

Enhanced Ring of Protection

Plane of Origin: Golarion

Nature of Magic: Enchantment

Physical Appearance: This ring is made of silver, engraved with "+2".

Dimensions: The ring will comfortably fit any humanoid finger.

Weight: negligible

Effects: This ring adds 10% to the defence of the wearer and confers a damage reduction of 2 points versus all physical weapons. This stacks with all other protection EXCEPT for other rings of protection.

Cost: 50000 sp KR Smith Autumn 816



Ring of Invisibility

Plane of Origin: Golarion

Nature of Magic: Enchantment

Physical Appearance: This ring is made of silver engraved with arcane runes on the inside.

Dimensions: The ring will comfortably fit any humanoid finger.

Weight: negligible

Effects: This ring is a receptacle for an invisibility spell. It must be worn on the wearer's little finger in order to function. Currently the ring is empty. When an adept holds the ring and casts an invisibility spell, the spell is immediately absorbed by the ring and may then be triggered by the wearer once. This empties the ring and another spell may then be cast upon it.

Cost: 5000 sp KR Smith Autumn 816



Ring of Counterspells

Plane of Origin: Golarion

Nature of Magic: Namer countermagic.

Physical Appearance: This ring is made of silver set with a blank.

Dimensions: The ring will comfortably fit any humanoid finger.

Weight: negligible

Effects: This ring is a receptacle for any one spell. Currently the ring is empty. When an adept holds the ring and casts a spell, the spell is immediately absorbed by the ring. Should that spell be later cast at the wearer, all of its effects on the wearer (only) are immediately nullified. This empties the ring and another spell may then be cast upon it.

Cost: 10000 sp KR Smith Autumn 816



Ring of Sustenance

Plane of Origin: Golarion

Nature of Magic: Conjunction.

Physical Appearance: This complex ring is made of gold set with semi-precious stones, in the form of fruit, flowers and birds.

Dimensions: The ring will comfortably fit any humanoid finger.

Weight: negligible

Effects: This ring continually provides its wearer with life-sustaining nourishment, so that the wearer need not eat or drink.

Cost: 20000 sp KR Smith Autumn 816



Drums of Panic

Plane of Origin: Golarion

Nature of Magic: Bardic.

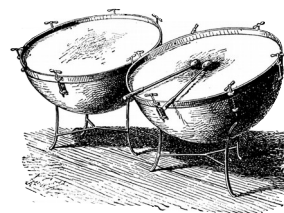
Physical Appearance: These drums are a pair of kettle drums, otherwise unremarkable in appearance.

Dimensions: The drums are about 1-1/2 feet in diameter on stands.

Weight: 20lbs

Effects: If both of the pair of drums are sounded, requiring both hands, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a fear spell. Drums of panic can be used once per day.

Cost: 20000 sp KR Smith Autumn 816



Portable Hole

Plane of Origin: Golarion

Nature of Magic: Dimensional weaving

Physical Appearance: The portable hole appears to be a large black handkerchief.

Dimensions: Folded up, the portable hole fits into a pocket.

Weight: Negligible

Effects: A portable hole is a portable extradimensional space. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains, traveling with the item. The only air in the hole is that which enters when the hole is opened. It contains enough air to supply a human for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular non-dimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process.

Cost: 50000 sp KR Smith Autumn 816



Wand of Ventriloquism

Plane of Origin: Golarion

Nature of Magic: Bardic

Physical Appearance: This is a plain wooden wand.

Dimensions: The wand is ten inches long.

Weight: 4oz

Effects: This wand contains eighteen (18) charges of Rank 11 ventriloquism. This allows the user to project their voice so it appears to emanate from anywhere within 120ft, for an hour.

Base chance: 90%

Cost: 14850 sp KR Smith Autumn 816



Charges remaining: 18 17 16 15 14 13 12 11 10
9 8 7 6 5 4 3 2 1

Decanter of Endless Water

Plane of Origin: Golarion

Nature of Magic: Water

Physical Appearance: The decanter appears to be an ordinary flask.

Dimensions: 2lbs

Weight: Negligible

Effects: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type of water as well as the volume and velocity.

- “Stream” pours out 1 gallon per pulse.
- “Fountain” produces a 5-foot-long stream at 5 gallons per pulse.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per pulse.

The geyser effect exerts considerable pressure, requiring the holder to make a once x Strength check to avoid being knocked down each round the effect is maintained. In addition, the powerful force of the geyser deals D-5 points of damage per round to a creature that is subjected to it. The geyser can only affect one target per pulse, but the user can direct the beam of water without needing to make strike check since the geyser’s constant flow allows for ample opportunity to aim. Creatures of fire take double damage from the geyser. The command word must be spoken to stop it.

Cost: 50000 sp KR Smith Autumn 816



Belt of Dwarvenkind

Plane of Origin: Golarion

Nature of Magic: Illusion.

Physical Appearance: This broad leather belt has the visage of a dwarf tooled into the boss.

Dimensions: The belt will fit a typical human.

Weight: 2lbs

Effects: The wearer gains a disguise illusion allowing the wearer to appear as a dwarf, and having the GTN dwarf. The wearer can understand, speak, and read Dwarven fluently (Rank 8). If the wearer is not a dwarf, it confers dwarven darkvision, and the dwarven capacity for alcohol.

Cost: 20000 sp KR Smith Autumn 816



Dust of Dryness

Plane of Origin: Golarion

Nature of Magic: Water.

Physical Appearance: This fine dust is contained in a small pouch.

Dimensions: The pouch is about 2 inches high.

Weight: 1oz

Effects: This special dust has two main uses.

If it is thrown into water, a volume of as much as 100 gallons is instantly transformed into nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of water. The dust affects water (fresh, salt, alkaline), but not other liquids.

If the dust is employed against a creature of elemental water, it must successfully resist or be destroyed. The dust deals 3D10 points of damage to the creature if it resists.

Cost: 850 sp KR Smith Autumn 816



Potion of Extra Healing

Plane of Origin: Golarion

Nature of Magic: Healing

Physical Appearance: This potion is contained in a plain ceramic bottle.

Dimensions: The bottle is four inches tall.

Weight: 8oz

Effects: This potion heals twenty (20) points of damage when ingested.

Cost: 2000 sp KR Smith Autumn 816



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White Dragon Hide

Plane of Origin: Golarion

Nature of Magic: None

Physical Appearance: This thick scaly white hide was taken from a dragon...

Dimensions: There is adequate hide to make a suit of armour for a typical human.

Weight: 24lbs

Effects: The base armour value of this hide is 7. This may be improved by a skilled armourer, who will charge appropriately for the use of their skills.

Cost: 14000 sp KR Smith Autumn 816

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Improved Scale Armour

Plane of Origin: Golarion

Nature of Magic: None

Physical Appearance: This is a suit of iron scale armour.

Dimensions: The armour is designed to fit a typical human.

Weight: 30 lb

Effects: This well-crafted iron armour provides 7 points of fatigue armour, and one point of endurance armour, with a -2 penalty to AG and -10 to Stealth.

Cost: 3000 sp KR Smith Autumn 816



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Cost: 3000 sp KR Smith Autumn 816



Shadow Chain Shirt

Plane of Origin: Golarion

Nature of Magic: Protection, Silence, Invisibility

Physical Appearance: This is a shirt of darkened chain mail.

Dimensions: The chain shirt is designed to fit a typical human.

Weight: 30 lb

Effects: This well-crafted chain shirt is made of non-ferrous metals. It provides 8 points of fatigue armour, and 2 points of endurance armour, with a -1 penalty to AG. The magic deadens sound and makes the wearer harder to see so that it confers a +10 bonus to stealth.

Cost: 24000 sp KR Smith Autumn 816



Giant Breastplate of Command

Plane of Origin: Golarion

Nature of Magic: Protection, Command

Physical Appearance: This is a distinctive giant-sized suit of partial plate.

Dimensions: The partial plate armour is designed to fit an 18ft tall frost giant.

Weight: 30 lb

Effects: This well-crafted iron armour provides 8 points of fatigue armour, and 2 points of endurance armour, with a -2 penalty to AG and -20 to Stealth. The magic confers +2 Ranks in military scientist on the wearer. Friendly troops within 360 feet of the user become braver than normal, gaining a 10% bonus to resistance against fear. Since the effect arises in great part from the distinctiveness of the armour, it does not function if the wearer hides or conceals their person in any way.

Cost: 24000 sp KR Smith Autumn 816

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Weight: 8oz

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Cost: 2000 sp KR Smith Autumn 816



Highly Magical Dagger

Plane of Origin: Golarion

Nature of Magic: Enhancement

Physical Appearance: This dagger is beautifully crafted, the blade made of silvered tempered steel.

Dimensions: The blade of this weapon is ten inches long, the haft and pommel adding another six inches.

Weight: 8oz

Effects: The crafting alone of this dagger adds +5% to its strike chance and +1 to damage. It has further been magically enhanced for a total of +15% to its strike chance and +3 to damage. No further enhancement magic may be cast on this weapon.

Cost: 3400 sp KR Smith Autumn 816



Quite Magical Battle Axe

Plane of Origin: Golarion

Nature of Magic: Enhancement

Physical Appearance: This axe is nicely crafted, the blade made of silvered tempered steel.

Dimensions: The blade of this weapon is ten inches across by a foot, the haft is one and half feet long.

Weight: 5lb

Effects: The crafting alone of this battle axe adds +5% to its strike chance and +1 to damage. It has further been magically enhanced for a total of +10% to its strike chance and +2 to damage. No further enhancement magic may be cast on this weapon.

Cost: 4800 sp KR Smith Autumn 816



Non-Magical Battle Axe

Plane of Origin: Golarion

Nature of Magic: Enhancement

Physical Appearance: This axe is nicely crafted, the blade made of silvered tempered steel.

Dimensions: The blade of this weapon is ten inches across by a foot, the haft is one and half feet long.

Weight: 5lb

Effects: The crafting of this battle axe adds +5% to its strike chance and +1 to damage.

Cost: 240 sp KR Smith Autumn 816

Holy Cold Iron Longsword

Plane of Origin: Golarion

Nature of Magic: Enhancement, Holiness

Physical Appearance: This is a well-crafted hand and a half sword, the blade made of silvered tempered steel.

Dimensions: The blade of this weapon is four foot long, the haft is one and half feet long.

Weight: 7lb

Effects: The crafting alone of this sword adds +5% to its strike chance and +1 to damage. It has further been magically enhanced for a total of +10% to its strike chance and +2 to damage. It does an additional D10 damage versus creatures defined by the GM as unholy (demons, devils and so on). No further enhancement magic may be cast on this weapon. It is resolutely cold iron, and a magic user may not draw mana while wielding this weapon. Should an evil creature (as defined by the GM) attempt to use this sword, it will fall from their hand.

Cost: 14800 sp KR Smith Autumn 816



Burnbrand

Plane of Origin: Golarion

Nature of Magic: Enhancement, Fire

Physical Appearance: This giant axe is well-crafted, the blade made of silvered tempered steel.

Dimensions: The blade of this weapon is a foot across by three feet, the haft is six feet long.

Weight: 25lb

Effects: The crafting alone of this battle axe adds +5% to its strike chance and +1 to damage. It has further been magically enhanced for a total of +10% to its strike chance and +2 to damage, and does an additional D10 fire damage on a successful hit. No further enhancement magic may be cast on this weapon.

Cost: 6800 sp

KR Smith

Autumn 816



Frost Longsword

Plane of Origin: Golarion

Nature of Magic: Enhancement, Ice

Physical Appearance: This is a well-crafted hand and a half sword, the blade made of silvered tempered steel.

Dimensions: The blade of this weapon is four foot long, the haft is one and half feet long.

Weight: 7lb

Effects: The crafting alone of this sword adds +5% to its strike chance and +1 to damage. It does an additional D10 cold damage on a successful hit. No further enhancement magic may be cast on this weapon.

Cost: 4080 sp

KR Smith

Autumn 816



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Adamantine Scythe

Plane of Origin: Golarion

Nature of Magic: None

Physical Appearance: This scythe is well-crafted but very plain, the blade made of adamantine steel.

Dimensions: The blade of this weapon two foot long, the haft is six feet long.

Weight: 8lb

Effects: The crafting of this scythe adds +5% to its strike chance and +1 to damage. The blade is almost unbreakable, and extremely difficult to work, requiring the skills of a master weaponsmith to forge. As a weapon, the scythe uses the stats of a halberd, but must be learned and ranked separately.

Cost: 12000 sp

KR Smith

Autumn 816



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