching it) can recognize that the badge is fake with a successful DC 14 Will saving throw.

CONSTRUCTION REQUIREMENTS	COST
	1,750 GP

Craft Wondrous Item, *disguise self*

LOOTER'S SACHEL		PRICE
		3,200 GP
SLOT none	CL 9th	WEIGHT 15 lbs.
AURA moderate conjuration		

This maroon satchel is embroidered with slightly glowing runes. The satchel functions as a *bag of holding* (type I). Additionally, as long as the satchel is not overloaded, the bearer can hold it over an adjacent creature that is dead or unconscious and speak a command word. When the command word is spoken, the satchel removes any magic items from the creature's person (such as magic weapons and armor, potions, scrolls, and wondrous items) and deposits them into the bag. This process takes 1 uninterrupted round. If the bearer moves into a different space while the satchel is gathering items in this way, no items are moved into the satchel and the bearer must start the process over. If the satchel would become overloaded from the creature's magic items, it transports as many magic items as it can, from smallest to largest, until it would become overloaded, at which point it stops gathering items.

CONSTRUCTION REQUIREMENTS	COST
	1,600 GP

Craft Wondrous Item, *mage hand*, *secret chest*

NECKLACE OF BLOODY INCISORS		PRICE
		1,850 GP
SLOT neck	CL 3rd	WEIGHT —
AURA faint transmutation		

This thin iron chain holds up to 10 extracted teeth of common predatory animals strung along it. As a move action, the wearer can place up to three teeth into a thrown splash weapon or an alchemist's bomb. When such a splash weapon or bomb hits a target, it deals an additional 1d4 points of slashing damage per tooth used. Each tooth used in such a

splash weapon or bomb also increases its splash damage by 2 points of slashing damage per tooth. Once all of the necklace's teeth are used in this way, the necklace's magic is expended. A newly purchased *necklace of bloody incisors* contains 10 extracted teeth.

CONSTRUCTION REQUIREMENTS	COST 925 GP
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Craft Wondrous Item, *greater magic fang*

KATAPESHI SUNDRIES

The following equipment is common in the many bazaars of Katapesh, and as a major trade hub, these items have made their way across Garund and beyond.

FERVENT SEARCHER'S GLOVES	PRICE 7,400 GP
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SLOT hands	CL 5th	WEIGHT —
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AURA faint transmutation

These dark blue, silken gloves are fingerless. Twice per day as a move action, the wearer can touch the ground or any other solid surface and say the command word to visibly reveal all footprints within 20 feet. When the gloves reveal footprints in this way, the wearer gains a +5 bonus on Survival checks to follow those tracks.

CONSTRUCTION REQUIREMENTS	COST 3,700 GP
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Craft Wondrous Item, *residual tracking*^{APG}

GORGET OF UMBRAL HUNGER	PRICE 6,500 GP
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SLOT neck	CL 5th	WEIGHT —
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AURA faint conjuration

This intricately decorated bronze necklace fits tightly across the neck and houses a ruby in its center. Whenever the wearer of the necklace is in an area of dim light or darkness, including magical darkness, the ruby begins to glow and grants the wearer fast healing 1. The necklace can restore up to 20 hit points per day, after which its fast healing effect ends and the gorget becomes inert until its magic resets the next day. This fast healing can restore hit points regardless of the source of the damage, but the wearer detects as an evil creature while the gorget's fast healing ability is active. This has no long-term effect on the wearer's alignment.

CONSTRUCTION REQUIREMENTS	COST 3,250 GP
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Craft Wondrous Item, *infernal healing* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 295)

LANTERN OF THE SHINING TRUTH	PRICE 5,400 GP
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SLOT none	CL 3rd	WEIGHT 2 lbs.
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AURA faint conjuration and evocation

This lightweight iron lantern houses a citrine gemstone that shines brightly with arcane energy as if affected by a permanent *light* spell. The bearer can suppress the lantern's light or cause it to resume with a command word. Additionally, once per day by saying a different command word, the bearer can use the lantern to cast *glitterdust*

in a 10-foot-radius spread. Any creature caught in the effect must succeed at a DC 15 Will saving throw or be blinded for 3 rounds.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Craft Wondrous Item, *glitterdust*, *light*

QUILL OF PASSAGE	PRICE 5,000 GP
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SLOT none	CL 5th	WEIGHT —
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AURA faint transmutation

This black-feathered quill has a glowing nib with a small amount of glowing ink inside it. Three times per day, the bearer can place the quill's nib against a wall and say a command word to cause the ink to flow from the pen and draw a doorway onto the wall. The doorway persists for 10 minutes, during which any number of creatures can spend a move action to walk through the door as if it were real. Doorways can be created in this way only on walls that are no more than 6 inches thick. Additionally, a doorway cannot be created if the space on the other side of the targeted wall is blocked (such as by solid stone or dirt, furniture, or another impediment). If the bearer attempts to create a doorway in such an impossible place, the quill's ink simply doesn't flow and a daily use of this item is not expended.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, *knock*, *open and shut*^{UI}



KATHEER

Qadira's capital city of Katheer serves as an economic gateway to and from the Padishah Empire of Kelesh and the rest of the Inner Sea region. As the city is set in a strategic location between Avistan, Garund, and Casmaron, its harbor is a vibrant destination for ships, caravans, and magical sandships of all sorts, bringing fabulous riches to the capital and those who live there. At the same time, Keleshites consider it a remote backwater compared to the standards of the empire at large—Katheer stubbornly continues to practice slavery despite Kelesh's disapproval, and citizens of Qadira often search for excuses to expand their power by conquest. Despite these horrific flaws, Katheer remains world renowned for its wealth, universities, philosophical sophistication, and physical beauty.

HEATSTONES

Heatstones are pieces of volcanic glass formed naturally in the deserts of Qadira that have the ability to keep an area pleasantly warm even in otherwise frigid conditions. Though these stones are often traded away to colder regions or used to keep tents comfortable during the desert nights, Qadiran magicians and scientists both routinely find new ways to put heatstones to use.



Some heatstones are alchemically treated to produce heat that lasts indefinitely or to be used in permanent items (see Heatstone Items below). However, common heatstones found in the Qadiran wilds can be made to function as described below with only a simple alchemical treatment and can be bought at the listed price.

HEATSTONE

PRICE 20 GP

WEIGHT 1 lb.

Alchemically treated to enhance their natural heat-generating properties, these round or ovoid stones of volcanic glass provide enough heat to keep chambers warm in the coldest winter. One heatstone keeps a 20-foot-square area comfortably warm even in extreme cold (below -20° F), or a 40-foot-square area in severe cold (between 0° F and -20° F). A single heatstone is activated by striking it against any hard surface, after which point it continues to provide heat for 24 hours. An active heatstone does not give off enough heat to cook food or cause damage.

HEATSTONE ITEMS

The following items incorporate heatstones into the mechanisms that help them function. Prices include the treated heatstone or stones required for each item to work.

CLOCKWORK OAR

PRICE 500 GP

WEIGHT 50 lbs.

This clockwork device is powered by heatstones and seawater and can turn a ship's oar with tireless mechanical strokes. When installed on a water vehicle that uses muscle as a means of propulsion (see pages 180 and 184 of *Pathfinder RPG Ultimate Combat*), a clockwork oar performs the function of one Medium rower. A broken clockwork oar functions only half as well as an unbroken one, so two broken clockwork oars are required to perform the function of one Medium rower.

For driving checks with a water vehicle powered with only clockwork oars, the driver must attempt Disable Device or Knowledge (engineering) checks instead of the skill checks listed in the vehicle's driving check entry in its stat block. (These checks represent the sailor ensuring that all of the oars are moving in unison and without impediment.) If a water vehicle is powered with one or more clockwork oars but not solely with clockwork oars, the skills used for driving checks remain unchanged.

HEATSTONE DESALINATOR

PRICE 10 GP

WEIGHT 2 lbs.

Most desalination equipment is rare, slow, and energy-intensive enough that magic is the preferred method for turning salt water into fresh drinking water. The power provided by this device's heatstones accelerates the desalination process considerably. The user of a heatstone desalinator can place

1 gallon of salt water into the device and receive a gallon of fresh water in 1 minute, with no additional effort required on her own part.

REAGENT EXTRACTOR

PRICE 1,000 GP
WEIGHT 10 lbs.

These connected glass-and-copper apparatuses have heatstones and other components installed at the base of each container to break down magic liquids placed within. Any potion placed within the extractor is distilled down to its component parts over the course of 4 hours; this destroys the potion. The extracted essences can then be used to brew a new potion as long as the new potion is of the same spell level or lower than the distilled potion. Using the extractor in this way does not change the requirements for brewing a potion, but it does remove the need to use fresh and unused ingredients and materials to brew the new potion, and this waives the new potion's base cost (but not the requirement to provide any costly material component or focus that the new potion's spell requires). Essences extracted from a potion using a reagent extractor must be used to create a new potion within 24 hours; after this time, they become inert.

SPECIAL MATERIALS

These special materials make use of alchemically treated heatstones, and weapons, armor, or items can be fashioned from them.

HEATSTONE PLATING

Heatstone plating involves placing heatstones at strategic points within clothing or armor. A character wearing armor that has heatstone plating is constantly protected from cold weather as per the endure elements spell. Armor with heatstone plating weighs 1 additional pound for every 5 pounds of the armor's original weight (for example, a suit of leather armor with heatstone plating weighs 18 pounds). Heatstone plating cannot be sewn into heavy armor.

Type of Heatstone Plating Item	Item Price Modifier
Light armor	+800 GP
Medium armor	+1,000 GP

LIQUID GLASS

This heatstone-derived glass is warm to the touch and slightly malleable, as if it were still liquid. A pliable nature allows this otherwise razor-sharp crystal to repair itself when it takes damage. An item made from liquid glass repairs damage to itself at a rate of 2 hit points per day, even if the weapon is broken or destroyed (but not if the weapon is destroyed in a way that the pieces cannot be retrieved, such as via *disintegrate*). If a weapon made from liquid glass has full hit points, it grants a +1 bonus on damage rolls. Items made from liquid glass have 10 hit points per inch of thickness and hardness 10.

Type of Liquid Glass Item	Item Price Modifier
Weapon	+800 GP
Other Items	+250 GP/lb.

GOODS FROM THE CARAVANS

Traders passing through Katheer carry a huge variety of items from all across Qadira, filling the city's markets with amazing wares. The following magic items are examples of some of these unique goods.

DAGGER OF BLACK SANDS

PRICE
16,302 GP

SLOT none **CL** 7th **WEIGHT** 1 lb.

AURA moderate transmutation

This +1 *dagger* is jet black and appears to drip grains of sand from its blade. Once per day as an immediate action when the wielder unsuccessfully attacks, he can activate the dagger to disappear in a whirlwind of black sand. The wielder teleports as per *dimension door* to any unoccupied square within 30 feet and can attempt a Stealth check to hide as if he were not being observed. The wielder cannot take any other creatures with him when he activates the dagger. Activating the dagger does not provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS **COST** 9,302 GP

Craft Wondrous Item, *dimension door*, *shifting sand*^{APG}

EMERALD-EYED BLADE

PRICE
24,315 GP

SLOT none **CL** 9th **WEIGHT** 4 lbs.

AURA moderate necromancy

This +3 *scimitar* has an emerald gem set into its hilt. When the wielder confirms a critical hit with the *emerald-eyed blade*, as a free action the wielder can cause the weapon to inflict a terrible curse upon the foe. The affected creature cannot benefit from spells, potions, or other magic items with the word "cure" in their names until the curse is lifted with a *remove curse* or *break enchantment* spell (DC 20) or a *limited wish*, *wish*, or *miracle*.

CONSTRUCTION REQUIREMENTS **COST** 21,315 GP

Craft Wondrous Item, *bestow curse*

INCENSE OF GOLDEN EMBERS

PRICE
2,800 GP

SLOT none **CL** 7th **WEIGHT** —

AURA moderate necromancy

When burned, this stick of incense releases a sharp smell and fills the surrounding air with bright orange and golden motes. A creature that lights this incense (a standard action that does not provoke attacks of opportunity) and breathes the smoke for 1 minute gains the fire subtype for 1 hour. This grants the creature immunity to fire and vulnerability to cold for the duration of the effect. The price listed is for a single stick of incense, which is enough for only one creature to use and benefit from as described.

CONSTRUCTION REQUIREMENTS **COST** 1,400 GP

Craft Wondrous Item, *elemental body I*

KERSE

Druma's capital, the opulent city of Kerse, is perhaps the richest city in the Inner Sea region. The city serves the wealthiest—and thus most powerful—devotees of the Prophecies of Kalistrade, attracting thousands of tourists, enterprising merchants, Kalistocratic aspirants, and adventurers. When people speak of the power and wealth of the Kalistocrats, they often refer to the city of Kerse.

KALISTOCRATIC GARB

The white robes, gloves, and boots of Druma's resident Kalistocrats are iconic to the nation. These white-and-gold disciples of the Prophecies of Kalistrade openly wander the streets of Kerse, always mindful to keep their distance from those who would dare try something as sacrilegious as touching them. The following is an assortment of magical clothing most commonly commissioned and worn by the resident Kalistocrats of Kerse.

ALABASTER TRAPPING		PRICE 3,500 GP
SLOT body	CL 5th	WEIGHT 1 lb.
AURA faint evocation		

Sewn in the traditional style of the Kalistocracy, this white robe bears several golden embellishments. The robe is under a constant *prestidigitation* spell that removes any dirt or stains while preventing wrinkles. Once per day as an immediate action, the wearer can repel one creature physically touching her (such as a creature targeting her with a touch spell or a combat maneuver). The target of this effect takes 5d4 points of force damage and is pushed 10 feet in a direction specified by the wearer.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
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Craft Wondrous Item, *force punch*^{UM}, *prestidigitation*

BOOTS OF FLAWLESS RESOLVE		PRICE 6,500 GP
SLOT feet	CL 7th	WEIGHT 2 lbs.
AURA moderate divination		

These knee-high white leather boots are covered in delicate lines of gemstones and precious metals that are almost imperceptible to the average human eye. Three times per day as a move action, the wearer can declare a single creature within 30 feet as his target. The wearer gains a +2 insight bonus to AC against the target's attacks and a +4 bonus to CMD against combat maneuvers the target attempts against him. This effect lasts for up to 7 rounds, but it ends immediately if the wearer takes any move action that would move him out of his square (not including a 5-foot step, but including movement such as flying) or if he is moved out of his square involuntarily, such as by a successful bull rush combat maneuver that pushes him backward. If the target dies, the effect immediately ends, and declaring a new target requires expending another use. If the wearer declares a new target

before the effect on the previous target ends, the effect on the previous target ends immediately, and declaring the new target expends another use.

CONSTRUCTION REQUIREMENTS	COST 3,250 GP
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Craft Wondrous Item, *anticipate thoughts*^{OA}

GLOVES OF THE KEEN EVALUATOR		PRICE 1,200 GP
SLOT hands	CL 3rd	WEIGHT —
AURA faint transmutation		

While worn, these white latex gloves provide an impressive grip for studying intricate objects. The wearer gains a +4 competence bonus on Appraise checks to determine the value of an item. While involved in negotiations regarding the studied item, the wearer can use the result of her Appraise check as the result of Diplomacy checks to haggle over the price of the item.

CONSTRUCTION REQUIREMENTS	COST 600 GP
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Craft Wondrous Item, *eagle's splendor*, *investigative mind*^{OA}

MAGNATE'S MITER		PRICE 90,000 GP
SLOT head	CL 18th	WEIGHT 1 lb.
AURA strong enchantment		

This alabaster headdress is studded with lines of delicate rubies and represents the height of Kersite fashion mixed with Kalistocratic needs. These austere headdresses come with an imbued soul—one utterly dedicated to assisting the adherents of the Prophecies of Kalistrade unto death. Once per day as an immediate action, the wearer can allow the personality within the miter to rise to the fore of her own consciousness. This effect lasts for 1 minute, during which the wearer can roll twice and use the higher result for all Intelligence-, Wisdom-, and Charisma-based skill checks. The wearer can activate this ability after such a skill check has been rolled but before the result is determined, allowing for a reroll.

Additionally, once per day as an immediate action, the wearer can gain the benefits of *tower of iron will V*, as the possessing spirit rises to block any mental effects against the wearer. This ability can be used regardless of whether the miter's other ability is active.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP
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Craft Wondrous Item, *divide mind*^{OA}, *possession*^{OA}, *tower of iron will V*^{OA}

KERSITE OSTENTATIONS

The city of Kerse houses some of the wealthiest individuals on Golarion, as well as one of the world's wealthiest institutions in the form of the Prophets of Kalistrade. The following items are an assortment of finery associated with all manner of Kalistocrats, from the stringent self-sanitation requirements of the lowest prophet to the life-preserving frippery of the richest Kalistocrat.

BOUNTEOUS BATH SUFFUSION		PRICE 1,200 GP
SLOT none	CL 12th	WEIGHT —
AURA strong conjuration		

The Kalistocracy maintains harsh strictures against physical contact with other creatures, but in the thick of battle or by the winds of fate, sometimes contact cannot be avoided. To alleviate the soul taint associated with such contact, the wealthiest Kalistocrats employ magically imbued bathing additives to remove the uncleanness of outside contact. A single *bounteous bath suffusion* can be used to fill a bath with enough water for a single Medium or Large creature. A living creature that spends 20 minutes in such a treated bath receives the benefits of both *neutralize poison* (only the option to neutralize poison affecting the suffusion's user) and *remove disease*. The bathing creature also gains a +2 circumstance bonus on saving throws against diseases and poisons for the next 24 hours.

CONSTRUCTION REQUIREMENTS	COST 600 GP
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Craft Wondrous Item, *neutralize poison*, *remove disease*

NECKLACE OF ENSURED RETURN		PRICE 120,000 GP
SLOT neck	CL 18th	WEIGHT 1 lb.
AURA strong necromancy		

This lavish necklace is crafted from gold and interwoven bands of silver. The coils of precious metal end in a receptacle bearing a pristine opal gemstone. The necklace does not radiate a magic aura unless viewed with *true seeing* or a similarly powerful spell. If the wearer is slain, her soul is immediately moved into the gemstone on the necklace, as per *trap the soul*.

At the time of her death while wearing this necklace, the wearer whose soul is moved into its gemstone must choose a period of time ranging from 1 to 14 days. (The period of time selected can be more specific but must be measured in an increment no smaller than an hour; for example, 3 days and 6 hours.) After the selected amount of time passes, the gemstone shatters, releasing the dead wearer's soul. Her body then immediately re-forms in a space within 60 feet of where the gem shattered, regardless of the condition of her body at the time of her death, as per *true resurrection*.

If the gem is destroyed prior to the elapsing of the specified time, the dead wearer's body re-forms immediately. The individual whose soul is released from the necklace can choose where her body re-forms at the time the gem shatters. Once the former wearer is resurrected, the necklace turns to lead and becomes worthless.

CONSTRUCTION REQUIREMENTS	COST 60,000 GP
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Craft Wondrous Item, *nondetection*, *trap the soul*, *true resurrection*

RING OF AUSTERE MAJESTY		PRICE 3,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint enchantment		

A dozen tiny gemstones line the outer edges of this golden ring. As long as one or more creatures can see it, the ring grants its wearer a +2 circumstance bonus on Diplomacy and Intimidate checks to influence those creatures. In addition, the wearer can allow a willing creature to inspect the ring as a full-round action. If she does, for the following 3 rounds the creature and the wearer can speak while the ring's power obfuscates the details of the conversation. To every other creature able to hear the creature and the wearer's words during this time, the conversation sounds like a continued back-and-forth exchange of exaltations about the ring's artistry.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Forge Ring, *aphasia*^U, *eagle's splendor*



KIBWE

Located on the eastern edge of the Mwangi Jungle, Kibwe is a former trading post that has grown into a significant commercial hub—a stronghold near the Ndele Gap between the mighty cities of eastern Garund and the sprawling Mwangi Expanse to the west. Although Kibwe is known as a mining town, the driving force behind its economy is the constant flow of caravans that make their way into and through the city, bringing goods from distant places and supporting the economy by purchasing wares from Kibwe. The city prides itself on its civic freedoms, but that doesn't stop unscrupulous merchants from swindling visitors or cutthroat foreign trading companies from vying for political and economic power. Merchants and shoppers alike must beware.

DARKWOOD CREATIONS

To the south of Kibwe and the Mwangi Expanse lies the Screaming Jungle, home of millions of screeching monkeys and a riotous variety of flora. Here, tradespeople brave the dangers of the strange, foggy jungle to harvest the lumber and leaves of the lucrative darkwood tree. Presented below are a couple ways the people of Kibwe make use of darkwood. For mechanical details of darkwood, see page 154 of the *Pathfinder RPG Core Rulebook*.

DARKWOOD ANCESTRY PLANK

PRICE 10 GP
WEIGHT 1/2 lb.

Ancestor worship is common among the peoples of the Mwangi Expanse, and many display wooden planks in their homes that contain depictions of enormous trees with the names of their ancestors carved onto branches. Ancestry planks made of darkwood are much lighter and smaller than their conventional counterparts, which make them appealing to Mwangi adventurers looking to honor their lineages while venturing away from home. Many from the Mwangi Expanse recognize the difficulty in obtaining darkwood and view those who carry darkwood ancestry planks with respect.

DARKWOOD MWANGI HARP

PRICE 130 GP
WEIGHT 1-1/2 lbs.

Musicians in the Mwangi Expanse make frequent use of carved harps strung with strings made from natural materials. These harps often feature ornately detailed soundboards and necks shaped like creatures that inhabit the region. Harps crafted from darkwood are very light compared to similar instruments, yet they retain the resonance and tonal quality demanded by the pickiest of musicians. A darkwood Mwangi harp is a masterwork musical instrument (*Pathfinder RPG Ultimate Equipment* 78) that grants you a +2 circumstance bonus on Perform checks when using it.



SHORY GLASS

Merchants and miners from Kibwe often trek northeast to the ruins of Kho, located near the Kho-Rarne Pass. Exploring the ruins of the long-destroyed Shory flying city is a dangerous endeavor, and only the bravest and luckiest explorers make it back with fantastic treasures plucked from the ancient ruins. One of the unique materials brought back from the ruins of Kho is a special type of glass used by the Shory in the construction of their cities—entire soaring skywalks were made of the transparent material. Presented below are items crafted from Shory glass that adventurers exploring the jungles of the Mwangi Expanse might find useful, and that are sold in Kibwe and beyond.

BLIGHT SIPHONER

PRICE
2,200 GP

SLOT none **CL** 5th **WEIGHT** —

AURA faint conjuration

This Shory glass needle is surrounded by a floating, spiraling glass tube and can easily hook onto armor, clothing, or jewelry. As an immediate action, as long as the wearer of the *blight siphoner* has one hand free and has the needle within easy reach, she can stab herself with the needle when she attempts a Fortitude saving throw against a disease she has contracted. This grants the user a +2 competence bonus on that saving throw. In addition, if the user succeeds at the saving throw, it counts as two consecutive saves for the purpose of curing the disease. Once the user has succeeded at a saving throw against a disease using the *blight siphoner*, the needle shatters and the item is destroyed.

CONSTRUCTION REQUIREMENTS

COST 1,100 GP

Forge Ring, *remove disease*

JUNGLE SEEKER'S MONOCLE

PRICE
12,400 GP

SLOT none **CL** 3rd **WEIGHT** —

AURA faint conjuration

The lens of this classical monocle is made of carefully shaped Shory glass. By looking through the lens, a wearer of a *jungle seeker's monocle* can find hidden creatures even in the thickest of jungles. The wearer can use Perception to detect the presence of other living creatures up to 3d6 × 10 feet away in any forest, treating it as if it were a sparse forest (*Pathfinder RPG Core Rulebook* 426). The monocle also grants a +2 competence bonus on Perception checks to notice creatures using Stealth, regardless whether the wearer is in a forest or elsewhere.



CONSTRUCTION REQUIREMENTS

COST 6,200 GP

Create Wondrous Item, *acute senses*^{UM}

MAGNIMAR

One of Varisia's major cities, Magnimar is a diverse settlement founded in 4608 AR by dissenters from Korvosa. The city's populace is a blend of those settlers' descendants and native Varisians, and Magnimarians still engage in a rivalry with their eastern neighbor, Korvosa, who they tend to refer to derisively as "Little Cheliax."

Magnimar is a city of varied and robust faiths, many of which revolve around empyreal lords—unique outsiders who have transcended their original forms to become good-aligned demigods. The city is full of sacred monuments, and its artisans and traders take pride in the protection and sacred aid that many believe infuse the goods made here. But even if divine aid isn't involved, the city's creations are high in both quality and memorable impressiveness. Magnimar's status as a hub for travel within the Inner Sea region, due to its advantageous position and its impressive architecture, enable a wide array of customers the opportunity to purchase these remarkable goods and bring them back to their homelands.

SOUVENIRS

Creations reflecting Magnimarian culture are often sold to visitors as memorable keepsakes or local delicacies, and adventurers prize many of these for their unique uses.

CELWYNVIAN STONE FRUIT

PRICE 500 GP
WEIGHT 1 lb.

This bizarre fruit appears to be carved from stone, though it has a lovely aroma and is easily consumed. Stone fruits occasionally sprout from the strange treelike monument known as the Celwynvian Charge (*Pathfinder Campaign Setting: Magnimar, City of Monuments* 29), where they are gathered by licensed vendors and sold to travelers. Eating a stone fruit hardens flesh and restores vitality. When a creature eats the fruit as a full-round action that provokes attacks of opportunity, it immediately recovers 2d6 hit points and gains a +2 enhancement bonus to its natural armor for 1 minute.

CHARDA CLAWS

PRICE 150 GP
WEIGHT —

This tiny set of sculpted claws, made from stone carefully chipped from the Battle of Charda monument (*Pathfinder Campaign Setting: Magnimar, City of Monuments* 11), is set upon a fine chain. Once per day when attempting an Intimidate check to demoralize a single opponent in combat, the user can forcefully present the charda claws as part of the action to activate their residual power. Using the claws in this way requires a free hand, but only while the Intimidate check is made. If the Intimidate check was a success and the target is demoralized, the claws grant the wielder a +1 morale bonus on attack rolls against that creature for the duration of the demoralized effect. If the wielder uses the claws but the Intimidate check is not successful, the claws' daily use is expended to no effect.

COVENANT RINGS

PRICE 100 GP
WEIGHT —

These silver rings are always sold in uniquely crafted pairs—usually one made in a Varisian style and one in an old Korvosan style. Originally made to celebrate the uniting of the Korvosan dissidents and Varisian locals at the city's outset, they are now commonly sought by young lovers, very close friends, and other intimate pairs. When two emotionally intimate creatures each wear one of the rings in a set, both wearers gain a +1 bonus on saving throws against fear effects. This bonus ends if the creatures' emotional bond is severed (at the GM's discretion), one of the creatures removes a ring and returns it to the other creature, or a bonded creature is no longer wearing the ring (or is no longer alive or on the same plane).

FOUNDERFLAME TORCH

PRICE 250 GP
WEIGHT 1 lb.

One end of this short length of petrified wood burns with a flame of ever-changing hue, a tiny portion of the fires



of the Founder's Flame (*Pathfinder Campaign Setting: Magnimar, City of Monuments* 32). It provides light as per a normal torch but is not consumed, and its fire cannot be extinguished by mundane means (though total immersion temporarily quenches the flame). The torch can be wielded as an improvised light mace that deals an additional 1d2 points of fire damage; in addition, a creature damaged by the torch's fire takes a -1 penalty on saving throws for 1 round against effects that deal fire damage.

MAGNIMARIAN RELICS

Magnimar is home to numerous interesting faiths, including both major deities and empyreal lords, and the city's faithful have created many potent magical items to honor their patrons.

CHANNELER'S SCARF		PRICE 14,012 GP
SLOT weapon	CL 7th	WEIGHT 2 lbs.
AURA moderate evocation		

This bladed scarf (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290) is made of fine, silvery blue silk. Members of the mystery cult of Ashava—the True Spark and a deified azata—first created *channeler's scarves*, but spiritually inclined members of many other faiths also prize them.

A *channeler's scarf* is a +1 *mithral bladed scarf*. When one is wielded by a spiritualist^{QA} whose phantom is currently harbored in her consciousness, some of the phantom's emotional energy is channeled into the scarf. As long as the wielder's phantom is harbored in her consciousness, once per day she can activate the scarf as a standard action to affect it with a *greater magic weapon* spell, using the wielder's spiritualist level as the spell's caster level. This effect's duration is equal to 1 minute per the wielder's spiritualist level. This duration need not be used all at once, but must be used in 1-minute increments.

In addition, while the scarf is under this *greater magic weapon* effect, it gains a single weapon special ability based on the emotional focus of the wielder's phantom, as though affected by a *spirit-bound blade* spell. If the phantom's emotional focus does not have an entry for *spirit-bound blade*, the weapon gains the *heartseeker*^{UE} special ability. This effect does not grant the scarf any other benefits of the *spirit-bound blade* spell.

CONSTRUCTION REQUIREMENTS	COST 8,512 GP
Craft Magic Arms and Armor, <i>greater magic weapon</i> , <i>spirit-bound blade</i> ^{QA} , phantom class feature, creator must worship Ashava	

HARBORWING CLOAK		PRICE 5,200 GP
SLOT shoulders	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		

This white-hooded cloak is trimmed with seagull feathers. The cloak billows in the slightest breeze, and when the hood is drawn over the wearer's head, the cloak repels rainwater and seaspray, keeping the wearer dry. *Harborwing cloaks* were made by Varisian mystery cultists (and put to less-sacred uses

by Szarni bandits) for centuries before Magnimar's founding, though they are used more widely today. Many who worship Ylimancha, empyreal lord of coastal waters, fisherfolk, and flying creatures, wear these cloaks.

Three times per day, whenever the wearer of this cloak falls more than 5 feet, she can spend an immediate action to gain the benefits of *feather fall*. In addition, once per day, the wearer can command the cloak as a standard action to become a sheet of rippling, flowing water, causing attacks against her to take a 20% miss chance. While the cloak is in this liquid-like state, the wearer can use the Stealth skill to hide in rainy conditions (or similar areas, such as the spray of a waterfall) even if she is being observed, and she gains a +5 circumstance bonus on Stealth checks in such conditions. This effect lasts for 3 minutes, and the duration need not be used all at once, but it must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS	COST 2,600 GP
Craft Wondrous Item, <i>create water</i> , <i>feather fall</i> , <i>invisibility</i> , creator must worship Ylimancha	

SCARVES OF THE STINGING DANCER		PRICE 9,000 GP
SLOT chest	CL 3rd	WEIGHT —
AURA faint evocation		

Made to enhance the most seductive Varisian dances, this collection of silken scarves is patterned in yellow and black. Varisian worshipers of Calistria weave these scarves in the shadow of the Irespan, drawing upon the ancient evocation magic they call *ragario* to imbue the silk with vengeful energies. *Scarves of the stinging dancer* grant a +2 circumstance bonus on Perform (dance) checks, similar to that granted by masterwork musical instruments; this effect is nonmagical and cannot be dispelled.

To activate the scarves' magic, the wearer must succeed at a DC 20 Perform (dance) check. This check can be attempted as part of a move action in which the wearer moves no more than half his speed (including when he uses the Acrobatics skill to avoid enemies) or as part of an attack action or full attack in which the wearer uses only a bladed scarf (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290) to attack. Once activated, the scarves' magic lasts until the beginning of the wearer's next turn.

While the scarves' magic is active, whenever the wearer is successfully targeted by a harmful spell, hit by a melee or ranged attack, or touched against his will, the scarves lash out at the source of the attack (a creature if it's a spellcaster or an individual holding a magic item, or an object if the source is a trap or otherwise unattended) with a *magic missile* (CL 3rd). This missile takes the form of an angrily buzzing wasp. The scarves can be deactivated as a free action.

The *scarves of the stinging dancer* can create 50 missiles before losing their magic. At this point, the scarves can no longer cast *magic missile*, but they still provide the +2 bonus on Perform (dance) checks.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
Craft Wondrous Item, <i>magic missile</i> , creator must worship Calistria	

ORDU-AGANHEI

Ordu-Aganhei is the capital-by-default of the nation of Hongal in Tian Xia. Though the khan of Hongal rarely visits and holds no seat of government within the city, it is the largest and most influential of Hongal's permanent settlements. The city's ruler is traditionally a brother of Hongal's current khan. At the moment, the ruler is Prince Batsaikhar, who prefers the luxuries of civilization over the nomadic life that much of the nation at large practices.

TIAN XIA ADVENTURING STAPLES

Ordu-Aganhei is a major place for Avistani adventurers to resupply, and they can easily outfit themselves for the surrounding Tian wilderness.

TIAN EQUIPMENT

The following items originate in Tian Xia.

MANTRA WHEEL

PRICE 450 GP

WEIGHT 1/2 lb.

This handheld metal cylinder is embossed with traditional symbols tied to protectiveness and has a handle that can be used to spin it. Mantra wheels are often used by divine spellcasters who are blind or have difficulty with fine gestures, or who simply enjoy using this traditional device. As a move action, a scroll of a divine spell can be placed inside the wheel. The handle is then spun, activating the scroll without the use of verbal or somatic components. If the wheel's user would need to attempt a caster level check to activate the scroll successfully, the wheel provides a +3 bonus on that check. Spinning the wheel is part of the normal action required to activate the scroll (usually a standard action or the spell's casting time, whichever is longer). Using the wheel to activate a scroll provokes attacks of opportunity exactly as activating a scroll (or casting the spell) normally would. The wheel can hold only one divine scroll at a time. Removing an expended scroll from a mantra wheel is a swift action.

MONKEY STATUE

PRICE 150 GP

WEIGHT 1/2 lb.

For some unknown reason, this finely crafted but mundane monkey statue repulses oni. Any creature with the oni subtype (*Pathfinder RPG Bestiary 3* 307) that is within 30 feet of a monkey statue takes a -1 penalty on all d20 rolls. The monkey statue can be unattended or presented by its wielder as a swift action to cause this effect; the statue has no effect on oni if it is simply stored on a wielder's person. A wielder must have a free hand available to present the statue and gain its effect. This penalty does not stack with that from other monkey statues.

SPIRIT OFFERING

PRICE 20 GP

WEIGHT 1/2 lb.

These offerings take many forms, such as food, incense, pinwheels, rare teas, perfectly smooth white pebbles, or stone

tablets, but they are always kept in pouches tied with ribbon. Travelers in the Dragon Empires leave these offerings at the small shrines or holy sites that can be found scattered along roads. For 1 hour after a traveler leaves a spirit offering, any kami (*Bestiary 3* 159) the traveler encounters has its initial attitude improved by one step. This attitude adjustment reverts to normal after 10 minutes unless the creature's attitude is adjusted further during that time, such as via the Diplomacy skill, in which case the kami's attitude does not revert after the offering's effect expires. Once a spirit offering has been used to improve a kami's attitude, it cannot be reused.



TIAN MAGIC ITEMS

The following are some common magic items found in Ordu-Aganhei.

EXORCIST OFUDA		PRICE 650 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint abjuration		

This paper slip covered with holy writings can be used to protect against lingering evil. A creature holding an *exorcist ofuda* gains a +3 bonus on Perception checks to notice a haunt when the haunt's effects manifest. Additionally, as a standard action the *exorcist ofuda* can be triggered to grant all allies within 30 feet a +2 sacred bonus on saving throws and a +2 deflection bonus to AC against a haunt's effects for 1 round. Triggering the ofuda this way destroys it in a gout of flame.

CONSTRUCTION REQUIREMENTS	COST 325 GP
Craft Wondrous Item, <i>protection from evil</i>	

KHANGARAD SCABBARD		PRICE 6,000 GP
SLOT belt	CL 9th	WEIGHT 2 lbs.
AURA moderate evocation		

This belt-and-scabbard set is decorated with golden depictions of garudas (*Pathfinder RPG Bestiary* 3 123). The scabbard automatically reshapes itself to fit the weapon that the wielder is currently using. If the wielder is not using a weapon that would fit into a scabbard, as a free action the wielder can command the *khangarad scabbard* to take the shape of any weapon with which she has proficiency.

Once per day as a standard action, the wielder can speak the scabbard's command word to blast nearby creatures with gale-force winds. As part of activating the scabbard, the wielder can attempt a special trip combat maneuver check against all creatures within 10 feet using her normal CMB; this does not provoke attacks of opportunity. Creatures whose CMD is lower than the result are tripped. The wielder is not knocked down if the trip attempt fails by 10 or more.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, <i>gust of wind</i>	

SKYSPIRIT STONE		PRICE 2,000 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint conjuration		

This object was naturally struck by lightning and imbued with a spirit of the sky. Despite the name, this object does not have to be a stone, though small objects made into *skyspirit stones* are the most common, convenient, and prized. Once per day, the stone can be placed in liquor or milk for 1 minute to infuse the liquid with the spirit's power. A kineticist with the air elemental focus (aerokineticist) can drink this liquid as a move action to gain assistance from the spirit's power. For 1 hour after drinking

the liquid, the kineticist can negate a single point of burn gained from using her kineticist abilities (this does not heal the associated nonlethal damage from the point of burn). This effect does not stack with itself.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>lesser restoration</i>	

EQUESTRIAN GEAR OF HONGAL

The horse is more than a mount to the Tian-Las of Hongal—it's a way of life. These semi-nomadic people are known for being skilled riders and expert horse trainers, and much of their equipment for mounted combat can be purchased in the markets of Ordu-Aganhei.

HORSE BOW	PRICE 150 GP
	TYPE exotic

The horse bow functions like a composite longbow (*Pathfinder RPG Ultimate Equipment* 25), but it is designed to be used on horseback. A rider using a horse bow can make ranged attacks while mounted; furthermore, she does not take a penalty to attack rolls when her mount is taking a double move action, and she takes only a –4 penalty on attack rolls when her mount is running. The price of this item is for a default horse bow; each point of Strength bonus granted by the horse bow adds 150 gp to its cost.

HORSE WHIP	PRICE 5 GP
	WEIGHT 1 lb.

A short whip with a leather loop at the end, this whip can be felt through a horse's armor but does not deal damage to the horse. A rider who uses a horse whip while using the Ride skill to spur her mount does not deal damage to the mount, as opposed to the 1d3 points of damage normally dealt by this action. Using a horse whip does not negate the fatigue that spurring a mount can cause.

POH ARMOR	PRICE 500 GP
	WEIGHT 65 lbs.

Named after a ferocious unicorn-tiger hybrid, this suit of scale mail barding bears a vicious horn on the forehead plate and metal tiger claws protruding from the pommel. The armor is heavily reinforced to protect a horse's chest and neck. A horse wearing poh armor gains a gore attack as a secondary natural attack that deals 1d8 points of damage. Additionally, a horse wearing poh armor deals 2d6 points of damage to any foe it knocks prone when using an overrun combat maneuver. Poh armor otherwise functions like barding (*Ultimate Equipment* 80).

The price and weight listed is for poh armor for a Large mount. Poh armor for a Medium mount costs 250 gp and weighs 35 pounds. Poh armor slows a mount with a base speed of 40 feet to 30 feet, 50 feet to 35 feet, or 60 feet to 40 feet.

Ranged Weapon (Exotic)	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Horse bow	150 gp	1d6	1d8	x3	110 ft.	3 lbs.	P	—

PORT ICE

A home for the insidious pirates trawling the waters of the Lake of Mists and Veils, Port Ice has become a home for all banners. This bustling trade city shuts down during the winter months due to brutal seasonal blizzards, but this doesn't mean the lake pirates leave. Rather, they hunker down in Port Ice for the winter to hide from the authorities and concoct more and more devious ways to smuggle their contraband once the ice starts thawing.

The vast majority of Port Ice's inhabitants are law-abiding citizens, though that doesn't mean they're above selling the pirates' goods or magic items that appeal to the privateers' less-than-legal affairs. Items geared toward pirates are available year-round in Port Ice. Many such goods migrate across Golarion along with their privateering owners, who often sell them to make a coin or two, thus distributing Port Ice's pirate gear throughout the Inner Sea region and beyond.

PRIVATEER'S STASH

The following items are popular among lake farers of a piratical bent and are freely available in Port Ice's markets.

BANNER OF PIRACY		PRICE 2,500 GP
SLOT none	CL 3rd	WEIGHT 10 lbs.
AURA faint transmutation		

Three small metal rings adorn one side of this long, rectangular piece of black fabric, which shimmers with magic. Once per day, if the banner is attached to the mast of a ship or other water-faring vessel, a passenger on board who has line of sight to the banner can say its command word and the name of a port of her choice to transform the banner into one of that port for the next 24 hours, complete with the correct colors and heraldry, as appropriate. When the banner transforms, it also transforms all flags and labels identifying the ship or vessel, including any on the ship's cargo if that cargo is labeled with a place of origin or destination. If the banner is removed from the mast of the ship at any time while it is obscuring its port of call, the banner and all identifying flags and labels on the ship revert to their original state. Flags and labels affected in this way all radiate a faint aura of transmutation magic, and if the magic affecting one flag or label (or the *banner of piracy* itself) is suppressed, such as with *dispel magic*, all of the banner's magic is suppressed. Creatures that interact with banners, cargo, flags, or similar labels affected by this banner (such as by examining them very closely or touching them) can see through the banner's magic with a successful DC 14 Will saving throw.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
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Craft Wondrous Item, *prestidigitation*

BILGEWATER COAT		PRICE 11,655 GP
SLOT none	CL 5th	WEIGHT 10 lbs.
AURA faint conjuration		

This *+1 putrid^{UE} padded armor*

is made up of colorful silks, complete with a ruffled collar that is accented with a brass button. Whenever a creature that is adjacent to the wearer confirms a critical hit against her, slimy bilgewater gushes from inside the coat onto the ground, landing in the attacking creature's space. Each creature touching the ground in this space when this effect activates must succeed at a DC 13 Reflex saving throw or fall prone. For the next 5 minutes, the bilgewater replicates the effects of *grease* in that square, and any creatures that move through it, including the wearer of the coat, must attempt Acrobatics checks as the *grease* spell requires.



CONSTRUCTION REQUIREMENTS	COST 6,405 GP
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Craft Wondrous Item, *grease*, *stinking cloud*

CAPTAIN'S EYE PATCH		PRICE 46,000 GP
SLOT eyes	CL 11th	WEIGHT —
AURA moderate divination		

This black velvet eye patch is attached to an onyx chain that is worn around the head. The eye patch grants its wearer darkvision with a range of 60 feet. Additionally, as a standard action, the wearer can speak the eye patch's command word to see through powerful magical darkness, such as an area of *deeper darkness*, for up to 11 minutes per day. This duration need not be used all at once, but it must be used in 1-minute increments. Ending this effect is a free action.



CONSTRUCTION REQUIREMENTS	COST 23,000 GP
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Craft Wondrous Item, *darkvision*, *true seeing*

SEAFARER'S WADERS		PRICE 3,350 GP
SLOT feet	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		

These slightly discolored leather boots come up to the wearer's knees and are covered with small barnacles. When they are worn, the boots grant their wearer a +2 competence bonus on Acrobatics, Climb, and Swim checks. In addition, once per day, the wearer can say a command word to gain the effects of *spider climb* for up to 30 minutes. This effect can be dismissed as a free action.

CONSTRUCTION REQUIREMENTS	COST 1,675 GP
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Craft Wondrous Item, *jump*, *spider climb*

SENGHOR

Senghor is a port city on the western coast of the Mwangi Expanse in Garund, standing at the edge of the Fever Sea. The city's dominant inhabitants, the Caldaru, are renowned human sailors and diplomats, making Senghor a popular place for trade. Senghor's harbor has been expertly built to withstand powerful storms, and the city's navy defends the city from pirates. Local guards, dressed in distinctive black-and-scarlet uniforms, ensure the market is a safe place to do business.

Senghor's markets are filled with a motley collection of items from the various water-dwelling and seafaring peoples of the Arcadian Ocean and from nearby tribes in the Mwangi Expanse. Many of the items on this page are available in Senghor and from merchants who have traveled there.

SENGHOR EQUIPMENT

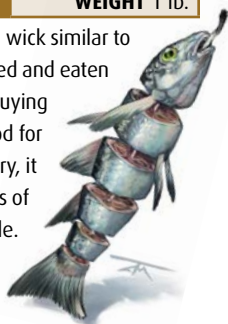
Senghor provides a stable port for many different cultures to trade goods and technologies. A couple of common daily items are presented below.

CANDLEFISH

PRICE 7 SP

WEIGHT 1 lb.

This long, oily, salted fish comes strung on a wick similar to that found in a candle. The fish can be cooked and eaten as a tasty trail ration, with the listed price buying a fish big enough for one day's worth of food for a single creature. As long as the fish stays dry, it can go for months without spoiling. Sections of the candlefish can also be burned as a candle. One day's worth of candlefish is equivalent to six candles. Once used as a candle, a candlefish can no longer be eaten.



WARKA JAR

PRICE 2 GP

WEIGHT 1/2 lb.

This 2-foot-tall, vase-shaped object is inspired by the huge warka towers found in inland areas of Senghor and other parts of the Mwangi Expanse. The warka jar is made of lightweight and elastic juncus stalks woven into a crisscross pattern. A fine mesh hangs inside and collects water condensation. Placing a warka jar outside overnight collects enough fresh water for a single creature to survive for one day. When not in use, the warka jar can be collapsed into a pocket-sized cube for easy transportation.

SENGHOR MAGIC ITEMS

The following are a few magic items found in Senghor.

GUARDIAN FIGUREHEAD

PRICE
1,350 GP

SLOT none **CL** 3rd **WEIGHT** 50 lbs.

AURA faint abjuration

This elegantly carved figurehead typically depicts a fantastic magical creature, divine figure, or local hero, and it is either

attached to the prow of a sailing vessel or carved into the hull of the ship. Once per day, the figurehead can be activated by speaking its command word as a swift action, awakening its protective power for 1 minute. While the figurehead is active, all ranged attacks originating from anywhere other than the ship have a 20% miss chance against the vessel and anyone aboard it. This ability has no effect on melee attacks, rays, or ranged attacks that do not require an attack roll to hit (such as *magic missile*).

CONSTRUCTION REQUIREMENTS **COST** 675 GP

Craft Wondrous Item, *entropic shield*

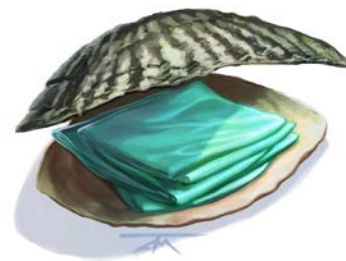
SEA SILK SHELL

PRICE
4,500 GP

SLOT none **CL** 7th **WEIGHT** 1/2 lb.

AURA moderate conjuration

This small clamshell magically contains a 300-square-foot sheet of sea silk, which is an extremely fine, valuable, and strong fabric woven from the filaments of pen shells. The sea silk has hardness 10 and 15 hit points, and it cannot be ruined by exposure to water or other mundane means (though spells that target it still work as normal).



As a standard action the shell's user can speak a command word and pull the silk sheet from the shell in one of three different forms chosen at that time. The silk can emerge as 60 squares of sails ready to be installed (enough to propel most Colossal or smaller water vehicles), which can be magically treated as normal. Alternatively, the silk can emerge as up to 15 total noble's outfits (*Pathfinder RPG Ultimate Equipment* 90) or royal's outfits (*Ultimate Equipment* 91) in any style and color the user wishes. As a third option, the silk can emerge as an unaltered sheet that can be cut and sewn as normal into any objects that could be made from cloth, except that the silk cannot be used to create weapons or functional armor. Once the silk has been pulled from the shell, the shell remains empty until the silk is returned to it or destroyed.

Once adjacent to the shell, the outfits, sheet of silk, or sails can be placed back into the shell with a second command word. (If the sheet was cut into pieces, all pieces must be adjacent to the shell before the silk can be returned.) Any damage to the silk or items made from it are undone by returning the cloth to the shell. If the silk or any items made from it are destroyed, the *sea silk shell* remains inert for a week as it regenerates the cloth from scratch, after which the shell can be used again as normal.

CONSTRUCTION REQUIREMENTS **COST** 2,250 GP

Craft Wondrous Item, *minor creation*

ULAR KEL

The great sandstone walls of the crossroads city of Ular Kel beckon ambitious traders and shrewd merchants to seek their fortunes in the heart of central Casmaron. The capital of the relatively unpopulated region of Karazh, Ular Kel stands at the intersection of two great trade routes, where caravans from all across the continent convene. This constant trade has brought great prosperity to the city, and merchants hawk their exotic wares in Ular Kel's many markets—most notably the Crossway, the magnificent bazaar at the center of the city. The transient and permanent citizens of Ular Kel alike frequent the city's multitudinous coffee shops and smoking parlors, and all within the city enjoy the prosperity that such luxuries attract. For more information on Ular Kel, see pages 54–63 of *Pathfinder Campaign Setting: Distant Shores*.

CASMARON COFFEE

Ular Kel is known for its abundance of coffee shops, and the city imports countless blends from across Casmaron. Each of these coffee varieties can be brewed in the same manner as common coffee, as presented on page 94 of *Pathfinder RPG Ultimate Equipment*. The listed price is for a single cup of coffee; note that to gain the coffee's benefits, a drinker typically must consume two cups.

DRAGON'S BLEND

PRICE 1 GP
WEIGHT —

This aromatic blend fills the belly with the sensation of fire, warming the drinker's body. By drinking two cups of dragon's blend coffee, you gain cold resistance 5 for 1 hour. Once the coffee has prevented 5 points of cold damage, the effect ends. You can benefit from dragon's blend coffee only once per day.



KARAZHICA

PRICE 1 GP
WEIGHT —

The gold standard of coffee in Ular Kel, Karazhica is notable for its acidity and smooth flavor. By drinking two cups of Karazhica coffee, you can walk for an additional hour before you must make a forced march. This additional hour counts as an hour of marching beyond the maximum for the purpose of determining the DC of Constitution checks for a subsequent forced march. You can benefit from Karazhica coffee only once per day.

YENCHABURIAN HYBRID

PRICE 1 GP
WEIGHT —

This bitter coffee cultivar increases the drinker's alertness to nearby threats. For 1 hour after drinking two cups of Yenchaburian hybrid coffee, you gain a +2 competence bonus on Perception checks to notice a creature that is using Stealth. You can benefit from yenchaburian hybrid coffee only once per day.

FROM THE STEPPES

The markets of Ular Kel contain many items helpful for surviving the vast, arid grasslands. Presented below are a few examples of such equipment.

CARAVAN GUARDIAN

PRICE
16,000 GP

SLOT none **CL** 3rd **WEIGHT** 1 lb.

AURA faint abjuration and conjuration

Traders crossing Casmaron's Grass Sea often carry a small, eagle-shaped *caravan guardian* with them on their journeys. These wooden statuettes serve as watchful guardians, alerting travelers when there is danger and summoning an eagle ally to fight the threat. Each day, the guardian's wielder must designate up to five allies, including himself, to be alerted of an intruder's presence. When a creature approaches within 20 feet of an unattended *caravan guardian* (or its wielder, if a creature has the guardian on their person), that creature must speak the command word within 1 round or an eagle (*Pathfinder RPG Bestiary* 118) appears in a space next to the statue and attacks whatever creature triggered it. Additionally, the *caravan guardian* sends all designated creatures a mental warning, as per the mental alarm use of the *alarm* spell (if the guardian's wielder did not designate allies to be alerted that day, the item alerts the most recently designated allies). If there is no appropriate space for the eagle to be summoned into, it does not appear, but the *caravan guardian* still sends a mental alarm. A *caravan guardian* can summon only one eagle per day.

CONSTRUCTION REQUIREMENTS

COST 8,000 GP

Craft Wondrous Item, *alarm*, *summon nature's ally I*

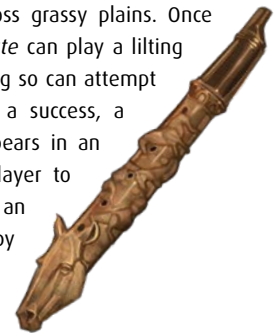
HORSE-CALLER FLUTE

PRICE
4,200 GP

SLOT none **CL** 4th **WEIGHT** —

AURA moderate conjuration

The body of this wooden flute is elaborately decorated with carved motifs of horses running across grassy plains. Once per day, the user of a *horse-caller flute* can play a lilting melody with the flute, and while doing so can attempt a DC 10 Perform (wind) check. On a success, a light riding horse (*Bestiary* 177) appears in an appropriate space adjacent to the player to serve as her mount for 2 hours, plus an additional 2 hours for every 5 points by which the result exceeds the Perform (wind) check DC. The horse does not appear if the terrain cannot support it; in this case, if the user succeeds at the Perform (wind) check, the horse simply does not appear and the item's daily use is not wasted.



CONSTRUCTION REQUIREMENTS

COST 2,100 GP

Craft Wondrous Item, *ghost sound*, *mount*

MERCHANT COMPANIES

Throughout the Inner Sea region and across Golarion, merchant companies of all interests, sizes, and schemes abound, many of which provide opportunities for skilled adventurers to profit from their dangerous work. While exploration and conflict-solving don't guarantee steady payment, doing business with merchant corps is often lucrative for all parties. This section details the major trade organizations that adventurers in the Inner Sea region might encounter, as well as merchant-themed character options: archetypes, a bardic performance, and a cavalier order.

MAJOR INNER SEA MERCHANTS

The following organizations revolve around trade and wealth and are prominent in the Inner Sea region.

Aspis Consortium: Officially, the Cheliox-based Aspis Consortium's success is attributed to its multinational approach and the massive size of its operations. Unofficially, the Consortium's profits are bolstered by its extreme ruthlessness, as agents are willing to do anything to accomplish their goals. With assets, holdings, and properties of astronomical total value, the Aspis Consortium proves an attractive organization to both those aware and those unaware of its unscrupulous nature. Aspis agents are political by necessity, as they often have a hand in engineering crises for the Consortium to profit from. The unraveling and dark reimagining of Cheliox following the death of Aroden, however, prompted the organization to diversify, and these days it often sends agents into distant locales in search of valuable items and exploitable resources. Ever hoping to expand its trade network, the Consortium is always on the lookout for talented individuals who can be used to further the organization's schemes.

Prophets of Kalistrade: Viewed as adherents to a philosophy by some and to a cult by others, the Prophets of Kalistrade follow an eccentric series of tenets believed to bring them success and prosperity. The prophets regard those who fail to achieve wealth as having failed to adhere to the prophecies' teachings, particularly in Druma, where the prophecies are practically the state faith. Though the prophets scoff at any comparison to base mysticism or religion, wealth is the summation of their spiritual existence. They believe anything can be bought with enough financial leverage, from enlightenment to the whole of Golarion. Prophets are encouraged to exploit their legal agreements for profit, even agreements formed with other Kalistocrats. The pseudo-faith has a unique relationship with adventurers, luring treasure-seekers with competitions and promises of riches. Adventurers must often pay fees or bid against one another for access to these opportunities, and the prophets typically gain more coin from eager opportunists than they lose from the prizes that are given to the winners.

Rivermen's Guild: Located in Sargava's Port Freedom, a distant outpost of Avistani culture on the continent of

Garund, the Rivermen's Guild has effectively taken over the town. The nation of Sargava has chronic issues with empty coffers, giving the trade guild undue influence in the political sphere. The Rivermen's Guild is powerful enough to flout the law, acting as an unofficial thieves' guild in Port Freedom. It is also brutal in both its rivalries and internal affairs. Even these cutthroat business practices barely keep the Rivermen's Guild ahead of the curve, though, as business in Sargava is constantly threatened by unrest, natural dangers from the Garundi wilderness, and reprisals from Chelish agents hoping to reclaim the colony. Sargavan businesses, including the guild, pay exorbitant prices to pirates and other mercenaries for defense against these threats.

MERCHANT CORPS

Commerce is the lifeblood of cities, yet Golarion is filled with dangerous roads and untamed wilds between these bastions of civilization. Anyone who hopes to carry valuable goods from one destination to the next is in sore need of professionals to ensure that caravans aren't raided or worse.

Paladins, especially those with the sacred shield archetype (*Pathfinder RPG Ultimate Combat* 65) or the knight of coins archetype (see below), often serve as bodyguards and goodly mercenaries for virtuous trading expeditions. Fighters and samurai (*Ultimate Combat* 18) can also fill this role, especially for less upstanding convoys; such samurai bodyguards often have the yojimbo archetype (*Pathfinder Player Companion: Armor Master's Handbook* 7) and escort their charges between Tian Xia and the Inner Sea region. Caravans with large numbers of beasts and riders often employ cavaliers (*Pathfinder RPG Advanced Player's Guide* 32) to organize them, commonly those belonging to the order of the guard (*Pathfinder Campaign Setting: Inner Sea Combat* 30) or the order of the reins (see page 31).

Ranger guides are invaluable for ensuring that large groups make it through hazardous wilderness conditions. Most merchant processions also have at least one bard to serve as a leader or to help with negotiations. Rogues and slayers have a mixed relationship with trading groups; the honest ones serve as scouts, the dishonest ones tag along as thieves and swindlers, and some unusual ones use caravans as bait for other targets, hiding among travelers to lure out bandits and other villains.

The following archetypes and class features are appropriate for players who wish to be closely involved with merchant groups.

KNIGHT OF COINS (PALADIN ARCHETYPE)

Servants of gods who revere wealth, knights of coins promote fair trade and stable commerce between cities and between nations. Many of these knights are Abadarans, and some have also taken the sacred shield archetype (*Pathfinder*

RPG *Ultimate Combat* 65). Regardless, knights of coins know that a prosperous city can uplift and enrich more people than pious prayers alone.

Class Skills: A knight of coins adds Appraise, Knowledge (local), Perception, and Use Magic Device to her list of class skills. She gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of a number of skill ranks equal to 2 + her Intelligence modifier.

This alters the paladin's class skills and skill ranks per level.

Eye for Forgeries (Sp): At will, a knight of coins can concentrate on a single item within 30 feet as a move action. When she does, the knight of coins can detect if it is magical, as per the spell *detect magic*. The knight of coins cannot concentrate on more than one item in this way at a time.

This replaces *detect evil*.

Blessing of Prosperity (Su): A knight of coins is a patron of wealth and seeks to even the playing field for those who have unfair economic disadvantages. At 3rd level and every 6 levels thereafter, the paladin can select a blessing (see Blessings below). By expending a use of lay on hands, the knight of coins can instead grant a boon to herself or a creature touched as a standard action. These boons do not stack with themselves or with blessings from another knight of coins. A blessing of prosperity lasts up to 1 hour, though the knight of coins who bestowed it can end a blessing's benefits early (whether it affects her or another creature) as a free action. Using this ability requires only one free hand and is a standard action, unless the knight of coins targets herself, in which case it is a swift action.

If she knows multiple blessings of prosperity, the knight of coins can bestow multiple blessings on a single target as part of the action and the expenditure of a use of lay on hands required to use this ability. If she bestows multiple different blessings, these blessings are cumulative. For example, a 9th-level knight of coins' blessing of prosperity ability might grant a +4 sacred bonus on Appraise and Sense Motive checks as well as a +4 sacred bonus on Perception checks and to CMD against disarm and steal combat maneuvers.

A knight of coins who takes the Extra Mercy feat can gain an extra blessing of prosperity instead of an extra mercy. Once a blessing of prosperity is chosen, it can't be changed. A character who has benefited from a blessing of prosperity cannot benefit from that same blessing again (whether bestowed by the same knight of coins or another knight of coins) for 24 hours.

Blessings: The following blessings are available to a knight of coins.

- The target adds an extra 10% to the gp value gained when selling off treasure (normally 50% of the item's original value). This blessing cannot result in selling treasure for more than 100% of its original value.
- The target gains a +4 sacred bonus on Appraise and Sense Motive checks.
- The target gains a +4 sacred bonus on Perception checks and to CMD against disarm and steal combat maneuvers.

- The target gains a +4 sacred bonus on Craft, Perform, and Profession checks.
- The target can use *locate object* as a spell-like ability once, using the knight of coins' class level as the caster level.
- The target can treat one settlement as having its base value and purchase limit increased by 30%. The target must choose the affected settlement when the knight of coins bestows this blessing.
- The target can treat one settlement as being one size category larger for the purposes of determining available magic items. The target must choose the affected settlement when the knight of coins bestows this blessing.

This replaces the mercies gained at 3rd, 9th, and 15th levels.



NAMELESS SHADOW (ROGUE ARCHETYPE)

Where bandits and tyrants prey on merchants and caravans, the nameless shadow preys on bandits and tyrants. Posing as mundane merchants or other harmless travelers, these assassins can hide both within darkness and in the anonymity of a seemingly unimportant crowd. This archetype is appropriate for rogues built using the rules from the *Pathfinder RPG Core Rulebook* as well as for unchained rogues (*Pathfinder RPG Pathfinder Unchained* 20).

Harmless Guise (Ex): A nameless shadow gains the dual identity and seamless guise vigilante class features (*Pathfinder RPG Ultimate Intrigue* 9–10), with the following restrictions. Her social identity must be that of a mundane and nonthreatening member of society, such as a farmer or a merchant. At 6th level, the nameless shadow gains the many guises vigilante social talent. At 8th level, the nameless shadow gains the quick change vigilante social talent. At 14th level, the nameless shadow gains the everyman vigilante social talent. At 18th level, the nameless shadow gains the any guise vigilante social talent.

Additionally, when a nameless shadow attacks a foe while in a social or mundane identity, her target takes a –2 penalty to AC for the purpose of resolving that attack. This use of harmless guise forces the nameless shadow into her vigilante identity after the attack is completed, and the target (if it survives) then becomes aware of the nameless shadow's secret. This ability cannot be used on targets that are aware of the nameless shadow's dual identity.

This replaces trapfinding and the rogue talents gained at 2nd, 6th, 10th, 14th, and 18th levels.

Face in the Crowd (Ex): At 4th level, so long as there are at least 10 other nonhostile creatures within 30 feet of her, a nameless shadow can use Bluff or Disguise in place of Stealth to hide or for sniping. At 8th level, she can use this ability to hide within a crowd even if she is being observed.

This replaces the rogue talents gained at 4th and 8th levels.

OATHKEEPER (INQUISITOR ARCHETYPE)

Servants of gods who hold oaths to be sacrosanct, oathkeepers formally oversee the creation of bargains and personally hunt down those who dare to violate them. Many of these inquisitors previously oversaw religious vows in more formal settings, though more pursue more lucrative contracts. Wronged merchants or cheated customers

often seek out oathkeepers to bring justice when local authorities fail.

Alignment: An oathkeeper must be of a lawful alignment, and her alignment must be within one step of her deity's.

This alters the inquisitor's alignment requirements.

Class Skills: An oathkeeper removes Knowledge (nature) from her list of class skills and adds Appraise.

This alters the inquisitor's class skills.

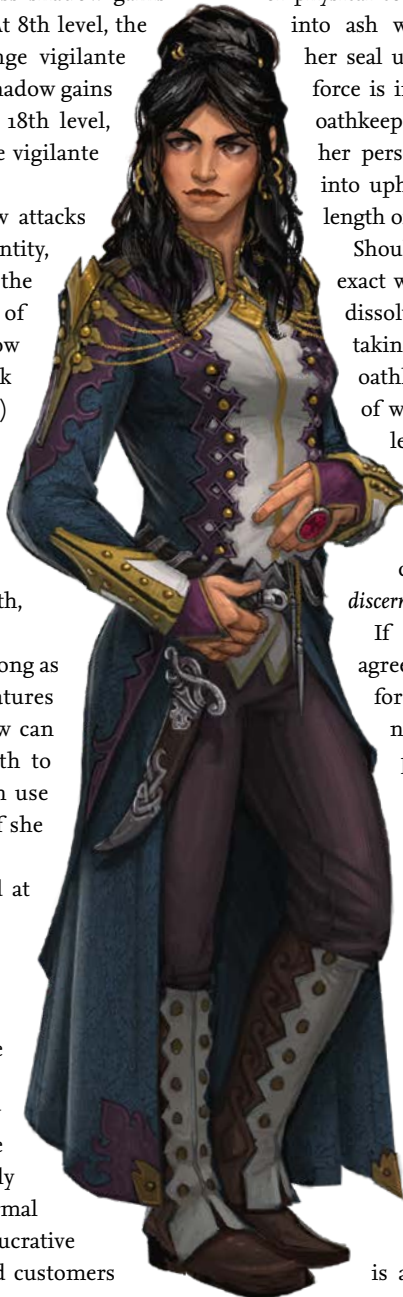
Divine Witness (Su): Every oathkeeper inquisitor develops a unique personal symbol, which she can use to seal an agreement between two or more willing parties. The agreement, whether it's a trade contract, a truce, or a political marriage, must be as detailed as possible and then signed in the oathkeeper's presence by every creature involved. Creatures must sign of their own free will—any magical or physical coercion will cause the contract to crumble into ash when the oathkeeper attempts to place her seal upon it. So long as no mystic or physical force is influencing any participating creature, the oathkeeper can mystically seal the arrangement with her personal symbol, binding all signing parties into upholding their ends of the bargain for the length of time spelled out in the agreement.

Should any oathbound creature break the exact wording of the contract, the agreement is dissolved and the offending creature is cursed, taking a penalty on all d20 rolls equal to the oathkeeper's Wisdom modifier for a number of weeks equal to the oathkeeper's inquisitor level. Furthermore, the inquisitor's symbol appears as a mystic symbol on the offending creature's throat and hands, allowing the oathkeeper to know the creature's location at all times, as per the *discern location* spell.

If a creature is forced into breaking the agreement by magic or overwhelming physical force (for example, breaking an agreement not to harm via a compulsion spell or by physically hurling an oathbound creature to deal damage to another), then the agreement dissipates harmlessly. The oathkeeper's curse is a curse effect, but it can be removed only with a *miracle* or *wish* spell.

This replaces monster lore.

Oathbreaker's Scourge (Su): At 2nd level, if an oathkeeper is given physical evidence of a broken agreement and asked to hunt down the contract's breaker by the offended party, the oathkeeper gains a +4 sacred or profane bonus on Diplomacy and Survival skill checks to gather information about and track the target. The inquisitor is also treated as being 3 levels higher for



the purpose of one judgment she uses against the deal breaker, so long as she keeps possession of the evidence. If the oathkeeper uses oathbreaker's scourge when attacking someone who is actually innocent of fraud—due to forgery, hasty judgments, or other deceptions—she loses access to all of her oathkeeper archetype abilities for 1 month or until she is the target of an *atonement* spell.

This replaces track.

BARDIC MASTERPIECES

Music has been associated with shops and marketplaces since the advent of civilizations advanced enough to have both. Bards often employ the following masterpieces when working in shops, with artisans, or in other situations tied to commerce.

LINGERING LEITMOTIF (ORATORY, SING)

Your clever turn of words or catchy musical jingle sticks in people's heads long after they have heard it.

Prerequisite: Perform (sing) or Perform (oratory) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: You sing or chant simple phrases or a distinctive series of notes that you associate with a specific trade good or service. While you perform these jingles, allies within 30 feet are affected by this performance's effects and are treated as being affected by your inspire confidence bardic performance. Furthermore, if an affected creature purchases the associated good or service, that creature immediately gains a number of temporary hit points equal to half your bard level.

Use: 3 bardic performance rounds, plus 1 round per additional person affected.

Activation: 1 standard action.

SONG OF THE STONEBEARERS (PERCUSSION, SING)

This working song consists of a strong rhythm and bone-shaking drum beats.

Prerequisite: Perform (sing) or Perform (percussion) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: By singing or beating a drum, you set up a good rhythm for manual labor, helping those who hear it push against the limits of their strength more easily. Up to one creature per bard level that can see and hear you can ignore the effects of encumbrance and armor on its skill checks and movement while you engage in this performance. This does not allow affected creatures to exceed their maximum carrying capacity.

Use: 2 bardic performance rounds per creature for every 10 minutes of duration.

Activation: 1 minute.

ORDER OF THE REINS (CAVALIER ORDER)

The cavaliers of the order of the reins hold a strong rapport not just with their mounts, but with all tamed and domesticated animals on Golarion. From camels and

horses to teams of sled dogs, these cavaliers hold themselves honor-bound to protect these creatures for their labor and loyalty. Cavaliers of the order of the reins often serve as the commanders of caravans or other expeditions, using their unique skills to ensure that the caravan and its wares safely reach their intended markets.

Edicts: The cavalier must do everything in his power to keep a caravan or traveling group safe once he has agreed to protect it. He must see that any allied animal injured under his watch is healed, or personally give it a merciful death if survival is not an option. He must not let any animal under his command suffer needlessly.

Challenge: Whenever an order of the reins cavalier issues a challenge, all allied animals, animal companions, familiars, and mounts within 60 feet gain a +1 bonus on attack rolls and a +2 bonus to AC against the target. This bonus increases by 1 for every additional 4 levels the cavalier has.

Skills: An order of the reins cavalier adds Appraise and Perception to his list of class skills. Any animal that the cavalier is riding can use the cavalier's Handle Animal modifier in place of its own Acrobatics and Swim skill modifiers as long as the cavalier is mounted on it.

Order Abilities: A cavalier belonging to the order of the reins gains the following abilities as he increases in level.

Control the Herd (Ex): At 2nd level, the cavalier can direct multiple animals with one forceful command. The cavalier can handle a number of nonhostile, riderless animals equal to his cavalier level with a single use of the Handle Animal skill, so long as the commanded animals can see or hear the cavalier. The handled animals must all be ordered to perform the same trick. If an animal in the group does not know the trick the cavalier is commanding them to perform, the cavalier is considered to be pushing that animal. The cavalier cannot use this ability on animals more than two size categories smaller than he is. Using this ability requires a move action, though if the cavalier is pushing any animal as described above, it requires a full-round action.

Teamwork Tricks (Ex): At 8th level as a free action, the cavalier can use control the herd to handle allied and riderless animals and animal companions. Friendly and helpful animals that the cavalier commands with Handle Animal or his control the herd ability are considered to know any tasks or tricks the cavalier's mount knows, in addition to any tasks or tricks they already know.

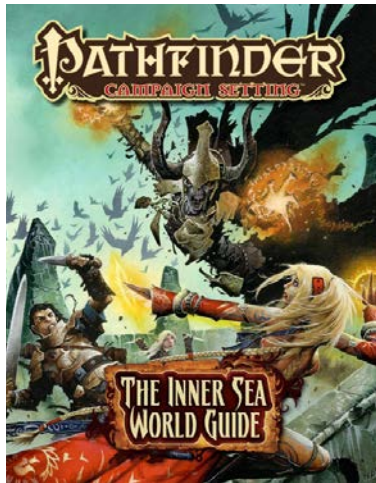
Stampede (Ex): At 15th level, as a standard action, the cavalier can incite any riderless and nonhostile animals and animal companions within 60 feet of him to stampede. Each affected creature gains a +4 bonus to AC (this bonus stacks with the benefits of the cavalier's challenge), the trample universal monster rule, and a bonus to damage equal to half the cavalier's level for 1 round. The save DC against an incited animal's trample attack is 10 + half the cavalier's level + his Charisma modifier. Incited creatures attack whatever targets the cavalier directs them to unless commanded otherwise by a bonded master (in the case of a familiar or animal companion).

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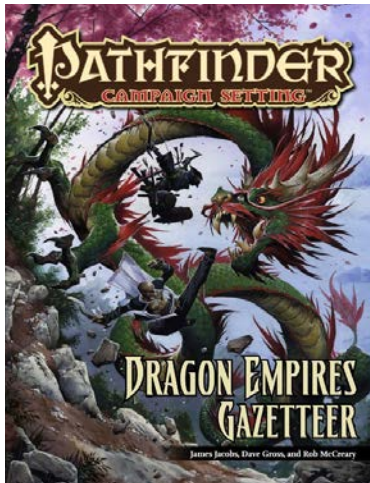
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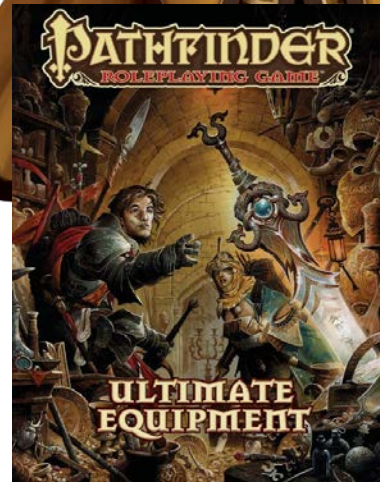
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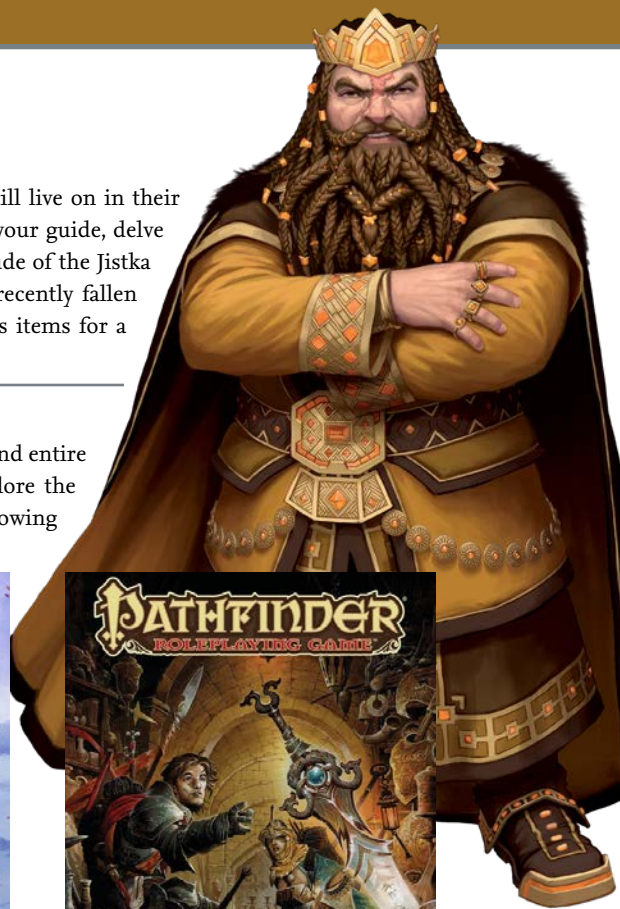
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