Wondrous Treasures

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Creighton Broadhurst

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Some magic items are easy to add to your character. Adjusting your character's attacks to take into account his new *+1 longsword* or increasing his armour class after buying *+2 scale mail* is a doddle. However, working out exactly what other magic items, like the infamous *rod of wonder*, do is harder.

Wondrous Treasures banishes this problem by presenting detailed write-ups of the standard versions of the *bags of tricks*, *figurines of wondrous power*, *horn of Valhalla*, *robe of bones*, *robe of useful items* and the *rod of wonder* (including full stat blocks of all the creatures called forth and so on). Designed to easily fit into your character's folder, *Wondrous Treasures* contains all the information you need to quickly and easily get the most out of these useful and iconic wondrous items.

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BONUS MATERIAL

Thank you for purchasing *Wondrous Treasures.* We hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We believe *Wondrous Treasures* is error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza, he is an enduring GREYHAWK fan.

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ROBES OF USEFUL ITEMS

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This PLAYER'S RESOURCE presents enhanced information regarding a half-dozen iconic magic items. All the items are difficult and time consuming to prepare – having either weird effects or summoning strange creatures to aid their owner. *Wondrous Treasures* makes it easy to use such items at the gaming table presenting everything a player or GM needs to know to use the item quickly and effectively.

Wondrous Treasures draws upon content from *Bag of Tricks*, *Figurines of Wondrous Power*, *Horns of Valhalla*, *Robes of Summoning*, *Robes of Useful Items* and *Rods of Wonder*. While each of the aforementioned products presents a detailed take on the wondrous item for which it is named (including variant, intelligent and cursed versions) *Wondrous Treasures* presents only the normal version of those items. Thus, if you only want information on the official version of each wondrous item – as detailed in the Pathfinder Roleplaying Game Core Rulebook – *Wondrous Treasures* is for you!

P L A Y E R ' S   R E S O U R C E S

Wondrous Treasures is part of the PLAYER'S RESOURCES line. PLAYER'S RESOURCE supplements are designed to improve game play around the table by reducing a player's prep time. Designed primarily for player use, GMs will nevertheless find the contents very useful. Other entries in the PLAYER'S RESOURCES line include:

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W O N D R O U S   I T E M S   B Y   S L O T

Several of the wondrous items listed in *Wondrous Treasures* fill a certain magic item slot. Wondrous items not appearing in the list below fill no slot.

Body *robe of bones*, *robe of useful items*

W O N D R O U S   I T E M S   B Y   V A L U E

GP	
2,400	*Robe of Bones*
3,400	*Bag of Tricks (Gray)*
3,800	*Silver Raven Figurine of Wondrous Power*
7,000	*Robe of Useful Items*
8,500	*Bag of Tricks (Rust)*
9,100	*Serpentine Owl Figurine of Wondrous Power*
10,000	*Bronze Griffon Figurine of Wondrous Power*
10,000	*Ebony Fly Figurine of Wondrous Power*
12,000	*Rod of Wonder*
15,500	*Onyx Dog Figurine of Wondrous Power*
16,000	*Bag of Tricks (Tan)*
16,500	*Golden Lions Figurine of Wondrous Power*
17,000	*Marble Elephant Figurine of Wondrous Power*
21,000	*Ivory Goats Figurine of Wondrous Power*
28,500	*Obsidian Steed Figurine of Wondrous Power*
50,000	*Horn of Valhalla*

S U M M O N E D   C R E A T U R E S   B Y   I T E M

Bag of Tricks (Gray) bat, rat, cat, weasel, riding dog

Bag of Tricks (Rust) wolverine, wolf, boar, leopard

Bag of Tricks (Tan) grizzly bear, lion, heavy horse, tiger, rhinoceros

Figurines of Wondrous Power silver raven, serpentine own, bronze griffon, ebony fly, onyx dog, golden lions, marble elephant, ivory goats (goat of travelling, goat of travail, goat of terror), obsidian steed

Horn of Valhalla silver horn barbarian (human barbarian 2), brass horn barbarian (human barbarian 3), bronze horn barbarian (human barbarian 4), iron horn barbarian (human barbarian 5)

Robe of Bones bloody goblin zombie, fast human zombie, heavy horse skeleton, human skeleton, plague ogre zombie, wolf skeleton

Robe of Useful Items war dog, mule

Rod of Wonder elephant, rhino

Wondrous Treasures includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

Basic

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

Defensive

AC: The creature's normal, touch and flat-footed AC along with its CMD. Additionally, this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

Offensive

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted [D] are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

Supplemental

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

Special Abilities

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

BAG OF TRICKS (GRAY)

This small gray sack seems empty.

The gray bag is the least powerful of the three varieties of the *bag of tricks*. In the hands of a clever adventurer, however, it still has many uses. For example, many of the animals make excellent scouts (particularly if the bag's owner has some way of communicating with the animal).

IDENTIFICATION

Aura faint (conjuration; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

ACTIVATION & USE

Anyone reaching inside the sack feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any command described in the Handle Animal skill.

Use this table, to randomly determine which animal appears:

D%	ANIMAL	CR
01-30	Bat	1/8
31-60	Rat	1/4
61-75	Cat	1/4
76-90	Weasel	1/2
91-100	Riding dog	1

Only one animal may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day:
□□ □□ □□ □□ □□

CONSTRUCTION

Requirements Craft Wondrous Item, CL 3rd, *summon nature's ally II*; **Cost** 1,700 gp; **Price** 3,400 gp

DESTRUCTION

A *bag of tricks* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check).

HANDLE ANIMAL IN COMBAT

Animals summoned forth from a *bag of tricks* can follow any of the tasks and tricks described in the Handle Animal skill. Handling an animal is a move action and animals brought forth from the bag can follow any of the commands below (although the possessor must still make a DC 10 Handle Animal check). If an animal is wounded, or has taken any nonlethal damage or ability score damage, the DC to handle an animal increases by 2. If the check succeeds, the animal performs the task or trick on its next move action.

- **Attack**: The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- **Come**: The animal comes to you, even if it normally would not do so.
- **Defend**: The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- **Down**: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- **Fetch**: The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.
- **Guard**: The animal stays in place and prevents others from approaching.
- **Heel**: The animal follows you closely, even to places where it normally wouldn't go.
- **Perform**: The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- **Seek**: The animal moves into an area and looks around for anything that is obviously alive or animate.
- **Stay**: The animal stays in place, waiting for your return. It does not challenge other creatures that come by, but does defend itself.
- **Track**: The animal tracks the scent presented to it. This requires the animal to have the scent ability.
- **Work**: The animal pulls or pushes a medium or heavy load.

BAT   CR 1/8 (XP 50)

N Diminutive animal

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +6, Sense Motive +2

Speed 5 ft., fly 40 ft. (good)

ACP 0; Acrobatics +2 (-10 jumping), Fly +16

AC 16, touch 16, flat-footed 14; **CMD** 3
   (+4 size, +2 Dex)

Fort +0, **Ref** +4, **Will** +2

hp 2 (1 HD)

Space 1 ft.; **Base Atk** +0; **CMB** -2

Melee bite (reach 0 ft.) +6 (1d3-4)

Abilities Str 1, Dex 15, Con 6, Int 2, Wis 14, Cha 5

Feats Weapon Finesse

Skills as above

RAT   CR 1/4 (XP 100)

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1

Speed 15 ft., climb 15 ft., swim 15 ft.

ACP 0; Acrobatics +2 (-2 jumping), Climb +10, Stealth +18, Swim +10

AC 14, touch 14, flat-footed 12; **CMD** 6 (+10 vs. trip)
   (+2 size, +2 Dex)

Fort +2, **Ref** +4, **Will** +1

hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4)

Abilities Str 2, Dex 15, Con 11, Int 2, Wis 13, Cha 2

Feats Weapon Finesse

Skills as above

CAT   CR 1/4 (XP 100)

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 30 ft.

ACP 0; Climb +6, Stealth +14

AC 14, touch 14, flat-footed 12; **CMD** 6 (+10 vs. trip)
   (+2 size, +2 Dex)

Fort +1, **Ref** +4, **Will** +1

hp 3 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee 2 claws (reach 0 ft.) +4 (1d2-4) and
   bite (reach 0 ft.) +4 (1d3-4)

Abilities Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 7

Feats Weapon Finesse

Skills as above

WEASEL   CR 1/2 (XP 200)

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1

Speed 20 ft., climb 20 ft.

ACP 0; Acrobatics +10 (+6 jumping), Climb +10, Escape Artist +3, Stealth +14

AC 15, touch 14, flat-footed 13; **CMD** 6 (10 vs. trip)
   (+2 size, +2 Dex, +1 natural)

Fort +2, **Ref** +4, **Will** +1

hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4 plus attach)

Attack (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Abilities Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Feats Weapon Finesse

Skills as above

RIDING DOG   CR 1 (XP 400)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip)
   (+2 Dex, +1 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d6+3 plus trip)

Trip (Ex) If the riding dog hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 scent tracking)

TINY & DIMINUTIVE CREATURES

Tiny and Diminutive creatures face several handicaps in combat.

    Flanking & Reach: Creatures with a reach of 0 feet do not flank opponents and must enter a target's square to attack it.

    Moving Through an Occupied Square: A creature three size categories larger than another can move through the smaller creature's square. Such movement provokes attacks of opportunity. Thus, Medium creatures can move through a square occupied by a Diminutive creature while Large creatures can move through a square containing a Tiny creature.

Bag of Tricks (Rust)

This small rust-coloured bag appears thread-worn. One side is covered with mud.

The rust-coloured *bag of tricks* provides its owner with useful and interesting combat options. Although the possessor can only draw forth four types of animal, they all possess special combat abilities that make them formidable opponents. Unlike the grey *bag of tricks*, all the creatures in a rust bag can flank and block an enemy's movement.

Identification

Aura faint (conjuration; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Activation & Use

Anyone reaching inside the sack feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any command described in the Handle Animal skill.

Use this table, to randomly determine which animal appears:

D%	Animal	CR
01-30	Wolverine	2
31-60	Wolf	1
61-85	Boar	2
86-100	Leopard	2

Only one animal may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day:
☐☐ ☐☐ ☐☐ ☐☐ ☐☐

Construction

Requirements Craft Wondrous Item, CL 5th, *summon nature's ally III*; **Cost** 4,250 gp; **Price** 8,500 gp

Destruction

A *bag of tricks* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check).

Handle Animal In Combat

Animals summoned forth from a *bag of tricks* can follow any of the tasks and tricks described in the Handle Animal skill. Handling an animal is a move action and animals brought forth from the bag can follow any of the commands below (although the possessor must still make a DC 10 Handle Animal check). If an animal is wounded, or has taken any nonlethal damage or ability score damage, the DC to handle an animal increases by 2. If the check succeeds, the animal performs the task or trick on its next move action.

- **Attack**: The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- **Come**: The animal comes to you, even if it normally would not do so.
- **Defend**: The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- **Down**: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- **Fetch**: The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.
- **Guard**: The animal stays in place and prevents others from approaching.
- **Heel**: The animal follows you closely, even to places where it normally wouldn't go.
- **Perform**: The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- **Seek**: The animal moves into an area and looks around for anything that is obviously alive or animate.
- **Stay**: The animal stays in place, waiting for your return. It does not challenge other creatures that come by, but does defend itself.
- **Track**: The animal tracks the scent presented to it. This requires the animal to have the scent ability.
- **Work**: The animal pulls or pushes a medium or heavy load.

WOLVERINE   CR 2 (XP 600)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10, Sense Motive +1

Speed 30 ft., burrow 10 ft., climb 10 ft.

ACP 0; Climb +10

AC 14, touch 12, flat-footed 12; **CMD** 16 (20 vs. trip)
  (+2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +2

hp 22 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee 2 claws +4 (1d6+2) and
  bite +4 (1d4+2)

Atk Options rage

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution and -2 to AC. The creature cannot end its rage voluntarily.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 10

Feats Skill Focus (Perception), Toughness

Skills as above

WOLF   CR 1 (XP 400)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.

ACP 0; Acrobatics +2 (+10 jumping), Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip)
  (+2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d6+1 plus trip)

Trip (Ex) If the wolf hits with its bite attack it can attempt to trip its opponent as a free action without provoking an attack of opportunity. If its attempt fails, it is not tripped in return.

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 scent tracking)

## BOAR   CR 2 (XP 600)

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +0 (+4 jumping)

AC 14, touch 10, flat-footed 14; **CMD** 14
  (+4 natural)

Fort +6, **Ref** +3, **Will** +1

hp 18 (2 HD); ferocity

Ferocity (Ex) The boar remains conscious and continues fighting even if its hit point total is below 0. The boar is staggered and loses 1 hit point each round. It dies when it reaches -17 hit points.

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee gore +4 (1d8+4)

Abilities Str 17, Dex 10, Con 17, Int 2, Wis 13, Cha 4

Feats Toughness

Skills as above

LEOPARD   CR 2 (XP 600)

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 30 ft., climb 20 ft.

ACP 0; Acrobatics +8, Climb +11, Stealth +11 (+15 in undergrowth)

AC 15, touch 14, flat-footed 11; **CMD** 19 (23 vs. trip)
  (+4 Dex, +1 natural)

Fort +5, **Ref** +7, **Will** +2

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5 (+9 grapple)

Melee bite +6 (1d6+3 plus grab) and
  2 claws +6 (1d3+3)

Atk Options grab, pounce, rake

Grab (Ex) If the leopard hits a Small or smaller target with its bite, it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex) When it uses the charge action, the leopard can make a full attack (including its rake attack).

Rake (Ex) The leopard gains two extra claw attacks against any opponent it is grappling. It only gets these extra attacks if it begins its turn grappling.

Abilities Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6

Feats Skill Focus (Stealth), Weapon Finesse

Skills as above

BAG OF TRICKS (TAN)
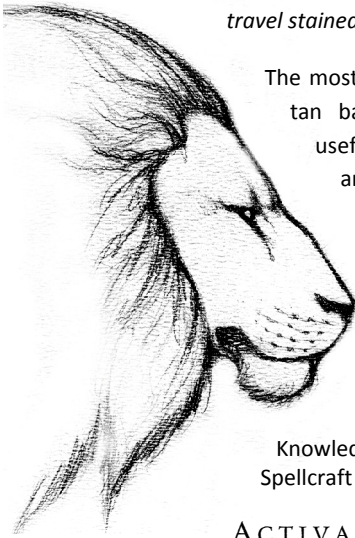
This small tan-coloured bag is crumbled and travel stained.

The most powerful of the *bags of tricks*, tan bags can summon a range of useful animals. All summoned animals are useful in combat. The heavy horse appears wearing harness and tack and accepts the character who drew it as a rider.

IDENTIFICATION

Aura faint (conjuration; DC 20 Knowledge [arcana]) **Identify** DC 24 Spellcraft

ACTIVATION & USE

Anyone reaching inside the sack feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any command described in the Handle Animal skill.

Use this table, to randomly determine which animal appears:

D%	ANIMAL	CR
01-30	Grizzly bear	4
31-60	Lion	3
61-80	Heavy horse	2
81-90	Tiger	4
91-100	Rhinoceros	4

Only one animal may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day:
□□ □□ □□ □□ □□

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *summon nature's ally V*; **Cost** 8,000 gp; **Price** 16,000 gp

DESTRUCTION

A *bag of tricks* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check).

HANDLE ANIMAL IN COMBAT

Animals summoned forth from a *bag of tricks* can follow any of the tasks and tricks described in the Handle Animal skill. Handling an animal is a move action and animals brought forth from the bag can follow any of the commands below (although the possessor must still make a DC 10 Handle Animal check). If an animal is wounded, or has taken any nonlethal damage or ability score damage, the DC to handle an animal increases by 2. If the check succeeds, the animal performs the task or trick on its next move action.

- **Attack**: The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- **Come**: The animal comes to you, even if it normally would not do so.
- **Defend**: The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- **Down**: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- **Fetch**: The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.
- **Guard**: The animal stays in place and prevents others from approaching.
- **Heel**: The animal follows you closely, even to places where it normally wouldn't go.
- **Perform**: The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- **Seek**: The animal moves into an area and looks around for anything that is obviously alive or animate.
- **Stay**: The animal stays in place, waiting for your return. It does not challenge other creatures that come by, but does defend itself.
- **Track**: The animal tracks the scent presented to it. This requires the animal to have the scent ability.
- **Work**: The animal pulls or pushes a medium or heavy load.

GRIZZLY BEAR   CR 4 (XP 1,200)

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +6, Sense
   Motive +1

Speed 40 ft.; Run

ACP 0; Acrobatics +1 (+5 jumping), Swim +14

AC 16, touch 10, flat-footed 15; **CMD** 20 (24 vs. trip)
   (-1 size, +1 Dex, +6 natural)

Fort +8, **Ref** +5, **Will** +2

hp 42 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee 2 claws +7 (1d6+5 plus grab) and
   bite +7 (1d6+5)

Grab (Ex) If the grizzly bear hits a Medium or smaller target with
   its bite, it can attempt to start a grapple as a free action
   without provoking an attack of opportunity.

Abilities Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Skill Focus (Survival)

Skills as above plus Survival +5

LION   CR 3 (XP 800)

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +9, Sense
   Motive +1

Speed 40 ft.; Run

ACP 0; Acrobatics +11 (+15 jumping), Stealth +8 (+12 in
   undergrowth)

AC 15, touch 12, flat-footed 12; **CMD** 22 (26 vs. trip)
   (-1 size, +3 Dex, +3 natural)

Fort +6, **Ref** +7, **Will** +2

hp 32 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee bite +7 (1d8+5 plus grab) and
   2 claws +7 (1d4+5)

Atk Options grab, pounce, rake

Grab (Ex) If the lion hits a Medium or smaller target with its bite,
   it can attempt to start a grapple as a free action without
   provoking an attack of opportunity.

Pounce (Ex) When it uses the charge action, the lion can make a
   full attack (including its rake attack).

Rake (Ex) The lion gains two extra claw attacks against any
   opponent it is grappling. It only gets these extra attacks if it
   begins its turn grappling.

Abilities Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills as above

HEAVY HORSE   CR 2 (XP 600)

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8, Sense
   Motive +3

Speed 50 ft.; Run

ACP -3; Acrobatics +1 (+9 jumping)

AC 13, touch 11, flat-footed 11; **CMD** 21 (25 vs. trip)
   (-1 size, +2 Dex, +2 natural)

Fort +8, **Ref** +7, **Will** +3

hp 19 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +7

Melee bite +5 (1d4+5) and
   2 hooves -2 (1d6+1)

Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

Feats Endurance, Run[B]

Gear harness and tack

TIGER   CR 4 (XP 1,200)

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +8, Sense
   Motive +1

Speed 40 ft.

ACP 0; Acrobatics +10 (+14 jumping), Stealth +7 (+15 in tall
   grass), Swim +11

AC 14, touch 11, flat-footed 12; **CMD** 23 (27 vs. trip)
   (-1 size, +2 Dex, +3 natural)

Fort +8, **Ref** +7, **Will** +3

hp 45 (6 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +11 (+15 grapple)

Melee 2 claws +10 (1d8+6 plus grab) and
   bite +9 (2d6+6 plus grab)

Atk Options grab, pounce, rake

Grab (Ex) If the tiger hits a Medium or smaller target with its
   bite, it can attempt to start a grapple as a free action
   without provoking an attack of opportunity.

Pounce (Ex) When it uses the charge action, the tiger can make a
   full attack (including its rake attack).

Rake (Ex) The tiger gains two extra claw attacks against any
   opponent it is grappling. It only gets these extra attacks if it
   begins its turn grappling.

Abilities Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Feats Improved Initiative, Skill Focus (Perception), Weapon
   Focus (claw)

Skills as above

RHINOCEROS   CR 4 (XP 1,200)

N Large animal

Init +0; **Senses** scent; Perception +12, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +0 (+4 jumping)

AC 16, touch 9, flat-footed 16; **CMD** 20 (24 vs. trip)
   (-1 size, +7 natural)

Fort +10, **Ref** +4, **Will** +2

hp 42 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +10

Melee gore +8 (2d6+9)

Atk Options powerful charge

Powerful Charge (Ex) When the rhinoceros makes a charge it
   deals extra damage with its gore attack (4d6+12).

Abilities Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills as above

Each of these versatile figurines appears to be a small statuette (with one exception) about an inch or so high. There are nine types of figurine (listed here in order of ascending value):

- **Silver Raven (3,800 gp)**: This silver figurine transforms into a raven able to carry messages over great distances.
- **Serpentine Owl (9,100 gp)**: This figurine can become either a normal-sized horned owl or a giant owl according to the command word used. Once it has assumed the giant owl form three times, the figurine loses all magical properties.
- **Bronze Griffon (10,000 gp)**: When animated, a *bronze griffon* acts in all ways like a normal griffon.
- **Ebony Fly (10,000 gp)**: Once animated, the *ebony fly* is the size of a pony and has all the statistics of a pegasus (except that it cannot make any attacks).
- **Onyx Dog (15,500 gp)**: When commanded, this statuette changes into a riding dog blessed with excellent powers of perception.
- **Golden Lions (16,500 gp)**: These figurines come in pairs and transform into adult male lions.
- **Marble Elephant (17,000 gp)**: The largest of the figurines, the *marble elephant* becomes a full-size elephant.
- **Ivory Goats (21,000 gp)**: These figurines come in threes; each goat looks different and has a different function.
- **Obsidian Steed (28,500 gp)**: On command, this figurine becomes a fantastical mount with a suite of travel and movement related magical powers.

ACTIVATION

When a figurine is tossed on the floor and the correct command word spoken (see the sidebar on the facing page for suggestions), it becomes a living creature of the normal size (except when noted otherwise). The creature obeys and serves its master. Unless otherwise noted the creature understands but cannot speak Common.

Each type of figurine can remain in animal form for a different amount of time. When it exceeds this time, it reverts to its statuette form. The possessor can also command an animal to return to statuette form by again speaking the command word.

DESTRUCTION

If a figurine is destroyed or broken while in statuette form (AC 11, hardness 8, hp 15, DC 25 Break), it is forever ruined. All magic is lost, its power departed.

If the figurine is slain in animal form, it reverts to statuette form.
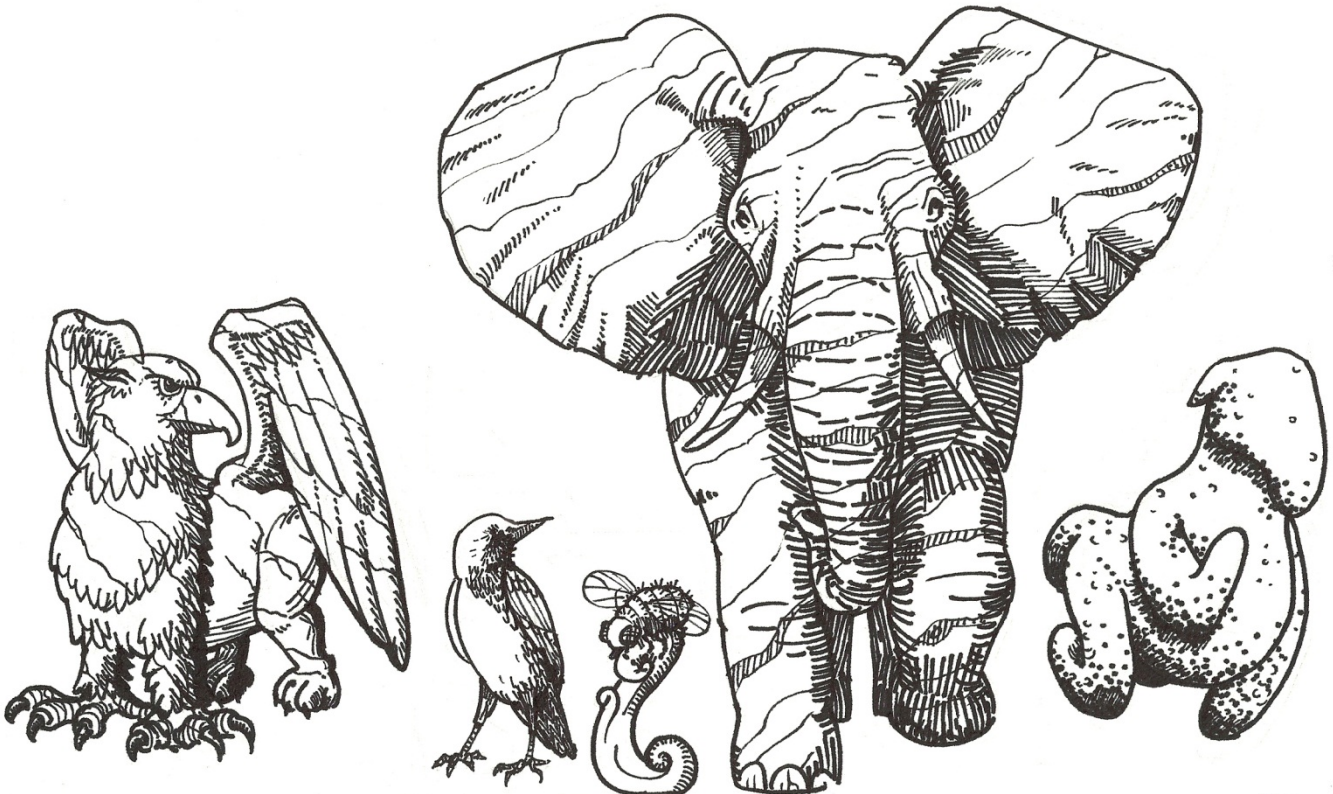
CONSTRUCTION

Each type of figurine requires a specific set of spells to create.

Requirements Craft Wondrous Item, *animate objects*, additional spells (see individual item text); **Cost** 1,900 gp (*silver raven*), 4,550 gp (*serpentine owl*), 5,000 gp (*bronze griffon* or *ebony fly*), 7,750 gp (*onyx dog*), 8,250 (*golden lions*), 8,500 gp (*marble elephant*), 10,500 gp (*ivory goats*), 14,250 gp (*obsidian steed*).

QUIRKS

At the GM's whim, a *figurine of wondrous power* may have a quirk. Quirks have no real affect on game play, but can be fun to role-play.

- While in animal form, the figurine is wildly flatulent.
- While in animal form, the figurine smells strongly like an extremely wet version of the creature type.
- Whenever the figurine is drawn forth to be used, it is always in a different pose.
- The figurine has an extremely expressive face and is able to replicate a wide range of emotions.
- In battle, the figurine roars and snorts (as appropriate) when it injures an opponent.
- Because of a mistake in the creation process (or the creator's whim), the figurine is an atypical colour for the creature's type.
- In animal form, the figurine is constantly moulting. In figurine form, the animal has a mournful look on its face.
- In animal form, the creature seems to have boundless energy.

COMMAND WORDS

All of the *figurines of wondrous power* require command words to activate. While you can always just tell the GM you are animating your figurine, it's much cooler to use an actual word! Find below a short list of sample command words (the GM will either dictate which one you use or may allow you to choose).

- Achukir, Aujiroposs, Aurix, Caesinorn, Caexux, Eranshar, Jhurank, Kosmajak, Laruth, Lorativ, Ornivar, Pokihk, Rachoposs, Sjekshar, Thurrur, Ularistivin, Uskvent, Vorelorn, Vurner, Wuxsjek, Zyak.

- Unless specifically commanded by its owner, it never remains motionless.
- The statuette of this figurine is worn as if of great age. In animal form, the creature appears as a venerable version of the appropriate type (but this does not affect its abilities).
- In statuette form, the animal has an obvious maker's mark etched into the bottom of the figurine.
- While in animal form, the figurine is very happy to see its master. While not in combat or otherwise engaged on some task, it constantly seeks affection from all friends nearby.
- In animal form, the creature is perpetually hungry, begging for food when not otherwise engaged on a task.
- In animal form, the creature is constantly itching and scratching as if infested with fleas.
- When in statuette form and in an area of darkness or dim illumination, the figurine radiates light as a candle.

SILVER RAVEN

This silver figurine turns into a raven on command. Another command sends it off into the air bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys its master's commands, although it has no special powers or telepathic abilities.

While weak in combat, a *silver raven* can carry multiple messages every week. This makes it useful for coordinating actions and attacks across great distances. A *silver raven* can travel four miles in one hour and can therefore travel a maximum distance of 96 miles before returning to statuette form. Thus if its owner wishes to retrieve the *silver raven* it can travel only 48 miles before having to turn back.

Because of the silvery sheen of its feathers, a *silver raven* is clearly not a normal animal.

Active The *silver raven* can maintain its active form for 24 hours per week, but the duration need not be continuous.

Aura Moderate enchantment and transmutation (DC 21 Knowledge [arcana]; DC 21 Spellcraft identifies); **Price** 3,800 gp.

Requirements CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; **Cost** 1,900 gp.

EBONY FLY

The creature called forth from this statuette is one of the smallest of the *figurines of wondrous power*.

Although quite tough, the *ebony fly* lacks attacks of any kind and is thus vulnerable in combat.

The *ebony fly* does, however, make an excellent scout and is able to travel vast distances – 12 miles in an hour or up to 144 miles every time it is activated. Its impressive set of senses – darkvision, *detect evil*, *detect good*, low-light vision, scent and Perception +11 – make it extremely hard to surprise and an excellent guard able to keep watch throughout the night.

An *ebony fly* can carry 150 pounds as a light load, 300 pounds as a medium load and 450 pounds as a heavy load. It makes an excellent mount for a Small character (or a Medium creature under the effects of a *reduce person* spell). The owner, however, requires an exotic saddle to ride an *ebony fly*.

Active The *ebony fly* can be used three times per week for up to 12 hours per use. When 12 hours have passed or the command word is spoken, the *ebony fly* reverts to figurine form.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 10,000 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp.

SILVER RAVEN
The body and feathers of this raven-like bird has a silvery sheen.

N Tiny animal
Init +2; **Senses** low-light vision; Perception +6, Sense Motive +2
Speed 10 ft., fly 40 ft. (average)
ACP 0; Acrobatics +2 (-8 jumping), Fly +5

AC 14, touch 14, flat-footed 12; **CMD** 6
  (+2 size, +2 Dex)
Fort +1, **Ref** +4, **Will** +2
hp 3 (1 HD); hardness 10

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0
Melee bite (reach 0 ft.) +4 (1d3-4)
Special Actions animal messenger
Animal Messenger (Sp) The *silver raven* can carry a message as if under the effect of an *animal messenger* spell (you attach a small note or object to the *silver raven* and mentally impress upon it the message's destination).

Abilities Str 2, Dex 15, Con 8, Int 2, Wis 15, Cha 7
Feats Skill Focus (Perception), Weapon Finesse
Skills as above
Languages understands Common

EBONY FLY
This large fly has black wings and is the size of a pony.

CG Medium magical beast
Init +2; **Senses** darkvision 60 ft., *detect evil* (60 ft. radius), *detect good* (60 ft. radius), low-light vision, scent; Perception +11, Sense Motive +7
Speed 60 ft., fly 120 ft. (average)
ACP 0; Acrobatics +2 (+14 jumping), Fly +7

AC 15, touch 12, flat-footed 13; **CMD** 20 (24 vs. trip)
  (+2 Dex, +3 natural)
Fort +7, **Ref** +6, **Will** +4
hp 34 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8
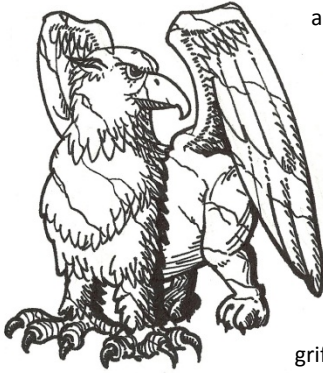**Abilities** Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Feats Iron Will
Skills as above
Languages understands Common

BRONZE GRIFFON

An animated *bronze griffon* acts in all ways like a normal griffon.

This is one of the most versatile figurines. Aggressive in battle, its pounce and rake attacks give it good damage potential. Its relatively high Intelligence and Wisdom makes it a good scout and it is large and strong enough to carry most owners aloft. The griffon can carry 300 pounds as a light load, 600 pounds as a medium load and 900 pounds as a heavy load. Its impressive flying speed enables it to travel great distances quickly (eight miles in one hour or 48 miles in six hours), but its rider requires an exotic saddle to ride a griffon.

Its excellent Perception modifier coupled with low-light vision, scent and the ability to stay in griffon form for up to six hours makes it an effective guard.

Active The *bronze griffon* can be used twice per week for up to six hours per use.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies) **Price** 10,000 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp.

ONYX DOG

This figurine brings forth an intelligent hunting dog.

An *onyx dog's* darkvision, low-light vision, scent and *see invisibility* ability coupled with its good Perception modifier (+8) makes it an excellent scout, while Acrobatics lets it reach some places other scouts cannot. Because it can remain in animal form for six hours, an *onyx dog* also makes for an excellent guard and is able to watch over its master for much of a night.

In battle it is weak, lacking a decent AC or damage potential. Its trip ability is a handy attack, but in a mid- to high-level group it is unlikely to ever be successful.

Active An *onyx dog* can be used once per week for up to six hours.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 15,500 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 7,750 gp.

BRONZE GRIFFON
This great beast has a lion's body, the head and forelegs of a majestic eagle and massive feathered wings.

N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12, Sense Motive +1
Speed 30 ft., fly 80 ft. (average)
ACP 0; Acrobatics +10, Fly +6

AC 17, touch 11, flat-footed 15; **CMD** 21 (25 vs. trip)
(-1 size, +2 Dex, +6 natural)
Fort +7, **Ref** +6, **Will** +4
hp 42 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +9
Melee bite +8 (1d6+3) and
2 talons each +7 (1d6+3)
Atk Options pounce, rake (2 claws +7, 1d4+3)
Pounce (Ex) The *bronze griffon* can make a full attack when it makes a charge.
Rake (Ex) The *bronze griffon* gains two extra claw attacks against a grappled foe. It must begin its turn grappling to use its rake attacks.

Abilities Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8
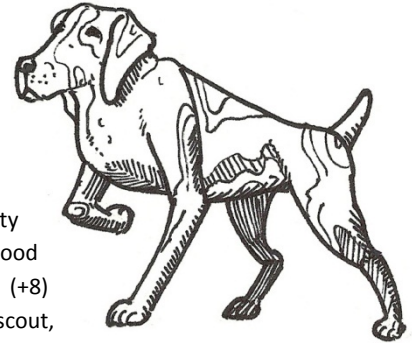**Feats** Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills as above
Languages understands Common

ONYX DOG
This dog has a thick black coat and an intelligent look about its friendly face.

N Medium animal
Init +2; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +8, Sense Motive +1
Speed 40 ft.
ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip)
(+2 Dex, +1 natural)
Fort +5, **Ref** +5, **Will** +1
hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3
Melee bite +3 (1d6+3 plus trip)
Trip (Ex) The *onyx dog* can make a trip attempt as a free action without provoking an attack of opportunity, if it hits with its bite attack.
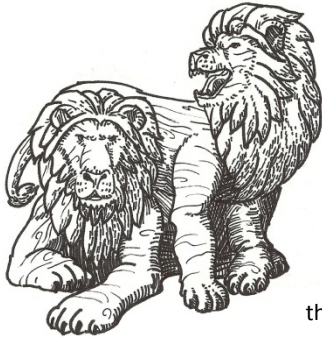
Abilities Str 15, Dex 15, Con 15, Int 8, Wis 12, Cha 6
Feats Skill Focus (Perception)
Skills as above plus Survival +1 (+5 tracing by scent)
Languages Common

GOLDEN LIONS

These figurines come in pairs. Powerful combatants and useable every day, *golden lions* make an excellent addition to a mid-level party. In battle, the lions work together to bring down their prey, using pounce when they charge. They employ their grab attacks to lock down an enemy's movement before using their devastating rake attacks.

Golden lions have good Perception modifiers (+9), low-light vision and scent, making them excellent (and resilient) scouts.

Active The *golden lions* can be used once per day for up to one hour. If slain in combat, the lions cannot be brought back from statuette form for one full week.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 16,500 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 8,250 gp.

GOLDEN LIONS

This great cat is powerfully muscled and possesses great fangs and a thick mane of hair.

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +9, Sense Motive +1

Speed 40 ft.; Run

ACP 0; Acrobatics +11 (+15 jumping, +19 running jump), Stealth +9 (+12 in undergrowth)

AC 15, touch 12, flat-footed 12; **CMD** 22 (26 vs. trip)
   (-1 size, +3 Dex, +3 natural)

Fort +6, **Ref** +7, **Will** +2

hp 32 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee bite +7 (1d8+5 plus grab) and
   2 claws +7 each (1d4+5)

Atk Options pounce, rake (2 claws +7 each, 1d4+5)

Grab (Ex) If it hits a Medium or smaller target with its bite, the *golden lion* can try to grapple as a free action without provoking attacks of opportunity. Next round it can rake.

Pounce (Ex) The *golden lion* can make a full attack when it makes a charge.

Rake (Ex) The *golden lion* gains two extra claw attacks against a grappled foe. It must begin its turn grappling, to use its rake attacks.
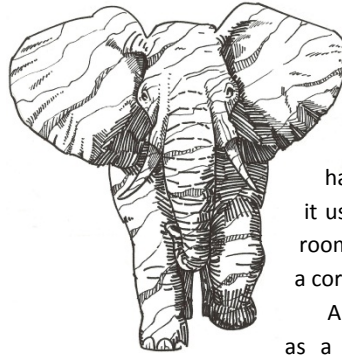
Abilities Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills as above

Languages understands Common

MARBLE ELEPHANT

The largest (and most physically powerful) of the figurines, the *marble elephant* statuette is about the same size as a human hand. Its strength and bulk make it useful in battle (as long as it has room to move, unless used to block a corridor).

A *marble elephant* can be used as a mount, an almost unrivalled beast of burden or as a battering ram. Characters riding a *marble elephant* need an exotic saddle.

A *marble elephant* can carry 3,192 pounds as a light load, 5,664 pounds as a medium load and 9,600 pounds as a heavy load. They make excellent guards (Perception +21, low-light vision and scent), keeping watch all day and night if necessary.

Active The *marble elephant* can be used four times per month for up to 24 hours at a time.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 17,000 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 13,500 gp.

MARBLE ELEPHANT

This gigantic beast has gray, leathery skin, two sharp tusks and a long, sinuous and powerful trunk.

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +0 (+4 jumping), Stealth -8

AC 17, touch 8, flat-footed 17; **CMD** 30 (34 vs. trip)
   (-2 size, +9 natural)

Fort +13, **Ref** +7, **Will** +6

hp 93 (11 HD)

Space 15 ft.; **Base Atk** +8; **CMB** +20 (+22 bull rush)

Melee gore (reach 10 ft.) +16 (2d8+10) and
   slam (reach 10 ft.) +16 (2d6+10)

Atk Options Improved Bull Rush, Power Attack (-3 attack, +6 damage), trample (1d8+15; DC 25)

Trample (Ex) As a full-round action, the *marble elephant* can overrun a Large or smaller creature. This works like the overrun manoeuvre except it does not need to make a check to succeed instead just moving over opponents. Targets can make an attack of opportunity (at a -4 penalty) or a DC 25 Reflex save to halve the damage (1d8+15).

Abilities Str 30, Dex 10, Con 19, Int 2, Wis 13, Cha 7

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills as above

Languages understands Common

IVORY GOATS

Ivory goats come in sets of threes. Each goat has a distinct set of abilities and is useful in different situations.

Active Each of the goats is usable for different amounts of time; refer to each item's description for specific details.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 21,000 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 10,500 gp.

GOAT OF TRAVELLING

The *goat of travelling* is a useful emergency travel device. Able to fit into a pocket or pouch, it can be taken where normal mounts cannot. It can travel five miles in one hour or 40 miles in eight hours. It can carry 399 pounds as a light load, 798 pounds as a medium load and 1,200 pounds as a heavy load.

Weak in melee, it is the least effective of the goats in battle.

Active The *goat of travelling* can travel for a maximum of 1 day per week – continuously or in any combination of periods totally 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for 21 days before it can be used again.

GOAT OF TRAVELLING

This large, shaggy-coated goat is heavily muscled and long limbed.

N Large animal
Init +4; **Senses** low-light vision, scent; Perception +8, Sense Motive +3
Speed 50 ft.; Run
ACP 0; Acrobatics +4 (+12 jumping, +16 running jump), Stealth +3

AC 15, touch 13, flat-footed 11; **CMD** 21 (25 vs. trip)
(-1 size, +4 Dex, +2 natural)
Fort +8, **Ref** +7, **Will** +3
hp 19 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +7
Melee bite +5 (1d4+5) and
Melee 2 hooves -2 (1d6+1)

Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11
Feats Endurance, Run[B]
Languages understands Common

GOAT OF TRAVAIL

The *goat of travail* is a powerful fighter able to inflict devastating damage with its horns (particularly when charging). In battle it also exhales a cone of smoke, blocking opponents' line of sight and making it a handy obstacle for injured or weak allies to hide behind. Finally, in extremis, it can be used to flee a deteriorating situation via *plane shift*.

A *goat of travail* can carry 300 pounds as a light load, 600 pounds as a medium load and 900 pounds as a heavy load. Flying, it can cover nine miles an hour while on the ground it covers four miles in the same time.

Active The *goat of travail* can be activated once per month for up to 12 hours at a time.

GOAT OF TRAVAIL

This huge, black goat has two horns of exceptional size. Fire spurts from its wool and nostrils and its hooves spray sparks.

NE Large outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +12
Speed 40 ft., fly 90 ft. (good); Run
ACP 0; Acrobatics +2 (+6 jumping, +10 running jump), Fly +13, Stealth +7

AC 19, touch 11, flat-footed 17; **CMD** 23 (27 vs. trip)
(-1 size, +2 Dex, +8 natural)
Fort +8, **Ref** +7, **Will** +3
hp 51 (6 HD)

Space 10 ft.; **Base Atk** +6; **CMB** +11
Melee 2 horns +9 each (1d8+4)
bite +9 (1d4+4),
2 hooves +4 (1d6+2 plus 1d4 fire)
Atk Options horned charge
Horned Charge (Ex) On a charge, the *goat of travail* may attack with both horns. Each successful attack deals an extra 6 damage.
Special Actions smoke
Smoke (Su) In battle, the *goat of travail* exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must make a DC 16 Fortitude save or become sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* (creatures within 5 ft. have 20% concealment, creatures further away gain 50% concealment) for the purposes of concealment.
Spell-Like Abilities (CL 6th)
1/day (self plus 1 rider only)—*plane shift*

Abilities Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12
Feats Alertness, Improved Initiative, Run
Skills as above plus Intimidate +10, Knowledge (planes) +10, Survival +10
Languages understands Common

GOAT OF TERROR

The *goat of terror* radiates a fear aura but is vulnerable in combat and easily despatched by a skilled opponent. It does, however, possess powerful horns that deal significant damage (particularly with a successful charge). A useful shock and awe weapon, it is unlikely to remain in combat for a significant length of time unless it uses its reach and mobility to stay away from its foe.

A *goat of terror* can carry 228 pounds as a light load, 459 pounds as a medium load and 690 pounds as a heavy load, and travel five miles in an hour.

Active The *goat of terror* can be used once every two weeks for up to three hours per use.

GOAT OF TERROR

This goat has a shaggy woollen coat and two huge horns that rear menacingly from its forehead.

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 50 ft.; Run

ACP 0; Acrobatics +2 (+10 jumping), Stealth -2

AC 11, touch 11, flat-footed 9; **CMD** 17 (21 vs. trip)
(-1 size, +2 Dex)

Fort +6, **Ref** +5, **Will** +1

hp 15 (2 HD)

Space 10 ft. (fear aura 30 ft.); **Base Atk** +1; **CMB** +5

Fear Aura (Su) When ridden in an attack, the *goat of terror* radiates *fear* as the spell (creatures become panicked [creature drops everything and flees at top speed from the *goat of terror* along a random path using abilities, spells and magic items as appropriate, and takes a -2 penalty on all saving throws, skill checks and ability checks]) for 11 rounds; DC 16 Will save reduces the effect to shaken [-2 penalty on attack rolls, saving throws, skill checks and ability checks for 1 round]).
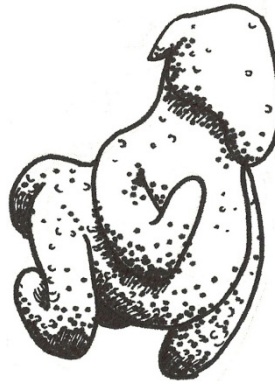
Melee horn (equivalent to a *+3 heavy lance*; reach 20 ft.) +6 (1d8+6/x3 [double damage on a charge]),
horn (equivalent to a *+5 longsword*; reach 10 ft.) +8 (1d8+8/19-20) and
2 hooves +3 each (1d4+3)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Feats Endurance, Run[B]

Languages understands Common

OBSIDIAN STEED

This figurine appears as a small, shapeless lump of black stone, but on command becomes a fantastic mount, possessing a suite of magical powers.

The *obsidian steed* has excellent travel-focussed abilities, but is extremely weak in combat.

Using its *overland flight* ability (40 ft., +7 bonus to Fly checks) the *obsidian steed* can hustle eight miles an hour or 64 miles in eight hours.

An *obsidian steed* can carry 399 pounds as a light load, 798 pounds as a medium load and 1,200 pounds as a heavy load.

Its *plane shift* and *ethereal jaunt* abilities are extremely useful for getting out of bad situations or for crossing great distances swiftly, but can only transport its rider (and his gear).

Active The *obsidian steed* can be used once per week for a period of up to 24 hours. If its rider is of good alignment, the steed is 10% likely per use to carry its owner to the lower planes and then return to its statuette form for a full week.

Aura Strong conjuration and transmutation (DC 21 Knowledge [arcana] DC 30 Spellcraft identifies); **Price** 28,500 gp.

Requirements CL 15th; Craft Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*; **Cost** 14,250 gp.

OBSIDIAN STEED

The jet black horse is powerfully muscled.

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8, Sense Motive +3

Speed 50 ft.; Run

ACP 0; Acrobatics +4 (+12 jumping, +16 running jump), Stealth +3

AC 15, touch 13, flat-footed 11; **CMD** 21 (25 vs. trip)
(-1 size, +4 Dex, +2 natural)

Fort +8, **Ref** +7, **Will** +3

hp 19 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +7

Melee bite +5 (1d4+5) and

Melee 2 hooves -2 (1d6+1)

Spell-Like Abilities (CL 15th; concentration +15)

At Will—*overland flight*, *plane shift* (horse, rider and gear), *ethereal jaunt* (horse, rider and gear)
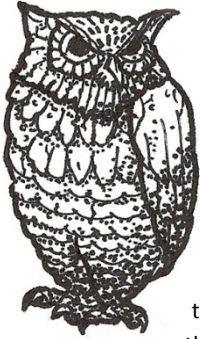
Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

Feats Endurance, Run[B]

Languages understands Common

SERPENTINE OWL

On command, this figurine becomes either a normal-sized horned owl or a giant owl according to the command word used.

Active The figurine can transform once per day and can stay in animal form for a maximum of eight continuous hours. However, after three transformations into the giant owl form, the statuette loses all magical properties; thus its ability to transform into a giant owl must be husbanded carefully.

Aura Moderate transmutation (DC 21 Knowledge [arcana] DC 26 Spellcraft identifies); **Price** 9,100 gp.

Requirements CL 11th; Craft Wondrous Item, *animate objects*; **Cost** 4,550 gp.

HORNED OWL

As a horned owl, the figurine makes an excellent guard (low-light vision and Perception +10) or scout able to communicate telepathically with its owner and provide detailed information about what it sees. Able to remain in animal form overnight, it provides an extra layer of security for a beleaguered party.

Extremely weak, the horned owl should avoid battle wherever possible. Given its small size, it cannot even provide a flanking bonus.

GIANT OWL

As a giant owl it is a useful combatant (at low-levels) using Flyby Attack to remain out of reach of opponents. In extremis, it can provide an emergency means of flight if it first grapples and then carries its owner aloft.

The giant owl is able to effectively communicate telepathically with its owner (or speak in Auran or Common). Its good Intelligence and Wisdom scores enable it to accurately relate all it sees, making it an excellent scout.

Additionally, low-light vision and a good Perception modifier (+15) make it a handy guard, able to keep watch throughout the night.

A giant owl can carry 100 pounds as a light load, 200 pounds as a medium load and 300 pounds as a heavy load. Aloft, it covers eight miles in an hour or a maximum of 64 miles before reverting to statuette form.

HORNED OWL

This owl has a large beak and ears and a white patch of feathers over its throat.

N Tiny animal

Init +3; **Senses** low-light vision; Perception +10, Sense Motive +2

Speed 10 ft., fly 60 ft. (average)

ACP 0; Acrobatics +3 (-5 jumping), Fly +7, Stealth +15

AC 15, touch 15, flat-footed 12; **CMD** 9
   (+2 size, +3 Dex)

Fort +2, **Ref** +5, **Will** +2

hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +1

Melee 2 talons (reach 0 ft.) +5 (1d4-2)

Abilities Str 6, Dex 17, Con 11, Int 2, Wis 15, Cha 6

Feats Weapon Finesse

Skills as above

Languages understands Common, communicates telepathically with owner and is able to describe all it sees and hears

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GIANT OWL

This huge owl has beautiful strong wings and a white feathered chest.

NG Large magical beast

Init +3; **Senses** low-light vision; Perception +15, Sense Motive +4

Speed 10 ft., fly 80 ft. (average); Flyby Attack

ACP 0; Acrobatics +3 (-5 jumping), Fly +8, Stealth -1

AC 15, touch 12, flat-footed 12; **CMD** 22
   (-1 size, +3 Dex, +3 natural)

Fort +5, **Ref** +7 (evasion), **Will** +3

hp 26 (4 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +9

Melee 2 claws +7 (1d8+4) and
   bite +7 (1d6+4)

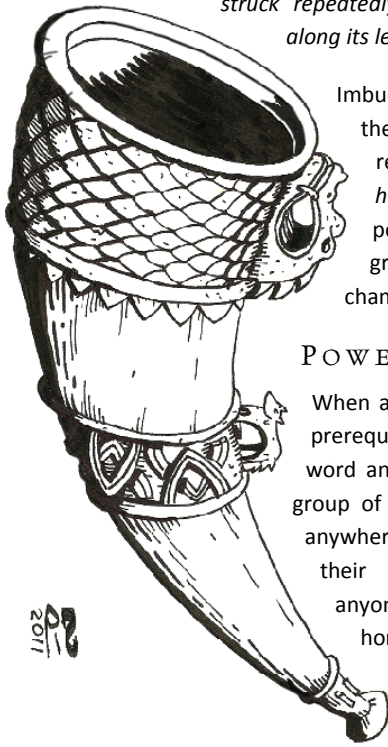**Abilities** Str 18, Dex 17, Con 12, Int 10, Wis 15, Cha 11

Feats Alertness, Flyby Attack

Skills as above

Languages understands Auran and Common, communicates telepathically with owner and able to describe all its sees and hears

This squat horn is chipped and splintered as if struck repeatedly. Thick metal bands run along its length, holding it together.

Imbued with the power to call the heroic dead from their resting places to fight again, *horns of Valhalla* are powerful items carried by great chieftains and champions.

POWERS

When an owner with the relevant prerequisite speaks the command word and blows the horn, a small group of human barbarians appear anywhere within 55 ft. to fight for their summoner and attack anyone the possessor of the horn indicates. Summoned barbarians remain for one hour or until they or their opponents lie dead, whichever comes first.

If a character using the horn does not have the relevant prerequisites, the summoned barbarians attack him instead.

A *horn of Valhalla* can summon aid once every seven days.

There are four varieties of the *horn of Valhalla.* Determine the type found by rolling percentage dice: 01-40 silver horn, 41-75 brass horn, 76-90 bronze horn, 91-100 iron horn.

SILVER HORN

Summons 2d4+2 2nd-level barbarians; **Prerequisites** none.

BRASS HORN

Summons 2d4+1 3rd-level barbarians; **Prerequisites** spellcaster level 1.

CONSTRUCT IMMUNITIES

The barbarians have the following immunities:

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

BRONZE HORN

Summons 2d4 4th-level barbarians; **Prerequisites** proficient with all martial weapons or bardic performance ability.

IRON HORN

Summons 1d4+1 5th-level barbarians; **Prerequisites** proficient with all martial weapons or bardic performance ability.

LORE

Characters examining the *horn of Valhalla* may uncover some useful information.

Aura strong conjuration (DC 21 Knowledge [arcana]; DC 28 Spellcraft identifies); **CL** 13th; **Price** 50,000 gp; **Weight** 2 lbs.

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp.

SILVER HORN BARBARIAN   CR 1 (XP 0)

Human barbarian 2
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +6, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +5 (+9 jumping), Climb +7, Swim +7

AC 16, touch 12, flat-footed 16; **CMD** 17; Dodge, uncanny dodge (+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +3, **Ref** +1, **Will** +1
hp 40 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5
Melee mwk greataxe +6 (1d12+4/x3)
Ranged javelin (range 30 ft.) +3 (1d6+3)
Atk Options rage (6 rounds, powerful blow +1)

Abilities Str 17, Dex 13, Con –, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow)
Feats Dodge, Weapon Focus (greataxe)
Skills as above plus Intimidate +4
Languages Common

When raging, the barbarian has the following altered statistics:

Climb +9, Swim +9

AC 14, touch 10, flat-footed 14; **CMD** 19; uncanny dodge (+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +3

CMB +7
Melee mwk greataxe +8 (1d12+7/x3)
Ranged javelin (range 30 ft.) +3 (1d6+5)
Abilities Str 21

BRASS HORN BARBARIAN   C R 2 (X P 0)

Human barbarian 3
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +7, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +6 (+10 jumping), Climb +8, Swim +8

AC 16, touch 12, flat-footed 16; **CMD** 18; Dodge, uncanny dodge, +1 vs. traps
  (+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +3, **Ref** +2 (+3 vs. traps), **Will** +2
hp 47 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6
Melee mwk greataxe +7 (1d12+4/x3)
Ranged javelin (range 30 ft.) +4 (1d6+3)
Atk Options rage (14 rounds, powerful blow +1)

Abilities Str 17, Dex 13, Con −, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow), trapsense (+1)
Feats Dodge, Extra Rage, Weapon Focus (greataxe)
Skills as above plus Intimidate +5
Languages Common

When raging, the barbarian has the following altered statistics:

Climb +10, Swim +10

AC 14, touch 10, flat-footed 14; **CMD** 20; uncanny dodge
  (+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +4

CMB +8
Melee mwk greataxe +9 (1d12+7/x3)
Ranged javelin (range 30 ft.) +4 (1d6+5)

Abilities Str 21

BRONZE HORN BARBARIAN   C R 3 (X P 0)

Human barbarian 4
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +8, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +7 (+11 jumping), Climb +10, Swim +10

AC 16, touch 12, flat-footed 16; **CMD** 20; Dodge, uncanny dodge, +1 vs. traps
  (+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +4, **Ref** +2 (+3 vs. traps), **Will** +2
hp 55 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8
Melee mwk greataxe +9 (1d12+6/x3)
Ranged javelin (range 30 ft.) +5 (1d6+4)
Atk Options rage (16 rounds, powerful blow +2)

Abilities Str 18, Dex 13, Con −, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow, swift foot), trapsense (+1)

Feats Dodge, Extra Rage, Weapon Focus (greataxe)
Skills as above plus Intimidate +6
Languages Common

When raging, the barbarian has the following altered statistics:

Speed 45 ft.
Climb +12, Swim +12

AC 14, touch 10, flat-footed 14; **CMD** 22; uncanny dodge
  (+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +4

CMB +10
Melee mwk greataxe +11 (1d12+9/x3)
Ranged javelin (range 30 ft.) +5 (1d6+6)

Abilities Str 22

IRON HORN BARBARIAN   C R 4 (X P 0)

Human barbarian 5
N Medium construct
Init +1; **Senses** low-light vision, darkvision 60 ft., Perception +9, Sense Motive +1
Speed 40 ft.
ACP -1; Acrobatics +8 (+12 jumping), Climb +11, Swim +11

AC 16, touch 12, flat-footed 16; **CMD** 21; Dodge, improved uncanny dodge, uncanny dodge, +1 vs. traps
  (+1 Dex, +3 armour [mwk studded leather], +1 dodge, +1 shield [buckler])
Immune construct immunities
Fort +4, **Ref** +2 (+3 vs. traps), **Will** +2
hp 63 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9
Melee mwk greataxe +10 (1d12+6/x3)
Ranged javelin (range 30 ft.) +6 (1d6+4)
Atk Options Power Attack (-2 attack, +4 damage [+6 with greataxe]), rage (18 rounds, powerful blow +2, swift foot)

Abilities Str 18, Dex 13, Con −, Int 10, Wis 12, Cha 8
SQ fast movement, rage power (powerful blow, swift foot), trapsense (+1)
Feats Dodge, Extra Rage, Power Attack, Weapon Focus (greataxe)
Skills as above plus Intimidate +7
Languages Common

When raging, the barbarian has the following altered statistics:

Speed 45 ft.
Climb +13, Swim +13
AC 14, touch 10, flat-footed 14; **CMD** 23; improved uncanny dodge, uncanny dodge
  (+1 Dex, +3 armour [mwk studded leather], -2 class, +1 dodge, +1 shield [buckler])
Will +4

CMB +11
Melee mwk greataxe +12 (1d12+9/x3)
Ranged javelin (range 30 ft.) +6 (1d6+6)

Abilities Str 22

ROBE OF BONES

This appears to be nothing more than an unremarkable robe, albeit one with a high collar.

Worn by vile necromancers and depraved followers of dark gods, this sinister item functions like a *robe of useful items*, but instead of calling forth items brings forth undead.

IDENTIFICATION

Aura moderate (necromancy [evil]; DC 18 Knowledge [arcana])
Identify DC 21 Spellcraft

ACTIVATION & USE

Only a character wearing the robe notes that it is adorned with small embroidered figures of skeletons and zombies, recognising them for the creatures they become and can detach them.

The possessor must be wearing the *robe of bones* to use its powers and can detach one figure each round (a standard action that does not provoke attacks of opportunity). Detaching the figure causes it to become an undead creature. The undead is not under the wearer's control, but may be subsequently commanded, rebuked, turned or destroyed.

A newly created *robe of bones* has two embroidered figures of each of the following types:

- Bloody goblin skeleton
- Fast human zombie
- Heavy horse skeleton
- Human skeleton
- Plague ogre zombie
- Wolf skeleton

Once removed, an embroidered figure cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 6th, *animate dead*; Weight 2 lbs.; **Cost** 1,200 gp; **Price** 2,400 gp.

DESTRUCTION

A *robe of bones* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

SUMMONED UNDEAD

BLOODY GOBLIN SKELETON

Covered in blood and gore, this goblin skeleton wears blood-drenched leather armour and clutches a short sword.

NE Small undead
Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.
ACP -1; Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 12
  (+1 size, +3 Dex, +2 armour [leather], +1 natural)
Immune cold, undead immunities
Fort +2, **Ref** +3, **Will** +2; +4 channel resistance
hp 6 (1 HD); fast healing 1; **DR** bludgeoning/5; deathless
Deathless (Su) The bloody goblin skeleton is destroyed when reduced to 0 hit points, but returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. A bloody goblin skeleton is permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit point in the area of a *bless* or *hallow* spell or if its remains are sprinkled with a vial of holy water.

Space 5 ft.; **Base Atk** +0; **CMB** -1
Melee short sword +1 (1d4/19-20) and
  claw -4 (1d3) or
Melee 2 claws +1 (1d3)

Abilities Str 11, Dex 17, Con —, Int —, Wis 10, Cha 14
Feats Improved Initiative

Gear as above

FAST HUMAN ZOMBIE

The putrid stench of death emanates from this shambling corpse.

NE Medium undead
Init +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.
ACP 0; Acrobatics +2 (+6 jumping)

AC 14, touch 12, flat-footed 12; **CMD** 16
  (+2 Dex, +2 natural)
Immune undead immunities
Fort +0, **Ref** +2, **Will** +3
hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4
Melee slam +4 (1d6+4)
Atk Options quick strike
Quick Strike (Ex) A fast zombie makes 2 slam attacks with a full-attack.

Abilities Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10
Feats Toughness

HEAVY HORSE SKELETON

Shreds of rotting flesh hang from skeleton of this large horse.

NE Large undead
Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.
ACP 0; Acrobatics +5 (+13 jumping), Stealth +1

AC 16, touch 14, flat-footed 11; **CMD** 22 (26 vs. trip)
  (-1 size, +5 Dex, +2 natural)
Immune cold, undead immunities
Fort +0, **Ref** +5, **Will** +3
hp 9 (2 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +1; **CMB** +7
Melee bite +5 (1d4+5) and
    2 hooves +0 (1d6+2)

Abilities Str 20, Dex 20, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative

HUMAN SKELETON

This animated skeleton wears a rusted chain shirt but its longsword is yet sharp and deadly.

NE Medium undead
Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.
ACP -2

AC 16, touch 12, flat-footed 14; **CMD** 14
  (+2 Dex, +2 armour [rusted chain shirt], +2 natural)
Immune undead immunities, cold
Fort +0, **Ref** +2, **Will** +2
hp 5 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2
Melee longsword +2 (1d8+2/19-20) and
    claw -3 (1d4+1) or
Melee 2 claws +2 (1d4+1)

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative

OGRE PLAGUE ZOMBIE   CR 2 (XP 600)

Rotting flesh hangs from the massive corpse of this shambling giant.

NE Large undead
Init -2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., base speed 40 ft.; staggered
Staggered (Ex) An ogre plague zombie has poor reflexes and can only perform a single move or standard action each round. The zombie can move 30 ft. and attack in the same round as a charge action.
ACP -3; Stealth -9

AC 14, touch 7, flat-footed 14; **CMD** 19
  (-1 size, -2 Dex, +4 armour [hide], +3 natural)
Immune undead immunities
Fort +2, **Ref** +0, **Will** +5
hp 33 (6 HD); death burst
Death Burst (Ex) When an ogre plague zombie is destroyed it explodes in a burst of decay. All adjacent creatures are exposed to zombie rot as if struck by its slam attack

Space 10 ft.; **Base Atk** +4; **CMB** +11
Melee slam (reach 10 ft.) +9 (1d8+9 plus zombie rot [DC 13 Fortitude {2 consecutive saves}; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con {this damage cannot be healed while the creature is infected}; anyone who dies while infected rises as a plague zombie in 2d6 hours.)

Abilities Str 23, Dex 6, Con —, Int —, Wis 10, Cha 10
Feats Toughness
Gear as above

WOLF SKELETON

White bone gleams bright beneath patches of this skeletal wolf's mouldering black fur.

NE Medium undead
Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.
ACP 0; Acrobatics +3 (+11 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 15 (19 vs. trip)
  (+3 Dex, +2 natural)
Immune cold, undead immunities
Fort +0, **Ref** +3, **Will** +3
hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee bite +2 (1d6+1 plus trip)
Trip (Ex) A skeletal wolf can trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

**Abilities** Str 13, Dex 17, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative

UNDEAD IMMUNITIES

All undead are immune to mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless).

ROBE OF USEFUL ITEMS

This light brown robe appears unremarkable. Slightly faded and worn, with spots of ink staining its cuffs.
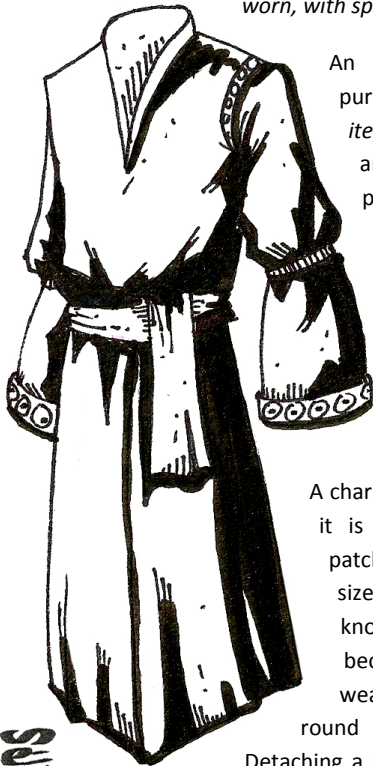
An incredibly useful, general purpose item, the *robe of useful items* is worn by adventurers and explorers who like to be prepared for almost anything.

IDENTIFICATION

Aura moderate (transmutation; DC 20 Knowledge [arcana]) **Identify** DC 24 Spellcraft

ACTIVATION

A character wearing the robe notes it is adorned with many small patches of various shapes and sizes. Furthermore, the wearer knows what these patches will become when detached. The wearer can detach one patch a round (as a standard action). Detaching a patch causes it to transform into the item listed. A detached patch it cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, CL 9th, *fabricate*; Weight 2 lbs.; **Cost** 3,500 gp; **Price** 7,000 gp.

WAR DOG

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 40 ft.

ACP 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip) (+2 Dex, +1 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d6+3 plus trip)

Trip (Ex) With a successful bite, the dog hits can attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, it is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracking by scent)

DESTRUCTION

A *robe of useful items* is not too hard to break (AC 5, hardness 0, hp 2, DC 21 Break check; saves +5).

PATCHES

A newly created robe has two each of the following patches:

①②	Dagger
①②	Bullseye lantern (full and lit)
①②	Mirror (highly polished 2-foot-by-4-foot steel mirror)
①②	Pole (10-foot length)
①②	Hemp rope (50-foot coil)
①②	Sack

The robe has 4d4 additional patches and can have multiple patches of the same type. Use the table below, to determine each patch's type.

D%		
01-08	①②③	Bag containing 100 gp
09-15	①②③	Silver coffer (6 in. by 6 in. by 1 ft.; 500 gp value)
16-22	①②③	Iron door (hardness 10, hp 60; DC 28 Break [DC 30 if barred]); up to 10 ft. wide and 10 ft. high and barred on one side – must be place upright, attaches and hinges itself.
23-30	①②③	Gems, 10 (100 gp each)
31-44	①②③	Wooden Ladder (DC 0 Climb; 24 ft.)
45-51	①②③	Mule (with saddle bags)
52-59	①②③	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	①②③	*Potion of cure serious wounds*
69-75	①②③	Rowboat (12 ft. long)
76-83	①②③	Minor scroll (one spell)
84-90	①②③	War dogs (pair)
91-96	①②③	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-00	①②③	Portable ram

MULE

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +0

Speed 40 ft.; Run

ACP 0; Acrobatics +1 (+5 jumping)

AC 11, touch 11, flat-footed 10; **CMD** 13 (17 vs. trip) (+1 Dex)

Fort +5, **Ref** +4, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 hooves -3 (1d3)

Abilities Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4

SQ docile

Feats Endurance, Run[B]

Gear saddlebags

Semi-precious gems encrust this three-foot long sceptre-like rod.

Rods of wonder bind the very essence of chaos within.

I D E N T I F I C A T I O N

Aura moderate (enchantment; DC 19 Knowledge [arcana]) **Identify** DC 25 Spellcraft

C O N S T R U C T I O N

Requirements Craft Rod, CL 10th, *confusion*, creator must be chaotic; Weight 5 lbs.; **Cost** 6,000 gp; **Price** 12,000 gp.

ELEPHANT

N Huge animal
Init +0; **Senses** low-light vision, scent; Perception +21, Sense Motive +1
Speed 40 ft.
ACP 0; Acrobatics +0 (+4 jumping), Stealth -8

AC 17, touch 8, flat-footed 17; **CMD** 30 (34 vs. trip)
  (-2 size, +9 natural)
Fort +13, **Ref** +7, **Will** +6
hp 93 (11 HD)

Space 15 ft.; **Base Atk** +8; **CMB** +20 (+22 bull rush)
Melee gore (reach 10 ft.) +16 (2d8+10) and
  slam (reach 10 ft.) +16 (2d6+10)
Atk Options Improved Bull Rush, Power Attack (-3 attack, +6 damage), trample (1d8+15; DC 25)
Trample (Ex) As a full-round action, the elephant can overrun a Large or smaller target. Treat this as an overrun manoeuvre but it automatically succeeds moving over opponents. Targets can make an attack of opportunity (at -4) or a DC 25 Reflex save to halve the damage (1d8+15).

Abilities Str 30, Dex 10, Con 19, Int 2, Wis 13, Cha 7
Feats Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Skill Focus (Perception)

RHINO

N Large animal
Init +0; **Senses** scent; Perception +12, Sense Motive +1
Speed 40 ft.
ACP 0; Acrobatics +0 (+4 jumping), Stealth -4

AC 16, touch 9, flat-footed 16; **CMD** 20 (24 vs. trip)
  (-1 size, +7 natural)
Fort +10, **Ref** +4, **Will** +2
hp 42 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +10
Melee gore +8 (2d6+9)
Atk Options powerful charge (4d6+12)
Powerful Charge (Ex) Charging, the rhino deals 4d6+12 damage.

Abilities Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5
Feats Endurance, Great Fortitude, Skill Focus (Perception)

A C T I V A T I O N   &   U S E

To call forth the rod's weird powers, the possessor must hold it and utter its command word. Consult the table below.

D%	WONDROUS EFFECT (CL 10 OR AS LISTED)
01-05	*Slow* (DC 15 Will negates) target for 10 rounds.
06-10	*Faerie fire* surrounds the target.
11-15	Deludes the wielder for 1 round into believing the rod functions as indicated by a second die roll.
16-20	*Gust of wind*, but as windstorm (DC 14 Fortitude negates [blown away 1d4 x 10 ft. taking 1d4 nonlethal damage per 10 ft.; flying creatures blown back 2d6 x 10 ft. {DC 25 Fly negates} and suffer 2d6 nonlethal]; extinguishes unprotected flames, 75% chance extinguishes protected flames, ranged weapon attacks impossible [except by siege engines at a -4 penalty], sound-based Perception checks suffer a -8 penalty).
21-25	Wielder learns the target's surface thoughts (as *detect thoughts*) for 1d4 rounds.
26-30	*Stinking cloud* (DC 15 Fortitude negates) appears 30 ft. away.
31-33	Heavy rain falls for 1 round in 60-ft. radius centred on rod wielder (reduces visibility 50%, -4 on Perception checks, ranged weapon attacks and 50% chance of extinguishing unprotected flames).
34-36	Summons an animal: a rhino (01 – 25 on d%), elephant (26 – 50) or mouse (51-100).
37-46	*Lightning bolt* (DC 15 Reflex halves; 70 ft. long, 5 ft. wide; 6d6 electricity damage).
47-49	A stream of 600 large butterflies pours forth and flutters about for 2 rounds, blinding (DC 14 Reflex negates) all within 25 ft.
50-53	*Enlarge person* (DC 13 Fortitude negates, range 60 ft.) on target.
54-58	*Darkness* (30 ft. diameter hemisphere, centred 30 ft. away).
59-62	Grass grows in 160-square-ft. area before the rod or existing grass grows to 10 times normal size (3 ft. high providing concealment [20% miss chance]).
63-65	Turn ethereal any nonliving object of up to 1,000 lbs. mass and up to 30 cubic feet in size.
66-69	Reduce wielder two size categories for 1 day (no save).
70-79	*Fireball* (DC 15 Reflex halves, 6d6 fire damage) at target or 100 ft. straight ahead.
80-84	*Invisibility* covers rod wielder.
85-87	Leaves grow from target for 24 hours (range 60 ft.)
88-90	10-40 gems (value 1 gp each) shoot forth in a 30-ft. long stream. 5d4 strike targets in the area; each deals 1 damage; divide hits among affected targets.
91-95	Shimmering colours dance and play over a 40-ft. by 30-ft. area in front of rod. Creatures therein are blinded (DC 15 Fortitude negates) for 1d6 rounds.
96-97	Wielder (50%) or target (50%) turns permanently blue, green or purple (affected character has a -20 penalty on Disguise checks and a -10 penalty on Stealth checks made to hide).
98-00	*Flesh to stone* (or *stone to flesh* if target is stone; DC 18 Fortitude negates; range 60 ft.)

D E S T R U C T I O N

Rods of wonder are tough to break (AC 9, hardness 10, hp 10, DC 27 Break check).

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Some magic items are easy to add to your character. Adjusting your character's attacks to take into account his new *+1 longsword* or increasing his armour class after buying *+2 scale mail* is a doddle. However, working out exactly what other magic items, like the infamous *rod of wonder*, do is harder.

Wondrous Treasures banishes this problem by presenting detailed write-ups of the standard versions of the *bags of tricks*, *figurines of wondrous power*, *horn of Valhalla*, *robe of bones*, *robe of useful items* and the *rod of wonder* (including full stat blocks of all the creatures called forth and so on). Designed to easily fit into your character's folder, *Wondrous Treasures* contains all the information you need to quickly and easily get the most out of these useful and iconic wondrous items.

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