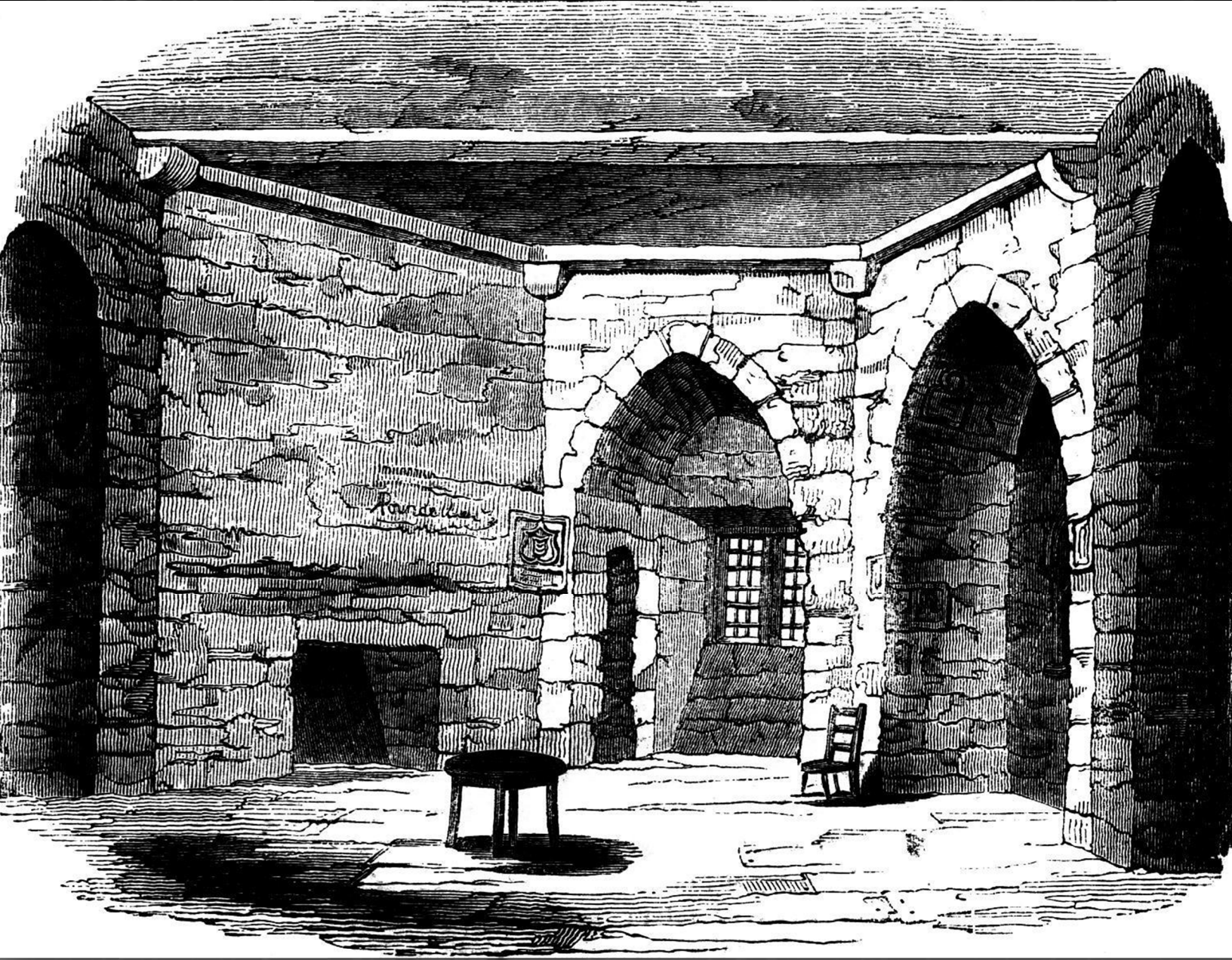


Rite Publishing Presents

#30 Portable Rooms



By Liz Smith



Rite Publishing Presents:

#30 Portable Rooms

Architect (Design): Liz Smith

Project Manager (Editor): Robert N. Emerson

Interior Designers (Artists): Public Domain

Intern (Development, Layout, and Publisher):

Steven D. Russell

We shape our buildings; thereafter they shape us.

— Winston Churchill

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To Qwilion of Questhaven, Greetings!

In response to your request for information about Wyryst Spellweaver, more commonly known as the Wandering Wizard, I have gathered information on his thirty best known creations and enclose it herein.

You must understand that though Wyryst traveled constantly and lived from his tiny caravan, he desired as many rooms and dwellings as any wizard with a grand tower, or any king with a palace. At the same time, he had no wish to appear to have riches and attract the attentions of robbers and other undesirables. His creations therefore tend towards appearing cheap, trashy, and even whimsical at times. This of course does not mean the rooms they lead to are light or even lighthearted. His Sphere of Torment may appear to be a child's clay marble, but its interior and the results he achieved there would not be out of place beside a torture chamber.

Sincerely
Corran 'Lightfinger' Dinnalt

Belt of Winding Paths

Aura moderate divination; **CL** 7th
Slot none; Price 2,500 gp; Weight 2 lbs.

Appearance

This black leather belt (hardness 8, hp 15, break DC 23) bears two lines of star-shaped studs winding down its length. If coiled and tossed into the air, it expands into a 2 1/2 ft. wide spiral ramp climbing to a grey wooden door. Behind the door is a domed observatory with two telescopes; one of pale golden birch designed for direct observation and one of dark red mahogany with a crystal ball fixed where the eyepiece would normally be.

Description

Looking through the birch telescope causes the viewer to see flashes of random scenes from her past or future, causing the viewer to make a Will save (DC 11) to avoid being *confused* for 1 round. If the viewer saves successfully, she gains a +1 competence bonus on a single attack roll, saving throw, or skill check taken in the next 24 hours. She must choose to use the bonus before making the roll to which it applies.

Looking in the crystal ball attached to the mahogany telescope gives a glimpse of a random plane, identifiable with a DC 15 Knowledge (planes) check. A DC 25 Knowledge (planes) check allows the viewer to tune the telescope to a plane of her choice. For each hour of studying the planes, she may add a +1 circumstance bonus to the next Knowledge (planes) check that she makes, to a maximum of +4 after four hours. Additional

General Properties of Portable Rooms

Unless otherwise stated in a room's description, it has the following properties:

- Activating one is a standard action, as is deactivating one. Deactivation must take place from outside the room being deactivated. Objects and creatures inside a room at the time of deactivation are harmlessly expelled to the nearest unoccupied space.
- Any creature that encounters an activated entrance may enter. Entrances easily accommodate creatures up to Large size. Huge creatures may enter, but are considered to be squeezing the whole time that they are within the room or entrance.
- The room blocks sight and sound from travelling between the exterior and interior. If outside a room, only the entrance is visible, and it must be entered to see any activities or occupants. If within a room, the only view through the entrance is that of a thick, silvery fog. If viewed or interacted with from behind, an entrance has the appearance of a sheet of slick, polished, obsidian, and acts like a wall of force. Spells (including divination spells), gaze attacks, and breath weapons do not pass through the entrance in either direction.
- Rooms left activated automatically deactivate after 12 hours.
- If subjected to antimagic or dimensional lock, the rooms automatically deactivate (if active) and the items become non-functional for the duration of the effect.
- An item can be stored in an extradimensional space with no ill effects, but cannot be activated within one. Likewise, items (including other portable rooms) using extradimensional space may safely be brought into a room, but do not function there.
- If an item is destroyed, the room is also destroyed, and its contents spill out into a random location in the Astral plane.

study after the four hours are up has no effect until 24 hours after the check has been made.

History

DC 10: According to legend it was stolen from under the noses of two rival factions (both claiming that they were the only ones with a right to it) by a lone amateur collector and secured in a private library under guard. The collector vanished into obscurity a few years later.

DC 20: Wyryst made this originally for a paranoid prince who wished to see everything that would happen to him. On testing it out, he saw a glimpse of himself, handing over the *belt of winding paths* and being killed by the prince so that he couldn't recreate it for anyone else. Wyryst quietly took it with him on his travels, and left

before the prince could discover what he had done or where he had gone.

Construction

Requirements **Craft Wondrous Item**, *guidance*, *scrying*; **Cost** 1,750 gp

Black Arrow

Aura moderate conjuration (creation); **CL** 7th

Slot none; Price 3,000 gp; Weight 3 lbs.

Appearance

This battered horseshoe (hardness 15, hp 30, break DC 26) has the two halves of a broken arrow bound to the open ends to make a crude standing shoe scraper. The whole construction has been painted black, although some of the paint has flaked off to reveal rust beneath.

Description

Setting the *black arrow* on the ground and giving the command word causes it to swell into an arch tall enough for a mounted rider to pass easily through. Through the arch is a fully equipped stable with room and storage for 10 large creatures or 5 huge creatures. *Unseen servants* do the work of feeding and tending the occupants though the owner has to provide the feed. In addition all creatures within the stable benefit from a mutual *speak with animals* effect. Giving the command word a second time deactivates the room, but does not expel any creatures inside the stables at the time or any feed stored in the provided feed bins.

History

DC 10: Appropriated by a druidic sect that believes animals have as much right to free speech as sentient creatures do, the *black arrow* has spent the last few years sat before the altar in a druidic grove.

DC 20: Wyrst liked to use animals as his spies and messengers. In these stables, he would give orders to the horses, cats, dogs and rats that helped him, and receive their reports.

Construction

Requirements **Craft Wondrous Item**, *secure shelter*, *speak with animals*; **Cost** 1,500 gp

Blade Boots

Aura faint conjuration (creation); **CL** 5th

Slot feet; Price 2,000 gp; Weight 3 lbs.

Appearance

These silvery-blue boots (hardness 2, hp 10, break DC 15) appear to be made from the skin of a giant fish and come with dagger-sheaths sewn into the outside leg seams.

Description

The dagger sheaths give a +2 bonus to Sleight of Hand checks to hide daggers in them. Stamping a booted foot on the ground as a swift action creates a deep footprint

that rapidly swells to a 10 ft. by 5 ft. pond full of fish. Any creatures standing in the area of the pond when it swells must make a Reflex save (DC 13) to jump to safety and the pond stays in existence for a maximum of 2 hours a day, which may be divided into half hour sections. Studying the different fish in the pond for 1 hour gives a +2 insight bonus on Survival checks and during the study time, a standard Survival check determines how many fish may be caught and eaten that day. Fish not eaten the day they are caught rot away into foul smelling slime.

History

DC 10: Currently worn by the captain of the Stalking Lion mercenary company, the *blade boots* are used to provide food on the journey from the company's hometown to the place they have been hired to fight, as well as during sieges.

DC 20: With the fresh fish often used as a reward for his animal spies, Wyrst liked to wear these boots in and out of the stables, although not on the road as he always claimed they made him look too wealthy and being held up was a waste of time and spells.

Construction

Requirements **Craft Wondrous Item**, *create food and water*, *create pit*; **Cost** 1,000 gp

Bladed Quill

Aura moderate conjuration (summons); **CL** 10th

Slot neck; Price 10,000 gp; Weight --

Appearance

This brass pendent (hardness 10, hp 10, break DC 26) is in the shape of a crossed dagger and feather with a loop at the cross-point to take a chain or leather thong.

Description

Tapping the feather three times with a finger as a move action causes the loop to swell into a full sized arch leading into an armory full of empty weapon racks and armor stands. Tapping the dagger three times as a move action deactivates the room, but only expels objects left loose within it. Objects stored in the weapon or armor racks remain within the room.

Quivers and bullet pouches left in the armory for 24 hours refill with mundane ammunition. In addition, if the owner is wearing both the *bladed quill* and armor, he may as a standard action send his armor to the armory by force of will. The armor appears on one of the armory's armor stands and may be summoned back to the owner by clasping the *bladed quill* as it is worn and willing it into place on his body. This is a standard action, and only works if the owner is not currently wearing armor. If there are multiple sets of armor in the armory then one is chosen at random.

History

DC 10: Rumor has it that the *bladed quill* is at present the office emblem of a king's champion, allowing them to defend the king's honor and body at any time without the need to constantly go armored in his court.

DC 20: A bardic legend tells of how a halfling tricked a giant into putting on the halfling's armor via the *bladed quill*, crushing him so painfully that he surrendered unconditionally.

Construction

Requirements Craft Wondrous Item, abundant ammunition, instant summons; **Cost** 5,000 gp

Book of Books

Aura faint transmutation; **CL** 5th

Slot none; Price 3,000 gp; Weight 2 lbs.

Appearance

This slim, but well-thumbed, book (hardness 10, hp 25, break DC 23) is filled with bad romantic poetry and sketches of rooms and lovers. In the center, opposite the verse

*'Place your hand on top of mine,
soon together we will twine.
Take my hand and come with me,
such wonders you and I will see.'*

is the image of a small cozy library. Anyone placing their hand flat on the image of the library for a count of ten is transported into it, leaving the book behind. The library consists of a comfortable chair, shelves filled with books on magical theory and religious debate, and a picture showing the place the user came from. The user can return by placing her hand on the picture, in the same way she did to reach the library, but there are no other exits and no windows.

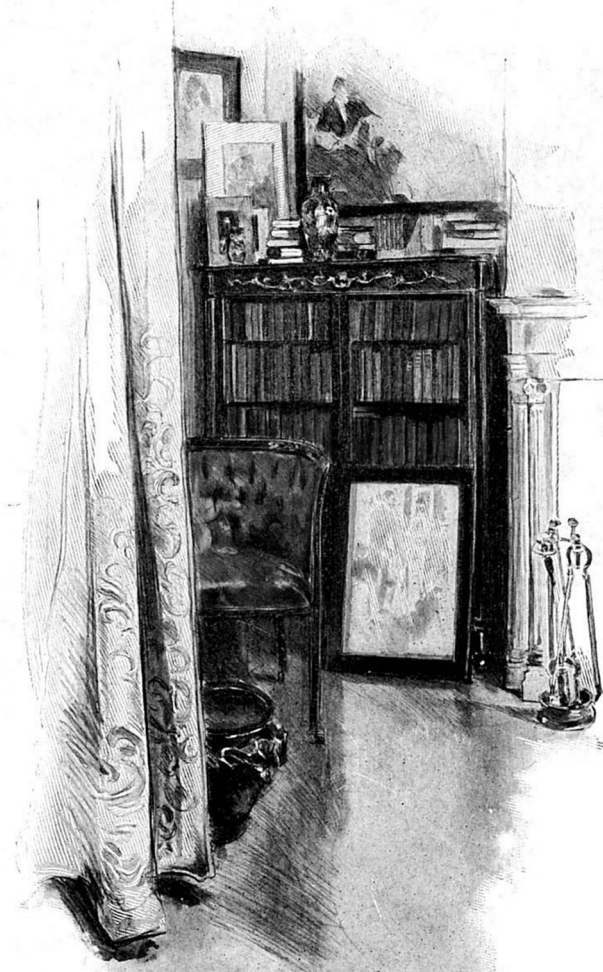
Description

For each hour the user studies the books here, she may add a +1 circumstance bonus to the next Knowledge (arcana) or Knowledge (religion) check that she makes, to a maximum of +4 after four hours. Additional study after the four hours are up has no effect until 24 hours after the bonus has been used.

History

DC 10: Stored as a curiosity in an academy library, it has until recently been taken down by younger students – more for its poetry than for anything else – and occasionally used as a private meeting place for students romantically involved with each other (usually to the displeasure of their teachers and family)

DC 20: Wyryst would often retreat into the library during bad weather, propping the *book of books* up where he could see a window or door (and therefore the weather) in the picture, and wait in comfort for it to subside.



Book of Books

Construction

Requirements Craft Wondrous Item, absorbing touch, rope trick; **Cost** 1,500 gp

Brighteye Brooch

Aura faint transmutation; **CL** 4th

Slot none; Price 3,000 gp; Weight --.

Appearance

This large, gaudy, brooch (hardness 10, hp 15, break DC 23) displays a brassy-yellow eye on a bright red background.

Description

Touching the *brooch* and speaking the command word causes a beam of yellow light to blaze from the eye, lighting the area as if an everburning torch. Stepping into the light causes the owner to pass through a gateway into a yard containing piles of clay and a small kiln. The equipment here grants a +5 circumstance bonus to Craft checks related to pottery and allows

ceramic or pottery related wondrous items (such as beads or figurines) to be crafted at +1 caster level.

History

DC 10: Luminous Fire, a group of secretive potters, use the *brighteye brooch* to produce a range of high quality bone-china cameos that recently became highly fashionable in noble circles.

DC 20: While Luminous Fire is honestly creating the cameos, they actually create multiple copies of each person's image. The original is delivered as requested and the spares are then quietly auctioned off as scrying foci to anyone that wants one and has the money, with no questions asked.

Construction

Requirements Craft Wondrous Item, *crafters' fortune*; **Cost** 1,500 gp

Bristlehog

Aura moderate abjuration; **CL** 7th

Slot ring; Price 6,000 gp; Weight 1 lb.

Appearance

This scrubbing brush (hardness 5, hp 20, break DC 23) is shaped like a hedgehog with the bristles where the animal's spikes would be.

Description

If turned upside down and tapped three times in the center, a faintly shimmering bubble swells from the hedgehog's mouth to form a translucent sphere 15 ft in diameter. Inside are three descending pools, each 5 ft. wide and 10 ft. deep, with the hottest pool at the top and the coolest at the bottom. Submerging completely in all of the three pools within ten minutes grants a +3 insight bonus to Swim checks for the next hour. It also causes a thin soapy film to cover the user's body, granting a +1 circumstance bonus to her CMD against grapples, drag and steal combat maneuvers. The owner of the *bristlehog* and any creatures in direct contact with her may pass through the sphere's wall at will, but for all other creatures, the wall functions as a *resilient sphere*. The owner must keep *bristlehog* on her person for 24 hours in order to attune the locks and wall to her. Extradimensional space, such as a handy haversack or bag of holding, does not count for this purpose.

History

DC 10: Last heard of in the hands of an inland embassy, allowing the amphibious races there to keep their bodies moist without the need to carry large amounts of water around.

Construction

Requirements Craft Wondrous Item, *freedom of movement*; **Cost** 3,000 gp

Catfoot

Aura faint enchantment; **CL** 5th

Slot none; Price 2,000 gp; Weight --

Appearance

This copper medallion of a cat's paw print (hardness 8, hp 10, break DC 18) is threaded on a leather thong to be worn as a necklace.

Description

If placed on the ground and the command word spoken, *catfoot* sinks into the ground and transforms into a half-buried guard post bunker, complete with internal kennels big enough to hold a riding dog. After resting in the kennel overnight, the animals housed there learn faster than most, allowing a week's worth of training a command, or general purpose, to take place over a single day. All training DCs must be met as usual.

Deactivating the room does not expel creatures housed in the kennels.

History

DC 10: A popular ballad tells how one of the Trickster's followers used *catfoot* to 'prove' that he couldn't possibly have stolen the king's prized stallion, as that horse was near wild and this horse was highly trained.

DC 20: Wyrists commonly used *catfoot* in conjunction with the *black arrow* to train his spies once he had recruited them.

Construction

Requirements Craft Wondrous Item, *charm animal, tiny hut*; **Cost** 1,000 gp

Coiling Smoke

Aura moderate transmutation; **CL** 7th

Slot none; Price 3,000 gp; Weight 3 lbs.

Appearance

This 5 branched brass candelabra (hardness 15, hp 30, break DC 28) comes with an assortment of half-burnt, brightly colored, candles – one each of black, blue, gold, red, and white.

Description

When the candles are placed in the order white, black, blue, red, gold from left to right in the candelabra's branches and lit, the smoke coils to form a tunnel leading to a practice range with targets for both mundane weaponry and ranged magic. The targets are AC 10, hardness 2, hp 90. The candles do not burn down, but flicker according to how accurately the target is hit. If the target is missed, none flicker. The white candle flickers if the target is hit, with an additional candle flickering for every 3 points the attack roll succeeds above the minimum necessary to hit. Practicing on the range for an hour a day gives a +1 insight bonus to hit on ranged attacks for one attack taken on the same day as the practice. The bonus must

be applied before the result is known. Practicing additional times a day after the first hour has no effect until 24 hours after the bonus has been used.

History

DC 10: Rumor has it that *coiling smoke* is the secret that makes an exclusive guild of assassins so good - and so expensive.

DC 20: Although it used to be in the guild's possession, it recently went missing, and the assassins are secretly trying to find and recover it before anyone else realizes.

Construction

Requirements Craft Wondrous Item, *bomber's eye*; **Cost** 1,500 gp

Cracksnapper

Aura moderate enchantment and transmutation; **CL** 15th

Slot none; **Price** 25,000 gp; **Weight** 2 lbs.

Appearance

This coiled coach-whip (hardness 10, hp 15, break DC 23), made from white leather with a braided blue, white, and orange handle, looks as if it has never been used, but if cracked three times in a row, causes a warm bright room to grow out of the nearest shadow, including furniture, decorations, and a tiled floor in the same blue, white and orange patterns as the whip handle.

Description

Anyone seated at the large central table is treated as if *charmed* (DC 22) by everyone else seated at the table. This lasts only as long as they remain seated at the table. In addition any poisoned or spoiled food or drink placed on the table is purified and made safe to eat. This does not affect potions, holy, or unholy water, but does affect alcohol and drugs.

History

DC 10: Rumors abound that *cracksnapper* was recently used by an ambitious, would-be emperor to force through annexation treaties on the baronies that surround his own.

Construction

Requirements Craft Wondrous Item, *mass charm monster*, *purify food and drink*; **Cost** 12,500 gp

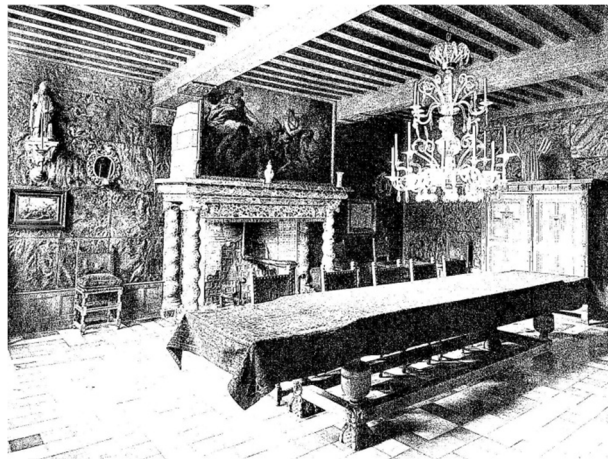
Dart of Jagged Barriers

Aura faint transmutation; **CL** 3rd

Slot none; **Price** 2,600 gp; **Weight** --

Appearance

This yellow toy dart (hardness 10, hp 20, break DC 23) has multicolored flights that spiral around the shaft rather than run straight along it. When the dart is spun so that the colors merge together, a circular trapdoor appears in the air above the dart. Climbing through the



Cracksnapper

trapdoor leads into an exercise gym complete with ropes, pits, climbing walls and narrow ledges.

Description

The gym can be set up with fake traps (that use red chalk to represent where you have been hit) as well as general equipment and indoor courses. For each hour the user practices here, he may add a +1 circumstance bonus to the next Stealth check that he makes, to a maximum of +4 after four hours. Additional study after the four hours are up has no effect until 24 hours after the bonus has been used. If all four hours are used, he also gains a +1 circumstance bonus to Reflex saves for the next day.

History

DC 10: Passed down from one thief to another as a mere luck token for years, its powers have just been rediscovered, leading to its home city breaking out in a savage underground war as different thieves and their gangs try to claim it as theirs.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *rope trick*; **Cost** 1,300 gp

Demonbrew

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 1,000 gp; **Weight** 3 lbs.

Appearance

This battered wooden mug (hardness 8, hp 40, break DC 26) is carved to resemble a miniature beer keg and is commonly found full of liquid.

Description

Demonbrew contains a potent drink that refills itself if the mug is less than full. One complete mugful counts as five drinks for drunkenness (see Pathfinder® Roleplaying Game: GameMastery Guide™) and *demonbrew* refills at one drink per round. If someone manages to out drink *demonbrew* by consuming the

entire mugful before it can refill (Fortitude save DC 15 +1 for each failed attempt in the last 24 hours) then a trap door appears in the base of the mug and grows to a size where the drinker can just squeeze through. Opening the trapdoor reveals a ladder down into a distillery containing vats of wine, ale and spirits and tended by *unseen servants*. Consuming a minimum of one mugful (each mug counting as five drinks) from each of the three main vats within ten minutes grants a +1 alchemical bonus to Fortitude saves for 24 hours.

History

DC 10: Taken as loot by the pirate ship 'The Pearl of the Sea' and still the crew's prized possession, *demonbrew* circulates the lower deck as often as the sea is quiet and the crew can relax.

DC 20: Wyryst enjoyed a brew, but often liked to rest *demonbrew* on *cracksnapper's* table between drafts so that no matter how much he drank, he wouldn't become intoxicated.

Construction

Requirements **Craft Wondrous Item**, *create food and water, resistance*; **Cost** 500 gp

Dustraiser

Aura faint transmutation; **CL** 3rd

Slot none; Price 3,000 gp; Weight --

Appearance

This dark wooden comb (hardness 8, hp 15, break DC 18) has a face carved into the handle, so that the comb's teeth form a long, wide beard. Blowing through the comb teeth raises a swirl of dust that, over a minute, forms a low arch. Entering the arch brings the owner into a carpenter's workshop, with a store for lumber on one side and a thick layer of sawdust and shavings softening the floor.

Description

The equipment here grants a +5 circumstance bonus to Craft checks related to woodworking and allows wands to be crafted at +1 caster level.

History

DC 10: Once the display piece of a newly-ennobled merchant family, *dustraiser* disappeared when a military coup overtook the queen who had supported the family and brought an enemy to rule instead. A few family members managed to flee into exile and hiding, most were caught and executed.

DC 20: *Dustraiser* was caught up by the youngest daughter of the family as she and her older sister fled, working their way as best they could until they reached safe obscurity. It was passed down as a memento, valued as much for the memories as for its abilities.

Construction

Requirements **Craft Wondrous Item**, **Craft Wand**, *crafters' fortune*; **Cost** 1,500 gp

Fire Ring

Aura faint transmutation; **CL** 3rd

Slot ring; Price 2,500 gp; Weight 2 lbs.

Appearance

This copper ring (hardness 10, hp 15, break DC 18) is enameled with tiny flames in all colors of the rainbow and even tinier alchemical symbols. If the wearer twists the ring three times round his finger a narrow door made of fire appears beside him.

Description

The fiery door has the characteristics of an *everburning torch* that cannot be moved. If someone reaches into the fire and opens the door, a bright and sunny laboratory is revealed, with racks of chemicals and benches covered in glassware and equipment. A book on a lone lectern translates alchemical symbology. Translating the symbols on the ring (Linguistics DC 12 with the book, DC 20 without) reveals which chemicals produce what color flame and reaction. This information grants a +5 insight bonus on Craft (alchemy) checks and allows up to two potions to be crafted at once.

History

DC 10: Most famously used by the murderous Damian Voss to brew poison and antidote at the same time before one of his deadly dinner parties.

Construction

Requirements **Craft Wondrous Item**, **Brew Potion**, *continual flame, crafter's fortune*; **Cost** 1,300 gp

Ghost Fork

Aura moderate transmutation; **CL** 7th

Slot ring; Price 3,000 gp; Weight 3 lbs.

Appearance

This dull grey tuning fork (hardness 10, hp 15, break DC 26) has a crossed flute and trumpet stamped into the handle.

Description

When struck it rings a soft clear A for 3 rounds. If the command word is spoken while the *ghost fork* is ringing, the gap between the prongs becomes an arched doorway into a circular music room crammed with instruments. For each hour the user practices music in here, she may add a +1 circumstance bonus to the next Perform check that she makes that day, to a maximum of +4 after four hours. Additional practice after the four hours are up has no effect until 24 hours after the bonus has been used.

History

DC 10: The *ghost fork* is the secret behind a newly famous violinist, who is currently being lauded by high society.

DC 20: Wyryst used the *ghost fork* to make up for his natural lack of talent, once he saw that sometimes a need to perform would be unavoidable, and disliked the notion of being laughed out of town for it.

Construction

Requirements Craft Wondrous Item, *exquisite accompaniment*; **Cost** 1,500 gp

Gloves of the Warp and Weft

Aura faint transmutation; **CL** 3rd

Slot hands; **Price** 3,000 gp; **Weight** 2 lbs.

Appearance

Red and yellow stripes cover these woolen gloves (hardness 5, hp 20, break DC 23). On the left glove, the stripes run across the hand from thumb to little finger. On the right glove, they run down the hand, from fingertips to wrist.

Description

Clapping gloved hands together twice and then spreading the hands to arm's length apart causes a full sized loom and a complementing tailor's workshop to be spun from the air between them. The equipment here grants a +5 circumstance bonus to Craft checks related to cloth and allows cloth based wondrous items, such as cloaks, mantles and gloves, to be crafted at +1 caster level.

History

DC 10: Borrowed, stolen, lost and found, the *gloves of warp and weft* pass from owner to owner at short, frequent intervals, often accompanied with swift rises in fortune and even swifter plummets. Recently, a bard has tried to hijack this by writing an epic ballad claiming that the *gloves* are cursed.

Construction

Requirements Craft Wondrous Item, *crafters fortune*; **Cost** 1,500 gp

Gold Tome

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 3,000 gp; **Weight** 8 lbs.

Appearance

This large heavy book (hardness 10, hp 25, break DC 23) has a dark brown cover decorated with strips of polished fools' gold around the edges. Inside it appears to contain a single, very long, badly written, epic poem detailing a very minor battle long ago complete with illustrations.

Description

One page shows a sword point down, opposite the verse:

*Taketh he up the Sword of Might
And with a mighty battle cry,
Chargeth he the foulest foe;
Slaughter rang at merest try.*

Anyone placing their hand flat on the image of the sword for a count of ten is transported into a scriptorium, leaving the book behind. The scriptorium consists of sturdy desks and stools each with parchment, ink and pen ready for use, two shelves of books detailing the languages and written scripts of a dozen or more countries, and a picture showing the place the user came from. The user can return by placing his hand on the picture, in the same way he did to reach the scriptorium, but there are no other exits and no windows.

The equipment here grants a +5 circumstance bonus to written Linguistics checks and allows scrolls to be crafted at +1 caster level.

History

DC 10: Infamously used by an undead cultist (tales disagree what sort, some claiming vampire, some ghoul or ghastr) to stir up political unrest by creating false proclamations for both sides, each accusing the other. The cultists then used the resulting turmoil to cover their own depredations.

DC 20: Wyryst's favorite use for the *gold tome* was to make sure he had accurate papers for wherever he happened to be travelling at the time and, if necessary, fake them.

Construction

Requirements Craft Wondrous Item, *absorbing touch, rope trick*; **Cost** 1,500 gp

Grey Charm

Aura moderate conjuration; **CL** 9th

Slot neck; **Price** 20,000 gp; **Weight** --

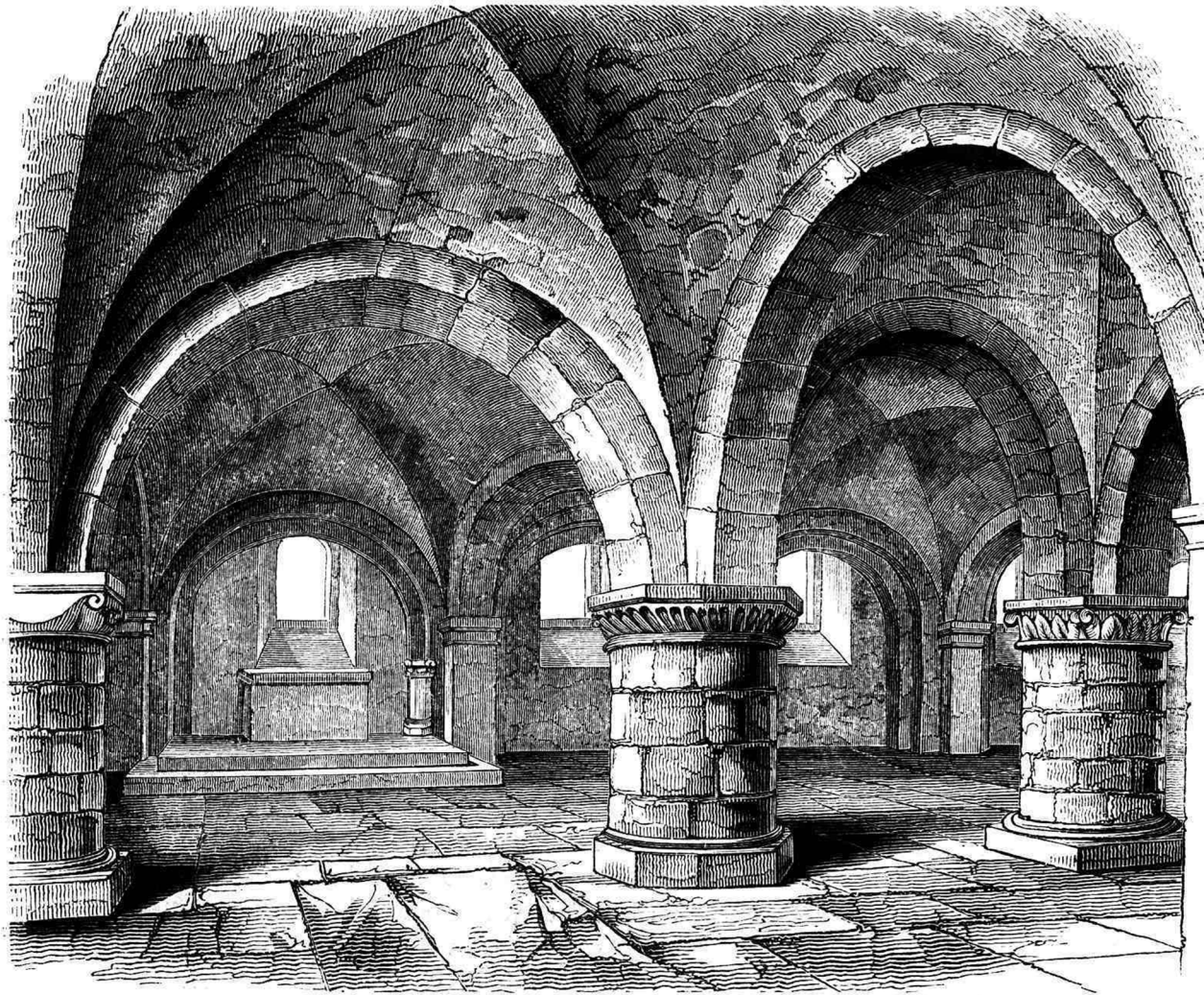
Appearance

This miniature ladder (hardness 15, hp 30, break DC 26) is molded from cheap grey pewter and strung on braided cotton to wear as a pendant. If placed flat on the ground and given the command word it transforms to a real ladder leading down into a low chapel. Diffuse light streams in through the high windows to pool around a plain altar.

Description

If a cleric or paladin with the channel energy class feature prepares her daily spells in this chapel she gains one additional use of channel energy for the day. Alternatively, if a body is brought down into the chapel and laid out on the altar for 24 hours, it is returned to life as if *raise dead* had been cast. For the purposes of alignment, the *grey charm* casts *raise dead* as a true neutral cleric. If a body is laid out on the altar at the time the cleric or paladin prepares spells, she does not gain the channel energy boost.

Bodies laid out on the altar are not expelled by deactivating the room.



Grey Charm

History

DC 10: A comic ballad uses the *grey charm* as a device to mock a set of strict succession laws by having dead nobles come back to life at the worst possible times and reclaim their lands and titles.

DC 20: Wyryst used the *grey charm* partly to save his own power and partly to trick his enemies into returning under his eye, since they would be sure that he was not the one casting the spell.

Construction

Requirements Craft Wondrous Item, *raise dead*, *rope trick*; **Cost** 10,000 gp

Healer's Yardcloth

Aura faint conjuration and transmutation; **CL** 3rd

Slot none; **Price** 1,800 gp; **Weight** 3 lbs.

Appearance

This 15 by 15 ft. linen tablecloth (hardness 8, hp 20, break DC 25) appears to be embroidered with bright flowers and leaves and comes bundled with four pegs, each made of a different wood, and green ribbon sewn into the corners. When the cloth is tied to the pegs with the ribbons, staked into the ground, and the command word spoken aloud, the cloth shimmers. The flowers and leaves pattern become real herbs and plants, which suffuse the air above them with a restful scent.

Description

In one corner of the herb garden is a table containing enough equipment to brew poultices, herbal drafts and antitoxin and granting a +4 competence bonus on Heal checks. Healer's kits can be refilled from this table and garden with 2 hours of work, while the restful scent of the herbs allows those within it to recover from fatigue and exhaustion in half the usual time and allows *cure* spells to be cast at +1 caster level within the garden. A

healer's yardcloth can be activated for up to 4 hours a day (split up as the owner desires) but any attempt to use the plants as a resource for spells (such as *entangle*) causes the spell to last a single round before all the power in the *yardcloth* is exhausted for the day and it returns to its tablecloth form.

History

DC 10: Held by one of the few healers to survive a city wide plague, the *healer's yardcloth* has become a byword for luck among the battered slums and tenements that the healer served.

DC 20: Wyryst is said to have made the *yardcloth* after being refused entry to a temple's renowned herb gardens, and then turned around and refused them access in turn when one of the priests demanded to see it.

Construction

Requirements Craft Wondrous Item, *lesser restoration, rope trick*; **Cost** 900 gp

Howling Brazier

Aura faint transmutation; **CL** 5th

Slot none; Price 3,000 gp; Weight 5 lbs.

Appearance

A simple black metal bowl (hardness 15, hp 45, break DC 28) supported by a folding tripod, this brazier is apparently covered with stylized engravings of flowering vines. Closer inspection reveals that the vine leaves are formed from tiny swords and the flower petals are shields.

Description

If a fire is lit in the bowl and the command word spoken, the brazier expands and unfolds into a fully equipped smithy. The equipment here grants a +5 circumstance bonus to Craft checks related to metalworking and allows metallic magical weapons and armor to be crafted at +1 caster level.

History

DC 10: Rumored to be the forge used by the dwarven dragon-slayer Noki Scalecrusher to craft his famous greataxe.

DC 20: Wyryst had a trick of setting his nightly *alarm* spell centered on the *howling brazier*, tweaked so that the alarm it gave was more of a feline yowl than a

ringing bell. It was this trick that earned the brazier its name.

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *crafters' fortune*; **Cost** 1,500 gp

Lover's Baton

Aura faint transmutation; **CL** 3rd

Slot none; Price 1,000 gp; Weight 4 lbs.

Appearance

This walking stick (hardness 8, hp 20 break DC 23) is carved with a pattern of twining oak leaves and roses and has a short metal spike for a foot.

Description

Jamming the spike into the ground and speaking the command word causes a ring of oak trees and rose bushes to grow in a 20 ft. radius of the *lover's baton*, forming a small but secure grove. Everything within the grove seems brighter and clearer than outside. Spending a minimum of 5 hours in the grove attunes the senses so that they pick up more detail, granting a +3 enhancement bonus to perception checks for the next 24 hours.

History

DC 10: Last heard of in the possession of an exclusive elvish brothel, for those who prefer to be private outdoors.

DC 20: Wyryst met his various lovers in the grove, each at a different time and from a different home town. Indeed, legend would have it that every one of his many lovers was a different race, as well as from a different place.

Construction

Requirements Craft Wondrous Item, *acute senses*; **Cost** 500 gp

Red Rook

Aura faint conjuration; **CL** 4th

Slot none; Price 2,000 gp; Weight --

Appearance

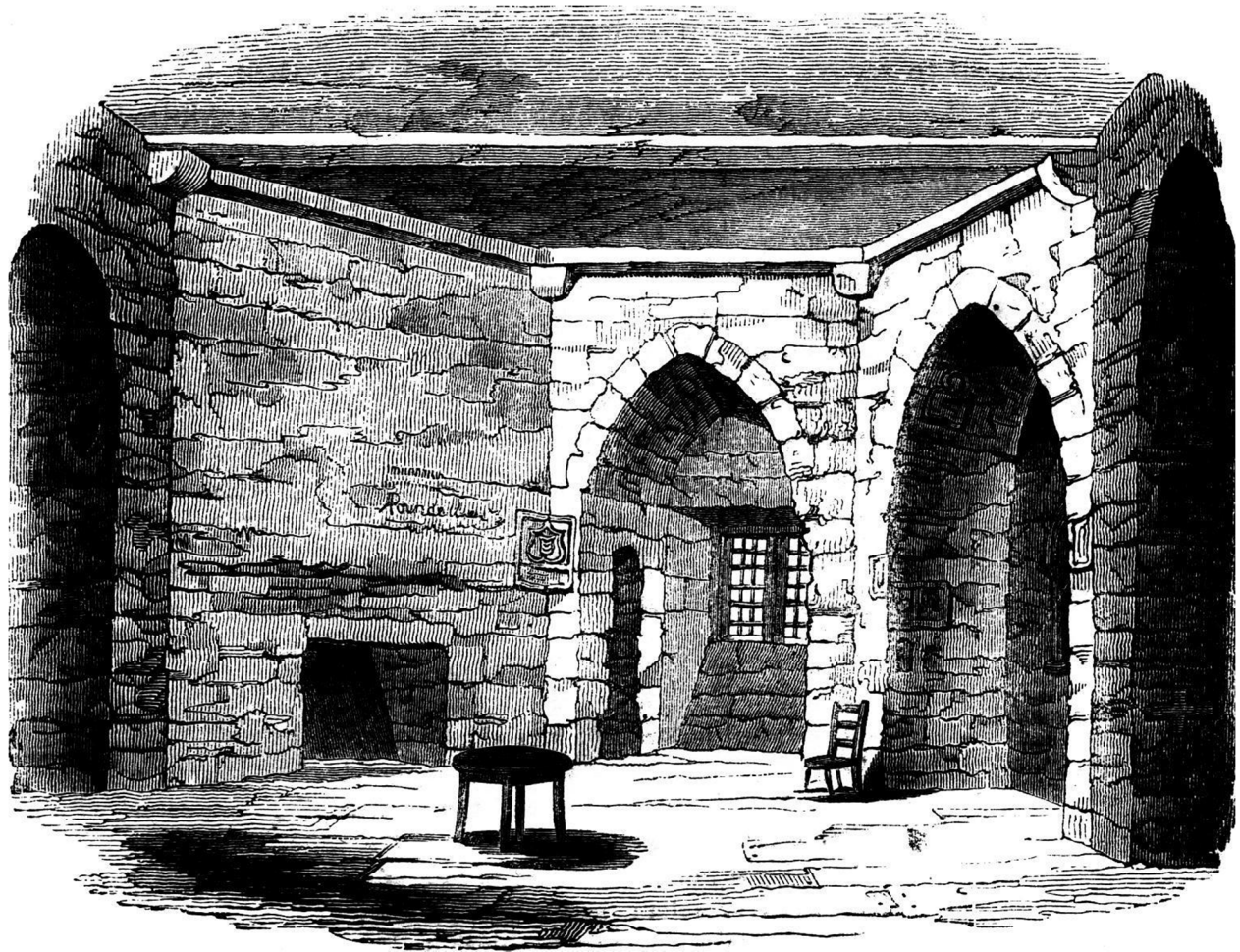
This small wooden rook or castle from a chess set is painted a bright red rather than white or black.

Description

On command, the rook swells to become a 10 foot high tower (Hardness 5, hp 15, break DC 18) containing a single almost bare room, with a fireplace in one wall. The outer wall is bright red with a metallic sheen, the inner ones look like mortared stone but feel like carved wood to touch. Sleeping in this room refreshes the body and mind, so that its owner needs only sleep 4 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 4 hours, but this does not allow a spellcaster to prepare spells more than once per day.

History

DC 10: Bardic tales tell how it was used to bluff an army by the minor mage Cinean Arreal, who planted the *rook* in the army's path and dared them to pass 'his instant



Red Rook

fortress' by. The army generals, thinking he was stronger than he really was, decided to take a different route.

Construction

Requirements Craft Wondrous Item, *lesser restoration*; **Cost** 1,000 gp

Sack of Wyrms

Aura faint transmutation; **CL** 5th

Slot none; **Price** 1,600 gp; **Weight** 1 lb.

Appearance

This dull green hessian sack (hardness 8, hp 10, break DC 17) has black and white flecks twisted through the fabric.

Description

Turning the sack inside out and giving the command word causes the sack to unweave itself into hundreds of separate threads and reweave into a bowl-shaped

meadow filled with rocks, logs, mud and ropes organized into a random obstacle course. For each hour the user practices here, she may add a +1 circumstance bonus to the next Acrobatics check that she makes, to a maximum of +4 after four hours. Additional study after the four hours are up has no effect until 24 hours after the bonus has been used.

History

DC 10: Last heard of in the possession of a strict national army, but it vanished during one of the many revolts, splits and coups that the army was involved in.

DC 20: The *sack of wyrms* vanished into the hands of one of the rebel leaders, who in turn is using it to train up her recruits in safety, where no one can see any camp or obstacle course.

Construction

Requirements Craft Wondrous Item, *shrink item*; **Cost** 800 gp

Scudder

Aura faint transmutation; **CL** 5th
Slot none; Price 3,000 gp; Weight --

Appearance

This child's crude spinning top (hardness 10, hp 20, break DC 20) has faded to a uniform grayish-brown, but still spins easily at a twist of the hand.

Description

If spun widdershins three times in rapid succession, it swells out into a circular tannery and leatherworker's shop. Speaking the command word shrinks it back into the wooden top. The equipment in the tannery grants a +5 circumstance bonus to Craft checks related to leatherworking and allows non-metallic magic armor to be crafted at +1 caster level.

History

DC 10: Widely claimed as the only tannery ever existing that doesn't stink the area out as the leather is processed, due to the owner being able to close it between work sessions.

Construction

Requirements Craft Wondrous Item, *crafters' fortune*; **Cost** 1,500 gp

Serpent Circlet

Aura moderate transmutation; **CL** 7th
Slot headband; Price 3,000 gp; Weight 1 lb.

Appearance

This black cloth headband (hardness 5, hp 15, break DC 18) bears a coiled snake embroidered in white above the eyes. If removed and shaken out, the headband unwinds to form a 5 ft. by 10 ft. market stall, complete with black tablecloth and 15 ft. by 10 ft. white canopy.

Description

The stall grants a +4 circumstance bonus to Appraise and Bluff checks to the owner while he is under the shade of the canopy. In addition, any items laid on the tablecloth gain the effects of a *magic aura* under the owner's control.

History

DC 10: Rumored to be the source of the cursed weapons trickling into service, with the curses being hidden by the current owner for his own evil purposes.

DC 20: Wyryst built the *serpent circlet* as a source of income, allowing him to sell the goods he made without having to set up a permanent stall anywhere, though some bardic tales linger on his supposed deceptions and persuasions instead.

Construction

Requirements Craft Wondrous Item, *glibness*, *magic aura*; **Cost** 1,500 gp

Singing Frog

Aura faint transmutation; **CL** 5th
Slot none; Price 3,000 gp; Weight --

Appearance

This pottery frog (hardness 15, hp 20, break DC 23) has ridged notches down its back. If the ridge is stroked with a stick, it sings a soft clear note.

Description

If the command word is spoken while the frog is singing, it swells to form a dome with a door facing the owner. Inside the dome is a glass furnace, workbenches and annealing oven. The equipment here grants a +5 circumstance bonus to Craft checks related to glassworking and allows glass and crystal related wondrous items (such as bottles, lenses, or *crystal balls*) to be crafted at +1 caster level.

History

DC 10: Said to be the site of a battle between a lich and a triplet of tieflings, with the tieflings defying the lich's attempt to take the *singing frog* to enhance the *crystal hypnosis balls* she was creating and sending out.

Construction

Requirements Craft Wondrous Item, *crafters' fortune*; **Cost** 1,500 gp

Skullpin of Triumphs

Aura moderate necromancy; **CL** 5th
Slot none; Price 12,000 gp; Weight --

Appearance

This one inch pin (hardness 10, hp 20, break DC 26) has a tiny skull as its head and is tucked into a reel of bright red thread. If a length of the thread is wound around one or more fingers, the reel expands and the hole in its center becomes a full sized tunnel, lined with skeletons preserved as trophies of battle and chests of taxidermied creatures. Each skeleton and creature is labeled clearly with its name, race, date of death and cause.

Description

Anyone wearing the pin who addresses a skeleton by name may ask it three questions as if using *speak with dead*. Each skeleton and creature may only be questioned once a week, but the sheer number of them grants a +2 circumstance bonus to a single Knowledge (history) check or a +2 circumstance bonus to identify one category of creatures for 1 week (category chosen from the ranger's favored enemy list). Only one bonus from the *skullpin* can be in effect at any one time. In addition, any intact but dead creature brought into the room and left there for one week is preserved and gains its own label and thereafter may be questioned in the same way as any of the initial skeletons. Skeletons and taxidermied trophy creatures removed from the room crumble to dust unless replaced there within one hour and cannot be used to create undead.



Skullpin of Triumphs

Only creatures are expelled when the room is deactivated. Objects (including dead bodies) remain in the room.

History

DC 10: Sought by the youngest son of a tribal chieftain who wishes to remove his father's bones from their place in this trophy room and take them home to be buried among the honored ancestors.

DC 20: Wyrst claimed that he only created the *skullpin* so that others might learn from his achievements, but other sources claim it was more a matter of pride and of being able to gloat over the remains of his crushed foes.

Construction

Requirements Craft Wondrous Item, *blood biography*, *gentle repose*, *speak with dead*; **Cost** 6,000 gp

Sphere of Torment

Aura strong illusion; **CL** 15th

Slot none; **Price** 40,000gp; **Weight** --

Appearance

This appears to be a child's marble (hardness 15, hp 30, break DC 26) made from cheap white clay with a smoky grey swirl winding up it. On command it swells into a

spherical room 15 feet in diameter, its color fading to a faint smoky sheen on the transparent wall. It contains only four single shackles on individual chains fixed to the wall.

Description

The owner of the *sphere of torment* and any creatures in direct contact with him may pass through the *sphere's* wall at will, but for all other creatures, the wall functions as a *resilient sphere*, but does not block sound in either direction. Each masterwork shackle is suitable for manacling one wrist or ankle, adjustable to fit any creature of tiny, small, medium, large or huge size and locks with an *arcane locked* superior lock attuned to the owner. The chains are also fully adjustable and can be shortened or lengthened to suit the desires of the owner. The interior of the *sphere* contains a permanent *zone of truth* (DC 17), but if a shackled creature refuses to speak in answer to a question, he is compelled to relive his own worst fear or nightmare (Will save to resist, DC 27). The owner must keep the *sphere of torment* on her person for 24 hours in order to attune the locks and wall to him. Extradimensional space, such as a *handy haversack* or *bag of holding*, does not count for this purpose.



Whisperer's Bag

History

DC 10: Most famously used to interrogate captives in the war of succession known in bardic tales as the War of the Hundred Sides and known to have changed hands at least three times during it. The interrogators would stand just outside the sphere, where they could hear and be heard, but not be forced to tell the truth.

DC 20: Wyryst liked to use this on spies and political opponents, as unlike most torture it left no physical marks, telling them with a smile that of course they didn't have to talk and he wouldn't even touch them. Then once he had broken them, he would make them his own agents and return them to their previous positions.

Construction

Requirements Craft Wondrous Item, *arcane lock*, *nightmare*, *resilient sphere*, *zone of truth*; **Cost** 20,000 gp

Victor's Drum

Aura faint enchantment; **CL** 5th

Slot none; **Price** 2,500 gp; **Weight** 1 lb.

Appearance

This black and tan bodhran (hardness 8, hp 30, break DC 30) has a short double-ended stick tucked inside the crosspiece.

Description

If the owner beats a quick and accurate tattoo on the *victor's drum* (Perform (percussion) DC 12), the bodhran swells to become a 40 ft. wide gladiatorial amphitheatre with rows of stone seats sloping down to 10 ft. high black walls around a tan floor. Climbing from the amphitheatre floor to the first row of seats requires a DC 15 Climb check, and from there to the top row of seats requires a DC 10 Climb check. As a move action, anyone on the floor of the *victor's drum* can bounce up and down on the floor, causing a deep drumbeat to begin. The creature bouncing can designate one target, who must make a DC 14 Will save or be filled with revulsion, causing him to flee (if possible), or be nauseated (if he cannot flee).

History

DC 10: Bardic tales relate that the *victor's drum* was used by a team of assassins at one point, where one would bounce and the others would wait for the victim to run towards them.

Construction

Requirements Craft Wondrous Item, *shrink item*, *unadulterated loathing*; **Cost** 1,250 gp

Whisperer's Bag

Aura moderate enchantment; **CL** 7th

Slot none; **Price** 3,500 gp; **Weight** 3 lbs.

Appearance

This blue-green hessian sack (hardness 8, hp 10, break DC 17) closely resembles the type of bag that animal feed is stored in.

Description

This sack appears to be empty, but anyone reaching into it feels a gritty disc about the size of a gold piece. If drawn out, this disc has two possible effects.

First, if tossed straight up, it creates a stairway to a sandy arena designed for animal contests and entertainment, such as bear baiting, bull dancing, greyhound racing, dog fighting or cock fighting. It does not provide the creatures, but adapts to any sent into the arena.

Second, if tossed towards a living creature, it compels the creature to catch and eat it (Will save, DC 17 to resist). If this bland disc of compressed grain is consumed, then the owner of the *whisperer's bag* can

direct the creature's next round of attacks against a creature of her choice.

Up to 15 discs may be drawn from the sack in a week, but no more than 3 in one day.

History

DC 10: Currently in the possession of an extended thief guild, who have set up a gambling sideline on fights and use the money flow from it to launder illegal gains of all types. A disc is also sometimes used to rig fights in order to rake in the maximum possible money.

DC 20: Sometimes used has a punishment option by Wyryst for animal spies that failed him, or were found out.

Construction

Requirements Craft Wondrous Item, *beguiling gift, foe to friend*; **Cost** 1,750 gp



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I am lost in Dream, and I hate it.

I didn't start out to have an adventure.

I didn't intend to escape some dreary hell by fancying myself up some wonderland of tricks and treasures.

No. Someone precious to me was taken, and I was left with no choice but to plunge into the infinite bowels of unreality - or do nothing.

Given that, what else was a father to do?

Enter a world which is strange beyond strange.

It is a realm of feverish thoughts floating on bubbling notions, with nightmares holding court and hopes set out to melt like snowdrifts.

All the terrible things people imagine just run around here, killing and living in equal measure. This place is Dream, and you'd be mad to expect something sane.

But that said, there are still beings here that do things for reasons - slavers, kings, gladiators - all struggling to exist for just a little longer than their due. This is a journey to an island where the impossibles battle, and somewhere in all that bloody mess there's a hope that all is not lost.

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I will survive this place.

I will not go mad.

Or, if I do, I'll make the most of it.

But no matter what, I will get through this. I made a promise to a little soul I love so dearly, and the warm certainty of that purpose is stronger than any dream.



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