

PATHFINDER[®]

PLAYER COMPANION[™]



MAGICAL MARKETPLACE

MARKETPLACES OF THE INNER SEA

The following map of the Inner Sea region pinpoints the locations of all the shops detailed in this book, including the routes of two mobile shops—Arinna’s Wagon and Coltan’s Floating Emporium.



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ON THE COVER



An otherworldly shopkeeper watches Balazar and his eidolon Padrig appraise a powerful orb and other magical gear in the heart of Downmarket in Kaer Maga.



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REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Race Guide</i>	ARG	<i>Sargava, The Lost Colony</i>	SLC
<i>Bestiary 2</i>	B2	<i>Ultimate Campaign</i>	UCA
<i>Dwarves of Golarion</i>	DOG	<i>Ultimate Combat</i>	UC
<i>GameMastery Guide</i>	GMG	<i>Ultimate Equipment</i>	UE
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Magic</i>	UM



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Printed in China.

FOR YOUR CHARACTER

You'll find something for your character in every Pathfinder Player Companion. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

BARDS

One would be hard pressed to find a better volume for a character that has a class feature called "jack-of-all-trades." While versatile tricksters of all stripes can find more toys in this book than they'll know what to do with, bards can make particularly effective use of items such as the magical instruments sold at Warius Opera House (pages 30–31), and socialites need look no further for a suitable adventuring companion than the Laughing Sword (pages 16–17).

FIGHTERS

In addition to a slew of magic items invaluable to any master of martial combat, this book features over half a dozen new armor and weapon special abilities that can be applied to magical equipment, including powers that allow combatants to better swim in their armor (page 9), use bludgeoning weapons to break opponents' bones (page 15), and bounce thrown splash weapons off their shields (page 21).

WIZARDS

Wizards and any other spellcasters capable of creating magic items will have a heyday with *Magical Marketplace*, since each fantastical item also includes the requirements for constructing that item, enabling them to save significantly. In addition, wizards can make use of all the arcane items sold at eldritch shops like Magicka Esoterica (pages 18–19).

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of the character's focus, type, or background.

MAGIC ITEM INDEX

This book introduces a lot of new magic items, and players who constantly need to reference their favorites will find the magic item index on the inside back cover an indispensable aid.

MARKETPLACES OF THE INNER SEA

The inside front cover features an elaborate map of the Inner Sea region that includes the location of every merchant detailed in this book. Since these shopkeepers and peddlers are spread throughout the entire Inner Sea region, adventuring parties are never far from a place to buy new supplies.

MERCENARY MISSIONS

While payments of hard-earned gold work fine for most vendors, each profile of a shop in this book also includes several ways to earn store credit or get discounts on goods, allowing for all manner of rewarding side quests and antics!

SHOP DESCRIPTIONS

Every shop in this book includes details on the store itself as well as its primary proprietor—elements that can spawn an infinite number of lucrative exchanges, fascinating interactions, and lasting relationships with compelling NPCs and locations.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Magical Marketplace*.

- 1 Are the magic items in this book available only at the shops they're presented in?
- 2 Will our group be using the optional discount rules subsystem in this book? (See the facing page.)
- 3 Will my character be able to use item creation feats to create the items in this book?

NEW CHARACTER OPTIONS

In addition to new magic items, this book features dozens of new rules options for characters of all classes, including new feats, spells, and interchangeable class features. The new character options introduced in this book and the pages they can be found on are listed below.

Character Option	Page
Alchemist discoveries	20
Arcane discoveries	18
Arcane spells	24
Bardic masterpieces	30
Combat feats	6
Divine spells	8
Equipment tricks	14
Grit feats	22
Hexes	28
Inquisitions	10
Magus arcana	4
Ranger traps	12
Rogue talents	26

DID YOU KNOW?

A total of 29 contestants from Paizo's annual RPG Superstar design contest had their work featured in *Pathfinder RPG Ultimate Equipment*. A list of these contestants and their contributed items can be found on page 387 of that tome.

USING THIS BOOK

Each two-page section of this book features a different shop located in the Inner Sea region that sells magical items and equipment. The following format is used for all the shops in this book.

Shop Name: The name of the shop. This is followed by a short “in-world” quote from the shop owner.

Shop Stat Block: This section details the name of the shop, a brief description, the name of the owner, the shop’s location, mundane wares sold there, and magical specialties sold there. The table that follows lists markups and boons for use with the optional discounts system (see below).

Description: This section relates common knowledge about the shop, such as its location and appearance, as well as information regarding its owner and clientele.

New Character Options: In addition to items for sale, each shop in this book includes new character options such as spells, feats, and class abilities that are known to the shop owner. PCs can gain access to these using the optional boon system (see Discounts, below). At the GM’s discretion, a character may acquire these abilities from other sources.

Magic Items for Sale: Among each shop’s inventory are a number of new magic items. The GM may decide whether these items are unique to the shop or are available elsewhere (or are even something a PC can learn to create).

Also for Sale: This sidebar lists a variety of mundane and magical items that are always available at the shop. Each item is listed with its base price and the page number of the book it appears in (the abbreviations for cited books and their full names can be found on page 1 of this book). The GM should use this list to help determine what other items the shop owner has in stock and which she can make or acquire.

Other Ways to Pay: This section lists ways a PC can earn store credit or discounts and unlock boons, other than spending money at the store.

DISCOUNTS

Optionally, GMs may choose to use the special rules subsystem presented in this book wherein as the PCs patronize a particular store, they unlock access to certain rules options and gain discounts on future purchases. This system also allows PCs to earn store credit or discounts by performing special quests or missions specific to a store.

When they visit a store for the first time, the PCs are treated as strangers and must purchase items there at 120% of the standard price. As the PCs spend money at the shop, the price of future purchases is lowered and character options (or “boons”) become available to PCs who meet the prerequisites. Eventually, PCs who spend enough gold may purchase wares there for less than the standard price.

Depending on the GM’s and players’ preferences, certain elements of the discount system may be implemented while others may be ignored. Players are encouraged to discuss this system with their GM to determine how item prices, character options, and discounts work in their game.



ARINNA'S WAGON

"Gather 'round, gather 'round Arinna's Wagon of Exotic Treasures! From the Crown of the World to the Inner Sea, we bring you wonders and oddities the likes of which you have never seen. Impress your friends and outshine your rivals for the cost of a few coins at Arinna's Wagon!"

ARINNA'S WAGON

Itinerant Varisian Merchant Caravan

Owner Keltir Arinna

Location Avistan (see the inside front cover)

Mundane Wares foreign bric-a-brac, fortune-telling, tattoos

Magical Specialties divinations, exotic items, extraplanar storage, magical tattoos

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
15,000 gp	120%	Buys at 55%, divinatory strike magus arcana
30,000 gp	120%	Buys at 65%, scroll mastery magus arcana
60,000 gp	120%	Buys at 75%, ki arcana magus arcana

Unlike most magic shops, Arinna's Wagon has no fixed location. This brightly colored Varisian wagon travels a circuit that covers much of Avistan, stopping anywhere there are buyers or sellers of magical (or seemingly magical) goods. Conspicuous signage in several regional languages invites the public to view and purchase magical wonders from around the world, to seek the sage counsel of the wagon's resident fortune-tellers, or to get tattoos from its skilled artisans.

Arinna's Wagon appears larger on the inside than the outside. In fact, the clever use of extradimensional spaces allows the owner, Keltir Arinna, to store and display the wide variety of goods she collects in her travels. Other less colorful wagons follow behind to house Keltir's extended family, most of whom work for her as buyers, sellers, diviners, and tattooists.

Items purchased from Arinna's Wagon always cost 120% of the normal price if you're using the optional discount rules (see page 3), though frequent customers may eventually sell their wares here for more than half the standard value.

NEW MAGUS ARCANA

Among Arinna's caravan are several well-practiced magi who may teach their methods to worthy customers.

Divinatory Strike (Su): Whenever the magus scores a critical hit against an opponent with a melee attack, he can gain preternatural insight into his foe's strengths and weaknesses as though he had rolled a natural 20 on a Knowledge check to identify the creature struck. Any bonuses or penalties the magus normally applies

to such a Knowledge check are applied to this ability, including his Intelligence modifier, ranks in the requisite Knowledge skill, and other applicable modifiers. Depending on the final calculated outcome of this ability and the CR of the creature struck, the magus may still be unable to glean information about his enemy. This ability works even if the magus has already attempted a Knowledge check to identify the creature.

Ki Arcana (Ex): The magus may use points from his arcana pool and ki points from a ki pool granted by another class interchangeably. The magus must be at least 6th level and must have levels in a class that grants him a ki pool before selecting this arcana.

Scroll Mastery (Su): Whenever the magus uses a scroll, he may expend 1 point from his arcane pool to allow him to calculate the DC for any spell contained on the scroll using his Intelligence modifier, instead of the minimum modifier needed to cast a spell of that level. The magus must be at least 6th level before selecting this arcana.

MAGIC ITEMS FOR SALE

Keltir Arinna travels all over (and even under) Avistan collecting exotic and magical items. All of the new magic items in this book, as well as any other magic items the GM wishes to include, are available for purchase from Arinna's Wagon. The following items are from Keltir's homeland of Varisia. More information on magical tattoos can be found in *Pathfinder Campaign Setting: Inner Sea Magic*.



ANIMAL TOTEM TATTOO		PRICE 12,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint transmutation		

An *animal totem tattoo* is dedicated to a specific animal totem. The bearer gains the totem transformation ability of a 5th-level druid with the corresponding animal shaman archetype (ape^{UC}, bat^{UC}, bear^{APG}, boar^{UC}, dragon^{UM}, eagle^{APG}, lion^{APG}, saurian^{UM}, serpent^{APG}, shark^{UM}, or wolf^{APG}). If the bearer already has the corresponding totem transformation as a class ability, she is instead treated as a druid of 5 levels higher for the purposes of this ability.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Inscribe Magical Tattoo SM , <i>beast shape I</i>	

HYPNOTIC TATTOO		PRICE 900 GP
SLOT none	CL 1st	WEIGHT —
AURA faint enchantment		

This arabesque tattoo accentuates the bearer's movements. If the tattoo is visible, the bearer gains a +2 circumstance bonus on Perform (dance) checks.

When the bearer uses a Perform skill or bardic performance, she can choose a creature within 90 feet that she can see and that can see her *hypnotic tattoo*. That creature takes a -2 penalty on Perception and Sense Motive checks while the bearer performs. This is a mind-affecting effect. The bearer can change the target of this effect as a free action on her turn.

CONSTRUCTION REQUIREMENTS	COST 450 GP
Inscribe Magical Tattoo SM , <i>hypnotism</i>	

RUNEWARD TATTOO		PRICE 1,000 GP
SLOT none	CL 1st	WEIGHT —
AURA faint divination		

Each of these tattoos is keyed to a single school of magic. The bearer can use *detect magic* at will, but only to sense auras of that school. The bearer gains a +1 insight bonus on saving throws against spells and spell-like abilities of the keyed school and knows when such a spell or spell-like ability has been cast within 60 feet.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Inscribe Magical Tattoo SM , <i>detect magic, guidance</i>	

SERPENTINE TATTOO		PRICE 2,000 GP
SLOT none	CL 1st	WEIGHT —
AURA faint conjuration		



This sinuous tattoo appears to move when the bearer flexes his muscles. Three times per day when the bearer makes a successful melee attack with a monk or performance weapon or an unarmed strike, he can cause the tattoo to lunge like a snake at the creature hit. This allows the bearer to perform a *dirty trick*^{APG} combat maneuver as an immediate action that does not provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Improved Dirty Trick ^{APG} , Inscribe Magical Tattoo SM , <i>summon monster I</i>	

ALSO FOR SALE

In addition to any of the new magic items in this book, the following items can typically be purchased at Arinna's Wagon.

Item	Price	Source
<i>Bag of holding</i>	Varies	UE 281
<i>Caster's tattoo</i>	Varies	ISM 16
<i>Crystal ball</i>	Varies	UE 289
<i>Efficient quiver</i>	1,800 gp	UE 294
<i>Handy haversack</i>	2,000 gp	UE 301
Harrow deck	100 gp	UE 66
<i>Needles of fleshgraving</i>	8,000 gp	UE 312
<i>Reservoir tattoo</i>	10,000 gp	ISM 16
<i>Seer's tea</i>	550 gp	UE 319
Tattoo	Varies	UE 74

TRAILBLAZER'S SPADE		PRICE 11,400 GP
SLOT none	CL 3rd	WEIGHT 3 lbs.
AURA faint transmutation		

This two-ended tool can be used as *+1/+1 monk's spade*^{UE}. Five times per day as a standard action, the wielder can sweep an adjacent 10-foot square. This action clears the affected area of objects and terrain that hinder movement, such as caltrops, rubble, and undergrowth. The *trailblazer's spade* has no effect on features more than 4 feet high or deep. It has no effect on terrain that has been magically manipulated to impede movement.

CONSTRUCTION REQUIREMENTS	COST 5,860 GP
Craft Magic Arms and Armor, <i>soften earth and stone</i>	

OTHER WAYS TO PAY

Keltir Arinna collects not just exotic items, but also exotic tales.

Replacement Stock: Although Keltir doesn't give discounts to repeat customers, she does pay more for items she buys off them. See the Unlocked Boons column in the table on the facing page for the percentage of the market price Arinna pays for rare or magic items sold to her by frequent customers.

Stories: A character who impresses Keltir with a successful DC 20 Perform check earns at least 100 gp in store credit. If the result is 21 or higher, he earns the equivalent gp value of an encounter with an APL equal to the result - 20, but not higher than his character level (see Table 12-5 on page 399 of the *Pathfinder RPG Core Rulebook*). A character can attempt this check no more than once per month.

BERDRED'S ARMORY

"You need the best, thickest armor you can handle to keep the world's monsters and beasts out of your innards. But good armor is just the start. Monsters are crafty. They'll be under your skin or burrowing into your mind before you know it. You need thorough protection, and that's why you've come to me."

BERDRED'S ARMORY

Respected Armorsmith and Defense Enthusiast

Owner Berdred Leredel

Location Vigil (Lastwall)

Mundane Wares medium and heavy armor, protective equipment, shields

Magical Specialties armor enhancements, defensive magic items, magical armor and shields

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
15,000 gp	110%	Quillbreaker Defense feat
30,000 gp	100%	Extend the Bulwark feat
60,000 gp	90%	Shield Snag feat

Berdred's Armory is a thick-walled, single-story building in the crusader city of Vigil, and previously served as a garrison. The inside is a stifling affair comprising numerous forges, anvil stations, and quenching pools. The armory's three forges are maintained by the middle-aged Berdred Leredel and her trusted apprentices.

Berdred spent her youth as a squire to a famed knight in the war against Belkzen, where she gained an exaggerated paranoia regarding orcs and other vicious monsters. Berdred retired to the most fortified city she knew to work as an armorsmith, and her skill in crafting sturdy protective gear has since earned her fame and respect. In addition to the armor she crafts, Berdred trades in magical and mundane defensive items and gear to mitigate the drawbacks of wearing such burdensome armor. Berdred is convinced that no amount of protection is too much, and she presses patrons to buy the heaviest armor they can handle.

NEW FEATS

Berdred's years of working with indomitable crusaders have taught her innovative ways to defend oneself. She offers to teach the following feats to her frequent customers.

EXTEND THE BULWARK (COMBAT, TEAMWORK)

You can bolster a trained ally's defenses by interposing your own armored body.

Benefit: If you are wearing medium or heavy armor and are adjacent to an ally who also has this feat, as a free action, you may give your ally a circumstance bonus to her AC equal to half the armor bonus provided by your armor. This bonus lasts for 1 round. During this round, you gain no bonus to your AC from your armor.

QUILLBREAKER DEFENSE (COMBAT)

You know how to put armor spikes to defensive use by thrusting them into the path of an oncoming attack just in time.

Prerequisite: Proficiency with armor spikes.

Benefit: If you are wearing armor spikes, as an immediate action when you take damage from a nonmagical attack, you can give your armor spikes the broken condition to reduce the amount of damage you take by 5. If your armor spikes are already broken, they are destroyed when you take the damage. If you are wearing masterwork armor spikes, you instead reduce the damage taken by 10.

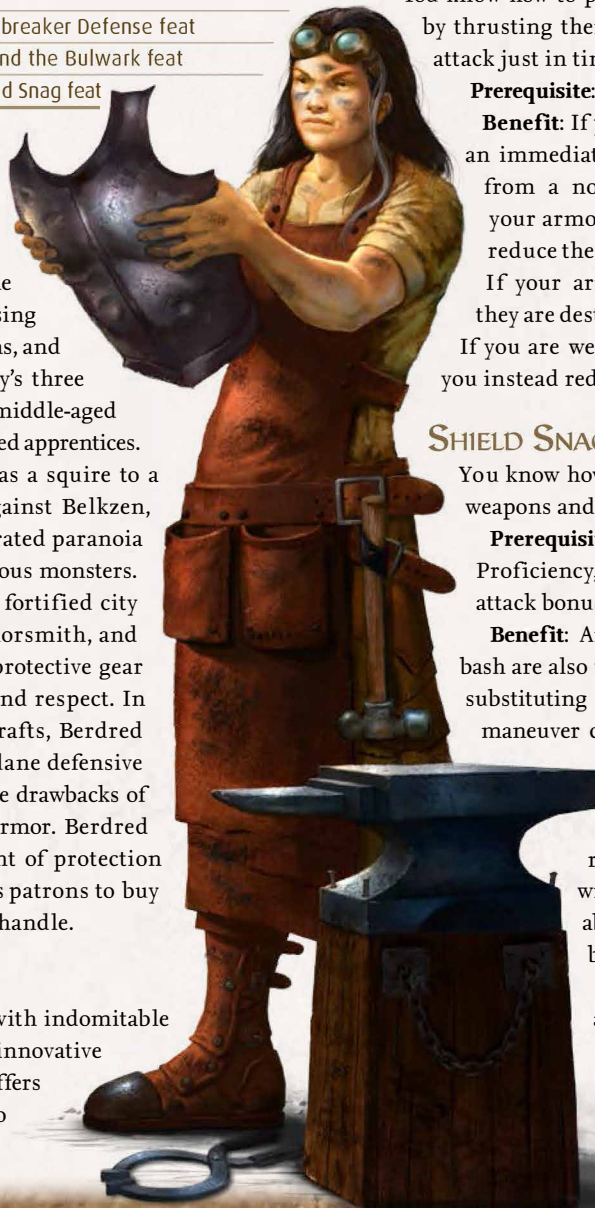
SHIELD SNAG (COMBAT)

You know how to navigate your shield around weapons and can use it to keep your balance.

Prerequisites: Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.


Benefit: Any opponents hit by your shield bash are also targeted by a free disarm attempt, substituting your attack roll for the combat maneuver check. This disarm attempt does not provoke an attack of opportunity. You cannot use this ability during the same round as a bull rush attempt made with Shield Slam or with any other abilities that affect how your shield bash works.

When using a shield, you gain a +4 bonus on Strength checks to avoid being blown away by a strong wind and on Climb checks to catch yourself on a wall or slope when falling.



MAGIC ITEMS FOR SALE

Berdred sells all manner of magical defensive devices, including the following new items and armor special ability.

BRACELETS OF STONE		PRICE 26,760 GP
SLOT wrists	CL 9th	WEIGHT 4 lbs.
AURA moderate conjuration		
	These rugged stone armbands slip on easily and swiftly adjust to a size appropriate for the wearer. Once per day, the wearer can create a <i>wall of stone</i> up to 2 inches thick and 45 feet long (or 90 feet long, if the thickness is reduced to 1 inch). For the purpose of this effect, the <i>bracelets of stone</i> count as a stone surface that the <i>wall of stone</i> can merge with, and they magically provide the wearer the strength necessary to support any <i>wall of stone</i> so created. Thus, the wearer can create a bridge or wall in nearly any location as long as he is standing adjacent to a point where the bracelets can connect to it. If the bracelets are used this way, the wearer can't move from this space and is considered flat-footed during this time, but may end the effect as an immediate action (thus destroying the wall). If either bracelet is taken off or a portion of the wall is breached or destroyed, this effect immediately ends and the <i>wall of stone</i> crumbles to dust.	
CONSTRUCTION REQUIREMENTS		COST 13,380 GP
Craft Wondrous Item, <i>wall of stone</i>		


INFILTRATOR'S MAIL		PRICE 19,650 GP
SLOT armor	CL 7th	WEIGHT 30 lbs.
AURA moderate transmutation (see text)		
This dull black suit of +2 <i>scale mail</i> does not impose an armor check penalty on the wearer's Stealth checks, though other armor check penalties apply as normal. Additionally, <i>infiltrator's mail</i> reacts to <i>detect magic</i> as though it were nonmagical and, when worn, extends this effect to all other magic items worn or held by the wearer unless the viewer uses <i>identify</i> or a similar effect while examining the items.		
CONSTRUCTION REQUIREMENTS		COST 13,650 GP
Craft Magic Arms and Armor, <i>cat's grace</i> , <i>magic aura</i>		

MIND BUTTRESSING		PRICE +2 bonus
AURA faint abjuration	CL 12th	WEIGHT —
<i>Mind buttressing</i> armor grants the wearer a +2 resistance bonus on Will saves and renders her immune to possession and mental control (including charm and compulsion effects like <i>command</i> and <i>charm person</i>). If it's donned by a creature already under the influence of such an effect, the creature immediately receives another saving throw (if one was allowed to begin with) against the spell or effect. If the check is successful, the effects are suppressed until the creature removes the armor, after which they resume. This ability can be applied only to medium or heavy armor.		
CONSTRUCTION REQUIREMENTS		COST +2 bonus
Craft Magic Arms and Armor; <i>protection from chaos, evil, good, or law</i>		

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at Berdred's Armory.

Item	Price	Source
Agile half-plate	850 gp	UE 10
Alchemical grease	5 gp	UE 100
<i>Amulet of natural armor +1</i>	2,000 gp	UE 256
Armor ointment	30 gp	UE 102
<i>Defoliant polish</i>	800 gp	UE 291
Dwarven plate	15,675 gp	UE 126
Fire ward gel	150 gp	UE 100
<i>Ring of protection +1</i>	2,000 gp	UE 172
Smoked goggles	10 gp	UE 72
Swarmsuit	20 gp	UE 73

SHIELD OF COVERED RETREAT		PRICE 8,157 GP
SLOT shield	CL 8th	WEIGHT 10 lbs.
AURA moderate abjuration		
	A <i>shield of covered retreat</i> is a wide wooden kite shield emblazoned with the image of a mighty tree, the original design of which is thought to come from Nirmathas. Three times per day as a swift action, the bearer of this +1 <i>arrow deflection heavy wooden shield</i> can select a single square within 5 feet (including the square occupied by the bearer) and extend a barrier of protective force around the square that lasts for 1d4 rounds. The barrier appears as a shimmer in the air, but it does not impede vision, movement, or other actions. As long as this barrier is in place, the creature occupying the square can stand up from prone or leave the square without provoking attacks of opportunity, even if the square is threatened by another creature. Other actions provoke attacks of opportunity as normal. Large or larger creatures cannot benefit from this effect. A creature occupying the square is not hindered by the barrier and may make attacks of opportunity normally.	
CONSTRUCTION REQUIREMENTS		COST 4,157 GP
Craft Magic Arms and Armor, <i>shield</i>		

OTHER WAYS TO PAY

Berdred approves of customers who have a preference for adamantine, and she also seeks to understand how armor and shields fail in the field.

Crafted of the Best Material: Berdred reduces her prices for adamantine armor by 5% and marks her prices down by 5% for customers wearing adamantine armor (to a minimum selling price of 90% of standard value).

Ruined Defenses: In trade for broken armor and shields, Berdred provides store credit at half the base price (rather than half of only 75% of the base price), provided that the armor or shield was broken by a monster and the PCs can describe its destruction.

COLTAN'S FLOATING EMPORIUM

"Welcome aboard, mate. If yer needin' sailing supplies, you've come aboard the right ship. Have yourself a look 'round, and my crew will be happy to aid you. If yer here for trouble, on the other hand, I suggest you turn right about and get back to the docks before we have a problem."

COLTAN'S FLOATING EMPORIUM

Ex-Pirate-Owned Sailing Shop

Owner Captain Coltan Menedrid

Location various oceans and port cities (see the inside front cover)

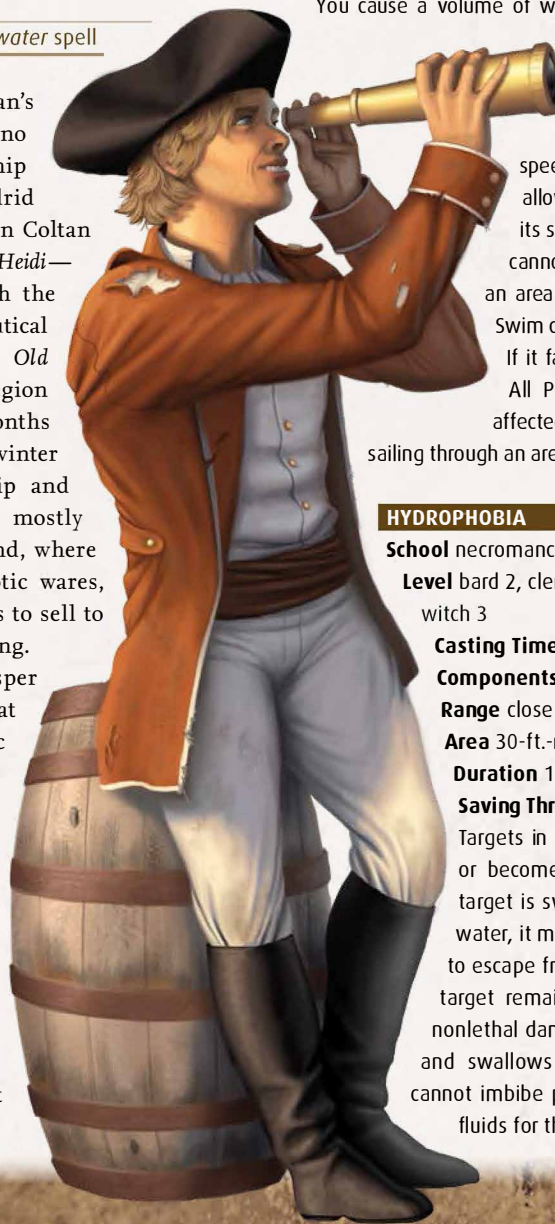
Mundane Wares dried fruits and meats, fishing gear, grog, lumber, pitch, pulleys, rope, sails

Magical Specialties divine potions, light blades, nautical gear

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
15,000 gp	110%	<i>Hydrophobia</i> spell
25,000 gp	100%	—
35,000 gp	90%	<i>Heavy water</i> spell

Unlike most storefronts, Coltan's Floating Emporium has no set location. Instead, the ship that Captain Coltan Menedrid pilots—an armed merchantman Coltan affectionately calls *Old Heidi*—doubles as a shop from which the captain peddles his various nautical wares and magical trinkets. *Old Heidi* travels the Inner Sea region via a steady route for 8 months out of the year. During the winter months, Coltan takes his ship and crew southward around the mostly uncharted shorelines of Garund, where he gathers all manner of exotic wares, spices, and one-of-a-kind relics to sell to Inner Sea merchants come spring.

His crew members whisper that Coltan was once a great pirate who wreaked havoc and plundered vast treasures throughout the Shackles, but the normally friendly captain becomes somber at any mention of his supposedly nefarious past. During clear nights when *Old Heidi* is at port, Captain Menedrid can sometimes be found slumped in the crow's nest of his beloved ship as he gazes at the stars.



NEW SPELLS

Captain Menedrid's elusive first mate, Winri Lemoore, can teach the following spells to Menedrid's best customers.

HEAVY WATER

School transmutation [water]; **Level** cleric 4, druid 4, ranger 4

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area cylinder of water (5-ft. radius/level, 30 ft. deep)

Duration 1 minute/level (D)

Saving Throw none (see text); **Spell Resistance** no

You cause a volume of water to become heavier than normal.

Swimming in or through such water requires a Swim check with a DC equal to the saving throw DC of this spell; even creatures with a swim speed must attempt this check. Success allows a creature to swim at up to half its speed as a full-round action; a creature cannot swim as a move action while in an area of *heavy water*. If a creature fails its Swim check by 4 or less, it makes no progress. If it fails by 5 or more, it goes underwater. All Perception checks to see through the affected water take a -10 penalty. All ships sailing through an area of *heavy water* move at half speed.

HYDROPHOBIA

School necromancy [emotion, fear, mind-affecting];

Level bard 2, cleric 3, druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft.-radius burst

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Targets in the area must succeed at a Will save or become deathly afraid of drowning. If the target is swimming or otherwise submerged in water, it must spend all of its efforts attempting to escape from the water. As long as an affected target remains in water, it takes 1d6 points of nonlethal damage each round as it thrashes about and swallows water. Even out of water, targets cannot imbibe potions or willingly interact with any fluids for the duration of this spell.

MAGIC ITEMS FOR SALE

The following armor special ability and new magic items are available for sale on Coltan's Floating Emporium.

BUOYANT		PRICE varies
Light armor or shield		1,000 GP
Medium or heavy armor		2,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint transmutation		

Buoyant armor and shields bestow no armor check penalty on Swim checks attempted by the wearer. All other armor check penalties apply as normal.

CONSTRUCTION REQUIREMENTS	COST varies
Light armor or shield	500 GP
Medium or heavy armor	1,000 GP

Craft Magic Arms and Armor, *water walk*

FLOATING SAIL		PRICE varies
SLOT none	CL 5th	WEIGHT varies
AURA faint transmutation		

This silk cloth is folded into a neat triangle and tied with a gold ribbon. If the command word is spoken, a *floating sail* unfurls up to its full size in an area chosen by the speaker and becomes a rigid sheet of cloth capable of supporting a large amount of weight. When the command word is uttered a second time, the *floating sail* folds up into a triangle in a space chosen by the speaker (this space must be one that the *floating sail* was touching while unfurled).

If the *floating sail* is bearing any weight when commanded to fold up, it collapses and takes the form of a normal silk sail; depending on whether the sail was placed on water, over a gap, or in a similarly perilous location, any creatures standing on it may become entangled in the sail, fall to their doom, or worse (at the GM's discretion, those who succeed at a Reflex save may avoid disaster). Similarly, a *floating sail* immediately collapses if its weight capacity is exceeded. A collapsed *floating sail* must be picked up and refolded by hand before it can be activated again.

Size	Weight	Capacity	Price
10-ft.-by-15-ft.	20 lbs.	800 lbs.	5,000 gp
15-ft.-by-30-ft.	25 lbs.	1,000 lbs.	15,000 gp
15-ft.-by-40-ft.	40 lbs.	1,250 lbs.	20,000 gp
20-ft.-by-50-ft.	50 lbs.	2,000 lbs.	32,000 gp

CONSTRUCTION REQUIREMENTS	COST varies
10-ft.-by-15-ft.	2,500 GP
15-ft.-by-30-ft.	7,500 GP
15-ft.-by-40-ft.	10,000 GP
20-ft.-by-50-ft.	16,000 GP

Craft wondrous item, *water walk*

SALINE PURGE		PRICE 900 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint conjuration		

The putrid concoction in this glass bottle smells foul and tastes worse. Anyone who drinks a dose of *saline purge* must

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at Coltan's Floating Emporium.

Item	Price	Source
<i>Aquatic cummerbund</i>	2,600 gp	UE 208
Block and tackle	5 gp	UE 60
<i>Bottle of air</i>	7,250 gp	UE 284
Compass	10 gp	UE 62
<i>Elixir of swimming</i>	250 gp	UE 295
Fishing net	4 gp	UE 64
<i>Pirate's eye patch</i>	2,600 gp	UE 227
<i>Ring of water walking</i>	15,000 gp	UE 177



succeed at a DC 14 Fortitude save or become nauseated for 1d4+1 rounds. Whether or not this save is successful, the imbibor is cured of any curses or poisons affecting him as his body purges the ill effects.

CONSTRUCTION REQUIREMENTS	COST 450 GP
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Craft Wondrous Item, *neutralize poison, remove curse*

SCAVENGER'S RING		PRICE 15,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate abjuration		



This polished iron band allows the wearer to walk along the ocean floor as easily as on dry land. The wearer of a *scavenger's ring* sinks to the bottom of any large body of water at a rate of 30 feet per round. Once on the body of water's floor, the wearer can move and act as though she were on land, allowing her to jump, roll, attack, and run as normal, although she cannot swim (nor can she control her ascent or descent underwater) as long as she wears the ring. As soon as the wearer removes the ring, she may swim as normal and is subject to all the normal penalties associated with underwater action. A *scavenger's ring* does not confer the ability to breathe while underwater.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Forge Ring, *freedom of movement*

OTHER WAYS TO PAY

PCs can impress Coltan in the following ways.

Captain's Honor: Coltan Menedrid respects fellow captains. PCs who own and pilot their own ships pay 10% less when buying wares from Coltan's Floating Emporium (to a minimum price of 90% of standard value).

Carpentry Lessons: Despite his prowess at sea, Captain Menedrid's carpentry skills are somewhat lacking. A PC who spends a day teaching Captain Menedrid about woodworking (which requires a successful DC 15 Craft [carpentry] check) can earn 100 gp in store credit. The DC of this check increases by 2 for each successful check so made.

DAWNFLOWER GOODS

“Welcome, pilgrims! May the blessings of the empyreal lords be upon you, and may the Dawnflower illuminate your endeavors. Just as each sunrise brings new light, so the arrival of stout souls such as yourselves brings new hope to a wounded world. What humble assistance may I provide?”

DAWNFLOWER GOODS

Provisioner of Religious and Faith-Based Tools

Owner Cessina Clarenroth

Location Nerosyan (Mendev)

Mundane Wares healing supplies, holy water, religious relics

Magical Specialties blessed weapons, curative magic, holy items and paraphernalia

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
20,000 gp	110%	Chivalry inquisition
40,000 gp	100%	—
60,000 gp	90%	Restoration inquisition



Situated in a row of shop fronts in the Mendevian capital of Nerosyan, Dawnflower Goods stands out for the distinctive sunbursts painted on its walls both inside and out. While the store primarily caters to followers of Sarenrae, holy symbols of many good and neutral religions hang beside the Dawnflower’s religious paraphernalia—as long as they serve in the fight against evil, all holy warriors can find something to suit their needs here.

The store’s proprietor, Cessina Clarenroth, is a cleric of Sarenrae. She’s wholly dedicated to defeating the demons of the Worldwound, and ministers to a small congregation of Sarenrae worshipers in her home above the shop.

NEW INQUISITIONS

Cessina initiates her most dedicated congregants and customers as inquisitors with the following new inquisitions (see *Pathfinder RPG Ultimate Magic*).

CHIVALRY INQUISITION

Deities: Erastil, Iomedae, Sarenrae, Torag.

Granted Powers: You embrace the spirit of chivalry, guarding your honor and training a noble mount.

Mount (Ex): This ability acts as the cavalier ability of the same name.

Faithful Steed (Su): At 8th level, when you use your judgment ability, your mount gains the benefit of one of your selected judgments. At 16th level, your mount gains the benefits of two of your selected judgments.

RESTORATION INQUISITION

Deities: Desna, Irori, Sarenrae, Shelyn.

Granted Powers: You are a healer, not just of people but also of sacred sites tainted by enemies of your faith.

Mend the Broken (Su): You can touch an object or creature as a standard action, healing it of 1d4 points of damage + 1 for every 2 inquisitor levels you possess. You can use this ability only on a broken object or a creature with fewer than half its maximum hit points. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cleanse Impurity (Su): At 8th level, choose an alignment (chaotic, evil, good, or lawful) that is opposite to one axis of your own. Once chosen, this cannot be changed. Add your Wisdom bonus on caster level checks to overcome the spell resistance of creatures with the chosen alignment subtype; dispel effects with the chosen alignment descriptor; and remove curses, diseases, and poisons. A neutral inquisitor gains only the bonus on caster level checks to remove curses, diseases, and poisons.

MAGIC ITEMS FOR SALE

Dawnflower Goods sells a variety of blessed tokens, magical and mundane healing supplies, and a few weapons specially crafted to fight demons.

CHANNELER'S ASPERGILLUM		PRICE
		36,305 GP
SLOT none	CL 9th	WEIGHT 4 lbs.
AURA moderate conjuration and necromancy		

This +1 *battle aspergillum*^{UE} has additional powers when filled with holy water or unholy water (filling it requires a move action). By swinging a filled *channeler's aspergillum* in an arc, the wielder affects up to nine creatures in a 30-foot cone as with *mass cure light wounds* (if the aspergillum is filled with holy water) or *mass inflict light wounds* (if the aspergillum is filled with unholy water). This action expends the holy or unholy water within.

If the wielder has the channel energy ability, she can also use a *channeler's aspergillum* to increase her effective cleric level by 2 for the purpose of channeling energy. Each time the wielder uses the channeler's aspergillum in this way, the holy water (for channeled positive energy) or unholy water (for channeled negative energy) stored in the aspergillum is expended.

Regardless of which of these ways the *channeler's aspergillum* is used, it can only be filled with holy or unholy water up to three times per day. A *channeler's aspergillum* can hold only one flask's worth of holy or unholy water at a time.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>mass cure light wounds</i> , <i>mass inflict light wounds</i> , creator must be able to channel energy	18,305 GP

HEALER'S BURNING GLASS		PRICE
		32,400 GP
SLOT none	CL 13th	WEIGHT 1/2 lb.
AURA strong conjuration		



The handle of this magnifying glass is shaped like a holy symbol of Sarenrae. When used to treat deadly wounds, the glass provides a +4 circumstance bonus on Heal checks. Once per day, it can be used to affect a touched creature with *regenerate* (as the spell). The user

must be in an area of bright light to use either function.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>regenerate</i>	15,000 GP

SACRIFICIAL SWORD		PRICE
		18,235 GP
SLOT none	CL 11th	WEIGHT 4 lbs.
AURA moderate conjuration		



This finely crafted +2 *bastard sword* has three blood-red gems embedded in its pommel. When the wielder kills a living creature (even herself) with the *sacrificial sword*, she can transfer the life force of that creature into the body of a dead or

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at Dawnflower Goods.

Item	Price	Source
<i>Bandages of rapid recovery</i>	200 gp	UE 220
<i>Celestial shield</i>	13,170 gp	UE 131
<i>Everflowing aspergillum</i>	7,805 gp	UE 154
<i>Healer's gloves</i>	2,500 gp	UE 238
Healer's kit	50 gp	UE 77
Holy symbol	Varies	UE 66
Holy text	Varies	UE 66
Holy water	25 gp	UE 107
<i>Incense of meditation</i>	4,900 gp	UE 304
<i>Malleable symbol</i>	10,000 gp	UE 309
<i>Phylactery of faithfulness</i>	1,000 gp	UE 252
<i>Potion of cure moderate wounds</i>	300 gp	—
<i>Restorative ointment</i>	4,000 gp	UE 317

dying ally up to 50 feet away as a swift action. The transferred life force acts as a *reach*^{APG} *breath of life* spell. Each time this ability is activated, all color drains from one of the embedded gems. When all three gems are clear, the *sacrificial sword* can no longer transfer life energy, but it can still be used as a +2 *bastard sword*.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Reach Spell ^{APG} , <i>breath of life</i>	14,215 GP

SAINT'S PROTECTION CHARM		PRICE
		1,500 GP
SLOT wrist	CL 3rd	WEIGHT —
AURA moderate conjuration		

A copper disc attached to this bracelet bears the image of a figure in religious garb. The wearer gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. These bonuses apply only against attacks made or effects created by extraplanar creatures.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item; <i>protection from chaos, evil, good, or law</i>	750 GP

OTHER WAYS TO PAY

Cessina is most accommodating toward fellow devotees and adventurers willing to recover sacred relics from old Sarkoris.

Congregants: Cessina offers an additional 5% discount (to a minimum selling price of 90% of standard value) to members of her congregation. PCs must attend at least one service each week they are in town to receive this discount.

Idols and Icons: Cessina is fascinated with the religion of old Sarkoris, especially the cults of the empyreal lords. She offers her wares in exchange for Sarkorian relics recovered from the Worldwound. A single large item or several smaller items could earn the PCs an amount of store credit equal to the standard amount given for an encounter of their average party level (see Table 12–5 on page 399 of the *Pathfinder RPG Core Rulebook*).

THE DIRTY TRAP

“No, no, no. You just don’t get it—that dirt is the key! Do you want a sparkly, spit-shined metal mouth stickin’ outta the weeds, warnin’ your prey to watch their step? Or do you want a dirty set of spikes hidden in the brush, lookin’ no different than the grass itself? I make ‘em dirty for a reason!”

THE DIRTY TRAP

Frontier Trading Post

Owner Thog Grogsplit

Location Eleder (Sargava)

Mundane Wares expedition supplies, mechanical traps

Magical Specialties magical traps, protective clothing

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
10,000 gp	110%	Wounding trap
25,000 gp	100%	Penetrating trap
50,000 gp	90%	Quicksand trap

A rusted bear trap hanging from a chain marks the door to the trading post known only as The Dirty Trap. Located in Eleder’s Portside district in the shadow of the city walls, The Dirty Trap hardly stands out among the various shops that line the street. At first glance, the wares inside seem neglected, many deeply crusted with dirt or rust. Yet closer inspection reveals all of the devices to be in fully working condition, a point the owner, Thog Grogsplit, prides himself on.

Thog’s customers come from all strata of society, from poor fur trappers to highborn big game hunters. Surveyors working for trading companies such as the Aspis Consortium or the Ivory Cross in Eleder buy supplies here, as do private adventurers in search of lost treasures in one of the region’s many jungles. Not just a supplier, Thog also buys the valuable raw materials that these explorers bring back from the wilderness.

NEW RANGER TRAPS

A patron who happens to spend enough

gold at The Dirty Trap might convince Thog to share his trapmaking skills. When a character could learn a new ranger trap (*Pathfinder RPG Ultimate Magic* 64), Thog can teach her one of the following. Ranger traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs one additional use of the trap ability).

PENETRATING TRAP* (EX OR SU)

Effect A ranger can only add this to a wounding trap. The damage die of a penetrating trap increases to 1d8. Choose either adamantine, cold iron, or silver. The trap counts as that material for the purposes of overcoming damage reduction. If this is an extraordinary trap, the ranger must provide 1 pound of the chosen material during the trap’s construction.

QUICKSAND TRAP (SU)

Effect The trap and all adjacent squares become quicksand (*Pathfinder RPG Core Rulebook* 427) as long as they contain loose sand or soil. The Swim DC to move in this quicksand is equal to the trap’s save DC, and the Swim DC to tread in the quicksand is equal to the trap’s DC – 5. The quicksand lasts for a number of rounds equal to the ranger’s level. When the effect ends, any creature still in the quicksand is returned to the surface prone.

WOUNDING TRAP (EX OR SU)

Effect This trap makes a melee attack against the target using the ranger’s base attack bonus + his Wisdom modifier for the attack roll. It deals an amount of damage equal to 1d6 + 1/2 the ranger’s level. The ranger chooses whether this damage is bludgeoning, piercing, or slashing. If this is a supernatural trap, the attack counts as magical for the purposes of overcoming damage reduction.

MAGIC ITEMS FOR SALE

The Dirty Trap specializes in magical traps and other equipment to aid both hunters and explorers.



EXPLORER'S PITH HELMET		PRICE 3,200 GP
SLOT head	CL 1st	WEIGHT 1 lb.

AURA faint abjuration



This colonial-style helmet protects the wearer from jungle nuisances. The wearer is affected by a constant *endure elements* effect (as the spell, hot weather only) and gains a +4 competence bonus on saving throws against the distraction ability of swarms. In addition, once per day the wearer can conjure an invisible porter that acts as either a *floating disk* or an *unseen servant* (wearer's choice).

CONSTRUCTION REQUIREMENTS	COST 1,600 GP
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Craft Wondrous Item, *endure elements*, *floating disk*, *hide from animals*, *unseen servant*

ORBICULAR SAC		PRICE 500 GP
SLOT none	CL 3rd	WEIGHT —

AURA faint conjuration



Breaking open this magically enhanced spider egg sac (a standard action) conjures a massive spider web in a square adjacent to the user. The web is 5 feet thick and up to 20 feet wide and high. The spider web is nearly invisible; spotting it requires a successful DC 20 Perception check in bright light. This DC increases by 4 for every step below bright light in which the spider web is placed. This effect otherwise acts as the *web* spell (DC 13). Alternatively, the user can enhance a web created by another *orbicular sac*. Each additional sac increases the duration of the web by 30 minutes and the Reflex and grapple DCs by 2 (maximum increase of +10).

CONSTRUCTION REQUIREMENTS	COST 250 GP
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Craft Wondrous Item, *invisibility*, *web*

POISON POPCUSHION		PRICE 700 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.

AURA faint conjuration (creation)

This squishy, gel-filled sack is the size of a fist, and its exterior is covered with countless tiny metal studs. When set on the ground or somewhere else within line of sight, a *poison popcushion* can be targeted with a melee or ranged attack (hardness 0, AC 7). A successful attack causes the *poison popcushion* to explode, sending a spray of needles everywhere within a 10-foot-radius burst and dealing 1d4+1 points of piercing damage to creatures caught in the area each round for 1d3 rounds. A successful DC 13 Reflex save halves this damage. Additionally, a *poison popcushion* can be loaded with an injury poison before it is placed. Fully loading a *poison popcushion* takes 3 doses of poison (not included in the price). In addition to dealing damage, a loaded *poison popcushion* affects struck creatures with the poison stored within, though the Fortitude save DC to save against this poison is 4 lower than the poison's usual DC.

CONSTRUCTION REQUIREMENTS	COST 350 GP
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Craft Wondrous Item, *arrow eruption*^{APG}

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at The Dirty Trap.

Item	Price	Source
Bear trap	2 gp	UE 76
<i>Belt of foraging</i>	6,000 gp	UE 208
<i>Boots of friendly terrain</i>	2,400 gp	UE 228
<i>Hunter's band</i>	11,000 gp	UE 252
<i>Iron bands of binding</i>	26,000 gp	UE 305
Kaava musk	40 gp	SLC 24
Snag net	30 gp	UE 37
Survival kit	Varies	UE 73
<i>Trapmaker's sack</i>	20,000 gp	ARG 137
<i>Trap-stealer's rod</i>	13,500 gp	UE 187

TROPHY BOX		PRICE 18,000 GP
SLOT none	CL 9th	WEIGHT 5 lbs.

AURA moderate conjuration

A *trophy box* is a 1-foot-wide clay box used to trap and release beasts too dangerous to confront directly. As soon as the *trophy box* is placed and the first command word is spoken, the trap is rigged to trigger whenever a Medium or larger animal comes within 20 feet of the box. The target must succeed at a DC 17 Will save or be drawn into an extradimensional space within the box, where it is held in a state of suspended animation for up to 24 hours. A *trophy box* can hold only one such victim at a time. The first command word can be used once per day.

If the second command word is spoken, any animal trapped within the *trophy box* appears adjacent to the box either immediately or when a Tiny or larger creature (other than the user) comes within 20 feet (user's choice). A creature within 20 feet that speaks the password (set when the box is first activated) does not trigger the box. If the user is within 50 feet of the released animal, she can control it for 1 minute after its release as the *dominate animal* spell. Otherwise, the released animal attacks the nearest creature for 1 minute, after which its normal instincts take over.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, *alarm*, *dominate animal*, *secret chest*

OTHER WAYS TO PAY

Most of Thog's regular customers pay in trade goods and services rather than coins.

Exotic Hides: For the hide of a magical beast, Thog offers an amount of store credit equal to the standard treasure value for a creature of that CR. A character must succeed at a Survival check (DC 20 + the creature's CR) to properly skin a magical beast. Even so, the manner of death may render the hide unsalable at the GM's discretion.

Guild Members: Thog supports groups that encourage exploration and exploitation of the surrounding region. Members of the Ivory Cross and the Pathfinder Society receive a 5% discount at The Dirty Trap (to a minimum selling price of 90% of standard value).

EARTH AND ORE SMITHY

“There’s nothing like the feel of a good weapon in your hand, whatever manner of beastie you’re facing. Dwarves love a heavy hammer or a sharp axe, but I’ve got weapons for noble elves and sneaky halflings too. Whatever your need, friend, I have just the right tool for you.”

EARTH AND ORE SMITHY

Genial Dwarven Blacksmith

Owner Krogar Geltheim

Location Highhelm (Five Kings Mountains)

Mundane Wares metal hardware, tools, weapons

Magical Specialties magic weapons, weapon enhancements

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
25,000 gp	110%	Anvil equipment tricks
50,000 gp	100%	—
100,000 gp	90%	—

Earth and Ore Smithy sits in an unobtrusive corner of Helmsborough in Highhelm, the subterranean capital of the Five Kings Mountains. Krogar Geltheim, its proprietor, works diligently each morning, the ringing of his hammer adding to the rhythm of industry echoing throughout Highhelm’s vaulted halls. In the afternoons,

Krogar enjoys the comfort of his well-appointed shop connected to his smithy. Although Krogar is an affable host, the ceiling of his shop is low, even for dwarven sensibilities, so many visitors find Krogar pleasant but his shop a bit claustrophobic.

NEW EQUIPMENT TRICKS

Krogar has discovered creative ways to put an anvil to work, even while adventuring. He teaches these anvil equipment tricks to his favorite customers. For convenience, the Equipment Trick feat (which first appeared in *Pathfinder Player Companion: Adventurer’s Armory*) is reprinted below.

EQUIPMENT TRICK (COMBAT)

Choose one piece of equipment, such as boots, a cloak, rope, a shield, or a heavy blade scabbard. You understand how to use that item in combat.

Prerequisite: Base attack bonus +1.

Benefit: You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You can gain the Equipment Trick feat multiple times. Each time you take the feat, it applies to a new type of equipment.

ANVIL EQUIPMENT TRICKS

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (anvil) feat. You may use these tricks with any anvil weighing 50 pounds or more.

Counterweight (Climb 5 ranks): You can use your anvil as a counterweight when you climb a rope or chain to reduce your Climb DC by 5.

Improve Armor (Craft [armor] 5 ranks): You can spend an hour with your anvil and a suit of nonmagical metal armor to temporarily increase the armor’s armor bonus by 1. This bonus ends after the next time the wearer is hit.

Quick Fix (Craft [any] 5 ranks): You can spend 1 minute with your anvil and a metal item with the broken condition to remove the broken condition from the item for 1 hour. The item does not recover any hit points, and at the end of the hour it regains the broken condition and loses an additional 1d6 hit points (unless properly fixed by then).

Smash Through (Improved Bull Rush): When you end your move adjacent to a closed door, you can open the door as part of your move action (instead of as a separate move



action) by smashing it with an anvil as you move. If the door is stuck or locked, you must succeed at a bull rush combat maneuver check that exceeds the door's break DC.

MAGIC ITEMS FOR SALE

Krogar loves crafting tools of any kind—especially weapons—and sells the following magic items and weapon special abilities at his shop.

LEGBREAKER		PRICE +2 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

A *legbreaker* weapon reduces the base land speed of a struck creature by 10 feet for 1d4 rounds. Multiple hits from a *legbreaker* weapon do not reduce a creature's land speed further, but they do extend the duration of the penalty. This speed penalty can be removed with a successful DC 15 Heal check. On a critical hit, in addition dealing critical damage and impeding the victim's speed, the wielder may perform a free trip combat maneuver against the struck creature. This ability can only be placed on bludgeoning melee weapons.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>touch of gracelessness</i> ^{APG}	

LIZARDMARKED BLADE		PRICE 15,715 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate transmutation		



The pommel of this +1 *shocking gladius*^E is shaped like the head of a lightning-breathing linnorm. The wielder automatically detects any electrical discharges within 100 feet, and as a move action can concentrate on a creature within 60 feet to determine whether it has a resistance or immunity to electricity damage.

Once per day, the wielder can speak the *lizardmarked blade's* command word to cause the weapon to deal damage as if it's one size category larger than it actually is (effectively increasing the gladius's damage die from 1d6 to 1d8). This lasts for 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 8,015 GP
Craft Magic Arms and Armor, <i>lead blades</i> ^{APG} , <i>lightning bolt</i>	

MARROWCRACKER		PRICE 28,312 GP
SLOT none	CL 9th	WEIGHT 5 lbs.
AURA moderate necromancy		



Marrowcracker is a +2 *mighty cleaving warhammer* with a haft carved to look like a stout femur. Whenever the wielder confirms a critical hit against

a corporeal creature with a skeletal system, the creature struck takes 1d4 points of Strength or Dexterity damage (wielder's choice).

CONSTRUCTION REQUIREMENTS	COST 14,312 GP
Craft Magic Arms and Armor, <i>calcific touch</i> ^{APG} , <i>divine power</i> , <i>ray of enfeeblement</i>	

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at Earth and Ore Smithy.

Item	Price	Source
Adamantine battleaxe	3,010 gp	UE 150
Anvil	5 gp	UE 76
Armor spikes	+50 gp	UE 10
Bladeguard	40 gp	UE 100
Dwarven dorn-dergar	50 gp	DOG 21
Dwarven urgrosh	50 gp	UE 27
Dwarven waraxe	30 gp	UE 27
<i>Earthenflail</i>	11,315 gp	UE 154
<i>Oil of returning weapon</i>	50 gp	UC 242
<i>Silversheen</i>	250 gp	UE 319
Weapon blanch	Varies	UE 105
Whetstone	2 cp	UE 75

RUSTING		PRICE +1 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

A weapon with the *rusting* special ability is so badly tarnished that no amount of cleaning can restore it. Although the weapon constantly sheds flecks of rust and corroded metal, it remains structurally sound. When the wielder confirms a critical hit with a *rusting* weapon, she can forgo any extra damage to instead deal normal damage to the target and affect the target or the target's armor with the *rusting grasp* spell. A *rusting* weapon cannot be used against unattended inanimate objects. A *rusting* weapon is immune to mundane or magical rust, including the attack of a rust monster.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>rusting grasp</i>	

OTHER WAYS TO PAY

Krogar is loyal to his city as well as his craft, and customers who know as much might strike a deal with the friendly dwarf.

Local Influence: Krogar was born and raised in Highhelm, and he appreciates adventurers who have done services for his beloved city. He provides a 5% discount to any PC that has performed a notable deed or service for one of Highhelm's public figures, including High King Borogrim the Hale or members of the city's high council (to a minimum selling price of 90% of standard value). For more information on the city of Highhelm, see *Pathfinder Campaign Setting: Castles of the Inner Sea*.

Ore Smelter: Krogar purchases raw ore and other workable materials (including unusual materials such as mithral, gold, and adamantine) at 60% of their typical selling price (rather than 50%). A PC who commissions a weapon made from material she provides to Krogar always pays 90% of the weapon's standard price.

THE LAUGHING SWORD

“Oh, I don’t consider myself a merchant. Not really. I’m a professional “fitter”—I connect things that fit together. I used to be a locksmith, matching keys to locks. I dabbled in clockworks, fitting together gears and springs. I even serve as a matchmaker from time to time. I do more than sell you my wares—I fit them to you.”

THE LAUGHING SWORD

Intelligent Magic Item Shop

Owner Peren Ambergross

Location Absalom (Absalom)

Mundane Wares legends, lore, stories

Magical Specialties intelligent magic items

Peren Ambergross is a slender gnome with sea-green hair and an assortment of cheap but tidy three-piece suits. Peren has a compulsion to “find a good fit” between items and people. Normally gregarious, the gnome becomes unusually evasive when questioned about the origins of the intelligent wares he sells at The Laughing Sword, a tidy shop in Absalom’s affluent Ivy District.

MAGIC ITEMS FOR SALE

Among the myriad of intelligent items for sale, the following can be purchased at The Laughing Sword.



CRUSADER’S SCABBARD

PRICE
8,500 GP

SLOT belt **CL** 7th **WEIGHT** 3 lbs.

AURA moderate transmutation

ALIGNMENT lawful good **SENSES** 60 ft.

INTELLIGENCE 10 **WISDOM** 12 **CHARISMA** 14 **EGO** 6

LANGUAGE speech (Common)

This *scabbard of vigor*^{APG} prominently bears the symbol of lomedae. Three times per day, the scabbard can cast *bless weapon* on any weapon sheathed within, but does so reluctantly on any weapon other than a longsword. While the user is in combat, the scabbard hurls threats of righteous retribution in a loud, clear voice as it attempts to demoralize opponents (Intimidate bonus of +7). The consciousness within the *crusader’s scabbard* is valorous and stridently condemns displays of cowardice or dishonesty.

CONSTRUCTION REQUIREMENTS **COST** 4,250 GP

Craft Wondrous Item, *bless weapon*, *greater magic weapon*

DISCOUNTS AT THE LAUGHING SWORD

Peren does not usually negotiate on his prices, claiming to have selected the price that is just right for the object. However, he takes the time to get to know his customers and provides a 10% discount on an item that he believes is the perfect fit for a customer’s personality or background. Peren’s concept of a suitable match isn’t simply identical alignment or concordant dispositions; in fact, he often pairs customers and items with complementary or contrasting personalities, so they can both learn from one another.





GOSSAMER SHROUDS OF THE CLAIRVOYANT		PRICE 20,150 GP
SLOT armor	CL 9th	WEIGHT 25 lbs.
AURA moderate conjuration and illusion		
ALIGNMENT chaotic neutral	SENSES 120 ft.	
INTELLIGENCE 14	WISDOM 10	CHARISMA 14 EGO 7
LANGUAGE speech (Auran, Celestial, Common)		

This sky-blue suit of *mistmail*^{APG} has the *glamered* armor special ability, and can once per day create a dramatic spectacle of twinkling lights, as the *rainbow pattern* spell. The armor is prone to dramatic soliloquies about its “prophetic visions” and “sight beyond the mystical veils”; however, it lacks actual divinatory powers.

CONSTRUCTION REQUIREMENTS	COST 10,075 GP
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Craft Magic Arms and Armor, *disguise self*, *obscuring mist*, *rainbow pattern*



SKULLDUSTER		PRICE 104,508 GP
SLOT none	CL 14th	WEIGHT 6 lbs.
AURA strong abjuration and conjuration		
ALIGNMENT neutral	SENSES 60 ft., darkvision	
INTELLIGENCE 12	WISDOM 16	CHARISMA 10 EGO 13
LANGUAGE speech (Common, Orc, Skald)		

This +2 *disruption morningstar*'s metal head resembles the face of a half-orc. The weapon can cast *remove paralysis* three times per day. *Skullduster* rarely speaks, and then usually only to utter grim predictions. The weapon craves the destruction of undead creatures, and it uses *death ward* at will so long as its owner diligently pursues this goal. If *Skullduster*'s owner ever parleys with an undead creature, the weapon withholds any further aid, grumbles constantly in Orc about treachery, and seeks a new owner.

CONSTRUCTION REQUIREMENTS	COST 52,408 GP
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Craft Magic Arms and Armor, *death ward*, *heal*, *remove paralysis*



HOLLIS'S LUCKY ROCK		PRICE 35,000 GP
SLOT none	CL 11th	WEIGHT —
AURA moderate enchantment and evocation		
ALIGNMENT neutral good	SENSES 120 ft.	
INTELLIGENCE 10	WISDOM 16	CHARISMA 14 EGO 10
LANGUAGE speech (Common, Halfling)		

This *stone of good luck* is weathered and resembles nothing so much as a hard piece of shale. The stone can cast *good hope* once per day, and its bearer gains a +2 insight bonus on saving throws against fear effects and effects with the emotion descriptor (*Pathfinder RPG Ultimate Magic* 137). The stone is very chatty, making friendly observations about its bearer and offering unsolicited advice about the bearer's current situation. The stone speaks with a slight drawl and uses simple words, but its advice is usually quite sound. Around obvious followers of Zon-Kuthon, the stone is instead silent and shudders slightly.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
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Craft Wondrous Item, *divine favor*, *good hope*



WARY RING		PRICE 14,600 GP
SLOT ring	CL 9th	WEIGHT —
AURA lawful neutral		
ALIGNMENT lawful good	SENSES 60 ft.	
INTELLIGENCE 12	WISDOM 15	CHARISMA 12 EGO 7
LANGUAGE empathy		

This relatively plain brass *ring of mind shielding* can read script in any language. The personality within the ring is distrustful of everyone, and it pesters its wearer with increasingly elaborate conspiracy theories. Because of its unrelenting paranoia, the ring provides its wearer with occasional well-timed guidance and can use *timely inspiration*^{APG} up to three times per day on the wearer.

CONSTRUCTION REQUIREMENTS	COST 7,300 GP
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Forge Ring, *nondetection*, *read magic*, *timely inspiration*^{APG}

MAGICKA ESOTERICA

“I, Aravor Telfetnicus, having gleaned the deepest arcane secrets from the hallowed halls of Scrivenbough, and having used dark divinations known to few mortals, have determined that one may find the blank spellbooks... in aisle the third, just past the feather tokens. Yes, over there. No, that's aisle two. Look—that's the one. Idiot barbarians.”

MAGICKA ESOTERICA

Perspicacious Purveyor of Arcane Vendibles

Owner Aravor Telfetnicus

Location Quantum (Nex)

Mundane Wares historical tomes, small familiars, spellbooks, spell components

Magical Specialties magical jewelry, rods, scrolls, staves, wands

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
25,000 gp	110%	Alchemical affinity arcane discovery
50,000 gp	100%	Resilient illusions arcane discovery
100,000 gp	90%	Infectious charms arcane discovery

Magicka Esoterica is a small shop located a mere jaunt away from Warlock's Walk in the center of Quantum. Unlike most of the city's other magic shops, which provide magical goods of middling quality to the droves of clueless academy students who reside in the city, Magicka Esoterica caters mostly to the faculty of those same adepts. Run by former universalist professor Aravor Telfetnicus, the shop is a haven for true arcanists looking for quality reagents, rare finds, and invaluable expertise.

While the quality of Magicka Esoterica's goods surpasses that of the other nearby shops' wares, the surly attitude and arrogant demeanor of its owner drive most would-be customers away. Aravor prefers to cultivate an air of exclusivity in the shop, and he treats everyone except his equally snooty friends like morlocks. Those wizards willing to endure Aravor's condescension are often rewarded with a variety of rare bargains in his shop.

NEW ARCANE DISCOVERIES

Aravor Telfetnicus may be a pompous retailer, but he's also quite a talented

arcanist. The ex-professor is willing to share a few of his personal arcane discoveries (see *Pathfinder RPG Ultimate Magic*) with visiting wizards if offered the right price... and a bit of flattery.

Alchemical Affinity: Having studied alongside alchemists, you've learned to use their methodologies to enhance your spellcraft. Whenever you cast a spell that appears on both the wizard and alchemist spell lists, you treat your caster level as 1 higher than normal and the save DC of such spells increases by 1. Additionally, you may copy spells from an alchemist's formula book into your spellbook just as you could with another wizard's spellbook. You must be at least a 5th-level wizard to select this discovery.

Infectious Charms: Your charms are so smooth that they're contagious. Anytime you target and successfully affect a single creature with a charm or compulsion spell and that creature is within 30 feet of another opponent, your spell has a chance of affecting the second creature as well. As a swift action immediately after affecting a creature with a charm or compulsion spell, you can cause the spell to carry over to the nearest creature within 30 feet. The spell behaves in all ways as though its new target were the original target of the spell. You must be at least an 11th-level wizard to select this discovery.

Resilient Illusions: You are able to conjure illusions so lifelike that they defy disbelief. Anytime a creature tries to disbelieve one of your illusion effects, make a caster level check. Treat the illusion's save DC as its normal DC or the result of the caster level check, whichever is higher. You must be at least an 8th-level wizard to select this discovery.

MAGIC ITEMS FOR SALE

Magicka Esoterica has all manner of wizardly items, including the following uncommon Nexian pieces.



ARCANE BATTERY		PRICE 22,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate evocation		



An *arcane battery* is a fist-sized lead container—typically a sphere, pyramid, or cylinder—that stores magically treated saltwater. When affixed to the head of a magical staff with the attached lashings, an *arcane battery* increases the maximum number of charges the staff can hold to 11 (instead of 10). An attached *arcane battery* also allows the wielder of a staff to imbue a staff with up to two charges per day. In order to do so, the wielder must expend two prepared spells or spell slots that meet the prerequisites for recharging a staff.

A staff may only have a single *arcane battery* attached to it, and an *arcane battery* must be adjoined to a staff for 24 hours before its powers are attuned to the staff. If an *arcane battery* is removed from a staff by the staff's wielder, it must be reattached and remain so for 24 hours before it's attuned again.

CONSTRUCTION REQUIREMENTS	COST 11,000 GP
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Craft Wondrous Item, *imbue with spell ability*

ELEMENTAL STORING STONE		PRICE 900 GP
SLOT none	CL 3rd	WEIGHT 1/2 lb.
AURA faint evocation		

This small stone appears to be a normal river rock shot through with veins of white marble. At the beginning of each day, an *elemental storing stone* activates and can begin storing elemental energy. If the wielder of the stone takes 10 or more points of a single type of energy damage (acid, cold, electricity, fire, or sonic), the stone becomes charged with that energy. A charged *elemental storing stone* can be used to launch a single ray attack of the energy type stored within. The ray is a ranged touch attack with a range of 60 feet that deals 2d6 points of damage on a successful hit. An *elemental storing stone* may be used once per day. If the stone is charged and not used by the beginning of the next day, the charge is wasted and the stone must be charged again to function.

CONSTRUCTION REQUIREMENTS	COST 450 GP
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Craft Wondrous Item, *elemental touch*^{APG}

SPELL-CAPTURING GEM		PRICE 5,000 GP
SLOT none	CL 13th	WEIGHT —
AURA strong abjuration		



A *spell-capturing gem* appears as a small chunk of azurite, lapis lazuli, or turquoise. This small blue gem is imbued with the power to capture a spell and make it available for later use. Once activated, a *spell-capturing gem* waits indefinitely for its owner to successfully counterspell a spell by using either *dispel magic* or other means. The gem's owner may

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at Magicka Esoterica.

Item	Price	Source
Bat	5 gp	UE 80
Blank spellbook	15 gp	UE 79
Feather token	Varies	UE 297
Lesser metamagic rod	Varies	UE 187
Mithral cauldron	1,251 gp	UE 61
Raven	2 gp	UE 85
Ring of protection	Varies	UE 172
Rod of ice	8,500 gp	UE 182
Spell component pouch	5 gp	UE 79
Staff of minor arcana	8,000 gp	UE 198
Wand of cure light wounds	750 gp	UE 383

then choose to capture the foiled spell in the gem, where it remains for a number of days equal to the owner's caster level minus the spell's spell level, minimum 1 day. (For example, if a 10th-level spellcaster successfully dispels and captures a *fireball* spell with this item, the spell could remain in the gem for up to 7 days.) At any time during that period, the wielder of the gem may use it to cast the captured spell, regardless of whether she would normally be able to do so. A spell cast in this way uses the minimum caster level necessary to determine all level-dependent effects.

A *spell-capturing gem* is a single-use item. Once the captured spell has been released or once the storage duration of the gem is reached, the gem loses its sheen and turns gray, becoming a worthless pebble.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, *spell turning*

OTHER WAYS TO PAY

Aravor is always on the lookout for curious items and people to keep the drudgery of shopkeeping at bay.

Ancient Relics: Aravor is a retired professor and specialized in dead civilizations; he's always on the lookout for relics of Ninshaburian, Thassilonian, or Azlanti origin. Such items need not be magical—Aravor is also interested in studying ancient pottery, historical tomes, and mundane weaponry. He pays full price for authentic relics from these ancient civilizations, up to 25,000 gp worth of relics per week.

Wizardsly Companionship: Beneath his condescending exterior—or perhaps because of it—Aravor is a very lonely man. He yearns for a companion with whom to share his arcane secrets, and is grateful to anyone able to find someone who can match his caustic wit. If the PCs manage to find a compatible friend or possible love interest who agrees to have dinner with Aravor, they receive a 10% discount on their next purchase (to a minimum selling price of 90% of the standard value).

OULUR'S ALCHEMICAL WARES

"What, that? Don't mind that! It's supposed to explode. My wares are guaranteed to function as intended, and that one was definitely intended to go off at the slightest touch. I'm, uh, surprised you didn't know that! You call yourself an alchemist?"

OULUR'S ALCHEMICAL WARES

Journeyman's Alchemy Supply Store

Owner Hesam Oulur

Location Merab (Thuvia)

Mundane Wares alchemical items, lab equipment, raw alchemical reagents

Magical Specialties magical alchemy tools, protective aids

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
2,500 gp	110%	Directed bomb discovery
5,000 gp	100%	Healing bomb discovery
20,000 gp	90%	Elemental mutagen discovery



Vendors of alchemy and of magic are far from unknown in Merab, but Oulur's Alchemical Wares is unusual in that it combines these two disciplines. Oulur's sells both alchemical items and the tools to create them, and the arcane devices here cater to alchemists, whether novice or expert. Bottles and vials are arranged haphazardly on the store's shelves; remedies for ailments may be stocked next to deadly acids, and explosive thunderstones lie next to delicate glassware. Only the scatterbrained (and self-taught) Oulur himself understands his unfathomable sorting method.

For more information on the city of Merab, see *Pathfinder Player Companion: People of the Sands*.

NEW DISCOVERIES

Hesam is willing to teach the following discoveries (*Advanced Player's Guide* 28) to regular customers who share his enthusiasm for alchemy. Discoveries that modify bombs marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

Directed Bomb: The alchemist can cause his bombs to splash in a 15-foot cone instead of a 5-foot-radius burst. The alchemist chooses the direction of the cone. If the attack misses, roll an additional 1d8 to determine the direction of the blast from where the bomb lands. This discovery can't be combined with the explosive bomb discovery.

Elemental Mutagen: The alchemist chooses an element (air, earth, fire, or water). Whenever the alchemist imbibes a mutagen, he gains resistance 5 to the associated energy type and a +2 competence bonus on an associated skill check. This resistance increases by 5 and the competence bonus by 2 for each of the following discoveries the alchemist possesses: grand mutagen, greater mutagen, and true mutagen.

The elements and their associated energies and skills are air (electricity, Fly), earth (acid, Climb), fire (fire, Acrobatics), and water (cold, Swim). An alchemist can select this discovery up to four times, but must choose a different element each time. An alchemist can gain the benefits of only one elemental mutagen at a time, selected when he imbibes the mutagen.

Healing Bomb*: When the alchemist creates a bomb, he can choose to have it heal damage instead of dealing it. Creating a healing bomb requires the alchemist to expend an infused extract (*Advanced Player's Guide* 31) or potion containing a cure spell. A creature that takes a direct hit from a healing bomb is healed as if she had imbibed the infusion or potion used to create the bomb. Creatures in the splash radius are healed for the minimum amount of damage the cure spell is capable of healing. A healing bomb damages undead instead of healing them.

MAGIC ITEMS FOR SALE

Oulur's Alchemical Wares sells all manner of magic items that pertain to alchemists and their craft, as well as a new armor special ability.

COPYCAT SIPHON		PRICE 1,800 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint illusion		



A *copycat siphon* is a simple-looking metal tube that can be connected to two flasks, bottles, beakers, or vials of standard size. Three times per day while two containers are connected to a *copycat siphon*, the user can speak the item's command word while pouring a liquid (including magical liquids like potions or elixirs) into one of the containers. In doing so, the other container attached to the siphon also fills up with an exact replica of the poured liquid, appearing to all normal senses (including touch, smell, taste, and sight) as if it were an exact copy of the original liquid. However, when imbibed, the copy acts only as fresh water, and has none of the other effects of the original liquid. The created liquid registers to *detect* spells as if it were the original liquid (as the *magic aura* spell, Will DC 14).

CONSTRUCTION REQUIREMENTS	COST 900 GP
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Craft Wondrous Item, *create water*, *magic aura*, *major image*

HOMUNCULUS CLAY		PRICE 4,100 GP
SLOT none	CL 11th	WEIGHT 1 lb.
AURA moderate transmutation		

If a mutagen is poured onto this fist-sized lump of dry clay (a standard action that provokes attacks of opportunity), it transforms into a homunculus. It treats the alchemist who provided the mutagen as its creator. The homunculus gains the benefits of the mutagen. For every 2 points its Constitution would be increased, it instead gains 1 additional hit point per Hit Die and a +1 bonus on Fortitude saves, and the DC of its poison increases by 1. When the effect of the mutagen ends or the homunculus is slain, it reverts to a lump of clay that can be used again at a later time. If the *homunculus clay* is broken or destroyed in its inactive form, it is forever ruined.

CONSTRUCTION REQUIREMENTS	COST 2,050 GP
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Craft Construct, Craft Wondrous Item, *animate objects*, *arcane eye*, *mending*, *mirror image*, creator must have 2 ranks in Craft (alchemy) and 2 ranks in Craft (sculptures)

REBOUNding		PRICE +1 bonus
SLOT none	CL 5th	WEIGHT —
AURA faint abjuration		

A *rebounding* shield provides an additional +2 enhancement bonus to AC against thrown weapons, and it adds its total enhancement bonus to the wielder's touch AC against splash weapons. If an opponent targets the wielder of a *rebounding* shield with a splash weapon and misses, the wielder may choose the misdirection of the splash weapon.

ALSO FOR SALE

In addition to the new magic items in this section, Hesam sells a variety of alchemical equipment and creations, including the following.

Item	Price	Source
Acid	10 gp	UE 106
Admixture vial	5,000 gp	UE 276
Alchemist's fire	20 gp	UE 106
Alchemy crafting kit	25 gp	UE 76
Fire ward gel	150 gp	UE 100
Formula alembic	200 gp	UE 299
Hybridization funnel	200 gp	UE 304
Portable alchemist's lab	75 gp	UE 79
Preserving flask	Varies	UE 316
Tangle bolt	226 gp	UE 162
Volatile vaporizer	Varies	UE 324

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *shield*

THOQUA SNAKE		PRICE 750 GP
SLOT none	CL 5th	WEIGHT —
AURA faint conjuration		



When burned, this firework produces smoke as a smokestick. It also expands into a tube of ash that, after 1 round, takes the form of a thoqqua (*Pathfinder RPG Bestiary 2* 262). The thoqqua attacks the user's opponents to the best of its ability. If the user speaks Ignan,

she can direct the thoqqua to not attack, to attack particular enemies, or to perform other actions. After 5 rounds or when it is reduced to 0 hit points (whichever comes first), the thoqqua collapses into a pile of nonmagical ash.

CONSTRUCTION REQUIREMENTS	COST 375 GP
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Craft Wondrous Item, *summon monster III*

OTHER WAYS TO PAY

Ever busy in his shop, Hesam needs agents to bring him materials and deliver his finished goods.

Deliveries: Hesam offers the PCs store credit equal to the gp value of an encounter at their average party level (see Table 12–5 on page 399 of the *Pathfinder RPG Core Rulebook*) if they agree to make an important delivery to a customer within the city of Merab or beyond. These deliveries are rarely as easy as Hesam implies, as his clients can be as volatile as his wares.

Rare Plants: Hesam may periodically send the PCs on missions to retrieve rare and delicate plants from exotic lands. Extracting such plants (which are typically guarded by beasts or foes) requires a successful DC 20, 25, or 30 Knowledge (nature) or Profession (herbalist) check, depending on the nature of the plant. In exchange for these plants, Hesam grants 500 gp, 1,000 gp, or 2,500 gp in store credit respectively.

THE RUSTY GLOVE

“Yeah, the engineers of the Gunworks and them dwarves at Dongun Hold might fool you into believin’ they know all the secrets of black powder, but they don’t see even half the guns that come out of Alkenstar. There’s gear here beyond even the technomancers’ wildest dreams if you know where to look. And I know where to look.”

THE RUSTY GLOVE

Barkeep-Owned Gun Shop

Owner Bruner Derwel

Location Alkenstar (Mana Wastes)

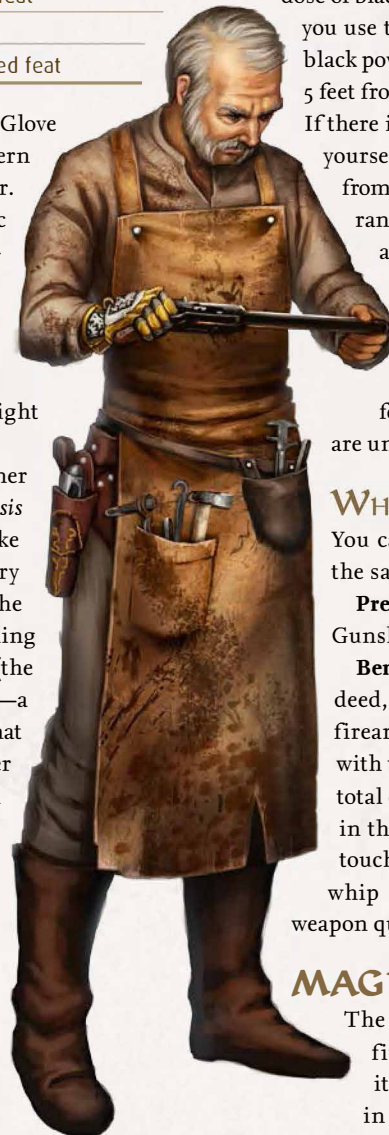
Mundane Wares ale and spirits, ammunition, firearms, gunsmithing tools, spare parts

Magical Specialties bulletproof armors, explosive armaments, multipurpose handguns

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
20,000 gp	110%	Whip-Shot Deed feat
40,000 gp	100%	—
60,000 gp	90%	Blowout Shot Deed feat

From the outside, the famed Rusty Glove seems little more than a rundown tavern in Alkenstar’s grimy Ferrous Quarter. Its ramshackle facade belies the chaotic splendor to be found within, however—all manner of brass cogs, clockwork wheels, and broken firearms hang from every wall. In the middle of the sizable common room stands an enormous furnace that remains lit day and night during Alkenstar’s harsh winters.

The Rusty Glove is named after Bruner himself, who sports a *clockwork prosthesis* where his right hand was. “A keepsake from an old friend,” he says with a wry grin to anyone who inquires about the weathered armament. In addition to selling Alkenstar ice wine, ale, and other spirits (the most popular of which is the house brew—a concoction with the consistency of oil that Bruner slyly calls “gear grog”), Bruner trades in firearms and spare firearm parts. His staid business partner, Ashina Croves, serves as the tavern’s barkeep. Ashina is also a talented *clockwork prosthesis* crafter, merchant, and installer, and for the right price she takes patrons into the back room to equip them with her own brand of mechanical limbs—brass and steel-colored contraptions stamped with an ornate “AC” maker’s mark.



NEW FEATS

Bruner was a talented gunslinger before he became a merchant. He offers to teach the following new grit feats to his favorite customers as long as they know how to properly wield a firearm.

BLOWOUT SHOT DEED (GRIT)

By using a specially prepared mix of reagents, you can create concussive blasts with your firearm.

Prerequisites: Craft (alchemy) 3 ranks, grit class feature or Amateur Gunslinger^{UC} feat.

Benefit: Spend 1 grit point to retrieve a specially prepared dose of black powder from your person. The next time you use the firearm you’ve loaded with this special black powder, the concussive blast knocks you back 5 feet from the direction at which you were aiming. If there is no available space behind you, you brace yourself against the obstacle and do not move from your square. Any creatures within the first range increment of the firearm struck by this attack take damage as normal and must succeed at a Reflex save (DC = 10 + 1/2 your gunslinger level + your Int modifier) or be pushed back 10 feet. Creatures within two range increments are pushed back 5 feet, while creatures farther away than this are unaffected by the concussive blast.

WHIP-SHOT DEED (GRIT)

You can fire your weapon and strike with it at the same time.

Prerequisites: Grit class feature or Amateur Gunslinger^{UC} feat, pistol-whip deed.

Benefit: Whenever you use your pistol-whip deed, you can fire a single bullet from your firearm at the same time that you strike a foe with the butt of your firearm. You must spend a total of 2 grit points to use the pistol-whip deed in this way, and must still succeed at a ranged touch attack against the target of your pistol-whip deed to hit. You cannot use the scatter weapon quality of a firearm when you use this feat.

MAGIC ITEMS FOR SALE

The Rusty Glove has a place for all manner of firearms, magical or not, as well as magic items and weapon special abilities that aid in the use of these volatile instruments.

CLOCKWORK PROSTHESIS		PRICE 6,400 GP
SLOT none	CL 13th	WEIGHT 25 lbs.
AURA strong conjuration and transmutation		



Accidents are common in the City of Smog, and in a place where healing magic is distrusted at best and haphazard at worst, amputation is often the only remedy for a mangled hand or smashed leg. For those who can afford them, *clockwork prostheses*—miraculous metallic extremities fused with a small amount of primal magic—offer an elegant solution to missing limbs.

Once purchased, a *clockwork prosthesis* is attached to the area where a limb once was—a prosthesis can't be added in addition to an already existing limb. Only humanoid creatures can equip themselves with *clockwork prostheses*, which must be installed by a trained prosthesis merchant. As a *clockwork prosthesis* is installed (a process that takes no less than 1 hour), the bearer must succeed at a DC 18 Fortitude save or the prosthesis doesn't take hold. Either way, the bearer takes 2 points of Constitution damage from the surgery. *Clockwork prostheses* commonly come in two types—arms and legs.

Clockwork Arm: A *clockwork arm* allows its bearer to lift up to 1-1/2 times his maximum load over his head. A humanoid with two *clockwork arms* can lift up to twice his maximum load over his head. In addition, a *clockwork arm* allows its bearer to deal lethal damage rather than nonlethal damage with an unarmed strike and provides a +10 bonus to its bearer's CMD against attempts to disarm a weapon held in that hand. For the appropriate price, a clockwork arm can be enchanted with any weapon special ability so long as the ability can be applied to unarmed attacks.

Clockwork Leg: A *clockwork leg* allows its bearer to lift up to 2-1/2 times his maximum load off the ground (instead of double). A humanoid with two *clockwork legs* can lift up to 3 times his maximum load off the ground and stagger around with it. In addition, each installed *clockwork leg* grants its bearer a +4 bonus to CMD against trip and bull rush attempts.

The *clockwork prostheses* detailed here are only the most common types of *clockwork prostheses*. Other, more specialized *clockwork prostheses* capable of transforming into firearms, pinning opponents, and even channeling magical energy are also rumored to exist.

CONSTRUCTION REQUIREMENTS	COST 3,200 GP
Craft Wondrous Item, <i>bull's strength</i> , <i>regenerate</i> , creator must have 8 ranks in Craft (clockwork)	

LOUDSHOT PISTOL		PRICE 10,530 GP
SLOT none	CL 3rd	WEIGHT 4 lbs.
AURA faint necromancy		

This brass-colored +1 *double-barreled pistol* has a dark oaken grip and ornate musical motifs etched into the entire surface. Three times per day, when the wielder fires a *loudshot pistol* at a creature within 20 feet, she can command the pistol to

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at The Rusty Glove.

Item	Price	Source
Alchemical cartridges	Varies	UE 42
Black powder keg	1,000 gp	UE 43
<i>Dry load cartridge</i>	30 gp	UE 140
Fire lance	25 gp	UE 45
Firearm bullet	1 gp	UE 45
Gear grog	5 sp	—
Gunslinger's kit	26 gp	UE 65
Gunsmith's kit	15 gp	UE 65
Pistol	1,000 gp	UE 46



emit a sonic boom at the creature, permanently deafening it if it fails a DC 13 Fortitude save. If the wielder fires both barrels of this pistol in the same round she commands it to deafen a creature, the DC of the Fortitude save

increases to 15. If the wielder is a gunslinger with the pistol-whip deed, she can also command a *loudshot pistol* to deafen the creature she is pistol-whipping. This counts toward the total number of times per day she can use this ability with the pistol.

CONSTRUCTION REQUIREMENTS	COST 6,290 GP
Craft Magic Arms and Armor, <i>blindness/deafness</i> , crafter must be a gunslinger with the pistol-whip deed	

PENETRATING		PRICE +2 bonus
SLOT none	CL 9th	WEIGHT —
AURA moderate evocation		

This weapon special ability can only be placed on ammunition. A creature struck by a piece of *penetrating* ammunition must succeed at a DC 17 Fortitude save or the ammunition proceeds to travel into another creature in line. The attacker must be able to trace a line starting at her space and passing through both targets to make this additional attack. The second attack is made at a -4 penalty, in addition to any modifiers for added range.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Wondrous Item, <i>mirror strike</i> ^{UC}	

OTHER WAYS TO PAY

Bruner is always in need of more scrap, and he's got a soft spot for individuals who share his handicap.

Prostheses: For every prosthesis a character possesses, Bruner marks his prices down for that PC by 2% (to a minimum selling price of 90% of standard value).

Scrap Materials: Bruner's associates in Alkenstar can make good use of scrap metal by melting it down and selling the ingots. For every 100 pounds of scrap metal brought to Bruner, he gives the party 1,000 gp in store credit.

THE SECRET HEARTH

“Welcome. Have a look around. Of course, please understand this is neutral territory—whatever issues you have with the other patrons must be left outside. If you find yourself unable to follow this simple rule, you’ll have to deal with my friends over there, and I assure you, they’re a lot less forgiving than I.”

THE SECRET HEARTH

Inconspicuous Black Market Stall

Owner Rahanet Nahurr

Location Katapesh (Katapesh)

Mundane Wares contracts for hire, drugs, poisons, prostitution, thieves’ tools, weapons

Magical Specialties assassination equipment, diabolic contracts, poison aids, potions

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
30,000 gp	110%	<i>Imbue with addiction</i> spell
60,000 gp	100%	<i>Blood boil</i> spell
90,000 gp	90%	—

Even by the standards of Katapesh, some stores’ wares are too nefarious to be sold under the light of day. Such is the case of The Secret Hearth, one of the many hidden shops operated among Katapesh’s infamous black market known as the Nightstalls. The Secret Hearth’s proprietor, Rahanet Nahurr, is a mid-ranking member of the city’s renowned Poison Makers’ Guild, and her potent toxic goods are proof that her status in that organization is no mistake.

Access to The Secret Hearth is controlled through a passage behind the kitchen fireplace in a seedy, nameless tavern along the banks of the River Scorpis. One must have an invitation or otherwise be recognized by the cook—a burly, mute gnoll with a temper as short as the burnt hairs on his back. The passage leads deep under the city, to an abandoned tunnel complex. Here, business is booming at all hours of the day and night.

NEW SPELLS

Rahanet has numerous connections, especially among spellcasters interested in nefarious acts; she can arrange for the following spells to be taught to her favorite customers.

BLOOD BOIL

School necromancy; **Level** magus 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

Range touch

Target one living creature

Duration 3 rounds

Saving Throw Fortitude negates (see text); **Spell**

Resistance yes

The temperature of the target creature’s blood (or other similar body fluid) begins to rise over the next 3 rounds during the caster’s turn. Each round starting with the first, the target creature attempts a new saving throw at the start of the caster’s turn to resist that round’s effect. A successful save does not end the spell effect, but does prevent that round’s effect. On the round that this spell is cast, the target becomes fatigued. On the next round, as the blood temperature begins to rise, the target’s capillaries burst, dealing 1d6 points of Constitution damage to the target. On the third and final round, the target’s blood begins to boil; the spell deals 1d6 points of damage per caster level (to a maximum of 15d6), and—if the target is still alive—the target becomes exhausted rather than fatigued.

IMBUE WITH ADDICTION

School transmutation; **Level** alchemist 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a dose of an addictive drug or substance)

Range touch

Target one living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

The target immediately becomes addicted to the drug used during the casting of the spell (see pages 236–237 of the *Pathfinder RPG GameMastery Guide* for rules on drugs and addiction). If the target was ever addicted to the drug at any point in the past, it takes a –4 penalty on its saving throw.

MAGIC ITEMS FOR SALE

The Secret Hearth has several items ideal for those who rely on stealth or guile for survival, as well as a new weapon special ability.



MURDERER'S SILENCE		PRICE 900 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint conjuration		

In magical societies, *speak with dead* has captured many a murderer, and so this serum was invented by assassins to silence their victims. *Murderer's silence* prevents a corpse from communicating via *speak with dead* by dissolving the victim's vocal organs. To use this item, the thick black liquid must be slowly poured down the throat of the corpse (a full-round action that provokes attacks of opportunity). The following round, the corpse's tongue, vocal cords, and lips deteriorate and the corpse becomes incapable of responding to *speak with dead*. Other means of interrogating the spirit of the departed still function normally. The price listed is for a single dose.

CONSTRUCTION REQUIREMENTS	COST 450 GP
Craft Wondrous Item, <i>contagion</i>	

POISON VIAL OF DISTANCE		PRICE 3,000 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint necromancy		

Favored by assassins, this magical vial allows the application of poisons at a range of up to 30 feet. The poison must be supplied, and must be a contact or ingested poison. The user adds the poison to the vial and then shakes it in the direction of the item or creature she wishes to affect, making a ranged touch attack (a *poison vial of distance* provides a +4 circumstance bonus on this roll). If the attack is successful, the poison is successfully delivered to the object or creature intended.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>mage hand</i>	

QUICK ACTION SLIPPERS		PRICE 10,000 GP
SLOT feet	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		



The wearer of a pair of *quick action slippers* may stand up from prone as a free action. Such movement still provokes attacks of opportunity as normal. If the wearer has the stand up rogue talent, the act of standing up

from prone no longer provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>haste</i> , creator must have the stand up rogue talent	

SCABBARD OF TRUE DEATH		PRICE 32,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint necromancy		



Whenever an assassin draws a weapon from the *scabbard of true death* and makes a successful death attack against her target, the DC of her true death ability increases by 4.

ALSO FOR SALE

In addition to the magic items presented in this section, the following can be purchased at The Secret Hearth.

Item	Price	Source
Assassination contract	Varies	—
Brass knuckles	1 gp	UE 24
Ear trumpet	5 gp	UE 63
<i>Plague rat belt</i>	5,200 gp	UE 213
Poisons	Varies	UE 111
<i>Quickchange cloak</i>	1,500 gp	UE 267
Repeating hand crossbow	800 gp	UE 35
<i>Slaying arrow</i>	2,282 gp	UE 160
Skeleton key	85 gp	UE 72
Thieves' tools	30 gp	UE 79

Rahanet also sells slaves; their price varies depending on their training and intended purpose.

In addition, regardless of whether the wielder has levels in the assassin class, the wielder gains the bleeding attack rogue talent as though she had a sneak attack that dealt 1d6 points of damage (thus, attacks that qualify as sneak attacks deal 1 point of bleed damage); if the wielder already has the bleeding attack rogue talent, the bleed damage caused by that talent is increased by 1.

CONSTRUCTION REQUIREMENTS	COST 16,000 GP
Craft Wondrous Item, <i>bestow curse</i> , creator must have the bleeding attack rogue talent	

SNIPING		PRICE +2 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

This special ability can only be placed on ranged weapons. Whenever the wielder attempts to make a sneak attack with a *sniping* weapon, the maximum distance she can be from her target increases to 45 feet. This ability does not stack with other abilities that increase the distance at which a ranged sneak attack may be made.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>longshot</i> ^{MC}	

OTHER WAYS TO PAY

Rahanet Nahurr has all she could possibly want, yet she has many jobs that need doing and she is still vain enough to accept gifts.

Assassination Contracts: Rahanet can hire the PCs to perform personal assassination jobs for her. Rather than accepting payment as normal, PCs can opt to perform these jobs for store credit, earning 120% of the normal rate.

Lotus Flowers: Nahurr's favorite perfume is made by extracting the nectar from lotus flowers. She uses the scent as a perfume on her body, and also around her abode and in her carriage. For every 10 pounds of lotus flowers brought to The Secret Hearth, Nahurr gives PCs 100 gp in store credit.

STRONGSWILL'S TRICKS & TOOLS

"I know your type. You're the type who likes to make things easier for yourself. Your neighbor has nicer things than you, and that's just not right. Your enemies show their arrogant faces around you, and that's also not right. You need tools to remedy these wrongs, and in that regard, I have some good news for you right behind this counter."

STRONGSWILL TRICKS & TOOLS

Devices for Unscrupulous Individuals

Owner Lady Strongswill

Location Pitax (River Kingdoms)

Mundane Wares disguise kits, poisons, thieves' tools

Magical Specialties piercing weapons, stealth gear, surveillance equipment

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
10,000 gp	110%	—
30,000 gp	100%	Sneaky maneuver rogue talent
50,000 gp	90%	Hamstring strike advanced rogue talent

Strongswill's Tricks & Tools is located in the heart of Troutmouth in Pitax's harbor district. This den of iniquity is run by Lady Strongswill, a masked bandit of notable skill whose true identity is rumored to be known to none. Some claim she was a Kellid warlord who was exiled for breaking her tribe's code of honor by poisoning a rival chieftain. Others say she was once the greatest rogue in all of Katapesh before she was forced to flee that nation for treason against the Pactmasters. Regardless, this mysterious bandit is hailed as one of the deadliest people in Pitax, and though she swears allegiance to none, all of Pitax's Bandit Houses vie for her attention.

Built with Lady Strongswill's ill-gotten nest egg, her namesake shop boasts a variety of goods for rogues and ne'er-do-wells of all stripes. To the average rube, Strongswill's appears to be a normal tinker's shop with an odd assortment of tools and mechanical parts. However, those who know how to disable traps, pick locks, or break into buildings can recognize much-needed accessories and illicit

gadgets amid the clutter. For clients with more nefarious designs, Lady Strongswill keeps a variety of toxins, drugs, and poisonous instruments behind the counter—wares she reveals only to those who prove their intent and their non-affiliation with any organizations that oppose her.

NEW ROGUE TALENTS

For promising customers who earn her trust with their cunning and their coin, Lady Strongswill has a bevy of talents to teach. Talents marked with an asterisk (*) add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

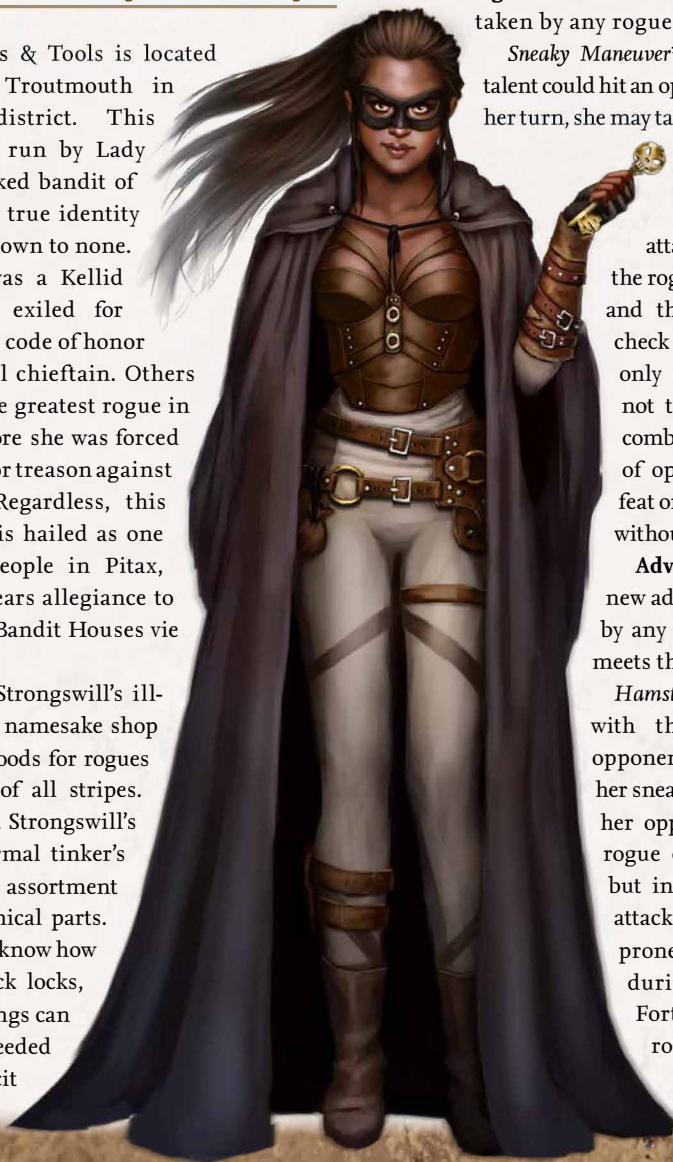
Rogue Talent: The following new rogue talent can be taken by any rogue who meets the prerequisites.

*Sneaky Maneuver** (Ex): Anytime a rogue with this talent could hit an opponent with a melee sneak attack on her turn, she may take a –2 penalty on her attack roll and

attempt a dirty trick^{APG}, disarm, steal^{APG}, sunder, or trip combat maneuver instead of dealing sneak attack damage. If the attack succeeds, the rogue deals weapon damage as normal and then attempts a combat maneuver check as a swift action (the –2 penalty only applies to the initial attack roll, not the combat maneuver check). This combat maneuver still provokes attacks of opportunity unless the rogue has a feat or ability that allows her to perform it without provoking attacks of opportunity.

Advanced Rogue Talent: The following new advanced rogue talent can be selected by any rogue of 10th level or higher who meets the prerequisites.

*Hamstring Strike** (Ex): Anytime a rogue with this talent successfully hits an opponent with a sneak attack, she may forgo her sneak attack damage to try to hamstring her opponent. If the attack succeeds, the rogue deals weapon damage as normal, but instead of the rogue dealing sneak attack damage, the target is knocked prone and is unable to take move actions during its next turn. A successful Fortitude save (DC = 10 + 1/2 the rogue's level + the rogue's Dexterity modifier) negates this effect.



MAGIC ITEMS FOR SALE

Strongswill's Tricks & Tools has a variety of standard rogue fare, as well as a few atypical magic items and a new armor special ability useful to sneaks, pickpockets, and other unscrupulous individuals.

CLOCKWORK BUG		PRICE 1,100 GP
SLOT none	CL 4th	WEIGHT 1/2 lb.
AURA faint illusion		



This fine brass construct is made to look like a beetle, and is sometimes painted in green, brown, or gray camouflage. A *clockwork bug* can record all nearby sounds within a

20-foot-radius spread onto a low-quality gemstone worth 10 gp, which is embedded in its body. The bug can record up to 1 hour of sound, which must be continuous; if the recording is stopped early, it cannot be restarted. Making the clockwork bug replay the recorded audio is a swift action.

Once a gemstone is imprinted with an audio recording, it cannot be reused, and must be replaced with a fresh gemstone in order for the bug to make a new recording. Replacing a gemstone is a full-round action that requires a DC 25 Disable Device check. Failing this check causes the used gemstone to become cracked and erases any recorded sounds on that gemstone.

Though a *clockwork bug* isn't treated as a creature and cannot move or perform other actions by itself, it can cling indefinitely to any surface onto which it is placed, including the underside of objects. These bugs are also equipped with a timer that can delay the start of recording process by up to 24 hours. Additionally, the bug is equipped with an optional self-destruct timer with a maximum duration of 72 hours. If engaged, the self-destruct sequence causes the bug to erase any information on its current gemstone and then send a surge of energy through its filaments, rendering itself useless and irreparable.

CONSTRUCTION REQUIREMENTS	COST 550 GP
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Craft Wondrous Item, *ghost sound*, creator must have 4 ranks in Craft (clockwork)

LACERATING RAPIER		PRICE 10,302 GP
SLOT none	CL 5th	WEIGHT 4 lbs.
AURA faint transmutation		



The blade of this +1 rapier is imbued with the ability to change form slightly when used to sneak attack foes, allowing the wielder to hit multiple targets.

Three times per day when the wielder makes a sneak attack against a foe that is adjacent to another creature, she may choose to attack both opponents with a single strike as the blade unwinds, lengthens, and bends to meet their flesh. The wielder uses the same attack roll result to hit both creatures. If successful, the attack deals weapon damage to any creature it hits, though only the first creature takes sneak attack damage.

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at Strongswill's Tricks & Tools.

Item	Price	Source
<i>Belt of tumbling</i>	800 gp	UE 211
<i>Caltrops</i>	1 gp	UE 60
<i>Dagger of venom</i>	8,302 gp	UE 153
<i>Deathblade</i>	1,800 gp	UE 111
<i>Disguise kit</i>	50 gp	UE 76
<i>Forger's kit</i>	200 gp	UE 77
<i>Masterwork thieves' tools</i>	100 gp	UE 79
<i>Murderer's blackcloth</i>	12,405 gp	UE 128
<i>Slippers of spider climbing</i>	4,800 gp	UE 233
<i>Zerk</i>	50 gp	GMG 237

CONSTRUCTION REQUIREMENTS	COST 5,302 GP
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Craft Wondrous Item, *greater magic weapon*, *mirror strike*^{MC}

POISONING		PRICE +1 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate necromancy		

A suit of armor with this ability becomes poisonous to the touch. The user must slip a vial of 1 dose of the injury or ingested poison to be used into a hidden slot along the armor's inner thigh. Three rounds afterward, the entire suit of armor becomes infused with the poison; any creature that grapples with the wearer (if an injury poison is used) or that successfully hits the wearer with a bite attack (if an ingested poison is used) is immediately exposed to the poison and must save accordingly. Whether or not the victim successfully saves, the poison is discharged from the armor and the wearer must load a new vial into the armor to recharge this ability.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *poison*

OTHER WAYS TO PAY

Lady Strongswill has ample black market contacts, and she's usually willing to trade store credit for information or illicit goods.

Blueprints: Lady Strongswill's many dodgy contacts are always willing to pay handsomely for the blueprints to any building that houses valuable artwork or weaponry, or whose owners store a significant amount of gold there. Any characters who are able to provide copies of such blueprints can earn themselves up to a 10% discount on their next purchase at Strongswill's Tricks & Tools (to a minimum selling price of 90% of the standard value).

Narcotic Contacts: Lady Strongswill disdains drug use, but she's more than happy to support the narcotic habits of others. She gives PCs up to 1,000 gp in store credit if they introduce her to a reliable drug dealer with a consistent supply of flayleaf, pesh, or scour.

AN UMBRAL PAGE

“Welcome, welcome to our humble store! How may we meet your needs? I see from your outlandish clothing that you are new to Zirnakaynin. Might I attire you in the fashion of our city? Or perhaps you require something more practical for your continued journey? The finest works of the drow are yours for the right price.”

AN UMBRAL PAGE

Boutique of Drow Art and Craft

Owner Nelaxria Lirium

Location Zirnakaynin (Sekamina, Darklands)

Mundane Wares material components, poisons, spider silk garbs

Magical Specialties coldwarping, fleshwarping, lithicrafting, sporecrafting

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
40,000 gp	110%	Discord hex
80,000 gp	100%	Pariah major hex
120,000 gp	90%	Abominate grand hex

An Umbral Page is located at the south end of Cocyrdavarin—the largest of the populated caverns within Zirnakaynin—not far from the infamous Pale Market. This boutique specializes in several forms of art and craft unique to the drow. The relatively conventional items are displayed in the front showroom: spider silk clothing, coldwarped jewelry, and lithicrafted statues. Those looking for more exotic wares are directed to the back rooms, where they can peruse the works of alchemists and poisoners as well as spore- and fleshcrafters.

Though its customers are mostly drow, An Umbral Page also attracts members of other Darklands races desirous of the dark elves’ fine wares. On occasion, even the agents of wealthy surface dwellers make their way here in search of exotic luxuries for their debased masters. The owner, Nelaxria Lirium, ingratiates herself with all visitors to her shop—as long as they appear to have money to spend.

NEW HEXES

Not just an advocate of drow magical crafts, Nelaxria is an accomplished witch in her own right. She is willing to teach the following hexes to her favorite customers. The save DC to resist a hex is equal to 10 + 1/2 the witch’s level + the witch’s Intelligence modifier.

Hex: The following hex is available to all witches and uses the standard rules for hexes.

Discord (Su): The witch can make an animal or humanoid within 30 feet distrust another creature within line of sight. The target’s attitude toward the other creature decreases by one step. A successful Will save negates this effect. The effect lasts for a number of rounds equal to the witch’s Intelligence modifier. The duration can be extended with the cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect decreases the attitude of the target creature by two steps. This is a mind-affecting charm effect.

Major Hex: Starting at 10th level, a witch can select the following major hex whenever she could select a new hex.

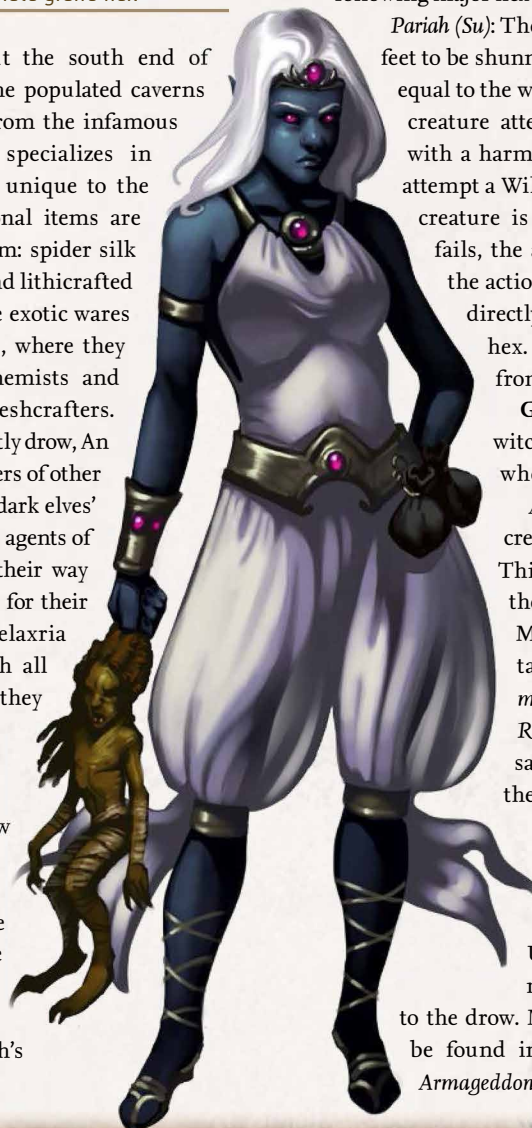
Pariah (Su): The witch can cause a creature within 60 feet to be shunned by its allies for a number of rounds equal to the witch’s Intelligence modifier. Any other creature attempting to directly assist the target with a harmless spell or aid another action must attempt a Will save. If the save succeeds, the aiding creature is unaffected by this hex. If the save fails, the aiding creature can’t follow through, the action is lost, and the aiding creature can’t directly aid the target for the duration of this hex. This hex does not prevent the target from benefiting from area of effect spells.

Grand Hex: Starting at 18th level, a witch can select the following grand hex whenever she could select a new hex.

Abominate (Sp): The witch transforms a creature within 30 feet into an aberration. This hex acts as *baleful polymorph*, except the target is transmuted into a Small, Medium, or Large aberration. The target’s abilities are modified as *monstrous physique IV* (see *Pathfinder RPG Ultimate Magic*). Whether or not its save is successful, a creature cannot be the target of this hex again for 1 day.

MAGIC ITEMS FOR SALE

Many of the items sold at An Umbral Page are made with or utilize magical crafting techniques unique to the drow. More information on these crafts can be found in *Pathfinder Adventure Path #15: The Armageddon Echo*.



COLDWARP KEY		PRICE 45,700 GP
SLOT none	CL 9th	WEIGHT 5 lbs.
AURA moderate conjuration and transmutation		



This flanged iron rod is much heavier than it looks, and grants the wielder a portion of the skill of a master coldwarper. The wielder gains a +5 competence bonus on Craft checks involving metal.

A *coldwarp* key has three charges, which are renewed at midnight every night and can be expended to create a variety of effects. Expending one charge from a *coldwarp* key allows the wielder to use *fabricate* (as the spell) to affect metal only. If the wielder is in a natural underground environment, she can expend two charges from a *coldwarp* key to draw raw metal ore from the surrounding stone and shape it to her liking. This ability acts as the *major creation* spell, except the wielder can create only base metals and the duration is instantaneous.

CONSTRUCTION REQUIREMENTS	COST 22,850 GP
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Craft Rod, *fabricate*, *major creation*

FLESHWARPED SCORPION'S TAIL		PRICE 18,505 GP
SLOT none	CL 9th	WEIGHT 3 lbs.
AURA moderate transmutation		



This +1 *scorpion whip*^{UE} is made from the tail of a giant cave scorpion. Three times per day, it allows the wielder to use a *poison* effect (as the spell, save DC 15) upon a creature struck by the whip. The wielder can decide to use the power after she has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the whip strikes.

In addition, the *fleshwarped scorpion's tail* can be attached to (or removed from) a willing or helpless creature with 1 hour of surgery and a successful DC 20 Heal check. Whether or not the surgery is successful, the creature takes 1d4 points of Constitution damage. While the tail is attached, the creature gains a natural sting attack that deals damage as the *fleshwarped scorpion's tail* (including the enhancement bonus and ability to use the *poison* effect three times per day). The save DC for the *poison* effect becomes 10 + 1/2 the creature's Hit Dice + its Constitution modifier.

CONSTRUCTION REQUIREMENTS	COST 9,505 GP
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Craft Magic Arms and Armor, *beast shape III*, *poison*

SPORECRFTER'S KINDNESS		PRICE 1,500 GP
SLOT none	CL 5th	WEIGHT 4 lbs.
AURA faint conjuration		

This brown hemp sack is filled with mold spores, soil, and chemical reagents. It can be thrown as a splash weapon with a range increment of 10 feet. Upon breaking open, a sack of *sporecrafter's kindness* releases russet mold spores in a 5-foot-radius burst and unleashes 1d4+1 vegepygmies in the nearest adjacent squares. The vegepygmies are not under the control of the user, and immediately attack the nearest creatures for 5 rounds, after which they collapse into nonmagical plant matter.

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at an Umbral Page.

Item	Price	Source
Antitoxin	50 gp	UE 100
<i>Bottled misfortune</i>	500 gp	UE 285
<i>Cackling hag's blouse</i>	6,000 gp	UE 220
<i>Cloak of arachnida</i>	14,000 gp	UE 262
<i>Corset of dire witchcraft</i>	22,000 gp	UE 214
Deathblade	1,800 gp	UE 111
Drow poison	75 gp	UE 111
<i>Living garments</i>	5,000 gp	ARG 106
Purple worm poison	700 gp	UE 111
Spider sac	30 gp	ARG 105
Spider's silk rope	100 gp	UE 73

CONSTRUCTION REQUIREMENTS	COST 750 GP
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Craft Wondrous Item, *poison*, *summon nature's ally III*

STALAGMITE SEED		PRICE 750 GP
SLOT none	CL 7th	WEIGHT 1/2 lb.
AURA moderate transmutation		

These dense pebbles are sometimes used by drow skirmishers for both offense and defense. If a *stalagmite seed* is thrown, it has a range increment of 20 feet. If it's slung, treat it as a sling bullet. If the attack misses, roll for misdirection as if it were a splash weapon.

When a *stalagmite seed* strikes a natural stone surface, a stone stalagmite immediately emerges where it landed, filling the 5-foot square and growing to 10 feet in height. Any creature occupying the square takes 5d6 points of piercing and bludgeoning damage and is knocked prone. Any creature that succeeds at a DC 14 Reflex save takes half damage and is not knocked prone.

CONSTRUCTION REQUIREMENTS	COST 375 GP
----------------------------------	--------------------

Craft Wondrous Item, *magic stone*, *stone shape*

OTHER WAYS TO PAY

Like all drow, Nelaxria believes herself superior to other kinds of humanoids—though she isn't above using them as spies against her rivals.

Drow: The markups listed on page 29 apply only to non-drow. Drow never pay more than market price (100%) and drow nobles pay even less (90%). While a character might avoid paying the markup by disguising herself as a drow, she faces execution or worse if exposed.

Secret Dealer: As well as trading in magic, Nelaxria also trades in secrets. Nelaxria awards store credit in exchange for secrets that could be used to blackmail influential residents of Zirnakaynin. The amount varies based on the prestige of the subject and the significance of the secret. For more information on Zirnakaynin, see *Pathfinder Adventure Path #16: Endless Night*.

WARIUS OPERA HOUSE

"If you seek a few magical gewgaws, I will deign to provide them to you, for running a world-class performance venue such as this carries considerable expense. But if I can look within you and connect to the soul of a fellow artist, then I can offer more than knickknacks: I can offer deific music, boundless beauty, and exquisite fame!"

WARIUS OPERA HOUSE

Diva-Owned Theatrical and Musical Establishment

Owner Maestro Quendle Strikrunner

Location Egorian (Cheliox)

Mundane Wares costumes, musical instruments, sheet music

Magical Specialties bardic equipment, magical instruments

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
12,000 gp	110%	Rat quadrille masterpiece
24,000 gp	100%	—
48,000 gp	90%	Vindictive soliloquy masterpiece

The Warius Opera House is a grand, ivy-draped building in Old Egorian that holds performances most evenings of the week. Baroque symphonies currently draw large crowds as the latest artistic fad. The venue's owner, chief conductor, master composer, and prima donna is a short but imposing woman named Maestro Quendle Strikrunner. Her fiery temper is known throughout the entire musical community of Cheliox, and stories of the maestro hurling sheet music stands at incompetent musicians are second in popularity only to wistful regalements of her powerful, emotionally charged compositions.

Several years ago, Maestro Quendle converted a small, run-down salon into a shop for actors, musicians, and wealthy patrons of the arts. Although she doesn't stoop to the pedestrian task of handling money—leaving that chore to her sycophantic assistants—Maestro Quendle chats ceaselessly with customers about the Chelish art scene, upcoming performances, and grandiose anecdotes from her past. Despite her facade as a loquacious diva, however, she has a keen eye for artistic talent and is a shrewd businessperson. Personal lessons typically come at a staggeringly high price, but for musicians who are repeat customers and whom she deems worthy of the honor, Quendle is sometimes willing to make a deal.



NEW BARDIC MASTERPIECES

Maestro Quendle can teach those who convince her that they're worthy the following bardic masterpieces (see *Pathfinder RPG Ultimate Magic*).

RAT QUADRILLE (PERCUSSION, SING)

This repetitive, distracting melody wears down foes.

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

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

Effect: You tap out or sing a diverting tune that sticks in the mind of the target, causing the target to take a –2 penalty on attack rolls and a –4 penalty on concentration checks for 10 minutes. A successful Will save halves the penalties and reduces the duration to 1 minute. This ability is a mind-affecting compulsion effect and relies on audible components.

Use: 3 bardic performance rounds.

Action: 1 standard action.

VINDICTIVE SOLOLOQUY (ACT, ORATORY, SING)

Your bombastic speech creates booming reverberations of sound.

Prerequisite: Perform (act), Perform (oratory), or Perform (sing) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: You provide an impassioned monologue from the point of view of a noble queen, voicing her inner turmoil at being betrayed by her own sister and calling for justice to strike from the heavens. If you perform this masterpiece with the Perform (sing) skill, it is a tempestuous aria instead of a rousing soliloquy.

Upon completing the performance, you may conjure bolts of lightning as though you had cast *call lightning storm*, except the bolts are made of elemental thunder and deal sonic damage rather than electricity damage. The bolts do not increase in damage if outdoors in a stormy area. Instead, in any environment, you may attempt a DC 25 Perform check as part of the standard action to call a bolt. If your Perform check is successful, that bolt deals 5d10 points of sonic damage instead of 5d6.

Use: 5 bardic performance rounds.

Action: 5 full rounds.

MAGIC ITEMS FOR SALE

Maestro Quendle sells the following magical instruments and equipment for bards and fellow thespians.

DISCORDANT PICCOLO		PRICE 16,000 GP
SLOT none	CL 6th	WEIGHT 1/2 lb.
AURA moderate enchantment		



This bright silver piccolo has an uncanny connection to the alien Dark Tapestry and produces only disjointed notes when played, no matter how talented the user. In fact, talented performers produce more dissonant notes. If the user succeeds at a DC 15 Perform (wind instruments) check while playing the *discordant piccolo*, one target creature within 30 feet is sickened for 1 round (Will DC 14 negates). If the user succeeds at a DC 25 Perform check, the target is instead nauseated for 1 round (Will DC 16 reduces the effect to sickened). A creature that successfully saves cannot be affected by the *discordant piccolo* for 24 hours. This is a mind-affecting effect.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>cacophonous call</i> ^{APG}	

MASTER VIDLIAN'S SQUEEZE-BOX		PRICE 6,000 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA moderate conjuration		

This concertina was created by the notorious Chelish bard Vidlian the Reveler. It can be used like a masterwork concertina, providing a +2 bonus on Perform (keyboard instruments) checks. At any one time, *Master Vidlian's squeeze-box* is either more compressed than extended or more extended than compressed, and switching between the two is a free action (and in fact, happens regularly when the instrument is played). When the concertina is compressed and held in a hand, the wielder gains the compression ability. When the concertina is extended and held in a hand, the wielder is immune to constriction damage (as from constrict attacks) and damage from being buried, although the wielder gains no protection from suffocation.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, <i>cushioning bands</i> ^{UM} , <i>grease</i>	

MUSIC BOX TRAP		PRICE 20,160 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate enchantment		



A silhouette of a miniature Varisian dancer graces the center of this simple music box. When opened, the music box plays a delicate tune only a few notes long. Although worth 200 gp as a work of art, the music box's true value is as a spell repository. A spellcaster can store a single targeted mind-affecting spell of up to 4th level into a closed *music box trap* that is not currently storing a spell. Thereafter, when the *music*

box trap is opened and allowed to play for 1 round, the stored spell targets the creature that opened the box. If this would result in the spell being cast at an inappropriate target, or if the creature moves farther than the spell's range away from the music box during the 1-round delay, the spell is discharged with no effect.

ALSO FOR SALE

In addition to the new magic items in this section, the following items can typically be purchased at the Warius Opera House.

Item	Price	Source
Alchemist's kindness	1 gp	UE 100
Bard's kit	41 gp	UE 59
<i>Clamor box</i>	2,000 gp	UE 289
Disguise kit	50 gp	UE 76
<i>Hat of disguise</i>	1,800 gp	UE 243
Mock armor	90 gp	UE 68
Musical instrument, masterwork	100 gp	UE 78
Music lessons (1-hour session)	250 gp	—
<i>Pipes of haunting</i>	6,000 gp	UE 315
<i>Pipes of sounding</i>	1,800 gp	UE 315
<i>Potion of eagle's splendor</i>	300 gp	—
<i>Word bottle</i>	1,500 gp	UE 325

The original spellcaster remains the caster of the stored spell; for example, a *charm person* spell successfully delivered onto a target from a *music box trap* makes the creature well disposed to the spellcaster, even if the spellcaster is long gone.

There is no obvious indicator that the *music box trap* delivers a stored spell onto the creature opening the box, but while the box is open, those who succeed at a DC 25 Perception check notice that the miniature dancer is keeping her gaze fixed upon the pending target. Closing the *music box trap* is a move action. If the music box is closed before its stored spell is delivered, the spell remains stored within the *music box trap* to await the next creature to open the box.

CONSTRUCTION REQUIREMENTS | **COST 10,180 GP**
Craft Wondrous Item, *permanency*, *spite*^{APG}

OTHER WAYS TO PAY

Maestro Quendle is always looking for true artists who share her vision of a culturally enlightened populace.

Theatrical Style: Maestro Quendle disdains brute warriors but respects fighters with a sense of flair. For each performance feat (*Pathfinder RPG Ultimate Combat* 178) a customer possesses, Maestro Quendle marks her prices down for that customer by 2% (to a minimum selling price of 90% of standard value).

Up-and-Coming Talent: Maestro Quendle recognizes performers who have played well in public. She provides a one-time store credit of 100 gp to a PC who has given a memorable performance, per the Perform skill, in Cheliox. She provides 500 gp in store credit for an extraordinary performance.

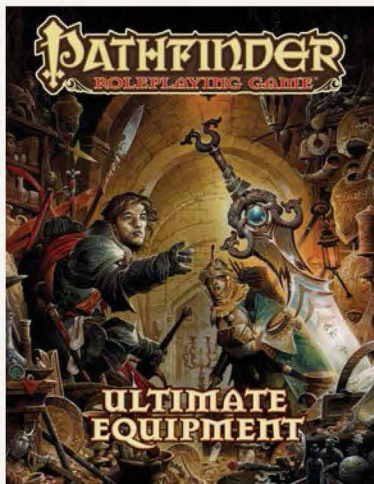
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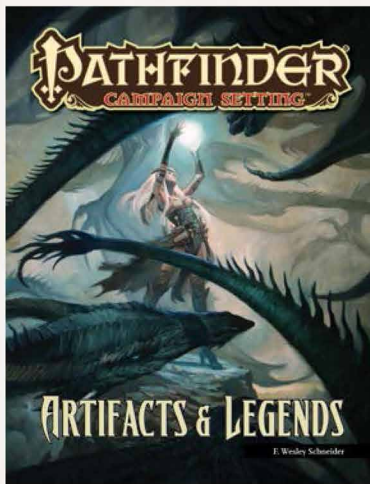


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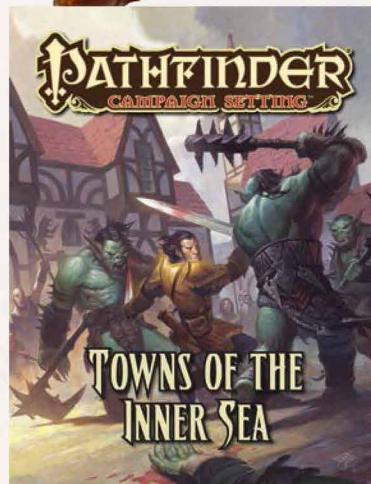
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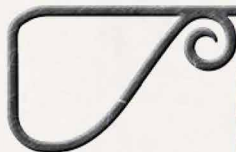
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MAGIC ITEM INDEX

Item	Price	Description	Page
<i>Animal totem tattoo</i>	12,000 gp	Bearer gains totem transformation ^{APG} ability of a 5th-level druid	5
<i>Arcane battery</i>	22,000 gp	Stores and imbues additional charges in a staff	19
<i>Bracelets of stone</i>	26,760 gp	Wearer can create a <i>wall of stone</i> up to 2 inches thick and 45 feet long	7
<i>Buoyant</i> (armor special ability)	1,000–2,000 gp	Wearer takes no armor penalty on Swim checks	9
<i>Channeler's aspergillum</i>	36,305 gp	+1 <i>battle aspergillum</i> ^{UE} with additional powers when filled with holy or unholy water	11
<i>Clockwork bug</i>	1,100 gp	Can record and replay up to 1 hour of sound within a 20-foot radius	27
<i>Clockwork prosthesis</i>	6,400 gp	Grants additional load capacities and bonuses depending on limb type	23
<i>Coldwarp key</i>	45,700 gp	Wielder gains ability to coldwarp and bonus on Craft checks involving metal	29
<i>Copycat siphon</i>	1,800 gp	Creates false copy of any liquid that acts as fresh water when imbibed	21
<i>Crusader's Scabbard</i>	8,500 gp	Intelligent magic scabbard capable of blessing weapons and intimidating foes	16
<i>Discordant piccolo</i>	16,000 gp	Nauseates or sickens target creatures when played	31
<i>Elemental storing stone</i>	900 gp	Energy damage dealt to wielder charges a ray attack	19
<i>Explorer's pith helmet</i>	3,200 gp	Wearer gains +4 competence bonus on saves against the distraction ability of swarms	13
<i>Fleshwarped scorpion's tail</i>	18,505 gp	+1 <i>scorpion whip</i> ^{UE} capable of poisoning struck creatures	29
<i>Floating sail</i>	5,000–32,000 gp	Unfurls to form a floating, load-bearing sheet of cloth	9
<i>Gossamer Shrouds of the Clairvoyant</i>	20,150 gp	Intelligent, supposedly clairvoyant chainmail capable of bedazzling opponents	17
<i>Healer's burning glass</i>	32,400 gp	Grants bonus on Heal checks and can regenerate a touched creature once per day	11
<i>Hollis's Lucky Rock</i>	35,000 gp	Intelligent <i>luck stone</i> capable of emboldening allies	17
<i>Homunculus clay</i>	4,100 gp	Transforms into a homunculus when wetted with an alchemist mutagen	21
<i>Hypnotic tattoo</i>	900 gp	Target takes –2 penalty on Perception and Sense Motive checks while bearer performs	5
<i>Infiltrator's mail</i>	19,650 gp	+2 <i>scale mail</i> with no armor penalty on Stealth checks	7
<i>Lacerating rapier</i>	10,302 gp	Wielder of this +1 <i>rapier</i> may strike two opponents with a single sneak attack	27
<i>Legbreaker</i> (weapon special ability)	+2 bonus	Reduces the base land speed of a struck creature by 10 feet for 1d4 rounds	15
<i>Lizardmarked blade</i>	15,715 gp	+1 <i>shocking gladius</i> that can deal damage as if one size category larger for 10 min./day	15
<i>Loudshot pistol</i>	10,530 gp	+1 <i>double-barreled pistol</i> that can emit sonic boom 3 times per day	23
<i>Marrowcracker</i>	28,312 gp	+2 <i>mighty cleaving warhammer</i> capable of dealing 1d4 points of Str or Dex damage	15
<i>Master Vidlian's squeeze-box</i>	6,000 gp	Provides immunity to constriction or compression depending on how it's played	31
<i>Mind buttressing</i> (armor special ability)	+2 bonus	Grants wearer +2 bonus on Will saves and immunity to possession and mental control	7
<i>Murderer's silence</i>	900 gp	Prevents a corpse from communicating via <i>speak with dead</i>	25
<i>Music box trap</i>	20,160 gp	Stores a single mind-affecting spell targeting the creature that opens the box	31
<i>Orbicular sac</i>	500 gp	Conjures a massive spider web	13
<i>Penetrating</i> (weapon special ability)	+2 bonus	Target must succeed at a Fortitude save or ammunition continues through to another target	23
<i>Poison popcushion</i>	700 gp	Exploding sack that sprays needles and poison within a 10-foot radius	13
<i>Poison vial of distance</i>	3,000 gp	Allows poison to be applied with a ranged touch attack	25
<i>Poisoning</i> (armor special ability)	+1 bonus	Imbues armor with poison that affects creatures biting or grappling the wearer	27
<i>Quick action slippers</i>	10,000 gp	Wearer may stand up from prone as a free action	25
<i>Rebounding</i> (armor special ability)	+1 bonus	Provides bonus to touch AC and AC against thrown weapons	21
<i>Runeward tattoo</i>	1,000 gp	Bearer gains limited <i>detect magic</i> effect and bonuses on saves	5
<i>Rusting</i> (weapon special ability)	+1 bonus	Wielder may forgo critical hit damage to affect target or target's armor with <i>rusting grasp</i>	15
<i>Sacrificial sword</i>	18,235 gp	+2 <i>bastard sword</i> capable of transferring life force of slain creatures into an allies	11
<i>Saint's protection charm</i>	1,500 gp	Wearer gains bonus to AC and on saves against extraplanar creatures	11
<i>Saline purge</i>	900 gp	Cures imbiber of any curses or poisons	9
<i>Scabbard of true death</i>	32,000 gp	Wielder gains bleeding attack rogue talent, increases DC of assassins' true death ability	25
<i>Scavenger's ring</i>	15,000 gp	Wearer sinks to the bottom of any large body of water	9
<i>Serpentine tattoo</i>	2,000 gp	Bearer may make extra dirty trick ^{APG} combat maneuvers 3 times per day	5
<i>Shield of covered retreat</i>	8,157 gp	+1 <i>arrow deflection heavy wooden shield</i> that can create barrier of protective force	7
<i>Skullduster</i>	104,508 gp	Intelligent, undead-hating morningstar	17
<i>Sniping</i> (weapon special ability)	+2 bonus	Increases sneak attack distance of ranged weapon to 45 feet	25
<i>Spell-capturing gem</i>	5,000 gp	Stores one successfully countered spell for future use	19
<i>Sporecrafter's kindness</i>	1,500 gp	Can be thrown as splash attack; unleashes 1d4+1 vegepygmies	29
<i>Stalagmite seed</i>	750 gp	Fills a 5-foot square with a 10-foot-high stalagmite that deals 5d6 points of damage	29
<i>Thoquua snake</i>	750 gp	Firework that expands into a tube of ash that forms a thoquua ^{B2}	21
<i>Trailblazer's spade</i>	11,400 gp	+1 <i>monk's spade</i> ^{UE} that can clear mundane obstacles and ground hazards	5
<i>Trophy box</i>	18,000 gp	Traps a Medium or larger animal in an extradimensional space for later release	13
<i>Wary Ring</i>	14,600 gp	Intelligent but paranoid ring sometimes capable of granting sound advice	17

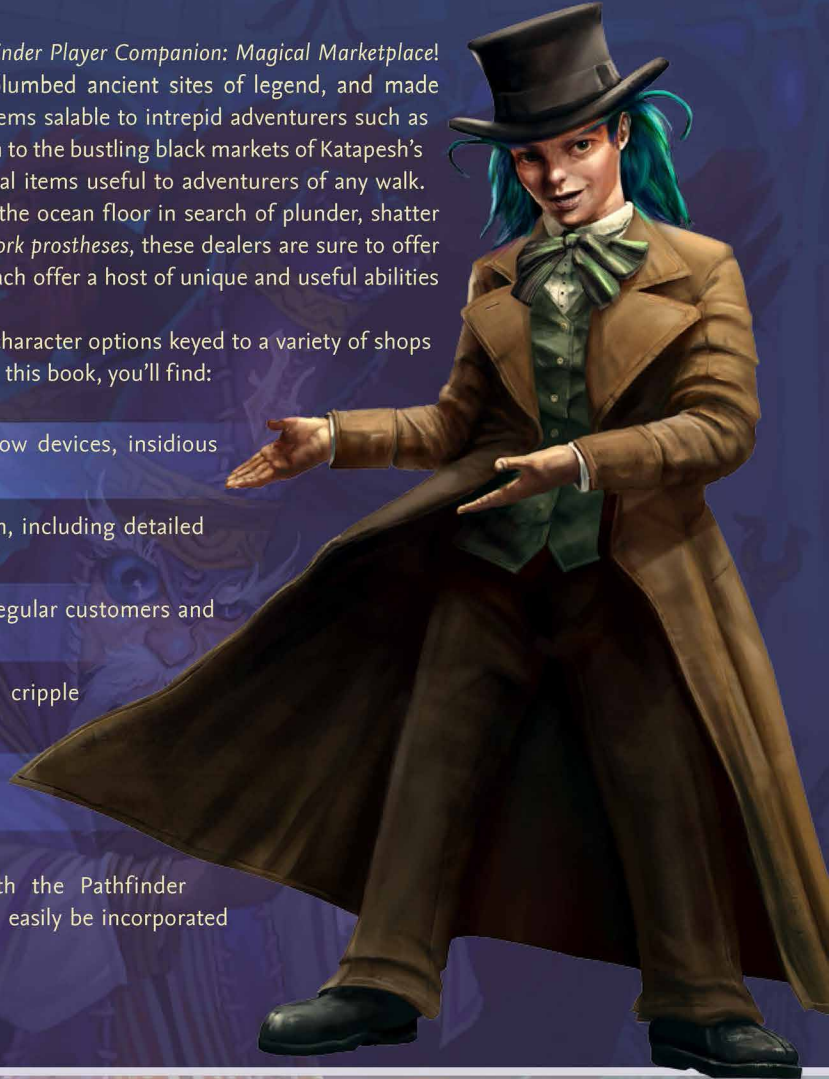
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This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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