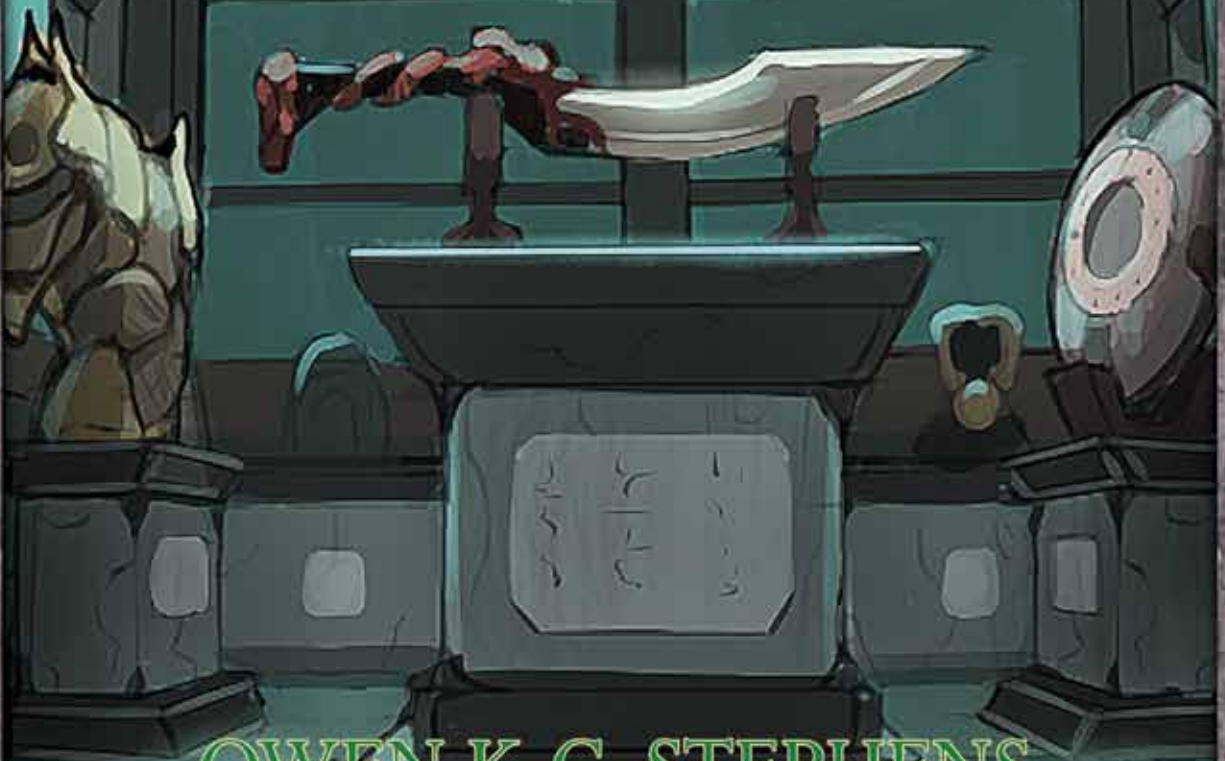


LOOT 4 LESS

THINGS THAT MAKE YOU GO BOOM



OWEN K. C. STEPHENS

STAN! & R. HYRUM SAVAGE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

LOOT 4 LESS

WE ERR ON THE SIDE OF AWESOME!

"The Open Gaming Movement is alive and well... and you couldn't possibly be in better hands." That's what Erik Mona, Publisher for Paizo Publishing said in his introduction to this book. If the people who make *Pathfinder* are saying that, shouldn't you check the material out for yourself?

Equipping low-level characters in the *Pathfinder Roleplaying Game* can be a little dull - they have limited resources, and magic items cost a lot of gold. Written by industry veterans and *Pathfinder* contributors Owen K.C. Stephens and Stan!, this book contains an incredible array of permanent magic items each of which costs 2,500 gp or less.

The *Loot 4 Less* books are some of the best-selling digital *Pathfinder Roleplaying Game* support products. As PDFs, they have been featured on *RPG Countdown* and the best sellers lists of Paizo.com and OneBookshelf.com.

Loot 4 Less: Things That Make You Go Boom collects the first four volumes and makes them available in print for the very first time **AND** includes new material expanding on each of the original PDFs.



Isn't it time you loaded up on some loot?

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LOOT 4 LESS

Volume 1:
Things That Make You Go Boom

OWEN K.C. STEPHENS
STAN!



WE ERR ON THE SIDE OF AWESOME!

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THE OPEN GAMING MOVEMENT LIVES!

Years ago, before the creation of the *Pathfinder RPG*, before even Paizo Publishing had been born, I edited *Polyhedron* magazine for Wizards of the Coast during an era of expansion, experimentation, and excitement. Shortly after the birth of Third Edition and the development of the d20 License and the Open Game License, *Polyhedron* shifted focus from a newsletter focused on organized play to a full-on magazine (well, the back-half of *Dungeon*, anyway) focused on the growing world of third party and in-house d20 and OGL products. That meant my desk was a clearinghouse of new releases, press packets, and review copies for Third Edition-compatible material from a wide variety of RPG publishers.

I loved my job. Sitting at ground zero of what I started calling the Open Gaming Movement, I got to see pretty much everything, from the most polished product of one of Wizards of the Coast's strongest competitors to amateurish black and white efforts from one-man operations run out of someone's garage. At about this time Monte Cook split with Wizards to form Malhavoc Press, championing the still-young PDF as a viable format for RPG publishing. His boomlet caused a chain reaction, and over the next several years PDFs started to outnumber traditional releases, and the RPG business took a lurching step into the digital age.

I tried my best to cover all of it, running news and reviews of all sorts of third party product while attempting to take the rules system in interesting new editorial directions with articles and offerings unique to *Polyhedron*. The years moved on and I moved on with them, eventually to helm all of *Dungeon*, then *Dragon*, and then to head Paizo Publishing itself after Wizards of the Coast spun off their magazine department. Most d20 and OGL companies failed to survive the transition from 3.0 to 3.5, and aside from significant developments like Green Ronin's *Mutants & Masterminds* and Monte Cook's continued efforts with Malhavoc, what once had been a profusion of new ideas from nontraditional sources slowed to a trickle. Fourth Edition appeared with a hammer and a set of nails that looked specifically designed to forever close the OGL coffin, and it appeared that the Open Gaming Movement that transformed the game business would die out in less than a decade.

But a funny thing about that Open Game License. It was irrevocable. Eternal. So long as someone had the gumption and the resources to continue publishing material compatible with the Third Edition of the world's oldest roleplaying game, fans of that version of the game would enjoy new material. For a number of reasons—the most important being that we loved the game—Paizo stepped forward to carry on the Third Edition tradition under the auspices of the OGL, creating an updated and revised rules set known as the *Pathfinder RPG*.

As Paizo's publisher, I've had a chance to put out scores of new *Pathfinder* books, from campaign setting

guides heavy on flavor to full-on mechanical books with hundreds of items, new classes, and more. Virtually all of the rules content released under the *Pathfinder* brand so far has been 100% open under the terms of the Open Game License that makes *Pathfinder* itself possible. After a while we decided that simply opening up the rules for other publishers to use was not enough, and that we ought to create a formal free license that allowed other publishers to designate their material as "Pathfinder Compatible" (*Pathfinder* being a registered trademark, and all). I had fond memories of the piles of Third Edition-compatible d20 and OGL products from my *Polyhedron* days, and I dared to dream that the *Pathfinder* Compatibility License might engender a similar explosion of support. Still, at the time the *Pathfinder RPG* was in its infancy, and I wasn't sure how the public—and especially other publishers—would respond. Within a week of our formal announcement, more than 40 publishers—mostly of the "guy in the garage" variety mentioned above—signed on to provide support for our new game. Among the list of confirmed participants were a few familiar names, most notably the gents from Super Genius Games.

I've known Stan! almost as long as I've been in the game industry. A veteran of Wizards of the Coast (and TSR, and West End Games...), Stan! was one of the first gaming pros to welcome me to Seattle and support my efforts with *Polyhedron*. Many of the products I reviewed in that magazine were published by Super Genius's Hyrum Savage, and I respect the work of author Owen K.C. Stephens—who penned most of this volume—so much that I hired him to write the guidebook to the most important city in the world of the *Pathfinder* Campaign Setting. These are professional game designers, but better than that, this book represents the work of professional game designers operating outside the bureaucracy of a big RPG publishing house. If these guys think something is cool, they'll put it in the book. If you don't agree with, say, how they priced a magic item, they're happy to provide sidebars explaining their design rationale.

I'm not sure a big company like Paizo could afford to publish a book aimed solely at inexpensive, "low-level" treasure like this *Loot 4 Less* guidebook. But you only have to hand out so many 1st-level pearls of power or feather tokens to know that the game absolutely needs more items of this type. And the genius of the OGL and the *Pathfinder* Compatibility License makes a book like this possible.

If the game needs it, someone will step up to produce it. The Open Gaming Movement is alive and well. And in this case, you couldn't possibly be in better hands.

Erik Mona
Seattle, July 2011



Welcome to Loot 4 Less, the treasure book where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right: no epic artifacts, rods of eleventy parts or even typical moderate magic items here. This is a forum for the cheapest of the cheap, and that's it. And just to up the level of difficulty, we also don't deal in one shot (or even two or three shot) magic items. No scrolls, potions, talismans or fire and forget tattoo magics here. Everything in these pages is a legitimate permanent magic item, free of charges and able to be used in adventure after adventure.

To kick things off, this first volume deals with weapons, armor, rings, and rods. These are common categories of bread and butter items most adventurers can use, making them easier for players to find things they want to have characters craft, and for GMs to build interesting low-level treasure hoards. Not only do we provide each magical enhancement with a full description and cost, we've scattered sidebars throughout the book to explain those costs.

Each **Behind the Counter** sidebar explains how a price was arrived at, allowing GMs to apply the logic to other abilities (and be better able to change the pricing to match the needs of their campaign, with a firm knowledge of where the numbers come from). Loot 4 Less is designed not just to provide you with a list of cheap caches, but also show you how we came up with dozens of inexpensive items. Many of our favorite tricks for creating interesting minor items (partial bonuses, pricing things as a fraction of a feat, limiting uses per day rather than giving huge numbers of use-them-and-lose-them charges) can be used by creative GMs to create tons of affordable arcana designed specifically for their campaigns.

INVESTMENT ITEMS

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few dozen more magic item options? Why would anyone care about more cheap magic items that aren't one-shots? Doesn't such options as masterwork and mitral items provide enough items of use at lower costs to take care of inexpensive treasure needs? Aren't potions and scrolls magic enough for low-level characters?

Not really, no.

The problem with using one-shot items to flesh out the treasure piles of lower-level characters is that once used, they're gone. This makes it difficult for low-level characters to accumulate wealth. Since the *Pathfinder Roleplaying Game* assumes characters built to specific wealth levels as they gain levels, a GM is forced to either boost treasure given at lower levels, or have a group of PCs who are slightly underpowered. By giving PCs minor but permanent magic items, a GM gives them the ability to save some wealth value. These items can be resold for half their full value. A low-level character can take a few minor items and sell them to pay for (or at least offset the full cost of) a more major item at higher levels.

Another benefit of cheap, re-useable magic items is they are more tempting for low-level spellcasters to craft themselves. The investment in gp and time to make even a +2 sword is more than most 6th level casters want to attempt, and a party only needs so many +1 weapons. By expanding the number of cheap options lower-level casters have, a GM gives them more opportunities to be useful to their party and explore the rules regarding item creation.

Finally, having more low-cost items allow both players and GM to customize characters more. With only a few items in their price range, the treasures of low CR npcs often look very similar. By the same token, when all anyone can afford is a +1 weapon and +1 armor, their characters don't seem that different. Compare

that to a rogue with a *faux flaming shortsword* and *leavened armor*. He may not have as high an AC or hit as often, but since he'll work with what he's got he's more likely to try to sneak quietly and quickly to a target area, bluffing any guard he comes across with the threat of setting a fire. That leads to more interesting games, and more memorable moments for everyone.

ARMS AND ARMOR

Though not the number one choice for arcane spellcasters (for whom we recommend you take a look at our bevy of bargain rings or wands, to be presented in later books), magic weapons and armor are of use to pretty much everyone else. They're a critical part of combat classes ability to keep up with the monsters they face, and a good augmentation for anyone else. At low levels they're also a good choice to place in monster hoards because they're often popular with multiple characters. Rather than worrying about exactly what item each PC is going to want, throw a few useful but cheap weapons and shields into the mix and let them work it out.

Because armor and (especially) weapons can get very expensive very quickly, our book takes some liberties with the normal rules for adding special abilities to weapons and armor and adds a new concept — the +1/2 bonus.

FRACTIONAL BONUSES

Not every special ability is useful or powerful enough to qualify for even a +1 bonus cost. For more minor abilities, the +1/2 bonus cost has been added. A +1/2 bonus special ability can be added to another +1/2 bonus to use the existing chart (a +1 *swift striking, hammerblow short sword* is priced as a +2 bonus weapon), or the GM can use the new armor and weapon pricing charts to allow non-whole number bonus costs.

Because these fraction bonus abilities are so minor, armor suits and weapons can have a single +1/2 bonus special ability

without being masterwork, as well as without any other magic enhancement (they are not required to have at least a +1 enhancement before they can add a +1/2 bonus special ability), so a cost for a total bonus of +1/2 is given. However, no item may have more than a single +1/2 bonus special ability without being masterwork and having at least a +1 enhancement bonus. (*Spellforged* weapon and armor are an exception to this rule, along with several other rules for magic weapons and armor. See that special ability's description, below.)

A magic weapon with just +1/2 bonus abilities never gives off light, and does not count as magic for purposes of bypassing DR.

ARMOR

Most classes have some access to armor, and thus magic armor is a popular choice for GMs to pass out as treasure. Armor isn't as universal as weapons, since so many characters have fairly specific armor needs (a fighter wearing a breastplate is unlikely to turn it in for a mildly magic suit of studded leather, while the rogue depends on such light armors). If several characters in a group carry shields, a few magical bucklers and kite shields may actually be better received.

MAGIC ARMOR SPECIAL ABILITIES

The following special abilities can all be used to create a shield or suit of magic armor with a cost of 2,500 gp or less. Of course they can also be used to make more expensive armors.

Clever: A suit of clever armor grants the wearer a +2 enhancement bonus to his CMD.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor; shield; price +1/2 Bonus.

Elusive: A enhancement bonus to AC provided by an *elusive* suit of armor or shield is 1 higher against ranged weapon attacks (but not melee weapon attacks or spells).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor; *entropic shield*; price +1/2 Bonus.



Fleet: A suit of heavy armor can be made *fleet*. A character running in fleet heavy armor may run at x4 his base speed, rather than the normal x3 for being in heavy armor.

Faint transmutation; CL 1st; Craft Magic Arms and Armor; *expeditious retreat*; Price +1/2 Bonus.

Leavened: A *leavened* suit of armor or shield has half its normal weight.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor; *entropic shield*; Price +500 gp.

Proficient: A suit of proficient armor uses a lesser armor proficiency to determine if the wearer is considered proficient with the armor. The categories of proficient armor are defined below. (The cost for major proficient armor is included completeness – it doesn't qualify as Loot 4 Less.)

ARMS & ARMOR

Least: A 0-step suit of proficient armor uses the same proficiency as it counts as for purposes of movement and other limitations. This is normally only useful if the quality is added to mithral armor. Thus a +0 least proficient mithral breastplate uses light armor proficiency (since it counts as light armor for movement and other limitations), rather than requiring medium armor proficiency (as is normally the case).

Lesser: A suit of lesser proficient armor uses the proficiency of armor one category lighter. Thus a character is considered proficient with a suit of +0 lesser proficient scale mail if he is proficient with light armor. Only medium and heavy armor can have this ability.

Major: A suit of major proficient armor uses the proficiency of armor two categories lighter. Thus a character is considered proficient with a suit of +0 lesser proficient splint mail if he is proficient with light armor. Only heavy armor can have this ability.

Minor divination; CL 3rd, Craft Magic Arms and Armor, borrow skill*; Price +500 gp (least), +1,000 gp (lesser), +5,000 (major).

*This spell is found in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

Remedy: This special ability works against a specific weapon, including natural weapons (such as short sword, arrow, warhammer, claw, or unarmed strike) which is defined when the armor is imbued with the ability. Against the specific weapon selected, the *remedy armor* grants DR 3/–.

Faint abjuration; CL 1st; Craft Magic Arms and Armor; *protection from evil*; Price +1/2 Bonus.

Restful: A suit of medium or heavy armor can be made *restful*. A character trying to sleep in *restful armor* may make a Fortitude save to avoid being fatigued. For Medium armor this is a DC 15 Fort save, for heavy armor it is a DC 20 Fort save.

Light armor can already be slept in without the character being fatigued, and thus never has need of this special ability.

Faint enchantment; CL 1st; Craft Magic Arms and Armor; *sleep*; Price +1/2 Bonus.

BEHIND THE COUNTER:

WHY ALLOW NON-MASTERWORK, NON +1, MAGIC ITEMS?

Really, the answer is one of game balance. Normally, items are required to be both masterwork and have at least a +1 enhancement bonus prior to having any other special abilities to ensure that the more effective special abilities aren't available until upper levels. While it wouldn't really be unbalancing for a character to have a *flaming longsword* (with no masterwork quality and no enhancement bonus) for 2,015 gp, it's important that a vorpal weapon not be available until players can afford a single item worth 72,300 gp minimum. A *vorpal longsword* (with no enhancement bonus) priced at a mere 50,000 gp could actually unbalance a game.

However, with fractional bonuses this is less of a concern. A weapon with a single fraction special ability isn't going to unbalance a game even if it's available at 1st level. The benefit of allowing such very simple magic items (more interesting treasure, a better chance to build wealth naturally, and more differentiated low-level characters) far outweigh the slight bending of the rules to allow them. Since this exception is restricted to a single fractional bonus, the impact is minimal at best.

The spellforged ability can also be useful to players who grow emotionally attached to their starting equipment, which rarely includes masterwork items. It may just be a longsword as far as game-mechanics are concerned but if a player has decided it's his grandfather's longsword, carried in the Five Marches Against Darkness and used to slay Grunthas the Half-Orken, it's a bummer to tuck it away when magic weapons become a requirement for adventuring. Much nicer to be able to get someone to slap the *spellforged* ability on it and start adding magic properties, keeping the family heirloom as a useable tool of dungeon-delving.

Rugged: The enhancement bonus to AC provided by a rugged suit of armor or shield is 1 higher against melee weapon attacks (but not spells or ranged weapon attacks).

Faint conjuration; CL 3rd; Craft Magic Arms and Armor; mage armor; price +1/2 Bonus.

Spellforged: A *spellforged* suit of armor can accept other special abilities as if it had a +1 enchantment, despite not giving any actual bonus to AC. Additionally, armor need not be masterwork to be *spellforged* (and can still accept other special abilities).

Minor illusion; CL 1st, Craft Magic Arms and Armor, Craft (armorer) 5+ ranks, *magic aura*; Price +1/2 bonus gp.

Tough: A *tough* suit of armor has its hardness increased by 1 and gains an additional 10 hit points.

Minor abjuration; CL 1st, Craft Magic Arms and Armor, Toughness; Price +250 gp.

Willing: *Willing armor* takes half as long to don or remove as it would normally under the same circumstances. Shields cannot be *willing*.

Faint conjuration; CL 1st; Craft Magic Arms and Armor; *unseen servant*; Price +500 gp.

SPECIFIC ARMORS

Though obviously the number of shields and suits of armor that can be made with these rules is huge, here are a few specific examples to help GMs short on time.

Boltcatcher: These special shields are often given to troops expecting to come under heavy enemy fire. They are masterwork *elusive remedy (bolt) spellforged heavy steel shields*. This means they grant a +2 shield AC bonus, +3 vs ranged weapons, and grant DR 3/-- against bolts.

Faint abjuration and illusion; CL 3rd; Craft Magic Arms and Armor; Craft (armorer) 5+ ranks, *magic aura*, *entropic shield*, *protection from evil*; Price 2,420 gp; Cost 1,295 gp.

Footman's Armor: Used for heavy foot troops (often assault troops), these suits are masterwork *fleet banded mail*. This allows the foot troops to maneuver more easily to intercept foes.

Faint transmutation; CL 1st; Craft Magic Arms and Armor; *expeditious retreat*; Price 650 gp; Cost 525 gp.

Light Mail: Designed to provide maximum protection for minimum cost, light mail is a masterwork +1 *leavened chain shirt*. Weighing only 12.5 pounds this armor gives five times the protection of ordinary padded armor for only a fraction more weight.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor; *entropic shield*; Price 1,750 gp; Cost 1,000 gp.

WEAPONS

We all know you can't get a magic weapon cheap. With the minimum enchantment of +1 costing 2,000 gp, and the need for the weapon to be masterwork (another 300 gp), even a common short sword ends up costing 2,310 gp once it's a +1 *short sword*. And if you want to do something else with your weapon, something to make it unique and interesting, you're looking at another 6,000 gp minimum.

Well, not anymore. With the *Loot for Less* +1/2 bonus abilities, along with the *spellforged* property, it's possible to have a magic short sword for as little as 510 gp. And, by the time you're shelling out 2,500 gp, you can have a *sharp spellforged short sword* for 2,310 gp. It may lack the attack or damage bonuses of a traditional +1 *weapon*, but it has the advantage of being different, and still having room to grow. A duelist who wanted to make the same magic short sword *willing* would also be looking at only another 2,500 gp, making it easier to upgrade in small steps.

ARMOR AND SHIELD COSTS	
Item	Base Price (gp)
+1/2	250
+1	1,000
+1 1/2	2,250
+2	4,000
+2 1/2	6,250
+3	9,000
+3 1/2	12,250
+4	16,000
+4 1/2	20,250
+5	25,000
+5 1/2	30,250
+6	36,000
+6 1/2	42,250
+7	49,000
+7 1/2	56,250
+8	64,000
+8 1/2	72,250
+9	81,000
+9 1/2	90,250
+10	100,000

MAGIC WEAPON SPECIAL ABILITIES

The following special abilities can all be used to create a magic weapon with a cost of 2,500 gp or less. Of course they can also be used to make more expensive weapons.

Adjusting: An adjusting weapon can be one of two size categories. Normally these are Small and Medium or Medium and Large, but it can be any two adjacent size categories. The weapon automatically changes to be as close as possible to the correct size of its wielder. (Thus a Medium/Large adjusting longsword becomes Medium in the hands of a Small or Medium wielder, and Large in the hands of a Large or Huger wielder).

Faint transmutation; CL 5th; Craft Magic Arms and Armor; shrink item; price +1/2 Bonus.

Faux Flaming: A *faux flaming weapon* appears to be a weapon with the flaming property, but its flames are illusionary. They are visible (illuminating as a torch does), audible, and even give off the scent of fire, but deal no damage and can not set anything alight. Anyone struck

with the weapon immediately knows the fire along the weapon is fake, and anyone observing it in use may make a DC 18 Will save to realize the fire is false. It's possible to make faux frost or faux shock weapons for the same cost and with the same prerequisites, but such weapons are much less common.

Minor illusion; CL 1st, Craft Magic Arms and Armor, *disguise self*; Price +500 gp.

Hammerblow: A *hammerblow weapon* deals bludgeoning damage, rather than its normal damage type. Bows and crossbows so crafted bestow the bludgeoning property upon their ammunition.

Minor transmutation; CL 1st, Craft Magic Arms and Armor, *shillelagh*; Price +500 gp.

Hovering: A *hovering weapon* does not fall to the ground when dropped. Instead, it floats next to the character that dropped it. It floats adjacent to that character, moving up to 60 feet/round to do so. If the *hovering weapon* is ever unable to remain adjacent to the character that dropped it, it falls to the ground. While hovering it counts as an unattended object, and can be freely grabbed by anyone able to reach it as a swift action without provoking attacks of opportunity.

Minor evocation; CL 1st, Craft Magic Arms and Armor, *floating disk*; Price +1/2 bonus.

Hurtful: A *hurtful weapon's* enhancement bonus to damage is +1 higher. Thus a +2 *hurtful weapon* grants a +2 enhancement bonus to attack rolls, and a +3 enhancement bonus to damage rolls. Bows, crossbows and slings so crafted bestow the *hurtful* property upon their ammunition. It is possible to have a +0 to hit, +1 to damage *hurtful* weapon.

Minor transmutation; CL 1st, Craft Magic Arms and Armor, *magic weapon*; Price +1/2 bonus.

Impressive: Whenever you score a critical hit with an impressive weapon, as a free action you may immediately make an Intimidate check to demoralize the target you just hit. The enhancement bonus of the impressive weapon is added to your check total.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor; eagle's splendor; price +1/2 Bonus.



Leavened: A *leavened weapon* has half its normal weight. Ammunition must buy this property separately, or retain its normal weight.

Minor transmutation; CL 1st, Craft Magic Arms and Armor, *mage hand*; Price +1/2 bonus.

Penetrating: A *penetrating weapon* deals piercing damage rather than it's normal damage type. Slings so crafted bestow the *penetrating* property upon their ammunition.

Minor evocation; CL 1st, Craft Magic Arms and Armor, *magic missile*; Price +500 gp.

Proficient: A *proficient weapon* has no non-proficiency penalty. Anyone can use it without taking a penalty to attack rolls. Because simple weapons are easier to use, they accept this property much more easily. (The cost for a martial or exotic weapon is given for completeness – they don't qualify as Loot 4 Less.)

Minor divination; CL 3rd, Craft Magic Arms and Armor, *true strike*; Price +500 gp (simple weapon), +5,000 gp (exotic or martial weapon).

Sharp: The *sharp* property is essentially a lesser version of keen. It can only be placed on a piercing or slashing weapon with a threat range of 19-20 or 18-20, and it increases this range by 1. Thus a *sharp rapier* has a threat range of 17-20, and a *sharp short sword* has a threat range of 18-20. The increase to threat range granted by a *sharp weapon* does not stack with any other ability or effect that increases threat ranges, including the Improved Critical feat and *keen* special ability.

Minor universal; CL 1st, Craft Magic Arms and Armor, *prestidigitation*; Price +1/2 bonus gp.

Slicing: A *slicing weapon* deals slashing damage rather than it's normal damage type.

Minor transmutation; CL 1st, Craft Magic Arms and Armor, *bleed*; Price +500 gp.

Spellforged: A *spellforged weapon* can accept other special abilities as if it had a +1 enchantment, despite not giving any actual bonus to attack or damage rolls. Additionally, a weapon need not be masterwork to be *spellforged* (and can still accept other special abilities).

Minor illusion; CL 1st, Craft Magic Arms and Armor, Craft (weaponsmith) 5+ ranks, *magic aura*; Price +1/2 bonus gp.

Swift Striking: A weapon with this special ability can be used for one more attack of opportunity each round than normal by a character with the Combat Reflexes feat. Thus, the total number of attacks of opportunity that may be taken with a swift striking weapon and Combat Reflexes is two plus Dex modifier round. If the character does not have Combat Reflexes, he gains no benefit from a swift striking weapon.

Minor transmutation; CL 1st, Craft Magic Arms and Armor, *expeditious retreat*; Price +1/2 bonus gp.

Tough: A tough weapon has its hardness and hit points increased by 1 each.

Minor abjuration; CL 1st, Craft Magic Arms and Armor, Toughness; Price +500 gp.

Willing: Once each day, a willing weapon can be drawn as a free action (as if the wielder had the Quickdraw feat). If the wielder does have the Quickdraw feat, the weapon may be put away as a free action once per day.

Minor transmutation; CL 1st, Craft Magic Arms and Armor, *expeditious retreat*; Price +1/2 bonus.

WEAPON COSTS

Item	Base Price (gp)
+1/2	500
+1	2,000
+1 ½	4,500
+2	8,000
+2 ½	12,500
+3	18,000
+3 ½	24,500
+4	32,000
+4 ½	40,500
+5	50,000
+5 ½	60,500
+6	72,000
+6 ½	84,500
+7	98,000
+7 ½	112,500
+8	128,000
+8 ½	144,500
+9	162,000
+9 ½	180,500
+10	200,000

SPECIFIC WEAPONS

DIRK OF INVISIBILITY

Aura: Faint illusion CL 3rd

Slot: none; **Price:** 1,800 gp, **Weight:** 1 lb.

DESCRIPTION

These long, heavy masterwork daggers are themselves invisible. A character using Stealth to remain undetected may continue to make Stealth checks to avoid notice even after attacking foes by throwing *dirks of invisibility*. Because it is difficult for a foe to spot exactly where a *dirk of invisibility* is, critical threats made with such weapons gain a +2 circumstance bonus to confirmation rolls. Foes able to see invisible objects or with nonvisual senses that allow them to target foes normally (such as blindsight) are immune to both of these abilities.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *invisibility*; **Cost:** 1,050 gp.

FENCING SWORD

Aura: Minor universal CL 1st

Slot: none; **Price:** 520 gp, **Weight:** 1 lb.

DESCRIPTION

This is the among the cheapest of magic weapons, but still of use to any serious duelist who can't afford better. It's a non-masterwork *sharp rapier*, giving it no bonus to attack or damage rolls, but a threat range of 17-20.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *prestidigitation*; **Cost:** 270 gp.

FOOTMAN'S GLAIVE

Aura: Minor transmutation CL 1st

Slot: none; **Price:** 808 gp, **Weight:** 1 lb.

DESCRIPTION

This is a simple masterwork *hurtful glaive*. Though it grants a +1 enhancement bonus to

both attack and damage, it doesn't count as a magic weapon for purposes of DR, and can't gain any further magical abilities until it's made at least a +1 weapon. It is, however, a good cheap magic item for the rank-and-file soldiers of a rich lord.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *magic weapon*; **Cost:** 558 gp.

LETTER OPENER

Aura: Faint divination CL 1st

Slot: none; **Price:** 1,200 gp, **Weight:** 0.5 lbs.

DESCRIPTION

This mildly sharp blade appears to be a sword in miniature, and isn't designed for combat. Three times a day the *letter opener* can be touched to any missive, scroll, map, book, folded parchment or similar communication or text, and it opens the item touched. Any mundane wax seal, strap, lock, knot, cord, stamp, calligraphy, or crest affixed to the missive slides aside without being damaged, and the missive opens itself for easy reading. One minute later, the missive closes itself, resuming its previous configuration and condition with all its seals and bindings in place and undisturbed, showing no signs of tampering.

The *letter opener* may work on missives with magic seals and closings, but must make a caster level check (1d20+3) against a DC equal to 10 + the caster level of magic seal or fixture. On a failed save, the seal is not disturbed and the missive is not opened. On a successful check, the effect is the same as described above, including resetting itself after one minute (leaving no sign it was ever read).

If used in combat the *table knife* suffers a -1 penalty to attack rolls, and deals 1d2 damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *mending*; **Cost:** 600 gp.

MYSTIC MISERICORDE

Aura: Faint necromancy CL 1st

Slot: none; **Price:** 2,400 gp, **Weight:** 1 lb.

DESCRIPTION

A *mystic misericorde* is a magical version of a masterwork dagger designed to deliver a final blow to enemies that are at your mercy, and allies whose chance of survival is beyond hope. Performing a coup de grace with a *mystic misericorde* is only a standard action, and the dagger deals an additional 2d6 points of damage on such an attack.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *death knell*; **Cost:** 1,400 gp.

RONDEL OF FOREWARNING

Aura: Faint divination CL 1st

Slot: none; **Price:** 2,300 gp, **Weight:** 1 lb.

DESCRIPTION

Each of these masterwork daggers is designed to detect one specific type of foe. This may be a type of creature (as defined by the types found on the ranger's preferred enemy list), a sub-class of creature (usually air, earth, fire, or water), or a specific character class (bard, rogue, wizard, etc.). When a creature of that type is within 60 feet of the *rondel of forewarning*, it glows as if a light spell had been cast on it. This is obvious if the weapon is drawn, and if it is sheathed can be noticed with a DC 15 Perception check. The detection ability of the weapon does not require line of effect (it tracks around corners) and can penetrate many barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *alarm*; **Cost:** 1,350 gp.

BEHIND THE COUNTER: RONDEL OF FOREWARNING

A weapon that senses the presence of a specific kind of foe is quite common in fantasy literature, but pricing one takes a bit of thought.

There is a spell that detects one type of creature, *detect undead*, and it's 1st level, with a duration of up to 1 minute/level. Since undead is a fairly common type, we used that base price for the weapon's ability for any one creature type. *Detect undead* is a cone rather than a radius. One line of thought says this increases the effectiveness by covering a larger area, but it can theoretically be seen as a disadvantage since a cone lets you sweep the area to find out in which direction the detected creature lays, so we're going to call the spell even with what the *rondel of forewarning* does. That puts the base price at 4,000 gp (2,000 gp x spell level 1 x caster level 1 x 2 for 1 minute/level duration).

However, *detect undead* also tells you how many undead are present, their relative strength, and can even find the lingering aura of undead up to 6 days after passing. That's a lot more useful information, so we thought a 50% reduction in the base price was reasonable. That leaves a magic cost of 2,000 gp, with the remaining cost for the masterwork dagger itself.

SACRIFICIAL BLADE

Aura: Faint necromancy CL 1st

Slot: none; **Price:** 2,000 gp, **Weight:** 1 lb.

DESCRIPTION

A *sacrificial blade* is an ornate dagger that counts as a magic weapon for purpose of penetrating DR, but has no enhancement bonus to attacks or damage.

Once you deal 10 or more hp of damage to a target with your *sacrificial blade* in a single 24-hour period (not including damage dealt by afflictions, spells, or special abilities that happen to occur when you strike with a weapon, but counting critical hits and sneak attacks or similar extraordinary abilities), that target suffers a -1 penalty to all it's saving throws against your spells, spell-like abilities,

and supernatural abilities for the next 24 hours. This penalty does not increase, even if you deal another 10 hp of damage to the target.

It costs and additional 2,000 gp beyond the normal cost to grant a *sacrificial blade* a +1 enhancement bonus, after which it can be given special weapon abilities or a higher enhancement bonus normally.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Spell Focus; **Cost:** 1,150 gp.

TABLE KNIFE

Aura: Faint transmutation CL 1st

Slot: none; **Price:** 850 gp, **Weight:** 0.5 lbs.

DESCRIPTION

As a standard action, the knife may be touched to a cloak, linen, tablecloth or other single sheet of cloth up to 30 square feet in size (the knife may be touched to a larger sheet, but only 30 square feet of cloth is affected by the knife's power). The *table knife* then dances to the center of the cloth and stands handle-up, balancing on its tip. The magic of the knife causes the cloth to become a solid surface (hardness 2, 5 hp) that hovers at a convenient height for dining, playing cards, or performing work or crafts. The cloth tabletop must be perfectly horizontal and can hold up 75 lbs of items. It collapses back into normal cloth if it is forced to move (DC 10 Strength check) or suffers any damage, otherwise the cloth maintains this tabletop surface until the *table knife* is removed.

If used in combat the *table knife* suffers a -1 penalty to attack rolls, and deals 1d2 damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *floating disk*; **Cost:** 425 gp.

TOMBKEEPER

Aura: Minor illusion and transmutation CL 1st

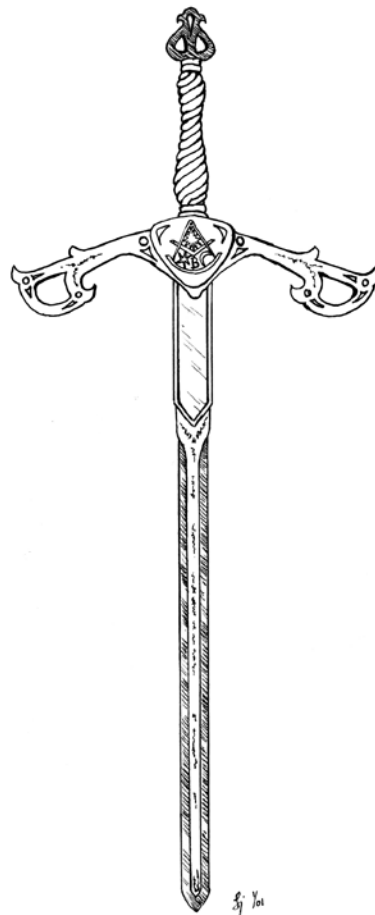
Slot: none; **Price:** 1,850 gp, **Weight:** 0.5 lbs.

DESCRIPTION

This impressive weapon is a a *spellforged, hammerblow, faux flaming greatsword*. Since it deals bludgeoning damage it's great for fights with skeletons, and it's fake flames often keep mummies and animal as bay – at least for a moment. Designed for guards of family crypts, a *tombkeeper* sword is as much about ceremony as substance, but it does lend anyone the weight of authority.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft (weaponsmith) 5+ ranks, *disguise self, shillelagh, magic aura*; **Cost** 1,100.





RINGS

Rings are wonderful magic items, because they're universal. Anyone can use a ring, regardless of class, race, or skill and feat selection. This makes them good options for low-level treasure, since they aren't ear-marked for just one character. Additionally, magic rings are romantic items that bring a whiff of legend with them whenever they're introduced. Finally, they're small and light (thus easily portable) and — until this book came along — tend to be priced so high that low-level characters almost always have at least one ring finger free.

RING OF AGILITY

Aura: Faint transmutation; **CL** 3rd
Slot: ring; **Price:** 1,400 gp; **Weight:** -

DESCRIPTION

These useful rings are generally thin bands of silver, and are popular with monks and rogues. The wearer of a *ring of agility* gains a +1 enhancement bonus to all Dexterity ability checks and Dex-based skill checks. The ring must be worn for a week before this benefit is gained, and if it is removed it must be worn for another week before the benefit is restored.

CONSTRUCTION

Requirements: Forge Ring, *cat's grace*; **Cost:** 700 gp.

BEHIND THE COUNTER: PRICING AGILITY

A *ring of agility* essentially gives the benefit of having +2 Dex, but only for purposes of skill bonuses. Given the other things Dexterity is useful for (Reflex Saves, ranged Attacks and Armor Class), it seems reasonable to say a skill bonus is one third (35%, to make the math easy) the benefit of high Dexterity. Since +2 Dexterity costs 4,000 gp, the ring of agility is priced at 1,400 gp.

The same logic was applied to the *ring of vigor* (though given that Constitution only adds to hp, Fort saves, and concentration, the hp benefit was treated as 50% of the value) and several other items in *Loot 4 Less*. As long as these items are kept minor, there isn't any game balance issue with them. However, creating a greater vigor ring that grants +2 hit points per level (for 8,000 gp) can be a problem if it stacks with a normal bonus to Constitution. If a GM wants to allow such items, he should either price them higher (the same as a full Constitution bonus) or have the benefit of a greater ring of vigor not stack from hit points gained from any other sources, or those gained from magic enhancements to Constitution scores.

ALCHEMIST'S RING

Aura: Faint abjuration; **CL** 1st
Slot: ring; **Price:** 1,200 gp; **Weight:** -

DESCRIPTION

Designed for people who spend a lot of time around dangerous chemicals, this ring grants its wearer acid resistance 1.

CONSTRUCTION

Requirements: Forge Ring, *endure elements*;
Cost: 600 gp.

BRIGHTMOTE RING

Aura: Faint abjuration; **CL** 1st
Slot: ring; **Price:** 900 gp **Weight:** -

DESCRIPTION

A *brightmote ring* can be activated as a standard action, creating a glowing mote of light as bright as a torch. The light moves as

directed by the wearer (no concentration needed), though it must stay within 110 feet of the ring wearer. The light lasts until it exceeds this range, or is dispelled by the ring wearer (a free action).

CONSTRUCTION

Requirements: Forge Ring, *dancing lights*; **Cost:** 450 gp.

RING OF ATHLETICS

Aura: Faint transmutation; **CL** 3rd
Slot: ring; **Price:** 1,400 gp, **Weight:** -

DESCRIPTION

These useful rings are generally thick bands of steel with a semi-precious gem mounted in them. The wearer of a *ring of athletics* gains a +1 enhancement bonus to all Strength ability checks and Strength-based skill checks. The ring must be worn for a week before this benefit is gained, and if it is removed it must be worn for another week before the benefit is restored.

CONSTRUCTION

Requirements: Forge Ring, *bull's strength*; **Cost:** 700 gp.

RING OF APTITUDE

Aura: Faint transmutation; **CL** 1st
Slot: ring; **Price:** 100 gp (+1 to one skill), 400 gp (+2 to one skill), 900 gp (+3 to one skill), 1,600 gp (+4 to one skill) **Weight:** -

DESCRIPTION

These simple steel rings grant a competence bonus to one skill. The skill should be rolled randomly. Most grant only a +1 bonus, but some (15%) grant a +2 bonus, a few (4%) a +3 bonus and the rarest (1%) a +4 bonus.

CONSTRUCTION

Requirements: Forge Ring, *guidance*; **Cost:** 50 gp (+1 to one skill), 200 gp (+2 to one skill), 450 gp (+3 to one skill), 800 gp (+4 to one skill).

RING OF AVOIDANCE

Aura: Faint abjuration; **CL** 1st
Slot: ring; **Price:** 350 gp (+1 Reflex), 1,350 gp (+2 Reflex) **Weight:** -

DESCRIPTION

Rings of avoidance are thin wires that must be wrapped around the wearer's finger. Anyone wearing such a ring gains a +1 or +2 resistance bonus to all Reflex saves.

CONSTRUCTION

Requirements: Forge Ring, *resistance*; **Cost:** 175 gp (+1 Reflex), 675 gp (+2 Reflex).

RING OF CANINE CONTROL

Aura: Faint enchantment; **CL** 1st
Slot: ring; **Price:** 1,800 gp **Weight:** -

DESCRIPTION

A *ring of canine control* casts *charm animal* on command. However, the *charm animal* spell only works on dogs, wolves, dire wolves, foxes, and similar canine animals. The Will save DC against this effect is 11 + the wearer's Cha modifier. (Similar rings attuned to felines, serpents, whales, equines or similar single category also exist, but make up only 10% of all such rings.)

CONSTRUCTION

Requirements: Forge Ring, *charm animal*; **Cost:** 900 gp.

RING OF CANTRIPS

Aura: Faint transmutation; **CL** 1st
Slot: ring; **Price:** 1,000 gp; **Weight:** -

DESCRIPTION

A *ring of cantrips* functions only once each day. A character who prepares spells may use it to prepare one additional 0-level spell.

CONSTRUCTION

Requirements: Forge Ring, *prestidigitation*;
Cost: 500 gp.

RING OF CLOTING

Aura: Faint conjuration; **CL** 1st
Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

Rings of clotting are always either bright red metal, or simple silver with a red gem cut in the form of a simple cross. The wearer of a ring of clotting automatically stabilizes from bleeding to death on the second round of dying (no roll is required). This does not prevent bleeding from sources other than the normal bleeding as a result of being at -1 or fewer hit points.

CONSTRUCTION

Requirements: Forge Ring, *stabilize*; **Cost:** 450 gp.

RING OF COMFORT

Aura: Faint abjuration; **CL** 3rd
Slot: ring; **Price:** 1,250 gp; **Weight:** -

DESCRIPTION

This remarkable bit of jewelry creates a sense of comfort in the wearer, granting some benefits when resisting situations of discomfort or fatigue. The wearer receives a +1 bonus to the following checks and saves: Swim checks made to resist nonlethal damage; Constitution checks made to continue running, to avoid nonlethal damage from a forced march, to hold your breath, or to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments or resist damage from suffocation.

CONSTRUCTION

Requirements: Forge Ring, *bear's endurance*;
Cost: 625 gp.

RING OF DETERMINATION

Aura: Faint abjuration; **CL** 1st
Slot: ring; **Price:** 350 gp (+1 Will), 1,350 gp (+2 Will); **Weight:** -

DESCRIPTION

This simple band of iron has a plain exterior, but the inner surface is carved with runes. The wearer gains a +1 or +2 resistance bonus to all Will saves.

CONSTRUCTION

Requirements: Forge Ring, *resistance*; **Cost:** 175 gp, 675 gp.

RING OF DOWSING

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

When activated, a *ring of dowsing* guides the wielder to the nearest natural source of potable water within 500 feet (including underground springs, but only if the actual water of the spring is within range). If no natural source of potable water is within range, the rod points to the largest concentration of potable water in range (including water in barrels, waterskins, and so on).

CONSTRUCTION

Requirements: Forge Ring, *create water*; **Cost:** 450 gp.



RING OF DWEOMERSIGHT

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

A *ring of dweomersight* is a large, ornate ring with a round tiny crystal orb carved to look like an eye set prominently within a complex setting of semi-precious gems. A character wearing a *ring of dweomersight* may speak a command word to detect magic.

CONSTRUCTION

Requirements: Forge Ring, *detect magic*; **Cost:** 450 gp.

RING OF HARMONY

Aura: Faint conjuration; **CL** 1st
Slot: ring; **Price:** 1350 gp; **Weight:** -

DESCRIPTION

A *ring of harmony* is always a thin band with the names of musical instruments written in elvish script engraved around its outer surface. The wearer of a *ring of harmony* can produce music as if he had any mundane musical instrument, conjuring sounds forth from the ring. It requires a standard action to begin such music, and a move action to maintain it each round, but the wearer need not have a hand free or actually possess the musical instrument to be emulated. The quality of the music is determined by a Perform check of the appropriate category (Perform [wind instruments] to make flute music come from the ring, for example).

These rings are often used by bards to produce music (even special bardic music) without needing a music instrument. Some bards actually create solo performances designed to require a ring of harmony (such as flute accompaniment to their own singing).

CONSTRUCTION

Requirements: Forge Ring, *summon instrument*; **Cost:** 675 gp.

RING OF LANGUAGES

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 50 gp (1 language), 200 gp (2 languages), 450 gp (3 languages), 800 gp (4 languages), 1,250 gp (5 languages), 1,800 gp (6 languages); **Weight:** -

DESCRIPTION

A *ring of languages* allows the wearer to read, write and speak one or more specific additional language. Written on the inside of each ring is the name of every language that a ring grants proficiency in, each inscribed in its own native alphabet. A *ring of languages* must be worn for a week to grant its benefit, and if removed must be worn for another week before it functions again. A full 35% of these rings grant two languages, 25% only one language, 15% three languages, 15% four languages, 5% five languages, and 5% six languages.

CONSTRUCTION

Requirements: Forge Ring, *comprehend languages*; **Cost:** 25 gp (1 language), 100 gp (2 languages), 225 gp (3 languages), 400 gp (4 languages), 625 gp (5 languages), 900 gp (6 languages)

MEDICINAL RING

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

This heavy iron ring is covered with simple etchings of entwined, winged snakes. Any time the hand wearing the ring is touched to a poisonous material, creature or item, the medicinal ring turns slightly greenish.

CONSTRUCTION

Requirements: Forge Ring, *detect poison*; **Cost:** 450 gp.

RING OF THE NORTH STAR

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

A *ring of the north star* always has a single quartz gem mounted in a square setting. As a standard action the wearer may focus on the quartz, which then glows slightly. The glow focuses on one section of the ring like a tiny star, indicating the direction of North.

CONSTRUCTION

Requirements: Forge Ring, *know direction*; **Cost:** 450 gp.

RING OF RAIMENT

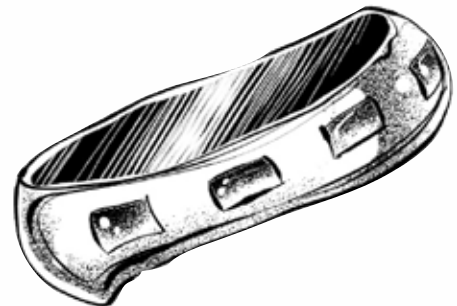
Aura: Faint conjuration; **CL** 1st
Slot: ring; **Price:** 1800 gp; **Weight:** -

DESCRIPTION

A character wearing a *ring of raiment* may change his clothing to be of any style and type he wishes, including cleric's vestments, or an artisan's, cold weather, courtier's, entertainer's, explorer's, monk's, noble's, peasant's, royal, scholar's or traveler's outfit. Jewelry and similar non-clothing items are not added or changed, but the style, cut, color and decoration of the clothes is entirely at the will of the ring's wearer. If an item is put in a pocket that ceases to exist, it falls to the ground. Though this does not add any bonus to a character making a Disguise check, it may prevent the character from taking any penalties.

CONSTRUCTION

Requirements: Forge Ring, *alter self*; **Cost:** 900 gp.



RING OF RECOVERY

Aura: Faint conjuration; **CL** 1st
Slot: ring; **Price:** 450 gp; **Weight:** -

DESCRIPTION

A character wearing a *ring of recovery* heals hit points naturally as if he were two levels higher. Thus the character recovers two additional hit points after a night's rest, two additional points of nonlethal damage per hour, and if the Heal skill is successfully used to treat deadly wounds the character recovers two additional hit points. If the character gets 24 hours of bed rest, he gains 4 additional hit points.

CONSTRUCTION

Requirements: Forge Ring, 5+ ranks of Heal;
Cost: 225 gp.

SCHOLAR'S RING

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

These simple rings are generally made from gold wire and greenish glass in the rough image of a tiny pair of spectacles. Anyone wearing a *scholar's ring* can speak a command word to read magical writings as if under the effects of a read magic spell.

CONSTRUCTION

Requirements: Forge Ring, read magic; **Cost:** 450 gp.

RING OF SMOKE

Aura: Faint evocation; **CL** 1st
Slot: ring; **Price:** 720 gp; **Weight:** -

DESCRIPTION

When the wearer speaks its command word, a *ring of smoke* produces enough thick, opaque smoke to fill a 10-foot cube. (Treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round.) Once produced the smoke is mundane, and

dissipates normally in 1 minute. The effect of a *ring of smoke* is identical to igniting a smokestick.

CONSTRUCTION

Requirements: Forge Ring, *burning hands*; **Cost:** 360 gp.

RING OF STOUTNESS

Aura: Faint abjuration; **CL** 1st
Slot: ring; **Price:** 350 gp (+1 Fortitude), 1,350 gp (+2 Fortitude); **Weight:** -

DESCRIPTION

These tight-fitting leather bands are either plain brown or black, stretching slightly for a good fit on any size finger. Anyone wearing such a ring gains a +1 or +2 resistance bonus to all Fortitude saves.

CONSTRUCTION

Requirements: Forge Ring, resistance; **Cost:** 175 gp (+1 Fortitude), 675 gp (+2 Fortitude).

BEHIND THE COUNTER: PRICING SMOKE

A *ring of smoke* essentially allows a character to produce the effect of a smokestick with a command word. The pricing is based on determining what is a smokestick's "spell level x caster level." Since a one shot, spell completion item has a cost of (spell level x caster level) x 50 gp, and a one-shot smokestick costs 20 gp, the formula shows the base multiple of the smokestick effect is 0.4. Thus to create a command word version we take that same multiple (0.4) and apply it to the 1,800 gp command word base cost. This results in a price of 720 gp. Since the lowest caster level is 1, the item lists that as its caster level.

The same logic was used to price the *tanglefoot*, *thunderstone* and *tindertwig* rings. Since things like alchemist's fire and acid deal damage, and there are already damaging spells out there, they weren't converted into items. A GM who decides to use alchemical items from other sources can use the same method to create even more cheap, quirky items for his campaigns.

RING'S UPON YOUR FINGERS

Although most GMs assume magic rings must be worn on a character's fingers (one per hand), the *Pathfinder Roleplaying Game* never states this as a game rule. There are lots of other places cultures around the world have adopted to display rings for ornamentation, and magic rings may come in just as broad a variety. Rings on toes, through lips, hanging from eyebrows and piercing even more sensitive parts of the body are more common than finger-bands with some groups, and could easily be the norm for fantasy cultures' magic rings (especially those with an "exotic" feel, or with eastern overtones). A GM can allow characters to wear rings anywhere they want with no fear of changing game balance, as long as each character is limited to two total magic rings.

A GM *may* even wish to allow characters to trade in the ability to wear the normal items of a given body slot in return for the ability to wear an additional magic ring there. Most often this should be done as a character trait for characters from specific cultures. (Character traits are background options similar

to, but less powerful than, feats. Many campaigns allow characters one trait at character creation, or the ability to buy two traits later in their careers by spending one feat.) This can affect game balance (rings are often more powerful and versatile than other types of magic items), but shouldn't create all-powerful characters if it's limited to one or two slot exchanges.

For example, characters from a savage land where footwear of any kind is common might be allowed to exchange the ability to wear magic boots (foreign to their culture) for one additional magic ring worn on a toe. A society of sorcerers might have a ritual that removes the ability to use a pair of magic goggles or glasses to instead place a magic ring on the eyebrow. A GM should be cautious about allowing characters to sacrifice the ability to wear magic armor or shields (rarely used by arcane spellcasters), carried items (which include weapons, rods, staves and wands) or shoulders (which include most items that grant bonuses to saving throws), as these may more seriously impact game balance.

SUNDIAL RING

Aura: Faint divination; **CL** 1st
Slot: ring; **Price:** 450 gp; **Weight:** -

DESCRIPTION

A *sundial ring* has a small golden sundial worked onto its face, which moves to show the correct time regardless of lighting conditions. Thus a character wearing the ring can determine (as a standard action) what time it is (to the nearest minute) and how many hours it is to dawn or sundown (whichever is next). The wearer may choose to be alerted when a set number of minutes have passed. This alert is silent to anyone except the ring wearer, though it is loud enough to awaken him from mundane slumber.

CONSTRUCTION

Requirements: Forge Ring, 5+ ranks of *Knowledge (nature)*; **Cost:** 225 gp.

TANGLEFOOT RING

Aura: Faint conjuration; **CL** 1st
Slot: ring; **Price:** 1800 gp; **Weight:** -

DESCRIPTION

When its command word is spoken, a *tanglefoot ring* fires a blob of adhesive as a ranged touch attack (with a range increment of 10 feet). On a successful attack the blob bursts open, entangling the target with goo which becomes tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by the effect of a tanglefoot ring. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot ring does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the

goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a concentration check with a DC of 15 + the level of the spell or be unable to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the goo immediately.

CONSTRUCTION

Requirements: Forge Ring, *entangle*; **Cost:** 900 gp.

RING OF THROWING

Aura: Faint transmutation; **CL** 1st
Slot: ring; **Price:** 1250 gp; **Weight:** -

DESCRIPTION

A character wearing a *ring of throwing* increases the range increment of everything he throws by 50%.

CONSTRUCTION

Requirements: Forge Ring, *mage hand*; **Cost:** 625 gp.



THUNDERSTONE RING

Aura: Faint illusion; **CL** 1st

Slot: ring; **Price:** 1080 gp; **Weight:** -

DESCRIPTION

When its command word is spoken, a *thunderstone ring* fires a alchemically-imbued stone with a range increment of 20 feet (to a maximum of five range increments, as if it were a thrown attack). When the stone strikes a hard surface, it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim the alchemical stone at a particular 5-foot square. Treat the target square as AC 5.

CONSTRUCTION

Requirements: Forge Ring, *magic mouth*; **Cost:** 540 gp.

TINDER RING

Aura: Faint evocation; **CL** 1st
Slot: ring; **Price:** 36 gp; **Weight:** -

DESCRIPTION

This small, wooden ring ignites a tiny flame when struck against a rough surface. Creating a flame with a *tinder ring* is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a *tinder ring* is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

CONSTRUCTION

Requirements: Forge Ring, *burning hands*; **Cost:** 18 gp.

UNDERTAKER'S RING

Aura: Faint conjuration; **CL** 1st
Slot: ring; **Price:** 1,250 gp; **Weight:** -

DESCRIPTION

An *undertaker's ring* is a small black band marked with holy symbols (generally to gods of guardianship of the dead). It is generally carried by priests who deal with burials and patrolling graveyards. A character able to channel positive energy may do so one additional time per day if wearing an undertaker's ring.

CONSTRUCTION

Requirements: Forge Ring, *disrupt undead*;
Cost: 625 gp.

RING OF VIGOR

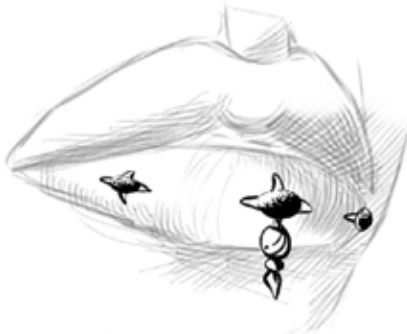
Aura: Faint transmutation; **CL** 3rd
Slot: ring; **Price:** 2000 gp; **Weight:** -

DESCRIPTION

These useful rings are generally heavy bands of gold, and are often carried by arcane spellcasters when out adventuring. The wearer of a *ring of vigor* gains an enhancement bonus of +1 hit point per level or hit die. The ring must be worn for a week before this benefit is gained, and if it is removed it must be worn for another week before the benefit is restored.

CONSTRUCTION

Requirements: Forge Ring, *bear's endurance*;
Cost: 1,000 gp.



BEHIND THE COUNTER: PRICING FEATS

Many of the rings in this book (such as the ring of warning) are priced based on being as effective as part of a feat, and thus priced as a fraction of what the feat itself would cost. The assumption made is that a magic item that grants a feat costs 5,000 gp.

This supposition can be supported with the price of the gloves of arrow snatching. These gloves, which cost 4,000 gp, allow the wearer to act as if he had the Snatch Arrows feat twice per day. Since the Snatch Arrows feat is only useful in conjunction with Deflect Arrows, the gloves really grant two feats twice a day. Since 2 charges per day means dividing the base cost by 2.5 (5 divided by charges per day) the base cost of 2 feats is determined to be (2.5 x 4,000 gp) 10,000 gp, which means one feat is worth 5,000 gp.

RING OF WARNING

Aura: Faint abjuration; **CL** 1st
Slot: ring; **Price:** 2,500 gp; **Weight:** -

DESCRIPTION

A *ring of warning* is always a heavy metal band with a cat's eye set in a square mounting. The wearer of a *ring of warning* does not suffer any drawbacks when attacked by an invisible foe in melee (or when attacked by anyone while the ring's wearer is blinded). The wearer does not lose his Dexterity bonus to AC against such attacks, and the attacker does not gain a +2 to attacks for being invisible. However, an unseen attacker still gains all the normal bonuses for ranged attacks.

CONSTRUCTION

Requirements: Forge Ring, *alarm*; **Cost:** 1,250 gp.



Rods

Rods are an odd class of magic item, in that their only unifying theme is that they don't have a unifying theme. Some rods are weapons, some cast spells, and some have various magical effects.. Most work a given number of times per day, but some work constantly and a few have limited charges. In truth, rods are miscellaneous magic items that just happen to be sticks 2 to 5 feet long and, instead of using one of the limited item slots (gloves, boots, etc.), must be held in order to be used.

On the other hand, most rods can be used by anyone. This makes them excellent low-level treasure, since any member of the party can make use of a "generic" rod. A trove of 4 such rods allows players to mix-and-match as they desire (unlike 1 wand, 1 magic shield, and 2 special martial weapons, which limits players' choices based on their classes). Of course, because rods can do almost anything and be used by anyone, they're difficult to price. No standard rod comes in under our 2,500 gp limit, though a few could (a *lesser silent metamagic rod* that worked twice per day would cost 2,000 gp, rather than 3,000). So clearly, a whole slew of lesser rods are in order.

ROD OF BOLT THROWING

Aura: Minor transmutation; **CL** 1st

Slot: none; **Price:** 2,000 gp, **Weight:** 5 lbs.

DESCRIPTION

A *rod of bolt throwing* acts as a Medium light crossbow (and qualifies as a simple weapon), but it's less awkward to carry and load. The rod is a 2-foot-long steel tube, open at one end with a leather-wrapped handle at the other end. A small stud is located on the handle, roughly where

the thumb of a hand would rest when holding the rod. The open end often has a simple decoration, such as the mouth of a dragon or a bundle of spear heads. No matter how many bolts are in it, the rod weighs only 5 lb. and can be fired using one hand, even by Small or Tiny creatures.

The rod can hold up to 20 bolts at a time (which are stored in an extradimensional space). It takes a full round to load one bolt. Each

round, the rod can fire a single bolt as a ranged attack action. It cycles through pre-loaded bolts in a set order, but can only fire one a round.

A *rod of bolt throwing* can be given magic weapon augmentations as if it was a masterwork light crossbow, with the cost of the weapon abilities added to the rod's base cost. Only 10% of all such rods have additional magical properties.

BEHIND THE COUNTER: HOW TO PRICE BOLT THROWING

The *rod of bolt throwing* is a perfect example of an item that's hard to price. It doesn't really do much, other than to allow Small characters use a Medium ranged weapon, and prevent characters from needing to reload between shots. At first glance it seems similar to a repeating crossbow, so it might be fair to price it at 5,000 gp (assuming it's worth the same as a bonus feat, since it takes Exotic Weapon Proficiency to use a repeating crossbow). But in truth the comparison isn't that accurate. A repeating crossbow can fire more than once per round, and only holds 5 arrows.

The *rod of bolt throwing* really acts more like a spell device — doing one thing once a round. If we compare it to a wand that fires *magic missile* at will the comparison, is much closer. A 1st-level *magic missile* at will deals 1d4+1 magic force damage with no need to hit, while the *rod of bolt throwing* deals 1d8, but requires attack rolls and occasional reloading. The 1d8 deals an average of 4.5 points of damage (slightly more once you account for critical hits), while the 1d4+1 deals an average of 3.5 points of damage. That makes up for the rod's other drawbacks, so the two items are of approximately equal use. Since a wand that fires a 1st-level spell with a caster level of 1 costs 2,000 gp, we priced the rod to match.

The same basic method — comparing the usefulness of a rod's effect against a 1st-level spell cast at caster level 1 — was used for several other rods. For example the *rod of hidden light* is clearly a specialty item more useful to creatures with low-light vision than *light* (since the light is hidden from the eyes of creatures without low-light vision), but also obviously not as useful as *darkvision*. That places it firmly at the 2,000 gp mark in this book. The same test was applied to the rods listed below.

Many Uses: The ability to suddenly have a particular tool is similar to *summon instrument* (a 0-level spell). However, the tools the rod duplicates can include weapons, so the rod is priced as a 1st-level spell at 2,000 gp.

Rings: There's nothing that really serves the same purpose as the *rod of rings*. It essentially saves time in that the user can't gain the benefit of more than one ring on a hand, but can switch rings freely. The rod has some further limitations since you must be holding it and not have a ring on that hand in order to gain any benefit. The ability to take extra actions or movement is similar to either *haste* (which is 3rd level, comes with lots of extra benefits, and affects multiple targets) or *expeditious retreat* (which only adds to speed). As a gut-level comparison, we decided we'd much rather have a permanent *haste* item than a *rod of rings*, but might just barely prefer the rod to a permanent *expeditious retreat* item, so the final price was listed at 2,500 gp.

Screaming: Obviously this is patterned on *ghost sound*. It doesn't have nearly the versatility but can be delayed and can't initially be disbelieved, so it's about as useful as *ghost sound*. Since you don't have to be holding the rod for it to go off, we went with a final price of 2,500 gp.

Telescoping: The rod can only reach as far as a *mage hand* spell and can apply more force than that spell, but it can't actually grab things. That about equals out, so we went with a price of 2,000 gp.

Weight: A *rod of weight* can only get as heavy as a typical Medium creature. Since a Medium creature can be brought forth with a 1st-level *summon monster I* spell, it seems clear the weight is less useful than a 1st-level spell. We went with a final price of 1,250 gp.

Similar items exist, such as *rods of stone hurling*. These items look like *rods of bolt throwing*, but are of a larger diameter. They act as Medium slings, and can have as many as 50 sling bullets loaded in advance. They are otherwise identical to *rods of bolt throwing*.

CONSTRUCTION

Requirements: Craft Rod, *magic stone*;
Cost: 1,000 gp.

GRAPNEL ROD

Aura: Minor transmutation; **CL** 1st

Slot: none; **Price:** 2,000 gp, **Weight:** 5 lbs.

DESCRIPTION

A *grapnel rod* is a light, dull length of steel that feels hollow. One end has three small claws projecting from the tip, while the butt end is wrapped in worn leather straps. When a command word is spoken, the tip of the rod shoots forth (trailing rope), and the three small claws extend to turn it into a grappling hook. The rope can extend up to 90 feet, and remains firmly attached to both handle and grappling hook ends. A character using a *grapnel rod* gains a +5 bonus to all attack rolls to successfully use it as a grappling hook (see the rules for throwing grappling hooks in Chapter 6 of *The Pathfinder Roleplaying Game Core Rulebook*), and it can be climbed as a typical rope would be. The rope can reel back into the handle when the command word is spoken again (taking one full round), but does so with no particular strength (it can't be used to pull people or other heavy objects up, only to reload itself for another use).

CONSTRUCTION

Requirements: Craft Rod, *animate rope*; **Cost:** 1,000 gp.

ROD OF MANY USES

Aura: Minor transmutation; **CL** 1st

Slot: none; **Price:** 2,000 gp, **Weight:** 5 lbs.

DESCRIPTION

A *rod of many uses* appears to be a simple 3-foot long length of brass, with a single stud on one end, and three rings marked with runes located just above the stud. By spinning the three rings and pressing the stud, the rod can change form to add small wheels, spikes, blades or claws, increase or decrease its diameter or length, add internal reservoirs, become flexible, add cross-posts, or form a handle. The combination of these changes allows the rod to function as any of a number of tools or weapons. Actually pressing the stud is a free action, but changing the setting of the rod from one tool to another is a standard action that provokes an attack of opportunity.

A *rod of many uses* can change form to act as a bullseye lantern (though it must be loaded with oil, and any oil left in it when it changes the back to a rod is dumped on ground), block and tackle, case (map or scroll), chain (10 ft.), crowbar, grappling hook (rope not included), ladder (10 ft.), lock (good quality), piton (just one), pole (10 ft.), portable ram, shovel, club, dagger, javelin, light flail, light mace, short sword, or throwing axe.

CONSTRUCTION

Requirements: Craft Rod, *prestidigitation*;
Cost: 1,000 gp.

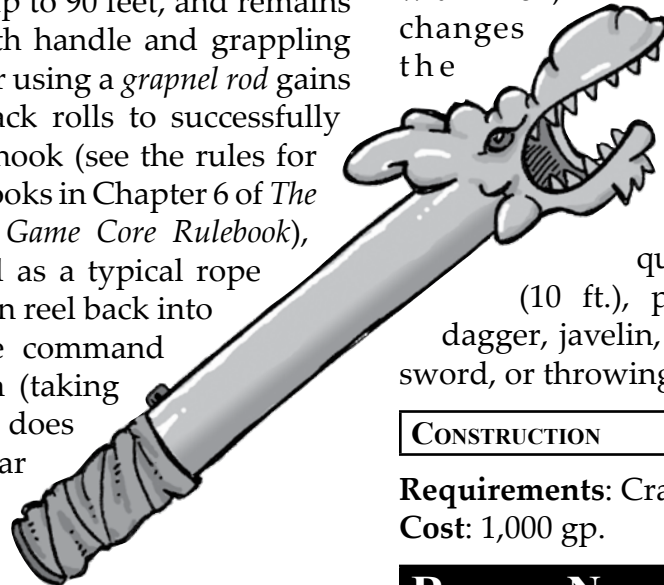
ROD OF NOBLE APPEARANCE

Aura: Minor enchantment; **CL** 3rd

Slot: none; **Price:** 2,500 gp, **Weight:** 5 lbs.

DESCRIPTION

Rods of this type are always ornately decorated, with delicate carvings out of what appear to be gold, silver, gems, ivory, or



RODS

marble, and are often called scepters rather than mere rods. In fact, these seemingly precious decorations are all fake, though fakes of the highest quality. The magic property of a *rod of noble appearance* is not counterfeit, however. Any character holding one seems more impressive and trustworthy to onlookers, giving the character a +5 enhancement bonus to Diplomacy and Charisma checks made to determine initial NPC attitudes (but not to change an NPC's attitude once it has been established).

CONSTRUCTION

Requirements: Craft Rod, *eagle's splendor*;
Cost: 1,250 gp.

ROD OF RINGS

Aura: Minor transmutation; CL 1st
Slot: none; **Price:** 2,500 gp, **Weight:** 5 lbs.

DESCRIPTION

A *rod of rings* is an 18-inch rod of ivory or bone wrapped lightly with gold or silver wire. It is frequently carved so that it appears to be made of numerous finger bones wired together, but must actually be made from a single solid piece. Up to three magic rings may be placed on the *rod of rings*, sitting snugly enough they that they can't fall off unless intentionally removed.

A *rod of rings* only works when it is held in a hand on which no magic ring is currently worn. As long as that is the case, the holder can gain the benefit of one of the rings currently on the rod, acting as though he was wearing that ring. A character can only benefit from one ring on the rod at a time. As a free action that may only be taken at the beginning of his round, a character holding a *rod of rings* may change which of the rings on the rod is active.

For example, wizardress Perry Hotter is holding a *rod of rings* on which she's placed a *brightmote ring*, a *ring of avoidance*, and a *ring of canine control* (all from *Loot 4 Less, vol. 2: Pretty, Pretty, Rings*). If she's not holding the rod, or is holding it with a hand that already has a magic ring, she gains no benefit from any of the rings on the rod. But if she is holding it with a ring-



free hand, she can access any one ring on the rod at a time. While wandering around at night, Perry uses light from the *brightmore ring*. Suddenly she comes across a large, dog-like creature. At the beginning of her next round, Perry opts to change the rod so that the *ring of canine control* is active. Though it's now dark, she can see well enough to try to use that ring's *charm animal* power on the dog. However, since it's actually a hell hound, her effort fails. The hell hound breathes a cone of fire at her, forcing a Reflex save. Since it's not her turn, she can't make it so that the *ring of avoidance* is active for this saving throw (though she could make that change at the beginning of her next turn if she likes, though the light from the *brightmote ring* might be more helpful in lighting her path of retreat).

CONSTRUCTION

Requirements: Craft Rod, Forge Ring, *mage hand*; **Cost:** 1,250 gp.

ROD OF SCREAMING

Aura: Minor illusion; **CL** 1st
Slot: none; **Price:** 2,500 gp, **Weight:** 5 lbs.

DESCRIPTION

A *rod of screaming* is generally made of brass, bronze or copper. It is slightly wider at the tip than at the handle, and has a figure with an open mouth worked into the tip end. The rod is hollow, with the interior visible through the figure's open mouth. As a move action, a small ring set above the handle can be turned to set the rod to go off any time from one to twenty rounds in the future. The ring slowly twists back into place, at which point the rod begins to scream like a humanoid child being horrified, attacked, or both. During the first two rounds of screaming it is impossible for those only hearing the sound to determine that it is artificial, but beginning on the third round all listeners may make a DC 11 Will save to realize the screaming isn't coming from a real humanoid. After the third round, one additional save is granted to each listener. Of course anyone who sees the rod while it's screaming immediately realizes it is the source

of the sound. The screaming persists for 10 rounds, or until the rod is touched by any living creature.

These rods are often used by rogues and assassins to create distractions, often to sneak past a guard or to throw off pursuers.

CONSTRUCTION

Requirements: Craft Rod, *ghost sound*;
Cost: 1,250 gp.

ROD OF SMASHING DOORS

Aura: Minor transmutation; **CL** 3rd
Slot: none; **Price:** 2,500 gp, **Weight:** 5 lbs.

DESCRIPTION

This rod is a sturdy iron cylinder 3 ft. long, with crude etchings of goats, elephants, and battering rams along its length. It can serve as a mundane club, but its main function is to force open doors. Any check made to break open, force open, or knock down a door, gate, portcullis, or similar barrier gains a +5 competence bonus if the character is holding a *rod of smashing doors*.

CONSTRUCTION

Requirements: Craft Rod, *bull's strength*;
Cost: 1,250 gp.

BEHIND THE COUNTER: HOW TO PRICE SMASHING DOORS?

The *rod of smashing doors* gives a +5 bonus to Strength checks made for one specific purpose — to break open doors. It seems reasonable to price that the same way you would a skill bonus (bonus squared x 100 gp), since it's only one specific use of a Str check. The same logic applies to the *rod of noble appearance*.

ROD OF WEIGHT

Aura: Minor transmutation; **CL** 1st
Slot: none; **Price:** 2,000 gp, **Weight:** 5 lbs.

DESCRIPTION

A *rod of weight* is a hefty stone cylinder four feet long, with etchings of scales and merchants' weights along its length. It normally weighs no more than a typical rod (5 lbs.), making it actually seem light for its size. When a command word is spoken, the wielder may increase the rod's weight up to a maximum of 150 lbs. The change is instantaneous and remains in effect until the command word is spoken again and the rod's weight returns to 5 lbs. The rod can be used as a light mace or club if it weighs no more than 10 lbs., but is too unwieldy to use as a weapon when heavier than that.

Though these rods seem frivolous at first glance, cunning schemers have made great use of them through the ages. They can increase the owner's weight when he is being carried off by a massive monster (in the hope of forcing a creature into medium or heavy encumbrance and thus putting it at penalties against attacks made by his allies). When goods are being sold in bulk, it can be slipped onto a scale to add to the apparent weight of the valuables. If a lightweight character is attempting to hold rope or similar item to prevent a friend from falling into a pit, the rod can be used as a makeshift anchor.

CONSTRUCTION

Requirements: Craft Rod, *feather fall*;
Cost: 1,000 gp.

TELESCOPING ROD

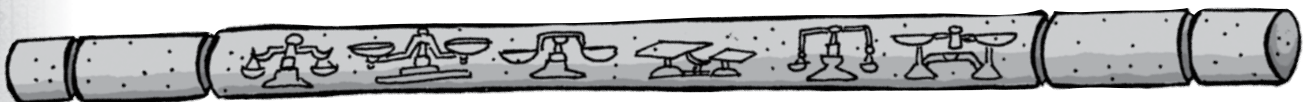
Aura: Minor transmutation; **CL** 1st
Slot: none; **Price:** 2,000 gp, **Weight:** 5 lbs.

DESCRIPTION

A *telescoping rod* is always made of polished hardwood (often bacote, which has an unusual and distinctive wood grain) with iron shod caps at each end. The normal length for such a rod is three feet, but when a command word is spoken it can telescope out up to twenty-five in length. This extension of its length occurs with no particular force — if the rod meets resistance before reaching the desired length it simply stops. Once it reaches the desired length it becomes as rigid as a normal hardwood pole. At varying lengths, it can serve as a club, staff, or greatclub, though attacks made with it suffer a -1 penalty because the rod is not balanced or designed for combat. Its primary purpose is to serve as a 10-foot pole, though the fact that it can extend up to 25 feet in length gives it some increased versatility. Speaking a second command word causes the rod to shrink back down to its 3-foot length (which is its minimum size).

CONSTRUCTION

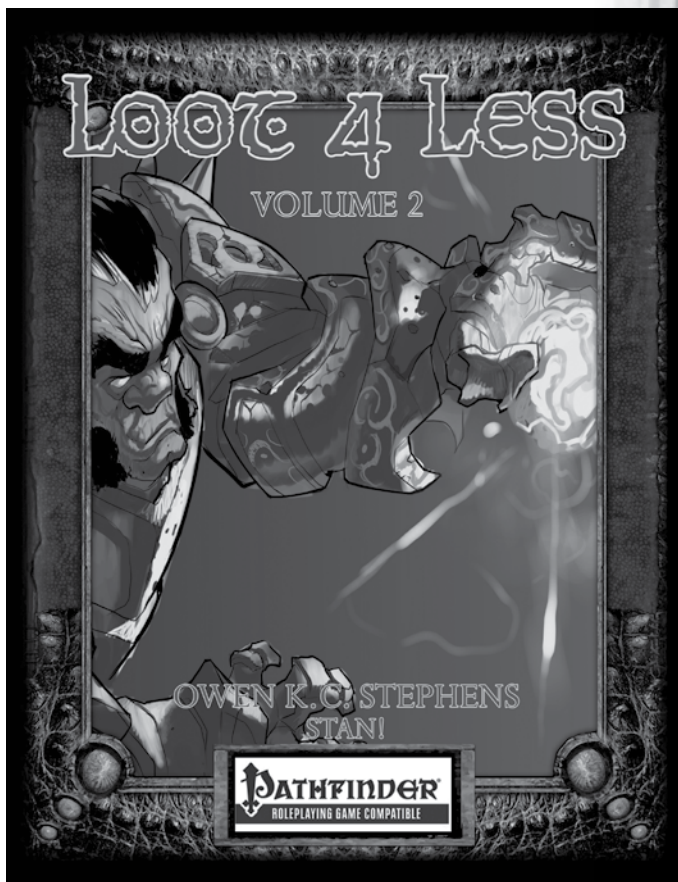
Requirements: Craft Rod, *enlarge person*;
Cost: 1,000 gp.



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Over the next few months we'll be releasing a series of 32 page books that cover a wide range of Pathfinder compatible products. Next up will be *Codex Draconis: Black Lords of the Marsh*. This is the first in new line of products that gives you everything you need to drop dragons into your games with a minimum of effort and a maximum of options. In this volume we present options and alternatives for a dozen black dragons, covering every age category of the obsidian lords of the swamps and marshes. Each age category also has three pregenerated treasure hoards, some alternative monster builds, and suggestions on how to build even deadlier dragon encounters.

After that is the second volume in our *Loot 4 Less* line, this one covering footwear, gloves, cloaks and belts. And after that? Well, you'll just have to wait until next month to find out. It's an exciting time here at Super Genius and we're glad you're taking this journey with us!



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