

PATHFINDER®



LOST OMENS

GRAND BAZAAR

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GRAND BAZAAR

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APG
LOCG

Advanced Player's Guide
Lost Omens Character Guide



WELCOME TO THE GRAND BAZAAR!

Ah, pardon me. I couldn't help but notice that you seem in need of assistance, and a gentleman never fails to lend a helping hand. Are you a newcomer to Absalom?

What? The Grand Bazaar? Why, you are very nearly there! And as luck would have it, I know the Bazaar well. Bwutuzu, at your service, though many around here just call me the Panther. Come with me, won't you; I shall provide you with the grand tour. I've a few pieces of business to conduct myself, and now's as fine a time as any.

The Grand Bazaar is the centerpiece, the heart and soul, of the Coins District. Here you can find your heart's desire, whatever it might be! So long as you have the diligence and dedication to search for it, of course—and coin, goods, or services to offer in exchange. Abadar's eye is ever trained on the Grand Bazaar, they say, and so nothing is free, but prices are fair. You can buy something as simple as a dashing new gown or a rune-scarred sword, or something as wondrous as a new body, should the one you now wear not suit your spirit.

Now then, just through here, through these great gates. The gates are rather a waste, for you see, the Grand Bazaar never really closes. If Absalom is a dragon that never truly sleeps, the Bazaar is its beating heart, pumping the grand city's silver lifeblood through its veins. Coin spent here will travel to the barbarian court of Numeria, to the

thousandfold temples of Vudra, even circumnavigate the globe to far Tian Xia.

Ah, look there. Relics & Remembrance... there you'll find replica relics from Garund, yours to own, along with their stories. Of course, first you must satisfy Khisa's desire for new stories, and even my collection of tales might be inadequate to quench her thirst for sagas of distant lands. That is another aspect of the Bazaar that lends the place its charm; for each strange and wondrous shop and stall, there is an equally intriguing shopkeeper, each with their own stories to share... and secrets to keep. A friend made here is a friend for life, though, and a secret shared is a burden lessened, so I've always said.

I visit the Bazaar daily, sometimes just to tickle my senses with the wonders throughout. The sights of the brightly colored displays and delighted patrons; the sounds of eager voices, buying and selling; and the scents of potions, brews, and wondrous cuisine. That last is surely The Mask and Moon. The finest eatery in Absalom, and run by a child of the Spiresworn elves, so they say. I've never been, sadly, for I prefer to remain at the center of the world. Though perhaps it'll take your fancy, traveler, and then as your guide I would be honor-bound to accompany you. If I have the time to spare, that is. Oh, don't laugh at my words, now! I'm as serious as ever.

If I may ask, traveler: what is it you're looking for? There are wares in these shops that cannot be found in the smaller markets of the Inner Sea, wondrous and useful things indeed. You've heard of rune-carved weapons, surely, but here in the Bazaar you can find runes for cloaks and cowls, belts and boots, to keep you clean or keep themselves at hand. The shops here hold the finest fashions in all the Inner Sea, both mystical and mundane, and enough to make a Taldan peacock weep with envy. If that's what you've come for, try Material Changes down the way; though I've not been in some time, I confess, what with all of the recent calamities. But let us not speak of that now! This is too fine a day to speak of such sorrow, and Absalom has spoken enough of difficulties of late.

The armorers of the Grand Bazaar know cunning secrets as well; shining armor as bright as Sarenrae's smile can blind a foe long enough to bring them down. There are strange and elaborate mechanical contrivances, too, for peace or for war. Why, I know a Knight of Lastwall who lost their legs to ghouls three months prior; now they ride to battle in a wheeled chair, no less a warrior for the loss of limbs! And here, down this alley, is an orc blacksmith who many warriors swear by and who, in her spare time, forges the most delicate filigree birds for Absalom's orphan children to play with and treasure.

Hold, just a moment! Do you hear that song drifting on the breeze? Ralliadra, a most creative elvish maiden, the proprietor of The Resplendent Rose. If you need a break from the crowds of the Bazaar, stop in and listen to a song or two. It will renew your shopping spirit! Just have a care when asking about her scars; not all injuries are visible or physical, and old wounds still ache when the wind blows wrong.

And here you'll find Urban Garden Jewelers. The only jewelry store I've ever seen operated by a living plant! One of the leshy-folk grown by druids. The proprietor has a way of convincing other plants to take on beautiful forms to create unique pieces. Though he can work in metal, his wooden rings are just brilliant as any of silver or gold.

Ah, we've come to my destination. The long way around, too, though I don't mind in the slightest. The journey is itself the destination, as I often say, and it's lovely to see old friends again and new wares besides.

What? Oh dear, I hope I've not held you up with my 'grand tour.' Please, don't let me keep you any longer. Perhaps we'll cross paths again, though, before the day is out. And I hope you enjoy your visit to the Grand Bazaar!

—Bwutuzu the Panther, Bazaar Overseer, Keeper of the Measures

HOW TO USE THIS BOOK

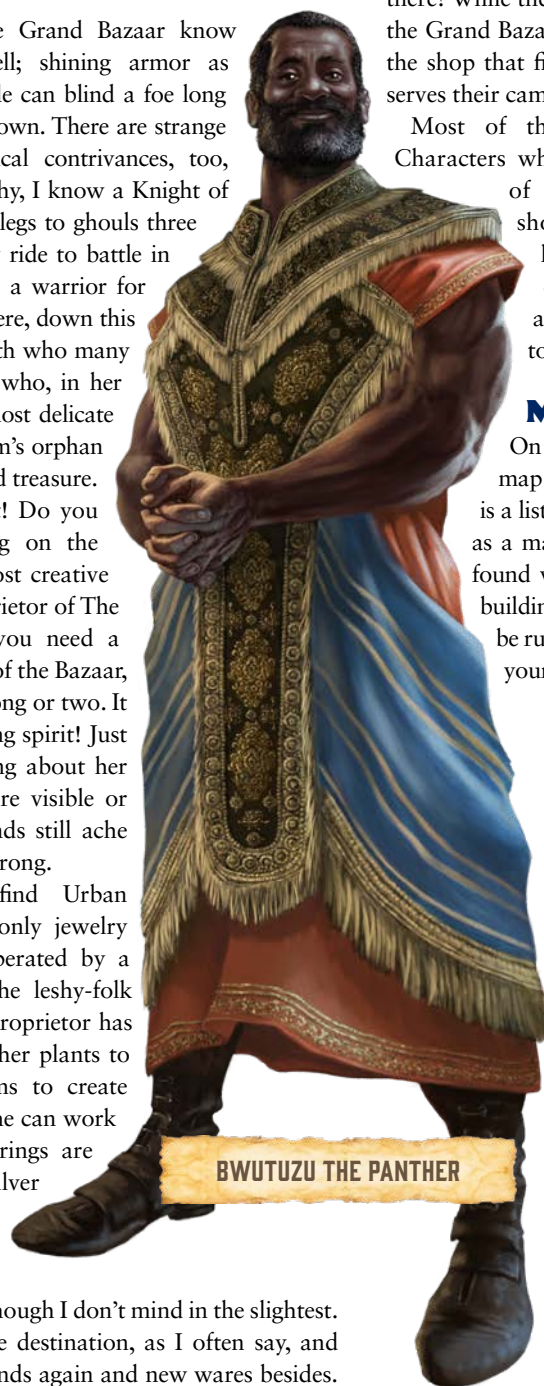
The shops in this book are but a small selection of those found in Absalom's Grand Bazaar. Each shop entry includes flavorful details along with descriptions of the shop and its proprietor, plus a sampling of plot hooks for Game Masters to draw on—and, of course, a supply of exciting new gear that the PCs might be able to purchase there! While these shops are, by default, assumed to be in the Grand Bazaar, Game Masters are encouraged to take the shop that fits their tastes and place it wherever best serves their campaign's needs.

Most of these shops feature uncommon items. Characters who visit these shops have access to any of the uncommon items listed in that shop's wares, though rare items often have additional restrictions. GMs are encouraged to include other thematically appropriate uncommon items in addition to those listed for that shop.

MAP KEY

On the next spread of this book, you will find a map of Absalom's Grand Bazaar. The following is a list of shops that appears in this book, as well as a map key to indicate where the shop can be found within the massive city market. The other buildings on the map might sell anything and can be run by anyone. They might even be owned by your player character some day!

- 1 Summit & Sundry
- 2 The Mask and Moon
- 3 Kitten's Slumber
- 4 Morhen's Mobility Apparel
- 5 Resplendent Rose
- 6 Tesyovensku's Warehouse
- 7 Catfish Salvage Solutions
- 8 The Unscathed Blade
- 9 Bellwether Lodge
- 10 Merrygleam
- 11 Relics & Remembrance
- 12 Barghest's Bin
- 13 Kraken's Ink Tattoo
- 14 Dracori's Sensory Emporium
- 15 Historia Reliquary
- 16 The Rune Room
- 17 Urban Garden Jewelers
- 18 The Clockwork Caravan
- 19 Lost & Found
- 20 Material Changes
- 21 The Menagerie
- 22 Reclaimed Paradise



BWUTUZU THE PANTHER

GRAND BAZAAR

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BARGHEST'S BIN

"Listen, I can't sell you confidence in your companions or their competence, but I sure as Sarenrae can sell you everything you'll need to make up for a lack of either!"

This eye-catching shop proudly and gaudily announces precisely what it is, calling to both the aspirations and blatant greed of would-be treasure hunters. Signs adorn the green-and-gold walls with slogans such as "Delve the siege castles!", "Explore forgotten tombs!", and perhaps the most cajoling, "Be your own boss!" Above the door the main sign displays, "Barghest's Bin," replete with a goofy barghest's face on one side, and a painted *wayfinder* next to a silver *chime of opening* to the other.

A MENTOR FIGURE

Omira Descinaria (N female human arcane trickster) is a frequent conversant of many adventurers, both seasoned veterans and those new to the trade. Relatively tall, with long, dark hair typically tied into a loose bun to stay out of the way during business hours, she strikes a unique figure in her trademark green and gold dress and shopkeeper's apron. Ink, dirt, or spell reagents often stain her fingers, alongside nails neatly decorated as a point of personal pride. Once an adventurer herself, the only vestiges of that lifestyle hang from a cord at her waist: a *wayfinder* and a *chime of opening*. Now in her fourth decade of life, she views the adventurers half her age almost as apprentices. She enjoys supplying them with equipment, advice, and—for a few coins extra—any rumors that reach her ears regarding adventuring locales, and both the risks and possible rewards within.

Part of the store's stock comes from Omira following up on those who take her advice but don't return, collecting what they purchased and anything they carried with a wistful sigh, hoping the next party has better sense and more caution. This practice borders between sketchy and just brutally pragmatic, and Omira recognizes this. On the off-chance that a relative—or the formerly dead, now-resurrected adventurer themselves—comes calling, she generally returns heirlooms or sentimental objects, and has more

than once returned objects stolen by her customers to a legally recognized owner.

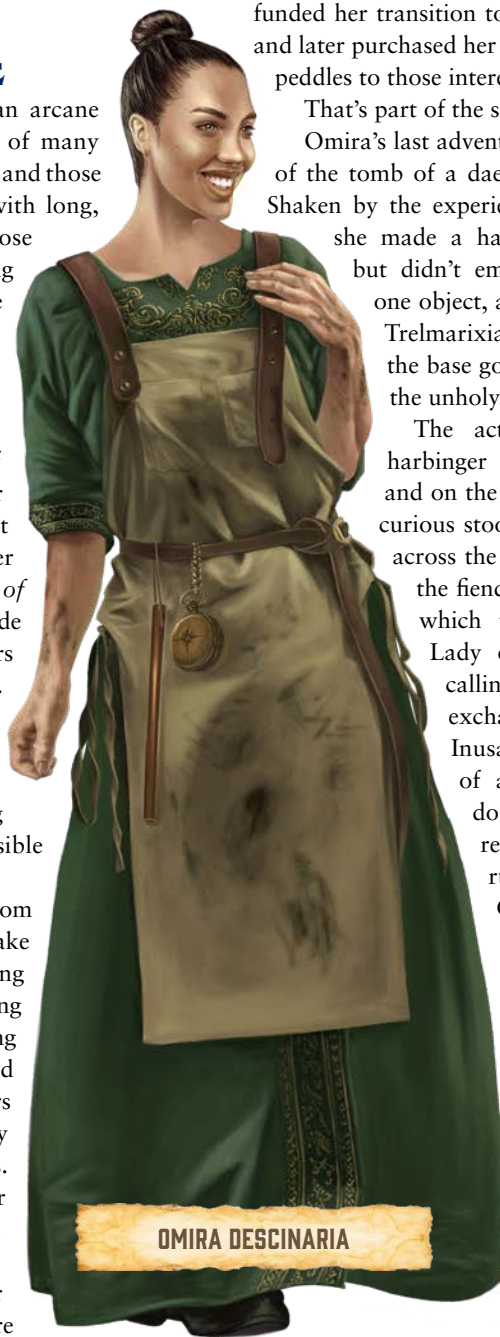
Most customers know relatively little of her past, beyond the fact that she was (and technically still remains) a member of the Pathfinder Society. She retired 7 years ago, judging the risk to outweigh the rewards after seeing several long-time adventuring companions die to fang, spell, or trap. That career was lucrative, however: she soon paid off her brother Octavio's gambling debts, funded her transition to a body that matched her soul, and later purchased her shop and the stock that she now peddles to those interested in her former profession.

That's part of the story, anyway.

Omira's last adventure was a disastrous plundering of the tomb of a daemon-worshipping necromancer. Shaken by the experience of losing her companions, she made a hard break from the profession, but didn't emerge unscathed. She destroyed one object, a thurible holy to the Horseman Trelmarixian the Lysogenic Prince, selling the base gold and gems rather than leaving the unholy relic intact.

The act caught the attention of a harbinger of the Horseman of Famine, and on the opening day of Omira's shop, a curious stoop with a purple door appeared across the street. This was the entrance to the fiend's demiplanar pesh parlor, from which the meladaemon Inusalia, the Lady of Wasting Intoxication, came calling. Omira fondly recalls the exchange as the first time she met Inusalia, but she has no memory of a 10-minute period when the door sealed itself and the fiend resumed her innate form with a rush of bile and bleach that filled Omira's nostrils.

The fiend never exactly left. Now watching through Omira's senses, Inusalia takes note of any rare or sufficiently unique customer. The meladaemon involves herself after they leave or else sends daemonic servitors to their next adventuring location, where the fiends' presence would arouse no suspicions and thus endanger Inusalia's unwitting supply of choice sweets.



OMIRA DESCINARIA

TREASURE HUNTING AND TREASURE HUNTING SUPPLIES

The crowded front window of Barghest's Bin draws the passing public's attention with eye-catching displays of expensive-looking fake items—including a chest of brass coins, a fake dragon skull, bottles of colored water, and elaborate mock wands and weapons with illusory decorations. The fake items also foil attempted thefts by drawing thieves' gaze toward the enticing junk and away from the actual valuables. Inside, the shop's meticulous layout draws the customer's gaze to every weapon, wand, potion, or magical bauble, each afforded its own place and featuring a written description and price tag. A sign hanging overhead prominently states, "Ask any questions you like!" Answering most simple requests is Griftyglim, Omira's raven familiar who perches in the rafters to engage customers in idle banter, seeking information and rumors and pushing wares. If asked about the raven's history, Omira simply replies, with a sly smirk, "It's up to him to tell you, if he wants."

While the myriad weapons, armor, dungeoneering supplies, potions, scrolls, wands, and worn magical objects draw the eye, the room centers on a towering, scowling barghest statue that serves as the shop's namesake, a load-bearing roof support, and a model for a rotating array of cloaks, robes, and armor. The statue's outstretched arms are festooned with ropes, chains, and belts, and its hands and tail support platforms displaying more delicate goods. Omira frequently spins a new origin story for the statue, which she uncovered when constructing the shop. Unknown to her, the statue is actually a petrified greater barghest by the name of Ixishalis.

LEADS FOR THE FOOLHARDY

Omira frequently sells a specific set of bracers bearing the image of a mantichore rampant with spinel eyes. She has sold them five times, and five times they've returned to her shop, shuffled among more mundane bric-a-brac. She has no idea why, nor does she recall purchasing them originally. Still, she sells them again and again, amused by the apparently self-replenishing sale.

Recently, Omira was sold a map of an unrecognized tunnel complex below Absalom's Westgate district, with a notation reading, "The hoard remains within!" scrawled in the margins. She doesn't know the veracity of the map itself, but she gives the purported entrance location to those interested or anyone asking for rumors of treasure. She has recently stopped offering this information to less experienced groups, however, after three parties in a row failed to return.

Omira sometimes frequents the other storefronts in the Grand Bazaar in search of items that might serve as the next centerpiece in her own shop. During a stroll a few weeks ago, a hooded figure rushed up to Omira, thrust

a package into her arms, and disappeared into the crowd. The package contained a note that stated "Make Sure It Sells—W." Omira has yet to open the package and is unsure if she should even peek at its contents. She might just pass it off to the next group of adventurers that happen to walk into the shop, or at least ask for their help in determining the package's contents before anyone opens it.

Whenever Omira smells pesh or caustic chemicals, it brings back an unbidden memory of the curious shop across the way with the purple door. She recalls distinctly it being there the day she opened but assumes it must have closed or remodeled, as she doesn't remember seeing it afterwards (the portal manifests only at the fiend's discretion). This persistent memory lately so troubles her that she has begun asking diviners or scholarly inclined customers for help, something that has earned her greater scrutiny from the Lady of Wasting Intoxication.

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BARGHEST'S BIN

BARGHEST'S BIN WARES

Barghest's Bin offers a number of magical items that serve well for all adventurers. The following are just some of the items found in the shop.

BRILLIANT RAPIER

ITEM 14

UNCOMMON EVOCATION LIGHT MAGICAL

Price 4,500 gp

Usage held in 1 hand; Bulk L

This +2 brilliant (*Pathfinder Secrets of Magic* 180) greater striking rapier is formed entirely out of radiant energy, even more so than a usual brilliant weapon, and has left its physical form behind entirely. Instead of dealing piercing damage, it deals fire damage, and in addition to a rapier's normal weapon traits, it gains the versatile good or positive trait.

DEATHLESS

RUNE 7

UNCOMMON HEALING MAGICAL NECROMANCY

Price 330 gp

Usage etched onto armor

These symbols fortify your body's grasp on your soul, keeping it tethered when death approaches.

Activate ⤿ envision; **Frequency** once per day; **Trigger** You gain the doomed or wounded condition; **Effect** You reduce the value of the triggering condition by 1.

DUELIST'S BEACON

ITEM 8

UNCOMMON EVOCATION LIGHT MAGICAL

Price 450 gp

Usage held in one hand; Bulk L

A spiked glove is attached to the front of this buckler (Hardness 6, HP 24, BT 12), functioning as +1 striking shield spikes. Perforations and slits line the defensive side, shining bright light through them when the item's magic is activated.

Activate ⬢ envision; **Frequency** once per hour; **Effect** You activate the shield's inner light. Attempt a melee Strike with the *duelist's beacon*. On a hit, the target must succeed at a DC 22 Fortitude save or be blinded for 1 round. On a critical hit, the target uses the result one degree of success worse than it rolled for its Fortitude save.

ENCOMPASSING LOCKPICK

ITEM 8

UNCOMMON CONJURATION EXTRADIMENSIONAL MAGICAL

Price 450 gp

Usage held in 1 hand; Bulk L

This lockpick houses a small compartment containing many smaller picks and other miniature tools. The lockpick itself is surprisingly malleable, belying the components within. An almost-impossible number of other tools are hidden in the compartment, including an entire set of infiltrator thieves' tools and any replacement picks, an elite disguise kit and any replacement cosmetics, and an extreme climber's kit, all while still somehow remaining only light Bulk. This makes the *encompassing lockpick* a favorite discreet option for rogues infiltrating high society events, as formal wear generally has

few pockets and only allows a character to wear a single tool kit of light Bulk.

ENERGIZING

RUNE 6

UNCOMMON ABJURATION MAGICAL

Price 250 gp

Usage etched onto a weapon

A weapon with this rune can absorb energy damage to empower it.

Activate ⤿ envision; **Trigger** You take acid, cold, electricity, fire, or sonic damage; **Effect** The weapon becomes imbued with the triggering energy type. It deals an additional 1d8 damage of the triggering type until the end of your next turn. As normal, if you use this reaction again during the duration, the damage doesn't combine; instead, change the 1d8 damage to the new triggering type of damage and change the duration to the end of your next turn.

MISDIRECTING HAVERSACK

ITEM 6

UNCOMMON ILLUSION MAGICAL

Price 200 gp

Usage held in 1 hand; Bulk L

This brown leather satchel is made from a heavily oiled and rustic leather. The satchel is large enough to hold up to 1 Bulk worth of items.

Activate 1 minute (envision, Interact); **Effect** Documents inside the haversack become magically disguised as documents of a similar type but with misleading information. Anyone inspecting a document notices the disguise with a successful DC 20 Perception check, but determining the actual text requires a successful DC 20 Society check to Decipher Writing. This lasts until you use this activation again, which ends the effect for all previously disguised documents; until you use the second activation to end the effect for a single document; or until a document in the haversack remains outside the haversack for at least 1 hour, ending the effect for that document.

Activate ⬢ command; **Effect** You revert one of the documents back to its original state.

SCARAB CUIRASS

ITEM 10

UNCOMMON ABJURATION INVESTED MAGICAL

Price 1,000 gp

Usage worn armor; Bulk 1

The cuirass of this +1 deathless (see above) resilient leather armor, stitched to resemble an Osiriani scarab beetle, feels strangely chitinous. You gain resistance 5 to negative damage.

Activate ⬢ command, Interact; **Effect** You cast a 1st-level *pest form*. You can only become a scarab beetle.

Craft Requirements Supply one casting of *pest form*.

SILENCING AMMUNITION

ITEM 9

UNCOMMON CONSUMABLE ILLUSION MAGICAL

Price 125 gp

BRILLIANT
RAPIER



ENCOMPASSING
LOCKPICK



SCARAB CUIRASS



Ammunition arrow, bolt

Activate ♦ Interact

Silencing ammunition is particularly dense and seems to dampen sounds around it. On a successful Strike, an activated piece of *silencing ammunition* creates a 2nd-level *silence* effect on the target. The target can resist the effects of the ammunition with a successful DC 25 Will save, though it takes a -2 circumstance penalty if the Strike was a critical hit. While the effect is active, the target can use an Interact action to try to tug out the arrow or bolt and end the effect early; this requires a successful DC 25 Will save.

SILKSPINNER'S SHIELD

ITEM 15

UNCOMMON CONJURATION MAGICAL

Price 6,000 gp

Usage held in one hand; **Bulk** L

This oddly fuzzy buckler (Hardness 10, HP 60, BT 30) resembles the abdomen of a spider. Its defensive side is covered in fine hairs, and two small spinnerets protrude from the bottom of its rim. The spinnerets serve as +2 *greater striking shield spikes*.

Activate ♦ Command; **Frequency** once per day; **Effect**

You animate the *silkspinner's shield*. Eight spider legs sprout from the shield's rim, granting you a climb Speed of 25 feet until the end of your next turn. Additionally, the spinnerets animate and produce silk for 1 minute. Successful shield bash Strikes made with the *silkspinner's shield* during this time entangle the target in silk. The target takes a -10-foot circumstance penalty to its Speeds for 1 round. If your Strike was a critical hit, the target becomes immobilized for 1 round instead. Regardless, the target can attempt to Escape (DC 30) to end the effect early.

STONETHROAT AMMUNITION

ITEM 12

UNCOMMON CONSUMABLE MAGICAL TRANSMUTATION

Price 325 gp

Ammunition arrow, bolt

Activate ♦ Interact

Each piece of *stonethroat ammunition* is tipped with an unusual yellow stone. When an activated piece of *stonethroat ammunition* hits a target, the target must attempt a DC 30 Fortitude save.

Critical Success The creature is unaffected.

Success The ammunition lodges itself loosely into the target's throat. For 1 round, the target takes a -2 status penalty to attack rolls with its jaws or fangs, and to Athletics checks.

Failure The ammunition embeds itself deep in the target's throat. The target can't use its jaws or fangs Strike (if it has one) or the Swallow Whole ability until the end of its next turn.

Critical Failure As failure, and the target is enfeebled 2 for 1 round.

WAND OF SPIRITUAL WARFARE

ITEM 7+

UNCOMMON EVOCATION FORCE MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This wand juts from an ornate hilt like a short, wooden dagger blade.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *spiritual weapon* of the indicated level. When you critically hit, you apply the weapon's critical specialization effect. In addition, you can etch one of the following property runes onto the wand: *corrosive*, *flaming*, *frost*, *shock*, *thundering*, or their respective greater versions. The spiritual weapon's Strikes gain the effects of this rune.

Type 2nd-level spell; **Level** 7; **Price** 360 gp

Type 4th-level spell; **Level** 11; **Price** 1,400 gp

Type 6th-level spell; **Level** 15; **Price** 6,500 gp

Type 8th-level spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of *spiritual weapon* of the appropriate level.

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BELLWETHER LODGE

"Remember: though we're frail compared to the monsters we hunt, they fear us even as we fear them. Get the edge in a fight by exploiting that fear, keeping them guessing, and being daring with your tricks."

Bellwether Lodge's sturdy wooden halls and red-shingled roof form a ring around a large central yard where customers and suppliers gather to talk shop and test an impressive range of monster-hunting gear. Adjacent to the store, students practice sparring, archery, and wrestling in an open field; the sharp twang of bowstrings, the clash of practice weapons, and the students' laughing shouts all carry into the halls of the lodge. Some students assist in managing the store, seeking both the pay and the opportunity to talk with adventurers.

VETERAN HUNTER AND TWICE-CHOSEN LEADER

Ayodele Seyi (CG female elf ranger) has become a familiar sight in the Grand Bazaar, but not just because of her work behind the counter of Bellwether Lodge. Visitors can often find her in front of her store, painting her students. As an elf from the Ekujae clans of the Mwangi Expanse, Ayodele is working to pass on her people's tradition of body painting to students who share her heritage. She spends the early morning hours adorning her students with symbols of their victories, rendering her pride for them in delicate lines of white paint.

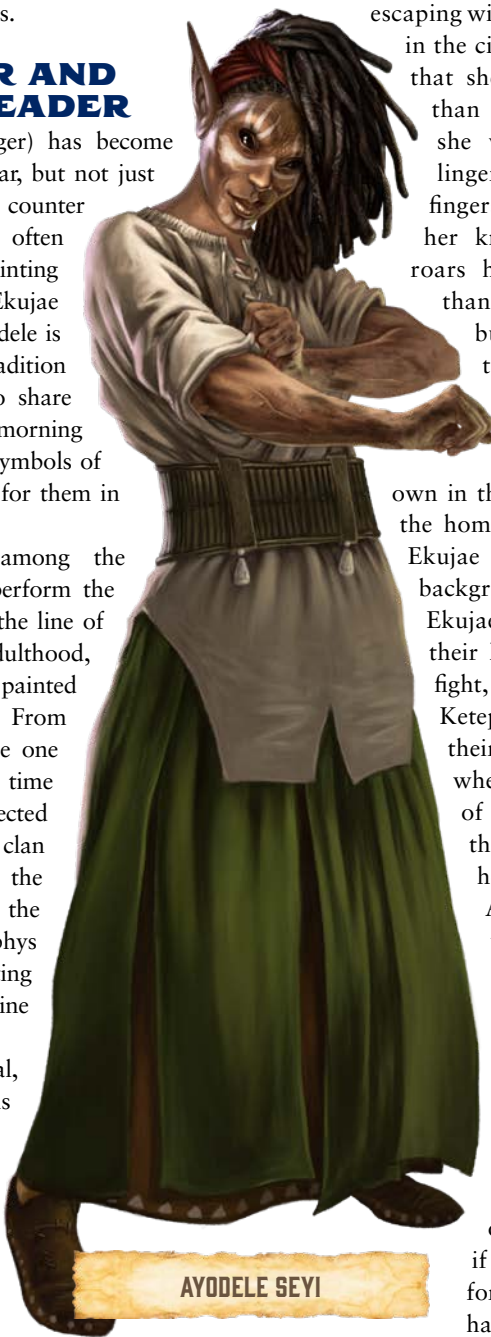
During Ayodele's childhood among the Ekujae elves, her mother would perform the same custom for her. Paint traced the line of her growth from childhood into adulthood, though the symbols her mother painted on her often resembled animals. From a young age, Ayodele sought to be one of her clan's finest hunters. By the time she became an adult, she was respected enough to become a candidate for clan leader. But when Ayodele received the same number of votes as her rival, the priests of the hunting deity Ketephys tasked her and her rival with hunting an invasive deinosuchus to determine who would receive the title.

Ayodele worked with her rival, Enit Oludi, to trap the monstrous crocodile, but it slashed and snapped at them all the more fiercely once cornered. In a moment of desperation, Ayodele grabbed her halberd and dove from the canopy above the deinosuchus, driving her weapon deep into the creature and

securing the killing blow. As she stood over her quarry, bloodied but victorious, she realized that a measured life wasn't what she wanted. She felt called to becoming as fierce a fighter as those who once fought the evil dragon deity Dahak. She forfeited the election, choosing instead to devote herself to the path of Ketephys.

After a century, the hazards of adventuring have forced Ayodele to face her limits. She nearly perished while hunting a sea serpent near Absalom, and after escaping with her life, she chose to recuperate in the city. During that time, she realized that she had changed her paints more than she could remember. Moreover, she was accumulating injuries that lingered. Scar tissue thickened her fingers, the ache of old fractures slowed her knees and elbows, and piercing roars had dulled her hearing. Rather than die in the field and leave nothing but her name behind, she decided to retire in Absalom, making the choice she had turned away from in her youth.

Ayodele built a store of her own in the Grand Bazaar, which serves as the home of what is turning into a new Ekujae clan. She tutors hunters of all backgrounds, but the children of the Ekujae diaspora hold her closest to their hearts. She teaches them how to fight, how to survive, how to worship Ketephys, and now, how to maintain their tradition of body painting. But when visiting hunters tell stories of close calls or future excursions, the lines on her face deepen from her wry smile. At times like these, Ayodele can't help but jump into the discussion by offering tips, or by bringing over pieces of gear that might help the would-be hunters. Lately, though, her stomach squirms with guilt when she encourages other people to pursue the life of the hunter. As she lies in bed at night, she wonders if she's consigning others to purposeless hardship, or if some of the creatures she hunted for vulnerable settlements could have been dealt with another way.



AYODELE SEYI

FROM FIELD, TO STORE, TO FIELD AGAIN

The Bellwether greets new customers with smarting in their eyes and nose as they walk into the shop, the air within so thick with the heady odor of leathers and the acrid scents of lacquer and polish from the goods for sale. Ayodele stocks items needed for hunting, including an impressive selection of ammo and snares. Some of her most-popular items mimic the abilities of animals, as she believes in harnessing monsters' abilities to combat them. She offers clothing for extreme environments and a bevy of magical weapons, armor, and shields. Many of these items consist of materials taken from animals she has hunted. As a point of pride, Ayodele offers a number of items hailing from many of the places she has lived in, including a handful of special items from the Ekujae.

Ayodele also provides her customers with training in navigating terrain, fighting large creatures, and identifying and tracking wildlife. Her reckless method of training, however, shocks newcomers. She asks that trainees show up at the Bellwether at the next dawn, then hires transportation to bring them to a location suitable for the requested training. Her course in wrestling involves brawling with bulettes, and the tracking course features lessons in stalking cauthoojs.

CONTESTED TERRITORIES

While Ayodele knows that retirement was the correct choice, she still tries to assist in hunting monsters as best she can. Knowing that local hunters would be outclassed by the sea serpent that nearly bested her, she's actively seeking a party of adventurers to finally force it to abandon the waters off the eastern coast of the Isle of Kortos. She hopes that the adventurers will be able to drive the serpent away without killing it, but the job is still a dangerous one. Ayodele has sketched out a plan of attack to use a ship to lure the serpent to a nearby atoll, and then trap and fight it in the shallows.

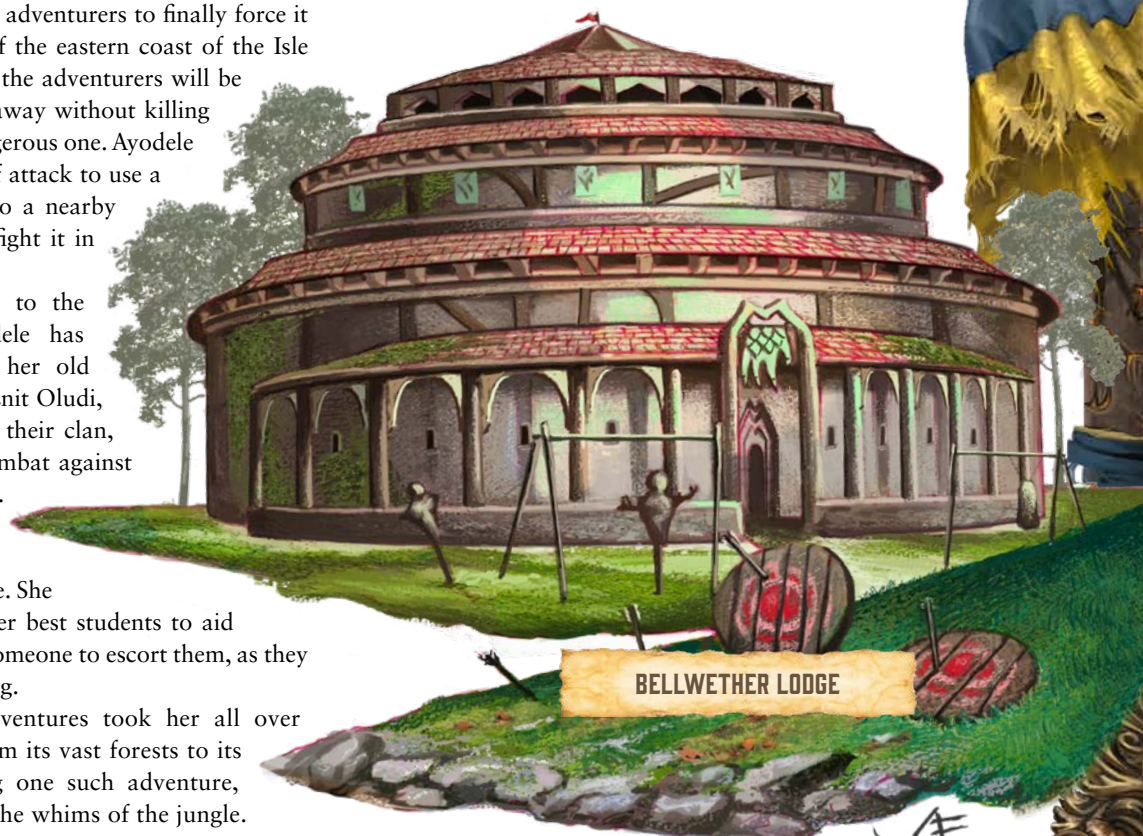
As part of her return to the world of politics, Ayodele has sought out news about her old clan. Her one-time rival, Enit Oludi, has become the leader of their clan, and is leading them in combat against the Aspis Consortium. Ayodele supports this, as the Consortium has a history of enslaving Ekujae. She yearns to send some of her best students to aid her Ekujae kin but seeks someone to escort them, as they are still warriors in training.

Ayodele's countless adventures took her all over the Mwangi Expanse, from its vast forests to its abandoned ruins. During one such adventure, Ayodele found herself at the whims of the jungle.

The forest itself had seemingly reshaped itself, and Ayodele had become hopelessly lost. Ayodele notes that she would have met her death while lost in the jungle if not for the help of a friendly arboreal. The arboreal was ancient, even for an arboreal, and called itself Umdasi-Umalo. After helping Ayodele find her way out of the jungle, Umdasi-Umalo left Ayodele with a gift: a seed the size of her head. Umdasi-Umalo asked that Ayodele find a way to plant this seed among the corruption of Tanglebriar, but Ayodele has been unable to set out for the demonic swamp. The seed remains in her care, awaiting brave and powerful adventurers to guide it to its final destination.

Absalom's cosmopolitan nature connects Ayodele with adventurers from all over the world. She has learned fighting styles from far-off lands and hopes to share Ekujae techniques with the rest of the world. Ayodele is willing to teach a group her fighting techniques and sponsor their journey to distant shores, if they're willing to pass on the martial knowledge to others.

Though she's retired from adventuring, Ayodele's nature sometimes still draws her toward situations others wouldn't dream of considering. After a late night at the lodge, Ayodele heard a loud growling echoing from the sewers beneath her shop. A brief exploration uncovered the empty husk of some enormous creature that had shed its skin. Since then, she has found more evidence of something living directly beneath her establishment. Ayodele's in no shape to fight something so big on her own, but she's willing to scour the sewers with a few other adventurers at her side.



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BELLWETHER LODGE WARES

Monster hunters and outdoor explorers can find many items at Bellwether Lodge that catch their interest. The following are just some of those found in the shop. While you can't buy or sell a snare, the lodge sells the formulas for the uncommon snares listed here, as well as the materials needed to craft them. This includes very limited supplies of refined blue dragon blood for mudrock snares (page 15).

BIG ROCK BULLET

ITEM 7+

UNCOMMON CONSUMABLE EARTH MAGICAL TRANSMUTATION

Ammunition sling bullet

Activate ♦ Interact

A *big rock bullet* is a sling bullet made of heavy granite, but each piece of ammunition feels much more dense than it appears. When activated, a *big rock bullet* transforms into a giant rock just before hitting the target. The target takes 4d6 additional bludgeoning damage on a successful hit. Even on a failed attack roll (but not a critical failure), the target takes 2d6 bludgeoning damage. Creatures with the Catch Rock reaction can use it against a *big rock bullet*.

Type *big rock bullet*; **Level** 7; **Price** 60 gp

Type *greater big rock bullet*; **Level** 11; **Price** 250 gp

The bullet deals 8d6 additional bludgeoning damage, or 4d6 on a failure.

Type *major big rock bullet*; **Level** 15; **Price** 1,150 gp

The bullet deals 12d6 additional bludgeoning damage, or 6d6 on a failure.

BLINDPEPPER BOLT

ITEM 3

UNCOMMON CONSUMABLE MAGICAL

Price 10 gp

Ammunition bolt

Activate ♦ Interact

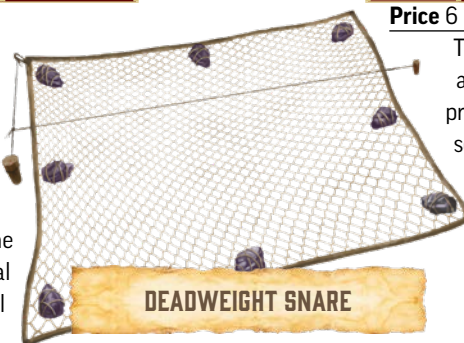
The head of this bolt is a vented container that smells strongly of caustic pepper. When an activated *blindpepper bolt* hits a target, it deals no damage; instead the creature must attempt a DC 17 Fortitude save. If the Strike was a critical success, the target takes a -2 circumstance penalty to its Fortitude save. At the GM's discretion, a creature with no eyes or olfactory organs might not be affected by this item.

Critical Success The target is unaffected.

Success The target is dazzled until the end of your next turn. It can end the effect early if it spends an action, which has the manipulate trait, to wipe down its eyes.

Failure The target is dazzled for 1 minute.

Critical Failure The target is blinded until the end of your next turn and dazzled for 1 minute.



DEADWEIGHT SNARE

CHOPPING EVISCERATION SNARE

SNARE 14

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 700 gp

An almost-impossible number of axes spring out at a target with lethal force. When a creature enters the snare's square, it's nearly buried beneath a storm of sharpened metal, which deals 16d8 slashing damage (DC 33 basic Reflex).

DEADWEIGHT SNARE

SNARE 2

UNCOMMON CONSUMABLE KOBOLD MECHANICAL SNARE TRAP

Price 6 gp

This snare is made of magnetized weights and heavy ropes rigged to a trip wire or pressure plate. When a creature enters the square, the magnets and ropes deploy, weighing down the creature's weapons and limbs. The creature must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes a -1 status penalty to attack rolls for 1 round or until

it Escapes (DC 18).

Failure The creature takes a -2 status penalty to attack rolls for 1 minute or until it Escapes (DC 18).

Critical Failure As failure, but the creature drops any metallic items it's holding.

DREAD

RUNE 6+

UNCOMMON EMOTION ENCHANTMENT FEAR MAGICAL MENTAL VISUAL

Usage etched onto armor

Eerie symbols cover your armor, inspiring terror in your foes. Frightened enemies within 30 feet that can see you must attempt a DC 20 Will save at the end of their turn; on a failure, the value of their frightened condition doesn't decrease below 1 that turn.

Type *lesser dread*; **Level** 6; **Price** 225 gp

Type *moderate dread*; **Level** 12; **Price** 1,800 gp

The DC is 29, and the value of affected enemies' frightened condition doesn't decrease below 2.

Type *greater dread*; **Level** 18; **Price** 21,000 gp

The DC is 38, and the value of affected enemies' frightened condition doesn't decrease, no matter the value.

ENFILADING ARROW

ITEM 9

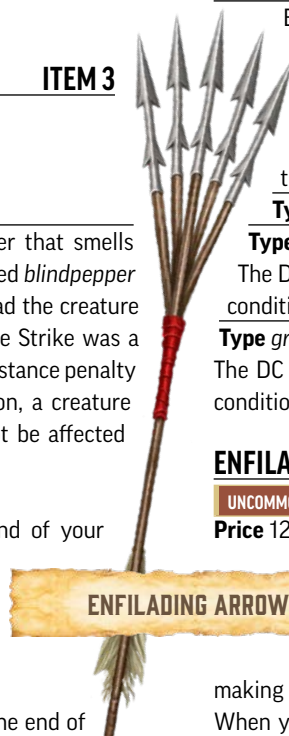
UNCOMMON CONJURATION CONSUMABLE MAGICAL

Price 125 gp

Ammunition Arrow

Activate ♦ Interact

This arrow splits at the far end of the shaft into five branching arrowheads, making it impractical for single targets but deadly in combat. When you fire an activated *enfilading arrow*, it sails upward and shatters into countless copies. The arrows then rain



ENFILADING ARROW



RENDING SNARE



ENVENOMED SNARE

BLINDPEPPER BOLT



SULFUR BOMB

down in a 10-foot burst at any point within your weapon's first range increment, dealing 6d8 piercing damage to all creatures in the area (DC 25 basic Reflex).

If a creature critically fails the save and you have access to the bow critical specialization effect, the target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull the missile free; it can't move from its space until it succeeds.

ENVENOMED SNARE

SNARE 7

UNCOMMON CONSUMABLE MECHANICAL POISON SNARE TRAP

Price 60 gp

This snare is coated with giant wasp venom and tipped with needles, which deliver the venom to the first creature to enter the square. That creature takes 4d6 damage (DC 23 basic Reflex) and, on a failure, the creature is exposed to the giant wasp venom.

Craft Requirements Supply 2 doses of giant wasp venom.

MUDROCK SNARE

SNARE 10

UNCOMMON CONSUMABLE KOBOLD MECHANICAL SNARE TRAP

Price 170 gp

Fired clay covers a pit of thin mud interspersed with fragile vials of blue dragon blood. The first creature to step into the square breaks through the clay and sinks into the pit, fracturing the vials and rapidly hardening the mud as it touches the blue dragon blood. That creature must attempt a DC 29 Fortitude save as the mud hardens over its legs.

Critical Success The creature is unaffected.

Success The creature takes a -5-foot circumstance penalty to its Speed for 1 minute or until it Escapes (DC 27).

Failure The creature is stunned 2, and it takes a -10-foot circumstance penalty to its Speed for 1 minute or until it Escapes (DC 27).

Critical Failure The creature is stunned 3, and it's immobilized for 1 minute or until it Escapes (DC 27).

Craft Requirements Supply 75 gp worth of refined blue dragon blood.

RENDING SNARE

SNARE 14

UNCOMMON CONSUMABLE KOBOLD MECHANICAL SNARE TRAP

Price 700 gp

Sharp metal jaws wind tightly into the pressure plate mechanism of this snare. When triggered, the jaws clamp shut and spin, damaging limbs in the process. The snare deals 10d8 piercing damage to the first creature to enter the square; that creature must attempt a DC 33 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is flat-footed until the end of its next turn.

Failure The creature takes full damage plus 2d6 persistent bleed damage, and it becomes clumsy 2 for 1 round.

Critical Failure The creature takes double damage plus 4d6 persistent bleed damage, and it becomes clumsy 2 for 1 minute.

SULFUR BOMB

ITEM 1+

UNCOMMON ACID ALCHEMICAL BOMB CONSUMABLE OLFATORY SPLASH

Usage held in 1 hand; Bulk L

Activate ♦ Strike

A thick, sulfurous, irritating gas fills this golden-yellow flask. A sulfur bomb deals the listed damage. On a hit, the target takes a -1 status penalty to Perception checks and attack rolls until the end of its next turn, or becomes sickened 1 on a critical hit. Creatures hit with this bomb are temporarily immune to the effects of the bomb for 1 minute.

Type lesser; **Level** 1; **Price** 4 gp

The bomb deals 1d4 acid damage and 1 acid splash damage.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d4 acid damage and 2 acid splash damage.

Type greater; **Level** 11; **Price** 275 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d4 acid damage and 3 acid splash damage.

Type major; **Level** 17; **Price** 2,750 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d4 acid damage and 4 acid splash damage.

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CATFISH SALVAGE SOLUTIONS

"Life has problems. I have solutions."

Locals say the only way to find Catfish Salvage and its optimistic inventor is to keep one's eyes focused upward. From blocks away, visitors to the Grand Bazaar see Tattletail's steel spires towering over the other pavilions. And many who visit the bazaar have mistaken the store for an art exhibit, a garden of pillars holding a dizzying array of inventions hanging off hooks and ladders like fruit growing from a mechanical orchard. Commonly derided as the "clockwork jungle," visitors can usually find the shop's owner suspended far off the ground,

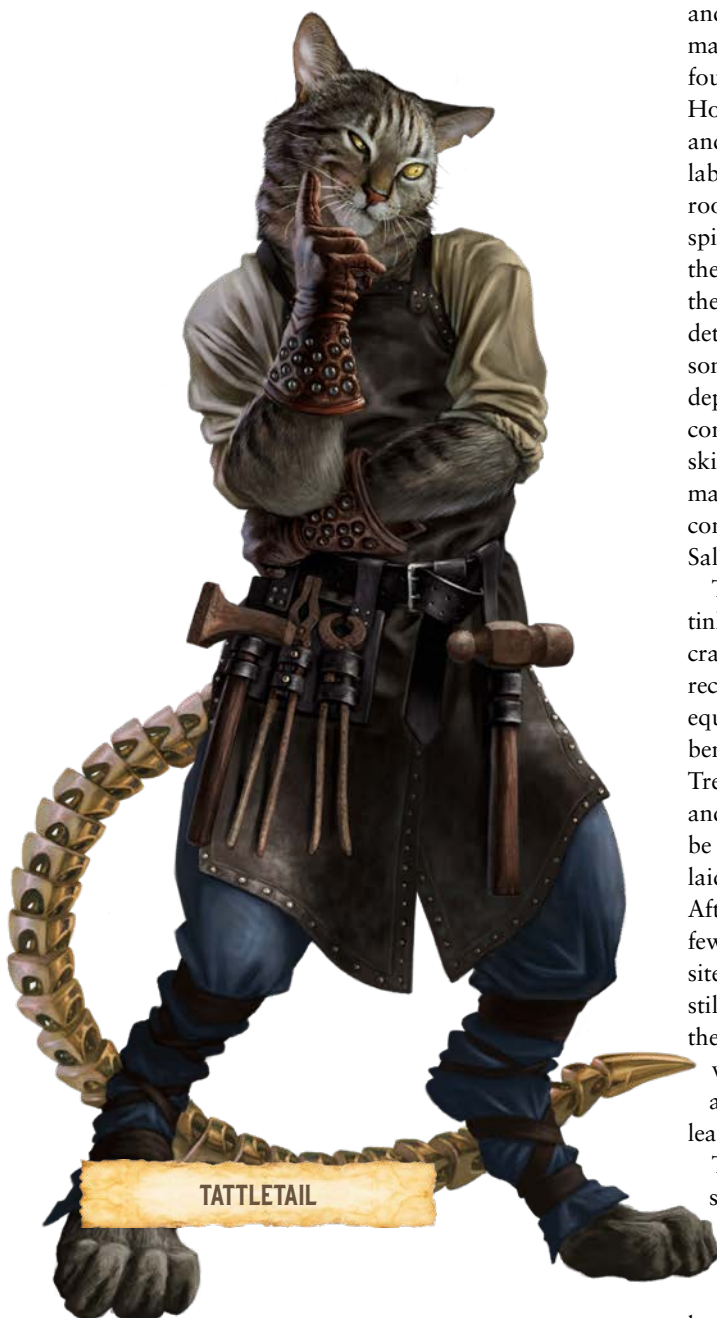
improving one of his towers, testing sensitive equipment, or just eating lunch away from the hustle and bustle of the busy streets below. The open-air pavilion tends to attract a handful of pedestrians looking for a shortcut from one avenue to the next, who often regret their decision after being ambushed by the enthusiastic salesman hanging overhead.

SPIRITED RECOVERY

Nouru "Tattletail" (NG male catfolk tinkerer) was born and raised in the Slopeside district of Anuli, Holomog, a matriarchal nation on the southern coast of Garund. A fourth-generation immigrant from Murraseth, the proud Holoma spent his youth running goods between smithies and merchants around Anuli, slipping through the labyrinthine network of stream tunnels and soaring from roof to roof. His parents fully endorsed this adventurous spirit, encouraging him to pursue a dream career with the Ouroboros Salvage Company. While Nouru lacked the aquatic affinity of his iruxi coworkers, he was determined to prove himself to Overseer Tresskass and someday join the other divers in exploring the drowned depths of ancient Anuli. With a talent for engineering, connections with the local tinkers, and unparalleled skill at climbing and squeezing, the promising Nouru made a living building, repairing, and improving the complex cranes, pumps, and excavators of the Ouroboros Salvage Company.

Ten years into his employment, the apprentice tinkerer made his mark combining traditional Holoma craftsmanship with foreign technology to develop the recovery bladder (page 19). Able to safely salvage heavy equipment and evacuate iruxis encountering danger beneath the waves, Nouru's true aim was to convince Tresskass that he could safely dive with the other iruxi and explore the ruins firsthand. But his first dive would be his last, as the team encountered and set off a trap laid to protect the estate of a family long lost to a deluge. After losing his tail in the explosion, Tattletail spent a few months in recovery before returning to the work site. However, he struggled to feel like his old job was still a good fit, as he could no longer balance safely on the tall cranes and piles. The tinkerer realized his injury was an opportunity to see what the world had to offer, and he used his savings to set off on an adventure, leaving his old life behind.

Tattletail bought passage on caravan after caravan, setting sail for every port from Quantum and Niswan to Katapesh and Sothis. It was on these voyages that Nouru adopted the nickname Tattletail, a nod to his reputation for (sometimes arguably ill-advised) honesty. The capricious Tattletail only spent a few weeks



TATTLETAIL

at each destination, never able to settle until he reached the shores of metropolitan Absalom. With both wares and crafters from every corner of the globe available, Tattletail enthusiastically set up shop in the Grand Bazaar. There he pursues his goal of returning home to explore the secrets of Crater Lake, forming deals with the Salvage Guild and Harbormaster for spare salvage in exchange for the equipment that has dramatically cut the loss of life in what was once one of Absalom's most dangerous jobs.

Tattletail frequently lets clients use his equipment in exchange for comprehensive reports of their dives. He highly values mechanical treasure, once providing his entire stock of equipment to help the Clockwork College salvage a valuable ship in exchange for his prosthetic tail. He has offended several local food importers by overusing his favorite Anuli spice and appreciates clients who barter with rare, imported meat and seafood.

Tattletail enjoys a good story as much as a good customer, spending many hours at the bazaar listening to tales of adventures from across the Inner Sea region and beyond. While this has bolstered his reputation among boastful adventurers, clients preparing to dive for hidden treasure have learned to keep a tight lip around the gregarious tale spinner. He has also been known to begin drawing up plans mid-conversation, inspired by the customer's story and eager to invent a solution, even if the client swears up and down that their undertaking isn't a problem that needs a specialized tool. He refuses to do business with anyone who builds or sells traps, knowing firsthand the problems caused by those who leave their hazards lying around for unsuspecting explorers centuries later.

A SLIPPERY STOREFRONT

Every few weeks the shop changes locations, but none of the other vendors in the bazaar seem to be around when Tattletail gets bored enough to move to a new open stall. The other merchants tell rumors that the clockwork towers deploy insectile legs to move, but if approached about the subject, Tattletail stubbornly acts as though his shop has always been in the same place. The spires all feature a number of keyholes that respond only to the catfolk's notched clockwork tail, which he uses so capably he makes it look like an afterthought. Most of the unlabeled locks are clearly in place to secure merchandise, but several keyholes activate a number of varied features, including a fire suppression system, pressurized air pump, and Anuli spice dispenser. Neighboring vendors and frequent clients know the function of a few particular locks, especially the noisy pressurized air pump Tattletail uses for preparing recovery bladders.

SAFETY FIRST

Tattletail is always looking for adventurers to test his latest salvage and safety equipment. He can introduce adventurers to the Salvage Guild or the Harbormaster,

but he's just as eager to lend equipment to characters heading to more far-flung locales. He usually asks for a deposit, as some unscrupulous scavengers once took advantage of Tattletail's good nature and tried to simply sell the equipment. The goods were returned the next day, and the scammers were never heard from again. Given how many adventurers owe their lives to Tattletail's inventions, no one's sure who was responsible for the act of vigilante justice.

Tattletail enjoys positive relations with the Pathfinder Society, especially Venture-Captain Muesello (*Lost Omens Pathfinder Society Guide* 58). But a month ago, the merchant might have put his ties with the illustrious adventurer's guild at risk after blurting out one-too-many details of an expedition off the shores of Merab. While the expedition is still underway, the catfolk prays that the team manages to make it back. He's especially concerned about a team of former-Aspis Consortium agents who claimed they were investigating wreckage around Diobel, as they should have returned the diving equipment a week ago.



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CATFISH SALVAGE

CATFISH SALVAGE WARES

Catfish Salvage Solutions offers equipment and vehicles for the exploration of unusual environments. The following are just some of the items found in the shop.

BATHYSHERE

UNCOMMON LARGE

Price 480 gp

Space 15 feet long, 15 feet wide, 15 feet high

Crew 1 pilot; Passengers 4

Piloting Check Crafting (DC 22), Engineering Lore (DC 20), or Piloting Lore (DC 20)

AC 18; Fort +12

Hardness 10; HP 80 (BT 40); Immunities object immunities

Speed swim 20 feet (alchemical; underwater only)

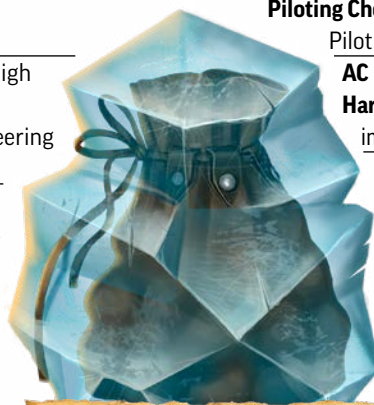
Collision 2d10 (DC 20)

Cable The bathysphere is raised and lowered from a cable at the surface and can move only vertically.

Ballast Release ♦♦ The pilot releases the bathysphere's ballast. The bathysphere moves 3 times its Speed toward the surface at the end of the pilot's turn.

Tether Buoy Crew and passengers can breathe while the vehicle is underwater to a depth of 500 feet or less.

VEHICLE 5



COLD COMFORT

BITTER

UNCOMMON MAGICAL POISON TRANSMUTATION

Price 135 gp

Usage etched onto armor

While you wear this acrid armor, any creature that Engulfs you or Swallows you Whole is sickened 1; if it spends an action retching to reduce the sickened condition, you can attempt to Escape as a reaction.

RUNE 9



CLIFF CRAWLER

CLIFF CRAWLER

VEHICLE 10

UNCOMMON HUGE

Price 3,000 gp

Space 30 feet long, 15 feet wide, 20 feet high

Crew 1 pilot, 2 crew; Passengers 3

Piloting Check Arcana (DC 29), Engineering Lore (DC 27), Piloting Lore (DC 27), or Nature (DC 29)

AC 26; Fort +19

Hardness 15; HP 170 (BT 85); Immunities object immunities

Speed climb 40 feet (magical)

Collision 7d10 (DC 27)

Mountain Traverser Rocks and stones aren't difficult terrain to a cliff crawler, and it can traverse most vertical rock and stone surfaces at up to half its Speed.

COLD COMFORT

ITEM 7+

UNCOMMON ALCHEMICAL COLD CONSUMABLE

Usage held in 1 hand; Bulk L

Activate ♦ Interact

The contraption called cold comfort is a watertight pouch filled with a handful of small, heavy, silvery pellets. When emptied into an adjacent body of water, the pellets freeze the water's surface almost instantly, creating an ice block in a 10-foot square to a depth of 1 foot. Any creatures inside this space must attempt a DC 23 Reflex save. On a failure, the creature takes 2d6 cold damage and is immobilized for 1 minute or until it Escapes (DC 20) or the ice is broken. The entire ice block has AC 10, Hardness 10, and 40 Hit Points, and it's immune to critical hits, cold damage, and precision damage. The ice is strong enough to support one Large creature or up to four Medium or Small creatures. Traversing the slippery ice requires a successful DC 20 Acrobatics check to Balance.

Type lesser; Level 7; Price 70 gp

Ice created by the pellets lasts for 1 hour or until broken.

Type greater; Level 15; Price 1,300 gp

The area increases to a 20-foot square, the save DC increases to 34, the cold damage increases to 4d6 and the Escape DC increases to 31. Ice created by the pellets lasts for 3 hours or until broken. The block of ice is strong enough to support one Huge creature, up to 2 Large creatures, or up to 8 Medium or Small creatures.

CURSEBREAK BULWARK

ITEM 17

UNCOMMON ABJURATION MAGICAL

Price 14,500 gp

Usage held in one hand; Bulk 4

This tower shield (Hardness 14, HP 56, BT 28) is composed of interlocking hexagonal wooden tiles lined with metal. The tiles are painted a verdant green, and each is marked with a faded rune that protects against curses. While you have this shield raised, you gain a +1 circumstance bonus to saving throws against spells that

target you, increasing to a +2 circumstance bonus against curses. You can unleash the energy stored in the shield to destroy a curse before it can affect you.

Activate ➤ command; **Frequency** once per day; **Trigger** You are targeted with a curse spell; **Requirements** The *cursebreak bulwark* is raised; **Effect** You activate the shield's countermeasures. It casts 8th-level *remove curse* with a counteract modifier of +27 against the triggering curse.

DIVING SUIT

ITEM 3

Price 100 gp

Usage worn clothing; **Bulk** 1

Diving suits are bulky, waterproofed leather outfits with copper helmets, worn by divers and underwater salvagers. The suit grants a +1 item bonus to Swim checks made underwater, and the helmet features tubes for connecting *bottled air* (Core Rulebook 572). When connected to a diving suit, *bottled air* doesn't need to be held and can be used to breathe as a free action. If you wear armor over a diving suit, you become clumsy 1 until you remove the diving suit.

JUXTAPOSITION AMMUNITION

ITEM 11

UNCOMMON CONJURATION CONSUMABLE MAGICAL TELEPORTATION

Price 225 gp

Ammunition any

Activate ➤ Interact

Juxtaposition ammunition quivers with anticipation, as if the projectile wishes to constantly be in motion. When an activated *juxtaposition ammunition* hits a creature, it doesn't deal the Strike's normal damage. Instead, the target must succeed at a DC 28 Will save or be teleported to a safe, unoccupied square of your choice within 60 feet of its original position and within the weapon's first range increment. On a critical failure, the target is also sickened 1 from the gut-wrenching sensation of sudden movement. Any relocation from the *juxtaposition ammunition* is forced movement.

MALLEABLE MIXTURE

ITEM 8+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ➤ Interact

Your bones, muscles, and organs become vastly softer and more pliable. You can fit into and through small or narrow spaces as though you were smaller than your normal size, and you gain an item bonus to your Fortitude and Reflex DCs against attempts to Grapple, Shove, or Trip you.

Type lesser; **Level** 8; **Price** 75 gp

You can fit into and through small or narrow spaces as though you were 1 size smaller than your normal size (minimum Small). The bonus to your DCs is +2, and the duration is 1 minute.

Type greater; **Level** 14; **Price** 750 gp

You can fit into and through small or narrow spaces as though you were 2 sizes smaller than your normal size (minimum Tiny). The bonus to your DCs is +3, and the duration is 10 minutes.



WIZARD'S TOWER

WATER PRESSURE IN GAMING

In the real world, the water pressure past certain depths can easily crush vehicles and creatures that aren't specifically built to handle it. Even with the right gear, rapid changes in pressure can result in decompression sickness, which can cause loss of consciousness or death. Early diving equipment such as the suit and bathysphere presented here were dangerous to use, and losing air pressure to a diving suit could result in the wearer becoming lethally compressed into their helmet. However, for simplicity, *Pathfinder's* core rules for underwater adventuring don't include any rules for damage from pressure. If you wish, you can use environmental damage to simulate it (Core Rulebook 512).

RECOVERY BLADDER

ITEM 3

RARE CONSUMABLE

Price 10 gp

Bulk L (8 if inflated)

Activate ➤ Interact

Tattletail developed this tether-covered bladder to help divers in Anuli's Crater Lake recover heavy salvage or escape dangerous underwater beasts. Pulling the ripcord causes a small, pressurized air tank to instantly inflate the bladder to the size of a rowboat, forcing up to 16 Bulk of attached items or creatures to jet to the surface of the water at a rate of 60 feet per round. Pulling the ripcord, or removing or affixing something to one of the many tethers on the recovery bladder, takes an Interact action. A recovery bladder can only be used once, as the quick inflation permanently stretches the bladder, and only a few tinkers have the skills and equipment to refill a pressurized air tank.

WIZARD'S TOWER

ITEM 13

UNCOMMON CONJURATION MAGICAL STRUCTURE

Price 2,500 gp

Bulk – (when not activated)

A *wizard's tower* is a tiny gaming piece carved into the form of a stone tower.

Activate (10 minutes) command, envision, Interact;

Effect The gaming piece transforms into a fully furnished stone tower 80 feet high and 30 feet in diameter. The tower is topped by a peaked wooden roof, with a wooden door on the second floor accessed by wooden stairs on the tower's exterior. A spiral staircase in the center of the tower connects its 6 floors. The bottom floor is empty, ideal for storage, and the second floor is a great hall for audiences and guests. The third and fourth floors are divided into servants quarters and guest rooms, while the top two floors feature luxurious personal chambers and an alchemy lab. You can revert the tower back to its original state by climbing to the top floor and using an action to speak a command word.

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THE CLOCKWORK CARAVAN

"I was very clear that the foxes weren't for sale."

At first glance, the Clockwork Caravan has no obvious leader. The wagons and the lifelike clockwork creatures all travel seemingly without guidance or direction. But if one watches the caravan for several days (and a few mysterious figures have), they'll notice a man dressed in a blue-colored duster occasionally hopping out from the hollowed-out carapace of one of his clockwork creatures and checking the area. In a matter of minutes, he'll adjust direction and disappear, and the caravan's on its way again.

THE ACCIDENTAL SIN OF SIHN SIPHANDON

The reclusive leader of the Clockwork Caravan is **Sihn Siphandon** (CG male human clockwork magician), an aspiring inventor from Ustalav who came into possession of technological artifacts from the Silver Mount in Numeria. Unknown to Sihm, the alien Silver Mount artifacts were the target of the obsessive but socially and politically powerful Technic League, a group of dangerous wizards and magi. When Sihm flagrantly discovered, took, and reverse-engineered the Silver Mount's technology, they considered this a great offense and sent assassins after Sihm to keep him from spreading the closely guarded secret marvels.

Countless assassins have attempted to kill Sihm—but through his cunning, decoy constructs, and paranoia, he's managed to evade them at every turn, though not without some close calls. He's lost an arm and half of his leg to their assassins, but he quickly crafted himself prosthetic limbs using clockwork parts from the reverse-engineered Silver Mount technology. Some among the Technic League once whispered that Sihm was invincible, or that he died years ago and is merely a duplicate created by his constructs. Though he partially sells his clockwork wares to spite the Technic League, he also tries to sell only to those he trusts not to show off the technology recklessly. Despite his best efforts, he knows there will almost certainly be some future, fame-happy adventurer who might cause more trouble than they can handle.

Though the Technic League has since fallen, Sihm still finds his extreme caution warranted. Despite his innocent intentions, a cornucopia of issues have arisen across Golarion as a result of his actions. A well-beloved, promising military leader in Molthune's armies died in a skirmish with Nirmathan forces, and her superiors discovered that she was a clockwork construct, sending a wave of panic through Molthune's government. Many military leaders now question which of them is really a mechanical doppelganger, sent to spy on their tactics. Groups in Nirmathas and Molthune hunt a nonexistent mastermind who they assume to be a super genius, completely unaware of Sihm's existence; Sihm is in turn unaware of all the troubles he's caused by sending his creation out into the world. Another group unhappy with Sihm is Absalom's Clockwork Cathedral. The Assembler, a mysterious, likely inorganic being that runs the centipede-shaped Clockwork Cathedral, guards its secrets closely and dislikes Sihm's display of the technology.

Though paranoid and often bitter, Sihm is neither cruel nor callous, especially to his creations. In fact, he feels unbridled joy at seeing them succeed as self-fulfilled



SIHM SIPHANDON

beings in their own right, and at the happiness others take in his creations. Perhaps this is the reason he opens the Clockwork Caravan to others. Sihn occasionally plays a game with his constructs. “Who do you think sent that assassin?” he’ll ask playfully, and his various mechanical foxes, elephants, hippogriffs, and dragon horses will all suggest possibilities. Then he’ll say, “I think you’re right!” and leave them all thinking they’ve solved a grand mystery.

In the wake of his misadventures, Sihn’s picked up an assortment of clockwork pieces that he’s cleaned up and fixed. He has also reverse-engineered many of the pieces in question. While he’s willing to sell these to knowledgeable buyers, all of these items should be considered dangerous to possess. If certain groups pick up on individuals with this technology, they could respond to the purchaser with the same hostile fervor as they have with Sihn.

A CURIOUS CONVOY

Sneaking into the city under the cover of night, the Clockwork Caravan’s automated wagons and great mechanical beasts all settle in as Sihn quietly ensures he wasn’t followed. It’s a rare occurrence that he makes a stop in the Grand Bazaar, but when he does, it’s a wondrous spectacle.

The next day, the caravan’s parade blooms with color and lively bustle. An entire street is packed with open-air exhibitions of all manner of clockwork elephants and dragon horses, each of them interacting with each other in cute or curious ways. A lifelike, bipedal fox will toss an apple to a dragon horse, who crushes it in its jaws to the awe of children—though observers will notice that it doesn’t actually eat. The air is tinged with the smell of overheated gears and oil, the voices of eager crowds, the clockwork creatures chattering. Just behind a curtain, what otherwise appears to be a living horse busts open at the seam of its neck, revealing bent bronze gears and sparking wires. It occasionally shudders and kicks madly, then goes back to being a lifeless construct. A little further is a gutted out mother-sphinx among other decaying clockwork constructs. Haphazard price tags are stuck to magical and mechanical goods in the sphinx’s hollowed-out belly. A note on its neck reads, “Ask the fox if you need to see me. Otherwise, honor system—but don’t forget that constructs have eyes! —S”

Many assume the Clockwork Caravan is merely some traveling carnival and treat it as such, ogling the mechanical dragon horse and gently petting the bipedal but lifelike lizards and dogs. These many tricks purposely draw attention from the shop’s owner, who often snoops about, gauging reactions and watching for dangerous interlopers. He’ll catch the fleeting laugh of a child and smile, or one of his clockwork foxes will tug on his coat and he’ll disappear into the shadows.

BUT CAN IT TELL TIME?

Occasionally, a mysterious construct thumps its way through the crowd of awestruck citizens. This enigmatic construct, known as a Thumper for its clamorous stride, is one of the servants of the Clockwork Cathedral. An innocuous citizen in the crowd, no different than any other Absalom resident, juts out their leg and trips the Thumper. It crashes against the cobblestone with a few sparks and anxious whirring. The citizen dips back behind a curtain and whispers in Sihn’s ear. Sihn opens a panel on the citizen’s face, adjusts a few gears and bolts within, then the citizen’s back to acting as an inconspicuous watcher of the crowd.

While this particular Thumper soon gives up its search, the Ruling Escarpment—the rulers of the Clockwork Cathedral in addition to the Assembler, who have never been seen by living beings—will send more, and more. From his time on the lam, Sihn has learned that the best way to avoid their punishment is by leaving town, setting up the Clockwork Caravan in remote areas and only occasionally stopping in cities. Despite their sophistication and autonomous thoughts and beliefs, none of Sihn’s creations can tell how much time he has left before he’s discovered.



CLOCKWORK CARAVAN

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CLOCKWORK ITEMS

Most of Sihh's wares come in the form of wondrous, but unintelligent, mechanical items. On occasion, however, one of his more personable creations takes a liking to a customer.

CLOCKWORK CURIOS

Many people on Golarion have never seen these innovative devices or consider them little more than entertaining oddities—all the more advantage for those who make use of them. An item listed as uncommon is one that Sihh knows how to make and always carries in special stock. Rare items, however, are those Sihh would like to make but might need assistance from adventurers in securing rare ingredients to complete the schematics.

Clockwork items use clockwork to function, though they don't necessarily require daily winding.

Gadgets are a special type of consumable item. Inventors with the appropriate feats can create gadgets each day during their daily preparations.

CLOCKWORK BUMBLEBEE

VEHICLE 9

RARE **LARGE** **CLOCKWORK**

Price 2,100 gp

This whimsical vehicle carries a small number of passengers and crew. It's capable of short bursts of flight, but the weight of the clockwork mechanisms prevents sustained use. The pilot, crew, and passenger all ride on the back, straddling the hull on built-in saddles.

Space 20 feet long, 10 feet wide, 8 feet high

Crew 1 pilot, 2 crew; **Passengers** 1

Piloting Check Crafting (DC 28) or Driving Lore (DC 26)

AC 23; **Fort** +18

Hardness 5; **HP** 120 (BT 60); **Immunities** object immunities;

Weaknesses electricity 10 until broken

Speed fly 30 feet (clockwork)

Collision 4d10 (DC 26)

Wind-Up (10-minute wind, 10-minute operation, DC 26, standby)

Like all clockwork vehicles, a clockwork bumblebee must be wound up in order to operate, and a creature can decrease the operation time by 10 minutes with a successful Disable Device check at the listed DC. A clockwork vehicle can be placed into standby mode by its pilot as a 3-action activity.

Its operational time doesn't decrease in standby. You can find more info in the wind-up entry starting on page 134.

CLOCKWORK HEELS

ITEM 7

RARE **CLOCKWORK**

Price 300 gp

Usage worn shoes; **Bulk** L

This clockwork footwear features a marvelous mechanical heel built into the

base to increase your speed. When you lean your weight onto your heel, a springboard triggers and pops out small metal wheels that propel you forward. You gain a +5-foot item bonus to your Speed.

CLOCKWORK MACUAHUITL

ITEM 8

RARE **CLOCKWORK**

Price 550 gp

Usage held in 2 hands; **Bulk** 1

This finely-made wooden club has a beautiful, lacquered finish that gleams in the sunlight. A heavy ring of gears lined with sharpened pieces of obsidian automatically and constantly spin around the bulk of the wooden club lengthwise. Striking a foe digs the obsidian gears into the enemy's flesh and tears it with its blades. The ever-turning gears also help to dislodge an enemy's defensive position against the weapon.

The clockwork macuahuitl deals 1d10 slashing damage and has the backswing, forceful, and versatile B traits. The clockwork macuahuitl is a two-handed advanced weapon in the club weapon group.

CLOCKWORK SPIDER BOMB

ITEM 8

UNCOMMON **CLOCKWORK** **CONSUMABLE** **GADGET**

Price 100 gp

Usage held in 1 hand; **Bulk** 1

Activate ♦ Interact

While arachnophobes don't need to fear this contraption's spiderlike appearance, they should probably worry if it starts ticking. When you activate the spider bomb, you place it on the ground and the clockwork spider crawls 5 feet in a straight line, continuing to advance 5 feet in the same straight line at the end of each of your turns for the next 4 rounds (traveling a total of 25 feet). If it takes any damage during this time, its bulbous abdomen detonates in a raging flame, dealing 5d6 fire damage to all creatures in a 5-foot burst (DC 24 basic Reflex save). You can also activate it a second time with a single-action command word activation, causing it to explode. The spider bomb has an AC of 10, 5 Hit Points, and +0 to all saving throws. After it detonates, the spider bomb is completely destroyed, regardless of the effects of its detonation. If it survives to the end of the 4-round duration without being detonated, the spider harmlessly loses its explosive charge and falls apart.

PERISCOPIC VIEWFINDER

ITEM 3

RARE **CLOCKWORK** **CONSUMABLE** **GADGET**

Price 12 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

This bronze, spherical device slowly rotates around a cluster of angled mirrors and a light-filled orb.

CLOCKWORK MACUAHUITL

CLOCKWORK SPIDER BOMB

When you activate the viewfinder, it spins rapidly and reflects light into the orb at the center. This reveals the area around you up to 30 feet in a burst of light, including objects and areas that aren't in your line of sight. This doesn't grant you any additional information that couldn't otherwise be gathered by your senses.

SPRING-LOADED NET LAUNCHER ITEM 2

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Price 6 gp

Usage held in 1 hand; Bulk 1

Activate **◆** Interact

This small bronze cylinder is about the size of a potion bottle. When you activate the launcher, it fires an unattached net requiring only a single hand, and at a greater distance. As normal, you make a ranged attack roll against a Medium or smaller creature, but you can target a creature up to 60 feet away, instead of only 20 feet away. The net trap otherwise functions as an unattached net (*Pathfinder Advanced Player's Guide* 249).

CLOCKWORK FAMILIAR

A clockwork creature is typically composed entirely of turning gears and small bronze steam pipes. It can take the form of any Tiny animal, such as a small mammal, reptile, or bird. Its eyes are cut from glittering glass, with many facets within to help it process what it sees. Any teeth, beak, and tongue are rendered out of iron. When it moves, its joints emit little croaks and whistles, and it occasionally emits electrical sparks if perturbed. Clockwork creatures who live near the sea, or are otherwise exposed to water often, might squeeze lemons and use the juice to wash themselves. They can also blow steam out of the pipes on their bodies to intimidate an enemy or put up a smokescreen.

Your clockwork familiar is a specific familiar. Specific familiars (*Advanced Player's Guide* 147) are familiars with unique abilities. In order for you to choose a specific familiar, your familiar must be capable of having the template's required number of familiar abilities. A specific familiar gains the listed traits and several abilities, including abilities it can gain only as a specific familiar. Much like a familiar that naturally has a familiar ability, you can never swap out any of these granted or unique abilities. Once you've selected a specific familiar, you can't change it without losing your familiar—this uses the same rules as if your familiar had died. If your familiar gains more abilities than necessary to become a specific familiar, you can spend the remaining abilities normally.

If your clockwork familiar is destroyed, it can be brought back to life through any conventional means that would bring back a living familiar, such as through resurrection magic.



CLOCKWORK FAMILIAR

CLOCKWORK FAMILIAR

UNCOMMON CLOCKWORK CONSTRUCT

Required Number of Abilities 3

Granted Abilities darkvision

Clockwork You need to keep your clockwork familiar wound, but the process isn't particularly onerous or time consuming. If you spend 1 minute winding up your clockwork familiar with a unique key only you can use, it can remain active for 24 hours, after which time it becomes unaware of its surroundings and can't act until it's wound again.

Enemies can attempt to disable the clockwork familiar, with a standard DC for your level to Disable a Device, to reduce the remaining operational time by 1 hour (or 2 hours on a critical success). Certain other abilities that adversely affect technology might also reduce the clockwork familiar's remaining operational time.

Some abilities, like Steam Screen, require your clockwork familiar to spend some of its remaining operational time. It can't spend more than it has and shuts down

immediately once it has no time remaining.

You can wind your clockwork familiar for 1 minute at any time to return it to the maximum 24 hours of operational time.

Constructed Your clockwork familiar is made of metal rather than flesh and bone, although it is still delicate enough in certain places to be vulnerable to violence in the same manner as a living creature. It is immune to bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, and unconscious. It can recover Hit Points only via the Repair action and other methods that fix items, not from any form of Hit Point healing. It's destroyed at 0 Hit Points.

Electricity Vulnerability The metal components of a clockwork familiar conduct electricity and are easily disrupted by an electric current. It gains weakness to electricity damage equal to your level.

Steam Screen **◆** **Frequency** once per minute; **Effect** Your clockwork familiar blows a billowing plume of steam into its square around itself. It gains a +1 circumstance bonus to its Intimidation checks, and any creature in the familiar's square has concealment, though creatures in the square can't use this concealment to Hide or Sneak. The steam and its effects remain for 1 round. To use this ability, your clockwork familiar must spend 1 hour of operational time.

Toggle Standby Mode **◆◆** Your clockwork familiar enters standby mode. Its operational time doesn't decrease in standby, but it can sense its surroundings (with a -2 penalty to Perception). It can't act, with one exception: when you Command it to exit standby mode, it does so, by using this action again.

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DRACORI'S SENSORY EMPORIUM

"Fun can be found anywhere. You just need to be willing to work for it."

Dracori's Sensory Emporium is one of the most obvious buildings in the Grand Bazaar, and possibly all of Absalom. Its large circular walls and low-sloped conical roof evoke a circus big top, as do the garishly bright purple-and-white stripes running up the side of the building. The path to the entrance is lined with two garden boxes, filled to the brim with chaotically placed flowers in all shapes and colors. The building has no door, only a curtain with some different colorful design or cheerful slogan every day. Combined with the near-permanently open windows, different sounds and smells constantly emanate from the building and into the world.

NEW INSPIRATION

Fribinella Dracori (NG nonbinary gnome sensologist) is a local-born Absalomian, born and raised in the Coins. Like all gnome children, they were warned from an early age about the Bleaching, and their parents often told them to enjoy the city as much as they could, because the family was only there until they came of age, at which point they would move on in search of exciting experiences. Fribinella had other plans, though; they had come to love Absalom with a burning passion and were convinced it could never be boring. On their 18th birthday, they shared a tearful goodbye with their parents and began a whirlwind decade of 6-month apprenticeships, fleeting romances, and even a brief stint with the Pathfinder Society. They took up hobbies ranging from quilting to deep-sea diving, leaving Absalom for weeks-long stretches but always returning home. They fell in love, got married, and started a family. But it still wasn't enough.

The monotony was gradual at first, so much so that Fribinella didn't even notice it, until they awoke one year and realized quite suddenly that bags had grown under their eyes and several locks of their hair had turned gray. Distraught, they searched for any way to spice up their life, only to find that the past 50 years had left the city familiar and ordinary. Year after year passed, and their family watched

in horror as Fribinella grew older and grayer far before their time. Their partner begged them to move, find somewhere new to branch out, but time had hardened their resolve; if they were to Bleach, then it would be in the city that had given them every great experience of their unfortunately young life.

Their turning point came on one of their regular walks, quietly enjoying the city and accepting of their fate. As they turned a corner they had turned a thousand times before, an unfamiliar scent struck their nose: a cart staffed by a former adventurer, selling food with strange spices from distant Arcadia. The aroma was something genuinely, truly new that Fribinella had never experienced before, enticing their senses. This sparked an idea: there were only so many things that one could do in a city, but experience was not merely in the doing. If they could only capture the sense of a thing, then perhaps they could stave away the Bleaching. Newly invigorated in a way they hadn't been in years, they ran to the apothecary, purchased alchemy supplies, and called on the experience of a dozen apprenticeships to start experimenting.

Twenty years later, the fruits of Fribinella's revelation still provide excitement not only to them, but to any gnome, and indeed any Absalomian. All customers of Dracori's Sensory Emporium are greeted personally by the cheerful gnome or their apprentices and given a tour of experiences. Fribinella sells wares with frenetic energy, constantly playing up anything and everything a customer might be interested in and relaying their own experiences and experiments with that product.

Their demeanor doesn't reflect their apparent age at all, though their body does; often, they'll need to stop and sit for a bit, but as soon as their knees stop aching they're back into it. Fribinella treats every customer as important, but they pay special attention to particularly tired-looking gnomes and will give them steep discounts, two-for-one deals, or occasionally just press a bottle of "Lying on a Grassy Hill on a Warm Autumn Day" into their hands free of charge.

A FEAST FOR THE SENSES

The interior of the sprawling store is organized by sense. In the Sight



Fribinella Dracori

department, colorful banners and tapestries line the walls above bins of fireworks and shelves of non-addictive hallucinogenics, all of which are at least mostly legal. The Sound department is filled to the brim with unusual instruments and noisemakers from all corners of the globe. The Smell department consists of a single wall lined with candles and incense, while the Taste department takes up another wall with an enormous spice rack filled with bottles labeled “The Flavor of Purple” and “Essence of B Sharp.” In the center of the building, the “multi-sensory extravaganzas” section features a wide selection of alchemical concoctions meant to stimulate various senses or temporarily induce specific kinds of synesthesia. The basement of Dracori’s also offers sensory-deprivation suites in the basement, promising a wild experience on their own, and a life-changing one when combined with their products.

SIDE EFFECTS MAY INCLUDE...

Bazaar regulars know that Fribinella pays handsomely for subjects willing to try their latest concoctions. Their newest experiment is a powerful hallucinogenic that induces a shared lucid dream state, one that can recreate simulations of events both historical and fictional. It’s not without kinks—they haven’t figured out how to fix the pesky problem of death in the dream being permanent—which is why they need seasoned adventurers for their latest round of testing.

Fribinella will swear up and down that their elixirs are safe but, if pressed, will admit that a frequent user of their hallucinogens might, very rarely, start confusing fiction and reality. Normally they catch it quickly and provide treatment, but one of their favorite customers disappeared shortly after showing the signs. Fribinella would appreciate if someone could find the customer and make sure she’s safe.

For years, Fribinella has dreamed of creating a new spice for the taste of lightning. They’ve toyed around with the magically conjured kind, but the aftertaste leaves a lot to be desired. Lightning captured from the ground also tastes surprisingly bland. They aren’t willing to give up, though, and they’ve heard a storm is brewing in the Kortos Mounts. They’ll pay good gold for anyone willing to take a lightning-catching bottle to the tallest peak they can climb and catch a bolt or three.

With the countless experiences that Fribinella has gone through in their lifetime, there are a few that they long to experience again, even with the possibility that it could lead to their Bleaching. One such experience came from a perfume Fribinella created during a stupor after a lengthy and arduous footrace. Fribinella dreamed of mysterious figures that spoke on the secrets of the multiverse, as well as the possibility for Fribinella to elevate their being and learn the secrets of these enigmatic beings. Fribinella woke

sometime later and immediately attempted to recreate the perfume to revisit the figures. Unfortunately, their deep exhaustion prevented them from remembering the exact ingredients they used, and they’ve chased that experience ever since. Fribinella is willing to pay handsomely if someone can get them an experience close to the one that haunts them to this day.

One thing that Fribinella has yet to encounter is the blood of a god. Fribinella recognizes that searching for a god to extract blood from is probably foolish, so they’ve settled for the next best thing: the blood of a herald. Fribinella believes that many of the gods’ heralds would be willing to share a single drop, given the right exchange. Now all Fribinella needs is a group of adventurers willing and able to call a deific herald and negotiate on Fribinella’s behalf. Calling the herald would likely be easy for a strong enough adventurer—convincing them to give up some blood will be the difficult task.



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DRACORI'S SENSORY WARES

Shoppers looking to experience new feelings, senses, and more can always look to Dracori's Sensory Emporium for interesting goods. The following are just some of the items found in the shop. While you can't buy or sell a snare, Fribinella sells the formulas for all the uncommon snares listed here, as well as the materials needed to craft them.

BURNING BADGER GUTS SNARE

SNARE 10

UNCOMMON CONSUMABLE FIRE MECHANICAL SNARE TRAP

Price 170 gp

When a creature enters the trapped square, putrefied badger guts coated in hyper-flammable oil and several other incendiary reactants catch fire and are dumped in the snare's square, as well as up to two adjacent squares that you choose when you set the snare. The burning oil deals 5d8 fire damage to any creatures in the affected squares. Those creatures must attempt a DC 27 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and 1d8 persistent fire damage.

Failure The creature takes full damage and 2d8 persistent fire damage, and is sickened 1.

Critical Failure As failure, but the creature is sickened 2.

COIN OF COMFORT

ITEM 3

UNCOMMON ENCHANTMENT MAGICAL

Price 45 gp

Usage held in 1 hand; Bulk –

This thick silver coin is deeply worn on one side, creating a shallow dip.

Activate ♦ Interact; **Frequency** once per hour; **Effect** You rub your thumb along the grooved side and become filled with a sense of comfort and safety. You reduce your frightened condition by 1.

DRAGONFLY POTION

ITEM 12

UNCOMMON CONSUMABLE MAGICAL MORPH POTION TRANSMUTATION

Price 310 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

Your eyes transform into those of a giant dragonfly, the thousands of separate facets wrapping around your head, and a pair of long, delicate, insectile wings grow from your upper back. You gain a fly Speed equal to your land Speed. Additionally, you gain low-light vision and a +2 item bonus to visual Perception checks, and you can't be flanked except by creatures higher level than you are (though lower-level creatures can still help their higher-level allies flank). These effects last for 1 minute.

GLITTERING SNARE

SNARE 4

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP VISUAL

Price 18 gp

Small flecks of mica, sand, and ground glass are packed into

a spring-loaded canister that can be rigged to a trip wire or hidden in a container. The first creature to enter the square or open the container must attempt a DC 20 Reflex save as the area is showered with bright, glittering dust that sticks to skin, fur, and clothing.

Critical Success The creature is unaffected.

Success The creature takes a –1 status penalty to Stealth checks for 1 minute or until it uses an Interact action to remove the glitter.

Failure The creature takes a –2 status penalty to Stealth checks for 2 minutes or until it spends a 2-action activity, which has the manipulate trait, to remove the glitter. If the creature was invisible, the glitter outlines it for 1 round, making it concealed rather than undetected to visual senses.

Critical Failure As failure, but the penalty is –4. The glitter sticks for 5 minutes or until the creature spends a 3-action activity, which has the manipulate trait, to remove it. The glitter continues to fall around the creature until completely removed, leaving a trail behind it as it moves and revealing its rough location; the creature is hidden, rather than undetected, to any creature that can see the glitter whenever it would otherwise have been undetected.

MIRROR-BALL SNARE

SNARE 6

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP VISUAL

Price 40 gp

A mixture of metal shavings and flash powder inside this small, mirrored sphere ignites when disturbed, causing the ball to flash and spin. When a creature enters the square, the ball pops into the air, and all creatures within 10 feet who can see the mirror ball must succeed at a DC 22 Fortitude save or become dazzled for 1 round. On a critical failure, affected creatures are instead dazzled for 1 minute.

PORTABLE GAMING HALL

ITEM 8

UNCOMMON CONJURATION MAGICAL STRUCTURE

Price 500 gp

Bulk L (when not activated)

A *portable gaming hall* resembles a miniature roulette wheel, except it's marked with indecipherable runes, not numbers.

Activate (1 minute) command, envision, Interact; **Effect** The wheel grows into a circular room 30 feet in diameter, with a door on one side. Six chairs surround a circular table, 10 feet in diameter. The underside of the table contains retractable drawers full of dice, harrow cards, game pieces, and other gambling accouterments. A gallon of ale or a similar drink with a spigot near the bottom hangs on the door, replenishing to a full gallon each day; you can also bring in your own drinks if you require more than the gaming hall provides.

You can flip the central table over as a 3-action activity, which has the manipulate trait, to revert the gaming hall to its original form.



DRAGONFLY POTION



PORTABLE GAMING
HALL



GLITTERING
SNARE



VEXING VAPOR

TAR ROCKET SNARE

SNARE 4

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

You coat a small firework with a thick layer of resin and tar, so it sticks firmly onto a target. When a creature enters the square, the rocket launches at the creature and potentially sticks to it. You determine the direction the rocket faces when crafting the snare. The triggering creature must attempt a DC 20 Reflex save.

Critical Success The creature is unaffected.

Success The creature is dealt a glancing blow by the rocket and becomes flat-footed until the start of its next turn.

Failure The rocket's coating of tar and resin sticks to the creature, and it can't be shaken loose. The creature becomes flat-footed for 1 round, and clumsy 1 for 1 minute or until it Escapes (DC 20).

Critical Failure As failure, but the creature takes a direct hit. It takes 2d6 bludgeoning damage and is pushed 10 feet in the direction the rocket faces.

TOADSKIN SALVE

ITEM 3+

UNCOMMON ALCHEMICAL CONSUMABLE POISON

Usage held in 1 hand; **Bulk** L

This thick, oily salve reacts with the air to exude a toxic mucus when applied to skin. Once it's applied, you can activate the salve in one of the two ways detailed below. After either reaction has been used, the remaining mucus loses its reactive properties and falls away as the effect ends. You can only have one dose applied at a time. If you don't use either reaction, after 10 minutes, the mucus flakes away and the effect ends.

Activate **Interact**; **Trigger** You hit a creature with a melee Strike; **Effect** You fling mucus on the creature, dealing 1d4 persistent poison damage.

Activate **Interact**; **Trigger** You are hit with a melee attack that deals physical damage; **Effect** The mucus dulls the blow, granting you resistance 3 to physical damage against the triggering attack.

Type toadskin salve; **Level** 3; **Price** 10 gp

Type greater toadskin salve; **Level** 7; **Price** 55 gp

The persistent poison damage increases to 2d4, and the resistance increases to 5.

Type major toadskin salve; **Level** 11; **Price** 225 gp

The persistent poison damage increases to 3d4, the resistance increases to 8, and the duration increases to up to 1 hour if you don't use the reaction.

VEXING VAPOR

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE INHALED MENTAL POISON SPLASH

Usage held in 1 hand; **Bulk** L

Activate **Strike**

This flask contains a fine red powder made from toxic berries. A vexing vapor bomb deals the listed mental damage and mental splash damage. On a hit, the target must succeed at a DC 5 flat check before taking actions with the concentrate trait. This lasts until the end of its next turn (1 minute on a critical hit).

Type lesser; **Level** 1; **Price** 4 gp

The bomb deals 1d6 mental damage and 1 mental splash damage.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 mental damage and 2 mental splash damage.

Type greater; **Level** 11; **Price** 300 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 mental damage and 3 mental splash damage.

Type major; **Level** 17; **Price** 3,000 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 mental damage and 4 mental splash damage.

WET SHOCK SNARE

SNARE 5

UNCOMMON CONSUMABLE ELECTRICITY MECHANICAL SNARE TRAP

Price 25 gp

A hidden copper plate conceals a bag of electric eels. When a creature steps on the plate, the eels become agitated, and the creature takes 4d8 electricity damage (DC 21 basic Reflex save). On a critical failure, the current causes the creature to become stunned 2. The eels are unharmed after use, but the mechanism is broken as usual for snares.

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HISTORIA RELIQUARY

"Hmmm. No, this isn't from the First Mendevian Crusade. You can see it here, this paint mixing technique wasn't invented until around 4672 AR. It's a fake, but a good one. What? Oh yes, I'll still take it."

An intricate maze of well-ordered exhibits and shelves, the Historia Reliquary is almost more of a museum than a store. The front is covered with a heavy black curtain that is pinned in place with wooden stakes to prevent passersby from sneaking a look at what is inside. Erikanesh charges a modest admission fee of one silver piece, though they happily waive it for anyone with items to add to the Reliquary's inventory.

THE FOREIGN SCHOLAR

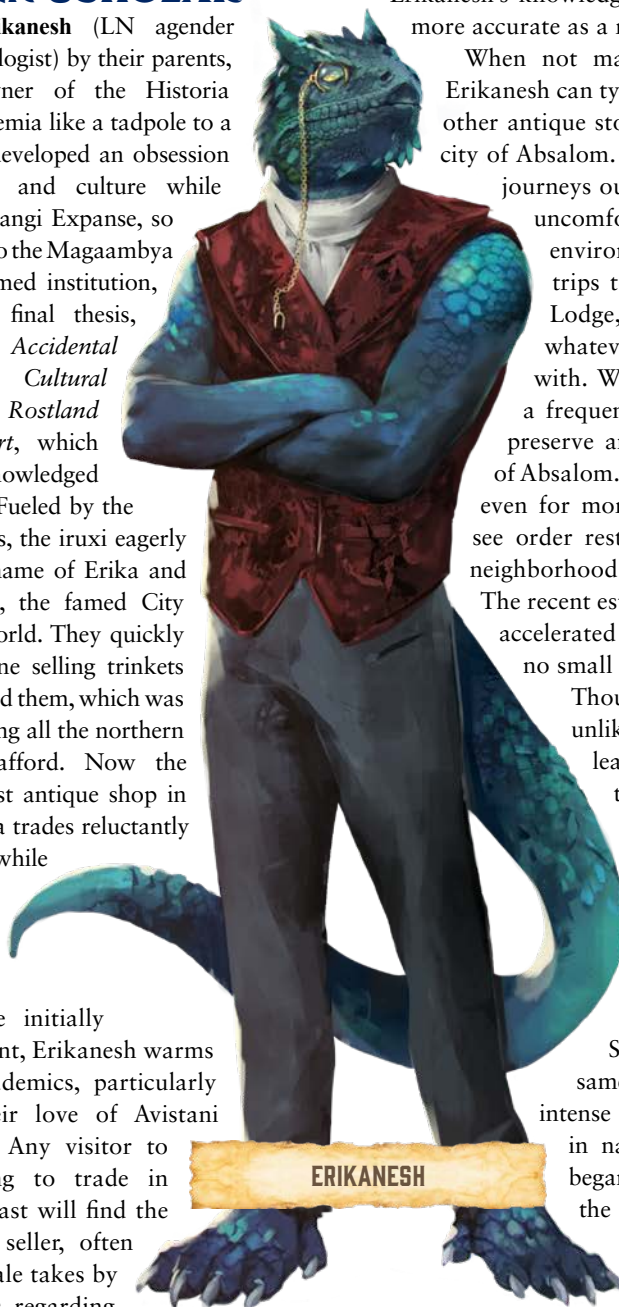
Given the name **Erikanesh** (LN agender lizardfolk^{LOG} anthropologist) by their parents, the founder and owner of the Historia Reliquary took to academia like a tadpole to a cool pond. Erikanesh developed an obsession with Avistani history and culture while growing up in the Mwangi Expanse, so their parents sent them to the Magaambya to study. At that esteemed institution, they completed their final thesis, *Choral's Forced and Accidental Renaissance: On the Cultural Union of Issia and Rostland in Brevoy's Initial Art*, which made them an acknowledged authority on antiques. Fueled by the tales of wondrous lands, the iruxi eagerly took a simplified nickname of Erika and journeyed to Absalom, the famed City at the Center of the World. They quickly amassed a small fortune selling trinkets their family had provided them, which was immediately spent buying all the northern baubles they could afford. Now the proprietor of the largest antique shop in the Grand Bazaar, Erika trades reluctantly in Garundi treasures while eagerly snatching up anything that hints of Avistan's long and storied history.

While they can be initially standoffish and arrogant, Erikanesh warms quickly to fellow academics, particularly those who share their love of Avistani artifacts and culture. Any visitor to the Reliquary looking to trade in items with a storied past will find the iruxi an enthusiastic seller, often extending the time a sale takes by going off on tangents regarding

the significance of the treasure. Though Erika is a self-proclaimed expert in Avistani history, they often get swept up in their zeal for their studies and insist their academic credentials supersede any lived experience or evidence to the contrary. Customers who can convince the iruxi to speak about the history of Garund find them even more knowledgeable, but the conversation takes a much drier tone, as if they are bored by the topic. Without the fervor that tints their study of Avistan, Erikanesh's knowledge of the south is arguably much more accurate as a result.

When not managing the Historia Reliquary, Erikanesh can typically be found at any one of the other antique stores or rummage sales within the city of Absalom. The anthropologist almost never journeys outside the city limits, inordinately uncomfortable in a less-than-urban environment. They also make frequent trips to the Pathfinder Society's Grand Lodge, always hoping to trade for whatever items the Pathfinders return with. While not widely known, Erika is a frequent contributor to an initiative to preserve and restore the Precipice Quarter of Absalom. Not one inclined to risk themselves, even for more history, they have resolved to see order restored to the notoriously suspect neighborhood before starting any excavations. The recent establishment of the Edgewatch has accelerated their projected timeline and been no small cause for excitement.

Though the two might seem like unlikely allies, Erikanesh has gained at least one friend of note in Absalom: the new captain of the First Guard, **Chun Hye Seung** (CG female human fighter/engineer). The anthropologist was asked to speak at a presentation on the city's defenses, and the former First Gear was impressed by their near-obsessive focus. Hye Seung recognized some of the same traits she herself exhibits, from intense interest of a subject to difficulty in navigating social quirks. The two began to meet sporadically to discuss the safety of the city but have also taken to morally supporting each other after particularly challenging days. Erika finds the



captain's company more welcome than anyone else they know, but they have no intention of using their friend's position to leverage favors.

CULTURAL EXCHANGE

Once customers pass the initial barrier of the entrance fee, the shop welcomes them inside with a well-lit interior illuminated by multiple orbs floating above the displays, which give off a soothing light. Scents suffuse the air inside the building, mainly that of sweet rolls and fresh tea. Erika prefers their guests' visits to be lengthy, serving refreshments at no further cost. The longer the visit, the more they can speak about their collection, which is arguably half of the Historia Reliquary's purpose.

The largest and best-maintained displays are the Avistani relics in the front of the shop. Each item is encased in glass, with any smudge marks or fingerprints cleaned almost immediately by the shop owner's *unseen servant*. Tucked away in the rear of the building, though still protected and maintained, are pieces of Garundi history. Though no less important or rare than Erika's favorites, the iruxi is far more likely to part with these objects if offered. They keep a perfect inventory of every acquisition, with incredible historical knowledge on each item.

The main source of income for the Reliquary, aside from the occasional potent artifact being sold to adventurers or private collectors, is the repeat patronage the various enchanters that populate Absalom. Making something useful out of a storied piece is an easy way to mark up its selling price. Erika maintains a small network of customers who use their antiques as a base for such magical items.

ACADEMIC RIVALRY

Though not the only antique vendor in Absalom, Erikanesh is confident they are the best and is content to let any competition play out naturally. What they refuse to abide, however, is inaccuracy. There has been a feud brewing with Khisa and Relics & Remembrance (page 78) ever since the rival shop began to distribute play shields with the Stavian coat of arms. Erikanesh maintains the depiction is incorrect and has demanded a retraction of the product for immediate correction. The historian is willing to pay a small bounty for anyone who will publicly prove their claims, or to convince the historians' guild to take disciplinary action against Relics & Remembrance.

Additionally, Erikanesh is constantly on the lookout for relics yet undiscovered in Absalom. Of particular note is a tip they received that the Hero's Mug, the last cup Cayden Cailean drank from as a mortal, is still lost somewhere on the Isle of Kortos. Rumors vary as to whether it is magical in nature or just an item with a history. The shopkeeper has some

leads, but they're in need of enterprising risk takers to verify their information and retrieve the artifact. If asked how they came about these leads, the iruxi is evasive.

With their focus on Avistani history and culture, Erikanesh dreams of one day visiting some of the notable sites they've studied over the years. Unfortunately, Erikanesh is not about to leave all of their relics behind unattended. They're looking for an assistant to run the shop while they're away, but the historian is a stickler for knowledge and won't accept an assistant until a prospective helper can prove themselves worthy. Erikanesh's interview process requires passing a formal test as well as proving their combat prowess to defend the shop from would-be thieves.

Once Erikanesh has an assistant in place, they need help with their journey. In addition to the assistant, Erikanesh is on the lookout for a guide to take them across Avistan to visit all of the locations on their list. They hope to find a guide or guides from Avistan but are eager to accept anyone willing to brave the "dangers of the North" along with them.

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HISTORIA RELIQUARY WARES

Erikanesh is quick to share the story of any of their intriguing and exciting relics. The following are just some of the items found in the shop.

AMARANTHINE PAVISE

ITEM 10

UNCOMMON ENCHANTMENT MAGICAL

Price 1,000 gp

Usage held in 1 hand; Bulk 4

This tower shield (Hardness 9, HP 54, BT 27) was developed by followers of Ketephys, the elven god of the hunt. It's distinct for having a central ridge, and for being made from only wood and hide. Ketephys's religious symbol, a hawk rising over a silver crescent, is painted on the hide stretched across the front of the shield. Each *amaranthine pavise* is blessed by Ketephysian priests to aid in liberating Tanglebriar and defeating the nascent demon lord Treerazer. While you have the shield raised, you gain a +2 circumstance bonus to saving throws against the innate spells and special abilities of demons. When your allies have cover from the *amaranthine pavise*, the circumstance bonus they gain from cover to Reflex saves against area effects also applies to Fortitude and Will saves against demons' area effects.

Activate ♦♦ command; **Frequency** once per day; **Effect** Ketephys's wrath descends upon your foes. The shield casts good *divine wrath* with a DC of 27.

DRUM OF UPHEAVAL

ITEM 20

UNCOMMON CONJURATION EARTH MAGICAL

Price 60,000 gp

Usage held in 2 hands; Bulk 1

This heavy drum is engraved along the sides with images of centaurs in fierce combat. The drum grants you a +3 item bonus on Performance checks you make using the drum. Additionally, it imparts the rhythms of two songs upon your mind as soon as you touch it. One is a fast marching cadence; the other is a frenetic ritual dance. Each song has a different activation.

Activate ♦♦ Interact; **Frequency** once per minute; **Effect** Dozens of spectral centaurs burst from the drum and stampede in a 60-foot cone. The stampede deals 7d10 force damage (DC 43 basic Reflex save).

Activate ♦♦ Interact; **Frequency** once per day; **Effect** The drum casts a DC 43 *earthquake* spell.

Craft Requirements You are a centaur.

PRIVATE WORKSHOP

ITEM 6

UNCOMMON CONJURATION MAGICAL STRUCTURE

Price 200 gp

Bulk L (when not activated)

A *private workshop* is a model building about the size of a music box that resembles a smithy, tannery, alchemy lab, or other crafting facility.

Activate (1 minute) command, envision, Interact;

Effect The model workshop transforms into a full-sized square workshop of the represented type. The walls are 15 feet wide and the ceiling is 10 feet high. The workshop is stocked with mundane tools and can be used to Craft items appropriate to the workshop with a +1 item bonus, but you must supply any raw materials.

You can pull on a cord hanging from the workshop's ceiling as an Interact action to revert the *private workshop* to its model form.

RAMPART SHIELD

ITEM 12

UNCOMMON CONJURATION MAGICAL

Price 1,900 gp

Usage held in one hand; Bulk 4

This massive tower shield (Hardness 10, HP 60, BT 30) is painted a cool cyan green and is decorated with an image of Absalom's mother-sphinx emerging from a cresting wave.

Activate ♦♦ Command; **Frequency** once per day; **Effect** You transform the shield into a 1-foot-thick, 10-foot-by-10-foot stone rampart topped with a battlement and adorned with the flags of Absalom. If any part of the rampart would pass through any creatures or objects, the activation fails. At the center of each 5-foot length of the rampart is an arrow slit. The rampart has AC 10, Hardness 15, and 30 Hit Points. The rampart is immune to critical hits and precision damage. Attacks that would destroy the rampart cause it to instead revert back to its shield form and drop to the ground in an open space below the rampart. When this happens, the shield loses 30 Hit Points. You can Dismiss the activation, causing the wall to revert back to its shield form. The shield then returns secured to your arm if you are adjacent to the rampart, or drops to the ground in an open space if you're not adjacent to the rampart. If neither destroyed nor Dismissed, the rampart reverts back to a shield automatically after 1 hour.

RHINO SHOT

ITEM 5

UNCOMMON CONJURATION CONSUMABLE MAGICAL

Price 22 gp

Ammunition Any

Activate ♦ Interact

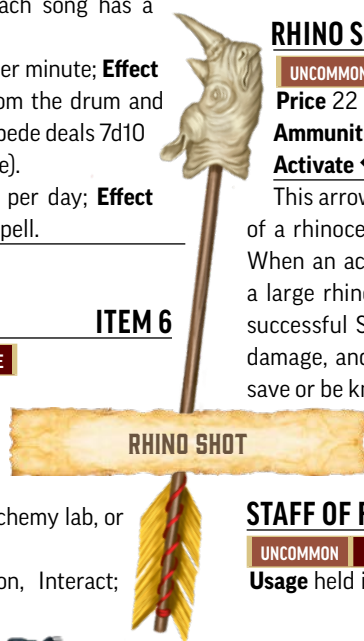
This arrow is made of polished animal horn, with the head of a rhinoceros carved in place of a traditional arrowhead. When an activated *rhino shot* is fired, the ethereal form of a large rhinoceros takes shape around the projectile. On a successful Strike, the attack deals an additional 2d6 force damage, and the target must succeed at a DC 19 Fortitude save or be knocked prone. If the hit with the *rhino shot* was a critical success, the target is knocked prone unless it critically succeeds at its save.

STAFF OF FINAL REST

ITEM 6+

UNCOMMON MAGICAL NECROMANCY STAFF

Usage held in 1 hand; Bulk 1





AMARANTHINE
PAVISE



PRIVATE WORKSHOP



STAFF OF
FINAL REST



VAMPIRIC SCYTHE

This white marble staff is carved into the figure of an abstract knight, its shield bearing the symbol of Lastwall, with a wickedly pointed sword made of dark wood raised high above its head. When you wield it as a weapon, it gains the versatile P trait and functions as a wooden stake, allowing you to use it to stake vampires, and your Strikes with the staff gain a +1 circumstance bonus to damage rolls against undead.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type staff of final rest; **Level** 6; **Price** 240 gp

- **Cantrip** disrupt undead
- **1st** disrupting weapons, heal
- **2nd** heal, gentle repose

Type greater staff of final rest; **Level** 10; **Price** 900 gp

The circumstance bonus to damage rolls is +2.

- **3rd** bind undead, disrupting weapons, heal
- **4th** heal, holy cascade

Type major staff of final rest; **Level** 16; **Price** 9,000 gp

The circumstance bonus to damage rolls is +3.

- **5th** death ward, disrupting weapons, heal
- **6th** field of life, heal, holy cascade
- **7th** heal, holy cascade, sunburst

Craft Requirements Supply one casting of all listed levels of all listed spells.

TRANSPPOSITION AMMUNITION

ITEM 9+

UNCOMMON CONJURATION CONSUMABLE MAGICAL TELEPORTATION

Ammunition any

Activate ⤵ Interact

Transposition ammunition has a milky-white cast and will sometimes shift position subtly of its own accord. When you activate the ammunition, instead of making your Strike against a foe, you fire *transposition ammunition* at any unoccupied square you can see within your weapon's first range increment and succeed without making an attack roll. You pull yourself through the Astral Plane, teleporting

along with any items you are holding into the square where you shot the ammunition. If this would carry along any other creature (even one in an extradimensional space), the activation fails.

Type transposition ammunition; **Level** 9; **Price** 125 gp

Type greater transposition ammunition; **Level** 15; **Price** 1,250 gp

When you teleport, you can take along up to two willing adjacent creatures. These creatures must each arrive in unoccupied squares adjacent to the transposition ammunition; if there's not enough space for both of them, you choose which one is teleported.

VAMPIRIC SCYTHE

ITEM 13

UNCOMMON EVIL MAGICAL NECROMANCY NEGATIVE

Price 3,000 gp

Usage held in 2 hands; **Bulk** 2

The blade of this +2 *greater striking wounding* scythe is sharp enough to produce a whistling sound when swung through the air. The shaft is made of ebony wood with a sickly shine to it, much like the shine of infected wounds and contaminated water.

Activate ⤵ command; **Trigger** An enemy critically succeeds at an attempt to Disarm you; **Effect** As the scythe leaves your hand, it drinks the triggering creature's blood. The creature must succeed at a DC 30 Fortitude save or become drained 2 (drained 3 on a critical failure). If the triggering creature becomes drained, you gain temporary Hit Points equal to the triggering creature's level. You lose any remaining temporary Hit Points after 1 minute.

Activate ⤵ command; **Frequency** once per hour; **Trigger** You critically succeed at a Strike against a living opponent; **Effect** The scythe drains life essence from your opponent into you. You gain a number of temporary Hit Points equal to half the slashing damage the scythe dealt to the foe. You lose any remaining temporary Hit Points after 1 minute.

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KITTEN'S SLUMBER

"Please, friend, I'm down here. Yes, yes, the orange cat—I'm Cabbage! How may I assist you today?"

On paper, this shop is owned and operated by **Roswine Yarindam** (NG female dwarf witch), but most shoppers know that the driving force behind the operation is Cabbage, her tabby cat familiar. The pair traveled from Highhelm throughout Avistan and Garund on many adventures, before deciding to retire to Absalom and take in familiars whose partners have since died or are nowhere to be found. Cabbage knew that Roswine would quickly become tied up in the day-to-day activities of caring for older familiars and proposed opening a storefront to mitigate the cost of care. She agreed, and the pair settled down in the bazaar about three years ago, slowly becoming a regular, welcome presence for locals.

FAMILIAR FACES

Roswine and Cabbage met while Roswine was journeying deep into the caverns below Highhelm for her *gladdinggardam*. Roswine traveled deep beneath the city, winding further and further down in the caves to find her mother's previous carving. While down there, she was exposed to the true names within the stone and made a pact with the unknowable spirits. From an unseen crevice Cabbage stepped forward and wound himself between Roswine's legs, cementing a long-standing friendship.

Cabbage manages running the shop and is often the one handling the front end with a cheerful demeanor and a command of several languages. The tabby cat is exceedingly chatty and has a wonderful memory for faces and stories; often returning visitors will find him on the counter, eagerly listening to updates on their families or adventures. He spends most of his day talking to customers, while Soufflé, a brightly colored faerie dragon with a torn wing, maintains the stock and balances the books. Soufflé often slithers out of the way when customers appear, preferring to watch from a distance. Shoppers know that they have officially become regulars

when Soufflé gives them a friendly snuffle before flapping away to go restock.

Roswine is often found in the back of the shop, either tending to a familiar or relaxing with a large book in front of her fire. She has a soft spot for young spellcasters and can be coaxed out of her comfortable chair by Cabbage or one of the other familiars to come to the front and meet with a curious patron. She has a passion for new occult developments and can overcome her painful shyness long enough to talk about magic with other avid learners. Outside of this, she is rarely seen by new shoppers, as she prefers books and animals to people. Roswine finds most people strange and counts few as friends. She has an unusual friendship with Erikanesh of the Historia

Reliquary (page 28), and when the pair is out and about at various sales, she can be seen nodding along as Erika recounts any new artifact they've obtained. She's only a passing acquaintance with Nadian of Summit & Sundry (page 90) but will spend several hours in companionable silence with Rie.

The shop is also home to numerous familiars of all types, though the vast majority are cats with various vegetable-themed names. The familiars clean up after themselves and often assist customers if Cabbage has his paws full with other tasks. One notable presence (or conspicuous absence, depending on the day's events) is that of imps, after two imps named Ixtir and Azried started spreading rumors throughout the city that Kitten's Slumber can be used as an imp hideout—despite Roswine and Cabbage making it very clear that the pair is not welcome. Roswine believes this to be a misunderstanding, however, Cabbage believes that someone may be trying to have his witch removed from the Bazaar.

Roswine offers the familiars a new name when they arrive, though most usually wait a few months before taking her up on the offer. This has led to an amusing mishmash of names around the shop,



ROSWINE YARINDAM

stemming from grand and complicated titles to the short, themed names that Roswine bestows.

A COMPANIONABLE CLUTTER

The shop is marked by the large carved image of a cat, curled up and sleeping peacefully high above the front door. Collars and harnesses in various shapes and sizes hang on hooks around the shop, each with a tag denoting the type of familiar that it will fit. The counters and other shop surfaces are polished and shining, however they are often cluttered with familiars, whether they're attempting to sleep beneath a sunbeam or gathered with others of their kind to hold secret, ominous meetings.

Far in the back, there is a large tank containing dozens of spellslimes who are more than happy to simply climb around their tank and lay on top of each other. Anyone who can listen to their thoughts may be overwhelmed by the number of conversations going on at once, though the slimes often erupt into joyful chatter about the new person who has come to peer into their tank. In any random sunbeam, there may be a pile of cats or foxes all vying for the warmest spot, and on the ceiling, there are roosting nests for various ravens and faerie dragons.

In the center of Kitten's Slumber is a large open-air courtyard, filled with relaxing leshys who are content to enjoy the sun and set their roots in fresh soil. This area is filled with the sounds of Druidic conversation passing back and forth, and the plants are always willing to welcome a new speaker into their discussions on soil nutrients and optimal temperatures for blooming.

The very back of the shop is an open doorway, leading into a small, but cozy room that Roswine and Cabbage share. Peeking past the half curtain reveals Roswine's enormous bookshelf and her large, comfortable chair and bed.

MISSING MEMENTOS

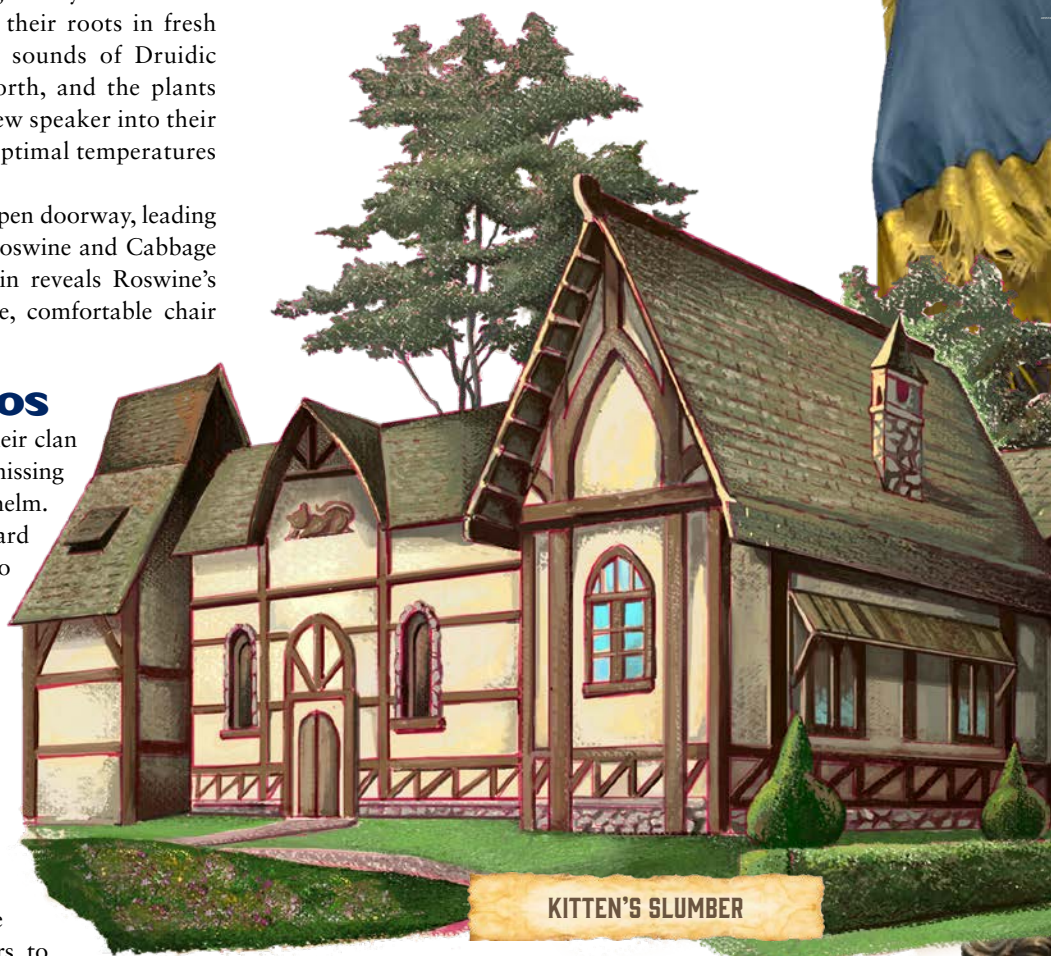
Dwarves are rarely seen without their clan daggers, but Roswine's has been missing since her fateful trip beneath Highhelm. Cabbage would handsomely reward any adventurer clever enough to locate the blade and is willing to describe it in detail to anyone who asks, though he requests that adventurers keep the quest quiet to prevent shaming Roswine. Recently, he's heard rumors of an abandoned clan dagger being held as a collector's item by a rich family, with a princess cut topaz, much like the Yarindam clan gem.

An older crow by the name of Chickpea is seeking adventurers to

conduct a search in the Flotsam Graveyard for a small gold collar that was given to her by her wizard before he died. She was accosted by a strange flying beast during her search and hasn't been able to return to search for it, due to a wing injury. Once she has her collar back, she can put anyone who aided her in contact with several collectives of animals and familiars around Absalom.

Cabbage is constantly on the lookout for abandoned familiars that roam Absalom in hopes of bringing them into the shop and granting them a safe place to stay. A few weeks ago, while out on one of her regular prowls, Cabbage came upon a confused rabbit in the Ivy District. The rabbit continued to call out for her master and when Cabbage spoke with the rabbit, she claimed she was waiting for her master, Aroden. The rabbit, who gave the name Halmeni, stated that Aroden promised to return to her after his journey through the Great Beyond. Cabbage brought Halmeni back to the shop is hoping to find a suitable family to take her in, ease her mind, and handle the seemingly great power that she holds as a familiar.

A pair of twin girls came into the shop recently, and each took home a lizard. Unfortunately, one of these lizards was actually a polymorphed criminal that was hiding out from the authorities in the shop. After learning this information, Roswine put out the call for adventurers to help her locate the girls and the unscrupulous reptile.



KITTEN'S SLUMBER

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FAMILIARS

The occupants of Kitten's Slumber can teach a fellow familiar a new trick or might even pair a visitor in need with an old familiar who is looking to move on from a past grief. Several abilities in this section, as well as the partner in crime ability on page 148 of the *Pathfinder Advanced Player's Guide*, allow your familiar to gain 1 reaction at the start of its turns, even though it's a minion. As normal, these don't combine; no matter how many of them your familiar has—it only gains 1 reaction at the start of its turns, but it gains more options for how to use that reaction.

FAMILIAR ABILITIES

Ambassador: Your familiar knows how to act cute or focused on cue, helping you make a good impression. Despite being a minion, your familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Diplomacy check to Make an Impression (it still has to prepare to help you as normal for the Aid reaction, which requires it to participate throughout the activity). It automatically succeeds at its check to Aid you with those skills or automatically critically succeeds if you're a master of the skill in question.

Gills: Your familiar grows a set of gills, allowing it to breathe water in addition to air.

Greater Resistance: Your familiar increases the resistance it gains from its resistance familiar ability to 3 + half your level. Your familiar must have the resistance ability to select this.

Major Resistance: Your familiar increases the resistance it gains from its resistance familiar ability to a value equal to your level. To select this, your familiar must have the greater resistance ability and you must be at least 8th level.

Second Opinion: Your familiar is your academic confidant. Despite being a minion, your familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Recall Knowledge skill check for a skill in which it has the skilled familiar ability (it still has to prepare to help you as normal for the Aid reaction). It automatically succeeds at its check to Aid you with those skills or automatically critically succeeds if you're a master of the skill in question. Your familiar must have the skilled ability to select this.

Snoop: Your familiar keeps its eyes and ears open, ready to relay every snippet of gossip it catches, helping

you gather information. Despite being a minion, your familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Diplomacy check to Gather Information (it still has to prepare to help you as normal for the Aid reaction, which requires it to participate throughout the activity). It automatically succeeds at its check to Aid you with those skills or automatically critically succeeds if you're a master of the skill in question.

Threat Display: Your familiar helps you convey wordless threats through body language. Whenever you attempt an Intimidation check to Demoralize a creature, if your familiar is within 30 feet of your target and can act, it accompanies you with snarls, hisses, or raising its hackles. If it can do so, you don't take the normal -4 penalty on the Intimidation check if your target doesn't understand the language you're speaking.

Tremorsense: Your familiar is keenly aware of any vibrations traveling through a surface. It gains imprecise tremorsense with a range of 30 feet.

Wavesense: Your familiar can sense vibrations in the water. It gains imprecise wavesense with a range of 30 feet.

MASTER ABILITIES

Recall Familiar: You can summon your familiar to your side. Once per day, you can use a 3-action activity, which has the concentrate trait, to teleport your familiar to your space. Your familiar must be within 1 mile or the attempt to summon it fails. This is a conjuration and teleport effect.

Restorative Familiar: Once per day, your familiar can use 2 actions with the concentrate trait to give up some of its animating energy and heal you. It must be in your space to do so. You restore a number of Hit Points equal to 1d8 times half your level (minimum 1d8).

Tattoo Transformation: Your familiar can transform into a tattoo you carry on your flesh. When transformed into a tattoo, the familiar looks like a colorful and stylized version of itself and can't act except to turn back into a familiar. It isn't affected by area effects and must be targeted separately to affect it, which requires knowledge that it's a creature. This means you and your allies can heal or assist the familiar while most enemies stay unaware of its true nature. Creatures must attempt a DC 20 Perception check to Seek to realize a tattoo is actually a familiar (which few foes will try). Your familiar can



still communicate its feelings empathically. Transforming into a tattoo or back to familiar form is a 1-minute activity that has the concentrate trait.

SPECIFIC FAMILIARS

As a melting pot of different cultures, Absalom plays host to a number of unusual familiars from across the world. Specific familiars (*Advanced Player's Guide* 147) allow you to gain a familiar with unique abilities. In order for you to choose a specific familiar, your familiar must be capable of having the template's required number of familiar abilities. A specific familiar gains familiar traits and several abilities, including abilities it can gain only as a specific familiar.

As with a familiar that naturally has a familiar ability, you can never switch out any of the abilities a specific familiar has, nor can you convert your specific familiar into a different familiar. (If your familiar is a faerie dragon, it doesn't stop being a faerie dragon the next day.) If your familiar gains more abilities than necessary to become a specific familiar, you can spend the remaining abilities normally, though a familiar can be only a single type of specific familiar.

ELEMENTAL WISP

Wisps are tiny elemental beings that often act as familiars to spellcasters attuned to the elements. They each usually have different personalities: air wisps are playful and capricious, earth wisps are timid but loyal, fire wisps are carefree and boisterous, and water wisps are gentle and nurturing.

ELEMENTAL WISP

ELEMENTAL

Required Number of Abilities 3

Granted Abilities accompanist, speech

Elemental Choose air, earth, fire, or water. Your wisp is a wisp of that element and gains that trait. Your wisp gains a familiar ability depending on its element. Air wisps gain flight, earth wisps gain burrower, fire wisps gain greater resistance (fire), and water wisps gain amphibious.

Resonance (aura) 30 feet. Your wisp vibrates at a frequency attuned to their element, resonating with and empowering all effects sharing that trait. Creatures in the area gain a +1 status bonus to damage rolls for effects with the same elemental trait as your wisp (air, earth, fire, or water).

NOSOI

A nosoi's physical appearance is that of a bird—usually a crow, sparrow, or whippoorwill—though it wears a funerary mask that accentuates its beak. Nosois measure about 1 foot in length but are unusually heavy, weighing between 10 and 15 pounds.

NOSOI

MONITOR PSYCHOPOMP

Required Number of Abilities 5

Granted Abilities darkvision, flier, manual dexterity, speech

Haunting Melody ♦♦ (auditory, concentrate, divine, enchantment, incapacitation, mental) **Frequency** once per hour; **Effect** The nosoi croons an entrancing song. Each living or undead creature within a 60-foot emanation must attempt a Will save against your class DC or spell DC, whichever is higher, or be fascinated for 1 round. A nosoi can use a 2-action activity, which has the auditory, concentrate, divine, enchantment, and mental traits, to force affected creatures to attempt another Will save; on a failure, they are fascinated for an additional round. A creature that succeeds at any save or has its fascination broken is temporarily immune for 24 hours. Despite being a mental effect, this ability affects mindless undead. Psychopomps are immune to this ability.

Nosoi Resistance A nosoi has resistance to negative and poison damage equal to half your level.

PIPEFOX

A pipefox is a tiny magical fox with a thin, limbless body that is about a foot long. Pipefoxes are secretive, shy, evasive, and they love to acquire knowledge, using innate divination magic to learn facts and languages over time. They can bond with a person sharing their scholarly pursuits after a long period of observation and careful social interactions.

PIPEFOX

BEAST

Required Number of Abilities 5

Granted Abilities climber, darkvision, second opinion (page 34), skilled (two skills of your choice), speech

Divinatory Linguist Thanks to its innate tendency for divinations, your pipefox speaks and understands all languages you know (instead of just one) as well as one common language you don't know.



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KRAKEN'S INK TATTOO

"Anyone who tells you tattoos don't hurt is a liar. But if you want it enough, then it's worth it."

Kraken's Ink Tattoo looks like a well-constructed wooden workshop, not an unusual architecture style for the Docks district. In addition to the awning bearing the shop's name, a painted kraken curls around the side of the structure, and a sign hangs from the awning that reads, "TATTOOS: COIN OR TRADE." As guests enter the workshop space, the ever-present smell of the sea, so common in the Docks, mingles with the earthy smell of tattoo ink. A mild-mannered mastiff named Apple, whom **Arhan Benimaya** (NG male human tattoo artist) brings to work to help with balancing his emotions, greets customers from her bed near the front door—though the dog isn't allowed near the tattooing chairs and tables for sanitary reasons, especially with the amount of drool she produces.

INK AND BARTER

Arhan Benimaya grew up in a music-loving Shelynite family who owned a small instrument repair shop in the outskirts of Egorian, Cheliox's capital. When Arhan showed great promise as an artist from a young age, his parents were overjoyed, scrimping together every copper saved to support his artistic pursuits. Growing up in a family of active worshipers in a small but steadfast Shelynite community deep in the heart of a diabolist nation, Arhan knew well the scrutiny his parents were under from the authorities. Even so, nothing could have prepared him for the turn his life would take shortly after his fourteenth birthday. Deep in the night, an urgent banging on the door awoke the Benimaya family—a fellow Shelynite with sources in the capital's bureaucracy had come to warn Arhan's parents that they had been accused of heresy, and that imperial guards were on their way. With no time to pack all their belongings, the family grabbed what they could and fled.

The Benimaya family eventually settled in Absalom, Arhan's parents working as music teachers for children of the city's affluent merchants. During this time, Arhan stumbled upon a shop selling a *serum of sex shift*, a potion of transformation

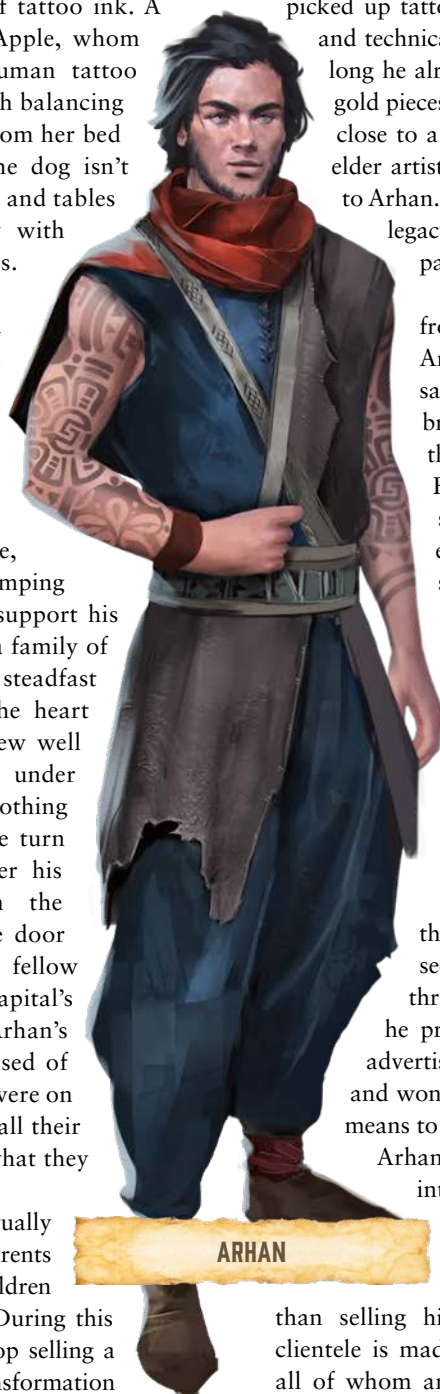
that would allow him to become his true self. The potion cost sixty gold pieces, which seemed an unimaginable sum to the young artist who sold quick portraits to travelers on the docks for mere coppers to help his family, so he sought out the most successful artist he knew in the area: Maelara, the tiefling dwarf tattoo artist whose shop, Kraken's Ink Tattoo, was a Docks district institution. She took on Arhan as her apprentice, and he picked up tattooing with a natural flair both creative and technical. Arhan's skill was obvious and before long he already had more than the necessary sixty gold pieces he needed to become his true self. After close to a decade working in Maelara's shop, the elder artist retired, passing ownership of the shop to Arhan. Now a grown man, Arhan carries on the legacy of Kraken's Ink as the premiere tattoo parlor in Absalom.

Kraken's Ink Tattoo's clientele comes from all across Golarion. Before long, Arhan realized many immigrants and sailors had little in the way of gold but brought with them valuable goods from their homes or the lands they visited. Figuring he could sell those goods on the side, Arhan began accepting goods of equal value in exchange for tattoos. The shop now has a secure, warded display counter set aside for these bartered goods brought in by travelers the world over.

Arcane tattooing is another notable service Arhan provides, though the practice is highly uncommon in Absalom. Arhan learned the technique from a New Thassilionian in exchange for a full-body tattoo. During the months it took to complete this work, the traveler taught Arhan the arcane secrets of imbuing the skin with magic through ink. Arhan is selective about who he provides with arcane tattoos; he doesn't advertise the service to the average customer and won't give one to any individual he suspects means to use it for evil ends.

Arhan himself is kind but shy, which those intimidated by his tattooed appearance occasionally misinterpret as aloofness. He prefers to spend his time at the shop focused on his art rather

than selling his bartered wares, so his non-tattoo clientele is made up of a handful of regulars, almost all of whom are collectors. Arhan's apprentice, **Nara**



ARHAN

(NG female kobold artist), sells prints of Arhan's art at a stand in the Grand Bazaar, as well as offering on-site piercings and pointing would-be tattoo receivers to the shop itself.

Clients stopping by in the late afternoon or evening are likely to encounter **Brine** (CG male azarketi laborer), Arhan's boyfriend, hanging around the shop after his workday. Brine, an Alvadna (or deep sea) azarketi and Absalom native, is a dockworker who couldn't help but notice the tattooed young man who walked along the waterfront every morning. Brine is likely to chat with customers and knows a fair amount of gossip about incoming shipments and general goings-on in the Docks district.

ART FOR THE SKIN

Every surface in the shop glistens from regular cleaning. Art in simple frames lines the counters, mostly ink drawings filled in with bold color. The shop is well-made, with only two tattooing stations, and tucked in the corner sits the bartered goods counter. Generally six or seven objects appear on display at any given time, with their prices marked in elaborate calligraphy on small white placards. To the left of this counter is a desktop organizer with dozens of small compartments, each one containing a different type of pigment source, sorted by color. These range from charcoal to ruddy cinnabar and other minerals, each labeled meticulously. Various jars of clear alcohol sit alongside a number of mortars and pestles, each with the residue of a different color along the bottom. When Nara isn't working her shift at the Bazaar, she sits here and mixes pigments or practices tattoos on various citrus fruits.

STRANGE DESIGNS AND MISSING SUPPLIES

When the Benimaya family fled Cheliaz, they left behind a handful of family heirlooms that Arhan believes were seized by the state. Among them is a golden brooch in the shape of Shelyn's religious symbol, with tiny gems forming the rainbow of the songbird's tail. Arhan would pay handsomely for the return of this irreplaceable piece of his family's history.

Brine has noticed a new shipping company called Rocky Cove Imports doing business in the Docks, and it seems to have sprung up out of nowhere. Even stranger, inspectors and tax collectors seem to avoid this operation entirely. Paired with the odd hours the company's workers keep, Brine is certain that the district's newest importer is up to

something illegal, and that the notoriously crooked Harbor Guard is complicit.

One constant need at Kraken's Ink is pigment. Though charcoal and clay for black and brown are abundant, more precious minerals needed for bright colors are pricier and harder to come by. Lapis lazuli, the key component of the blue pigment ultramarine, occurs naturally only in Casmaron, and Arhan's supplier recently disappeared without a word. Arhan is scrambling to find a new supplier before he runs out, in addition to being worried about his missing friend.

Several of Arhan's latest patrons have asked for the exact same tattoo on different parts of their bodies. After a bit of investigation, Arhan determined that the tattoo is in fact a specialized rune dedicated to the demon lord Mestama, patroness of witches and hags. The rune itself seems to be part of a spell and the patrons appear to be a living component of some kind of fiendish ritual. Unfortunately, Arhan's attempts to track down these individuals have been fruitless, and now he's looking for someone to investigate these Mestamans further.

Brine has an interest in receiving his own tattoo, but his skin makes permanent tattoos very difficult, at least with Arhan's current methods. Arhan is hoping to surprise Brine with a tattoo as a gift, but he still needs help with developing a technique that properly applies the tattoo to azarketi skin. Arhan heard that a reclusive alchemist in the Puddles might have the right tools and inks to properly apply such a tattoo, and Arhan is willing to pay someone to confirm the rumor.



KRAKEN'S INK

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KRAKEN'S INK WARES

Arhan knows a number of techniques for magical tattooing, but custom designs are time-consuming, expensive, and incredibly precise. Less-involved magical tattoos, which have a specific design and which Arhan can apply relatively quickly, are listed below.

ARCTIC VIGOR

ITEM 10+

UNCOMMON COLD EVOCATION INVESTED MAGICAL TATTOO

Usage tattoo; **Bulk** –

This tattoo takes the shape of the face of a roaring polar bear with piercing, ice-blue eyes. You don't take damage from extreme cold or severe cold (*Core Rulebook* 518).

Activate ♦♦ command; **Frequency** once per day; **Effect** You call forth a blast of polar wind in a 10-foot burst within a range of 30 feet that deals 7d6 cold damage. All creatures in the area must attempt a DC 27 basic Fortitude save.

Type *arctic vigor*; **Level** 10; **Price** 900 gp

Type *greater arctic vigor*; **Level** 15; **Price** 6,000 gp

The damage of your polar wind increases to 12d6, the range increases to 60 feet, and you can choose to increase the radius to 15 or 20 feet. While exposed to incredible cold, you only take minor cold damage every hour, instead of moderate cold damage every minute. You ignore the uneven ground and difficult terrain caused by ice and the difficult terrain caused by snow (reducing greater difficult terrain from ice or snow to normal difficult terrain).

CROWN OF INSIGHT

ITEM 7

UNCOMMON ABJURATION INVESTED MAGICAL TATTOO

Price 360 gp

Usage tattoo; **Bulk** –

A series of evenly spaced, unblinking tattooed eyes line your skin. When you enter an area that contains creatures within 60 feet that are unnoticed to you, the GM rolls a secret Perception check for you against the creatures' Stealth DCs. On a success, the creature becomes undetected by you, rather than unnoticed, and on a critical success, the creature becomes hidden to you. All creatures in the area are then temporarily immune to your *crown of insight* for 24 hours. The *crown of insight* doesn't help you find hidden items or traps, nor can it help you discern a creature hiding in plain sight, such as a gargoyle pretending to be an inanimate statue. Additionally, since the effect occurs when you move to enter an area that contains creatures, it doesn't detect an unnoticed creature Sneaking up on you.

ENVELOPING LIGHT

ITEM 3+

UNCOMMON INVESTED MAGICAL NECROMANCY POSITIVE TATTOO

Usage tattoo; **Bulk** –

This tattoo is a series of six concentric circles that show up as a soft yellow on any skin tone. The marks carry in them a protective force that bolsters your body and soul. The first time each day that someone attempts to Treat your Wounds and rolls a critical failure, they get a failure instead.

Activate ♦♦ command; **Frequency** once per day; **Effect** For 5 rounds, your entire body begins to glow, with the effects of a 1st-level *light* spell. At the end of each of your turns during this time, you regain 1d4 Hit Points.

Type *enveloping light*; **Level** 3; **Price** 50 gp

Type *greater enveloping light*; **Level** 9; **Price** 650 gp

Any time someone rolls a critical failure to Treat your Wounds, they get a failure instead. The glow has the effects of a 4th-level *light* spell, and you regain 2d8 Hit Points per round.

REFLEXIVE TATTOO

ITEM 7

UNCOMMON INVESTED MAGICAL NECROMANCY TATTOO

Price 350 gp

Usage tattoo; **Bulk** –

This subtle pattern of complex dots, sunbursts, and lines is difficult to make out, as it's a near match for the wearer's skin tone. Serving as a barrier facing inward, this tattoo prevents ostentatious expressions of spells that are internal to you, making them easier to hide.

Activate ♦ Interact (concentrate, manipulate, metamagic); **Frequency** once per day; **Effect** If the next action you use is to Cast a Spell of 2nd level or lower that affects or targets only you, you can hide that you're casting it. This has the same effect as the Conceal Spell feat (*Core Rulebook* 210).

OTHER WARES

In addition to magical tattoos, Arhan has a small collection of valuable items he has accepted as payment from newcomers to Absalom. The following are just some of the items found in the shop; new items appear from time to time whenever Arhan accepts barter for payment instead of coin.

KRAKEN'S GUARD

ITEM 19

UNCOMMON CONJURATION MAGICAL

Price 40,000 gp

Usage held in one hand; **Bulk** 1

This steel shield (Hardness 16, HP 96, BT 48) is painted a mottled crimson, and it always glistens as if wet. Its crest is composed of eight appendages that curl around each other, resembling the swirling tentacles of a giant kraken. Two ferocious eyes sit in its center, gleaming with an inner light.

Activate ♦♦ Raise a Shield; **Frequency** once per hour; **Effect** You unleash the kraken's wrath. You Raise the Shield. The shield's appendages briefly extend to impossible length as they wriggle and lash out at your foes, dealing 10d10 bludgeoning damage to all enemies in a 30-foot cone (DC 41 basic Reflex save). The shield remains animated for 1 minute, during which you can use it to Grapple a creature within 10 feet of you without needing a free hand. When you use the shield to Grapple, you gain a +3 item bonus to your Athletics check.



ARCTIC VIGOR



CROWN OF
INSIGHT



QUEASY LANTERN



KRAKEN'S GUARD

QUEASY LANTERN

ITEM 7+

UNCOMMON LIGHT MAGICAL NECROMANCY

Usage held in 1 hand; **Bulk** 1

This bull's-eye lantern is wrapped in decrepit leather skin. It constantly emits light in a 60-foot cone (and dim light in the next 60 feet). You can close or open internal shutters with an Interact action to block or reveal the light.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** You slide in a magical lens that causes the lantern to emit a pale green light and then aim the lantern. All creatures in the lantern's 60-foot cone of bright light (but not those in the dim light), must attempt a DC 23 Fortitude save. On a failure, a creature becomes sickened 1 (sickened 2 on a critical failure). The light then reverts to normal as the lens slides out of place.

Type lesser queasy lantern; **Level** 7; **Price** 325 gp

Type moderate queasy lantern; **Level** 12; **Price** 1,700 gp

The DC is 29. Creatures become sickened 2 on a failure or sickened 3 on a critical failure.

Type greater queasy lantern; **Level** 17; **Price** 13,500 gp

The DC is 37. Creatures become sickened 3 on a failure or sickened 4 on a critical failure.

STANCHING

RUNE 5+

UNCOMMON MAGICAL NECROMANCY

Usage etched onto armor

These symbols close bloody wounds. Armor with this rune reduces the DC of the flat check to end persistent bleed damage from 15 to 12 (7 with particularly effective assistance).

Type stanching; **Level** 5; **Price** 130 gp

Type greater stanching; **Level** 9; **Price** 600 gp

The DC of the flat check is reduced from 15 to 10 (5 with particularly effective assistance).

Type major stanching; **Level** 13; **Price** 2,500 gp

The DC of the flat check is reduced from 15 to 8 (3 with particularly effective assistance).

Type true stanching; **Level** 17; **Price** 12,500 gp

The DC of the flat check is reduced from 15 to 5 (particularly

effective assistance automatically removes the persistent bleed damage).

STONE CIRCLE

ITEM 10+

UNCOMMON CONJURATION MAGICAL STRUCTURE

Usage held in one hand; **Bulk** — (when not activated)

A *stone circle* appears to be a thumb-sized rectangular gray stone until activated.

Activate (1 minute) envision, Interact; **Frequency** once per week; **Effect** When the circle is stood on the ground and activated, the stone grows into a massive stone pillar 13 feet high, 7 feet across, and weighing 25 tons. Identical pillars rise up from the ground marking a circle 100 feet across, with capstones connecting the pillars. There must be enough space to deploy the circle or it won't activate. During the activation, you align the *stone circle* to face a single astronomical feature, such as the sun, the moon, or a constellation. You can revert the *stone circle* back to its original state by using an Interact action to push over the original stone pillar. Once you do, the rest of the *stone circle* collapses in a dramatic fashion, the stones falling, cracking, and disintegrating into dust. If you don't begin a ritual inside of the *stone circle* within 1 day of its activation, it reverts back to its original state.

When you cast a ritual of 5th level or lower within the *stone circle*, the first failure on a secondary check is improved by one degree of success (a critical failure becomes a failure and a failure becomes a success). Once you complete a ritual within the *stone circle*, regardless of the result, the stones collapse and it reverts back to its original form.

Type stone circle; **Level** 10; **Price** 1,000 gp

Type greater stone circle; **Level** 19; **Price** 32,000 gp

The circle can be activated once per day. It provides its benefit when casting a ritual of any level, and it improves the secondary check with the worst degree of success by one degree of success, even if that secondary check succeeded.

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LOST & FOUND

"An emperor's trash is a beggar's treasure."

Squeezed between larger and more exclusive businesses, Lost & Found is easy to miss. The entire store is barely wider than its front door, which bears a simple sign reading "Lost & Found, Yggwil, prop." The shop is several stories high and includes a basement, each level connected by a spiral staircase at the rear of the building. Each floor has room for only a single corridor with shelves on both sides. Yggwil, or one of his half-dozen employees, can usually be found behind a desk situated halfway along the ground floor, on the right, in a niche between towering bookcases. He greets potential customers with a studious gaze and a gravelly "Good morning," regardless of the time of day.

ODD KNOWLEDGE

Yggwil (CN male dwarf shopkeeper) opened Lost & Found over a century ago, soon after he began his transition. Relations with his family were strained, and he quickly focused on his new business. At first, his humble and narrow shop was named the Scriptorium, as Yggwil had intended to sell books and writing supplies, but when he went to an estate sale to purchase his first collection, the only way to get the books he wanted was to buy the entire contents of a dead occultist's basement. Suddenly, Yggwil found himself the proprietor of a shop full of knick-knacks, antiques, and other mementos. And then, quite to his surprise, one of those knick-knacks turned out to be the mummified hand of an archon, something he was able to sell to a necromancer for a princely sum. Yggwil embraced his new destiny, renamed the Scriptorium to Lost & Found, and became a purveyor of the eccentric, old, and strange.

Some might describe Lost & Found as a junk store, but Yggwil prefers the term "curiosity shop." He's now an institution in the Bazaar and a pillar of the community. When decisions are made that affect the entire neighborhood, Yggwil is always consulted—though his advice is not always heeded.

Yggwil, for example, was instrumental in establishing a shop worker's union to advocate and protect merchants in the city. This made him some enemies in the city, especially among owners who would prefer to pay their workers less and work them longer. Yggwil, however, is as stubborn as any dwarf and vocally defends the working class, even participating in strikes and demonstrations, though he lives a comfortable life in a handsome two-story home elsewhere in Absalom.

The secret to Yggwil's success is not complicated: he's extraordinarily knowledgeable on a wide variety of subjects—including history, culture, fashion, literature, cuisine, and language—and can spot items of value that others would neglect. He also takes to browsing the Grand Bazaar as the first stalls begin to open to snag any curios with potential to sell in his own shop later. A skilled haggler, he only buys items if he gets a good price for them, and he sells them for a proper and reasonable profit. Yggwil isn't greedy and doesn't try to raise the price of a valuable item even if he's underestimated its worth.

For a while, Yggwil operated a pawn business as part of Lost & Found, and a few of the items on his shelves



YGGWIL

still date from this period. But in time he realized he was preying on the misfortune of others and ceased this part of his business. He still purchases curiosities from individuals who come to his shop—and Lost & Found is common stop for adventurers looking to unload treasure—but he doesn't extend loans using items as collateral. Whenever someone enters the store looking to sell, Yggwil engages them in conversation; a keen judge of character, he uses these conversations to determine if the item for sale is, in fact, stolen. Yggwil has had numerous encounters with the law when city guards have entered his store looking for stolen property, and he has no wish to repeat this. He never buys anything he suspects is stolen, but he also doesn't report the individuals trying to sell these items, insisting he just doesn't have the time.

Estate sales and auctions remain one of Yggwil's greatest pleasures. Nothing pleases him more than rummaging around in some attic or basement, looking for hidden treasure. He's well known on the auction circuit and has occasionally been asked to serve as an auctioneer; these offers flatter him, but he always accepts grudgingly, since he'd much rather be bidding on items than gaveling them.

A handsome and muscular middle-aged dwarf with a well-braided beard, Yggwil wears spectacles to correct nearsightedness. While he dresses well—in a tweed coat, vest, and trousers—his clothes often have a layer of dust picked up from the shelves of his shop. He keeps his pocket watch well-tuned and often hangs his coat over the antlers of a peryton head mounted over his desk.

ECLECTIC TREASURES

The shelves and corners of Lost & Found are crowded with collected junk: a leather journal bearing gardening advice on the left-facing pages but crowded encrypted writing on the opposite ones; a filigreed silver urn used in hobgoblin tea preparation; the wedding dress of a Taldan princess; the pen used to write the *Draconic Apsu*; a box of Molthuni cigars; Chelaxian crystal goblets; *The Unauthorized and Unexpurgated Biography of Runelord Sorshen*; and so on. A faintly visible cloud of incense lurks on every floor, a strategy Yggwil put in place because much of his inventory, kept in private homes for decades or centuries, brought the scent of their origin with them. Each of the upper floors ends in a single large window and an antique reading chair; at least one of these chairs is usually occupied by one of many visiting cats, whom Yggwil treats as welcome guests. On the top floor, however, the chair has been replaced by a life-size statue of a young boy, positioned so that he gazes out the window toward the city beyond.

TRUE OR FALSE

The statue on the top floor of Lost & Found is a source of consternation for Yggwil, who recently learned of a tragic fire that burned down the home of a powerful wizard centuries ago. Supposedly, the wizard couldn't escape the flames, and with his final breath he petrified his son with *flesh to stone* to save the boy from immolation. Yggwil suspects the statue is the wizard's son, but he has no way to verify this story.

Many of the items for sale in Lost & Found are, in fact, fake. Yggwil is pretty good at spotting imitations and replicas, thanks to decades of experience, but he often buys the items anyway—after negotiating a much lower price—and leaves them on the shelves of his shop without revealing their true nature. This could get him into trouble, as a ritualist looking for a precious spell component believed they had found just the thing in Lost & Found, only to actually purchase a cheap fake. When the ritualist gets halfway through their spell only for the component to fail, Yggwil could be in serious danger.



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LOST & FOUND WARES

Having collected countless items over his years, Yggwil has almost something for everyone for sale. The following are just some of the items found in the shop. While you can't buy a snare, Yggwil sells the formulas and supplies for the uncommon snares here.

AVALANCHE OF STONES SNARE

SNARE 18

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP
Price 3,750 gp

When a creature enters the snare's square, the snare releases countless stones to batter the creature, dealing 22d8 bludgeoning damage (DC 40 basic Reflex).

BLOODTHIRSTY

RUNE 16

UNCOMMON MAGICAL NECROMANCY
Price 8,500 gp

Usage etched onto a slashing or piercing melee weapon

The magic in this rune sings in time with your attacks and coaxes you into finishing your opponent. When you critically hit a target that's taking persistent bleed damage, your target becomes drained 1.

Activate \curvearrowright envision; Trigger You reduce a creature to 0 Hit Points with the weapon; Effect You gain a number of temporary Hit Points equal to twice the creature's level. These Hit Points remain for 1 minute.

CRUSHING

RUNE 3+

UNCOMMON MAGICAL NECROMANCY

Usage etched onto a bludgeoning weapon

Weapons with this rune empower your strength, and attacks with these weapons leave your foe staggered. When you critically hit a target with this weapon, your target becomes clumsy 1 and enfeebled 1 until the end of your next turn.

Type crushing; Level 3; Price 50 gp

Type greater crushing; Level 9; Price 650 gp

Your critical hits leave the target clumsy 2 and enfeebled 2 until the end of your next turn.

DINOSAUR BOOTS

ITEM 10+

UNCOMMON INVESTED MAGICAL TRANSMUTATION
Usage worn; Bulk 1

The tough, scaled leather of these heavy boots comes from a mighty dinosaur, granting you the steadiness of a lumbering beast. Any time an action or effect would cause you to make a forced movement, roll a DC 17 flat check. On a success, the forced movement fails to affect you.

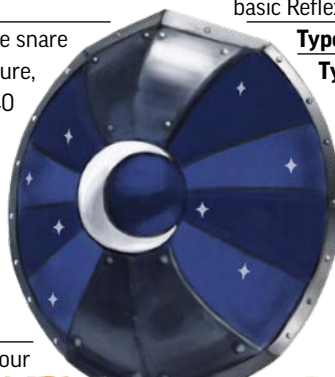
Activate \curvearrowright command (magical, morph, transmutation); Frequency once per day; Effect You grow, gaining the effects of *enlarge* for 1 minute. During that time, you gain dinosaur features; your legs and feet transform into a dinosaur's.

You gain a foot unarmed attack that has the same statistics as your fist unarmed attack, except its damage die is increased from 1d4 to 1d6. Once during the duration, you can use the Trample 3-action activity (*Bestiary* 344) to Trample creatures one size smaller than you or smaller. This deals an amount of damage to each creature equal to that of your foot unarmed attack (including any extra weapon damage dice, bonuses, or additional damage as normal), with a DC 27 basic Reflex save. You can Dismiss the activation.

Type dinosaur boots; Level 10; Price 950 gp

Type greater dinosaur boots; Level 16; Price 9,500 gp

The activation makes you grow to size Huge, if you choose, with the effects of 4th-level *enlarge*. Either way, the damage die of your foot unarmed attack increases from 1d4 to 1d8, and you can use Trample as many times as you want during the activation.



PILLOW SHIELD

PILLOW SHIELD

ITEM 4

UNCOMMON MAGICAL TRANSMUTATION
Price 80 gp

Usage held in one hand; Bulk 1

The shield's blue enameled face is cool to the touch, and displays the moon's current phase at night. When you lay your head on the reverse side of this steel shield (Hardness 6, HP 36, BT 18), it becomes as pliant and supportive as the best pillows. If you complete a period of rest using the *pillow shield*, you can choose to transfer your recovery to the shield. Instead of recovering a number of Hit Points after resting (*Core Rulebook* 480), the shield is restored an equal number of Hit Points instead.

Activate \curvearrowright command, envision; Frequency once per day; Effect The shield creates an area of vigilance. It casts *alarm* centered on itself; you decide whether it creates a mental alarm or an audible alarm. The alarm goes off at the end of the spell's duration or when triggered as normal, whichever comes first.



DINOSAUR BOOTS

PSYCHIC BRIGANDINE

ITEM 13

UNCOMMON ABJURATION INVESTED MAGICAL
Price 3,000 gp

Usage worn armor; Bulk 2

Transparent crystals as hard as steel take the place of metal plates on this suit of +2 *greater invisibility splint mail*. Also known as a coat of a thousand thoughts in Vudra and Jalmeray, where it was first developed by psychic warriors, it makes your mind an indomitable fortress. You gain resistance 5 to mental damage.

Whenever you use the armor to become invisible, you also become psychically invisible. Each time you would be affected by an effect with the mental trait while you are

invisible, attempt a DC 17 flat check. On a success, it doesn't affect you.

PUMMELING SNARE

SNARE 5

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 25 gp

This snare unleashes a trio of large stones that batter the creature entering the snare's square, dealing 6d8 bludgeoning damage (DC 21 basic Reflex save).

QUICK RUNNER'S SHIRT

ITEM 5+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn; Bulk –

This light shirt is made of thin fabric embroidered with arrangements of winged feet.

Activate ➤➤ envision; **Frequency** once per hour; **Effect** Your feet feel lighter, allowing you to move with greater speed. You Stride twice and gain a +10-foot item bonus to your Speed during those Stride actions.

Type quick runner's shirt; **Level** 5; **Price** 150 gp

Type greater quick runner's shirt; **Level** 12; **Price** 1,750 gp

When you Activate the shirt, you Stride three times.

RAINING KNIVES SNARE

SNARE 10

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 170 gp

As soon as a creature enters the snare's square, it unleashes a barrage of knives at the creature from all directions, dealing 11d8 piercing damage (DC 29 basic Reflex).

ROCK RIPPER SNARE

SNARE 3

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 9 gp

You weave plant matter among loose stones in an area with trees or a ceiling overhead. When a creature enters the square, the snare's square and each adjacent square becomes difficult terrain, and the triggering creature must attempt a DC 19 Reflex saving throw.

Success The target is unaffected.

Failure The target takes 1d6 bludgeoning damage.

Critical Failure The target takes 2d6 bludgeoning damage.

SILHOUETTE CLOAK

ITEM 20

UNCOMMON INVESTED MAGICAL TRANSMUTATION WORN

Price 70,000 gp

Usage worn cloak; Bulk –

In bright light, this dark cloak shimmers with patches of color that shift and move even when the cloth is still. In dim light or darkness, the cloak seems to blend into your surroundings and grants you a +3 item bonus to Stealth checks.

Activate Interact (1 minute); **Effect** You and objects you wear or carry fall into your shadow, becoming a two-dimensional silhouette. In this form you aren't incorporeal, but you also don't have a solid form and don't occupy your space, allowing other creatures to pass through or

end their turn there. You gain resistance 20 to all damage except force damage, damage from effects with the light trait, and damage from Strikes with the *ghost touch* property rune. This increases to resistance 40 against non-magical damage. Other creatures can't attempt

Strength-based skill checks against you.

Your land and climb Speeds both become 40 feet. You can't use actions except Climb, Step, or Stride actions using the granted Speeds or an Interact activation to return to your normal form. If your current space doesn't have sufficient room for you to return to your normal form, you return to your normal form in the nearest open space.

Activate ➤ Interact; **Frequency** once per day; **Trigger** You take damage; **Effect** You fold the cloak over yourself and vanish into your shadow for a moment, gaining the benefits of the first

activation until the end of the current creature's turn. The damage resistance applies to the triggering damage.

SINGULARITY AMMUNITION

ITEM 13

UNCOMMON CONSUMABLE EVOCATION MAGICAL

Price 550 gp

Ammunition Any

Activate ➤ Interact

Singularity ammunition seems to pull in the light around it, swirling along the surface in a misty pattern. An activated *singularity arrow* creates a strong gravitational force, centered on the creature hit.

All creatures in a 10-foot emanation from the target must succeed at a DC 30 Fortitude save or be pulled 5 feet closer to the target. The singularity then explodes, dealing 7d12 bludgeoning

damage to the original target and all creatures in a 5-foot emanation (DC 28 basic Reflex save).

STATIC SNARE

SNARE 2

UNCOMMON CONSUMABLE ELECTRICITY MECHANICAL SNARE TRAP

Price 6 gp

You hide insulating crystals or other material that releases a strong static charge when the first creature enters the snare's square. That creature must attempt a DC 18 Reflex saving throw.

Success The target is unaffected.

Failure The target takes 1 persistent electricity damage and takes a –1 circumstance penalty to saving throws against electricity effects for as long as the persistent electricity damage lasts.

Critical Failure As failure, and the target attracts nearby dirt and dust. If the target is or becomes invisible, it's merely hidden to creatures that have sight as a precise sense. This effect lasts as long as the persistent electricity damage does.



PSYCHIC BRIGANDINE



SINGULARITY AMMUNITION

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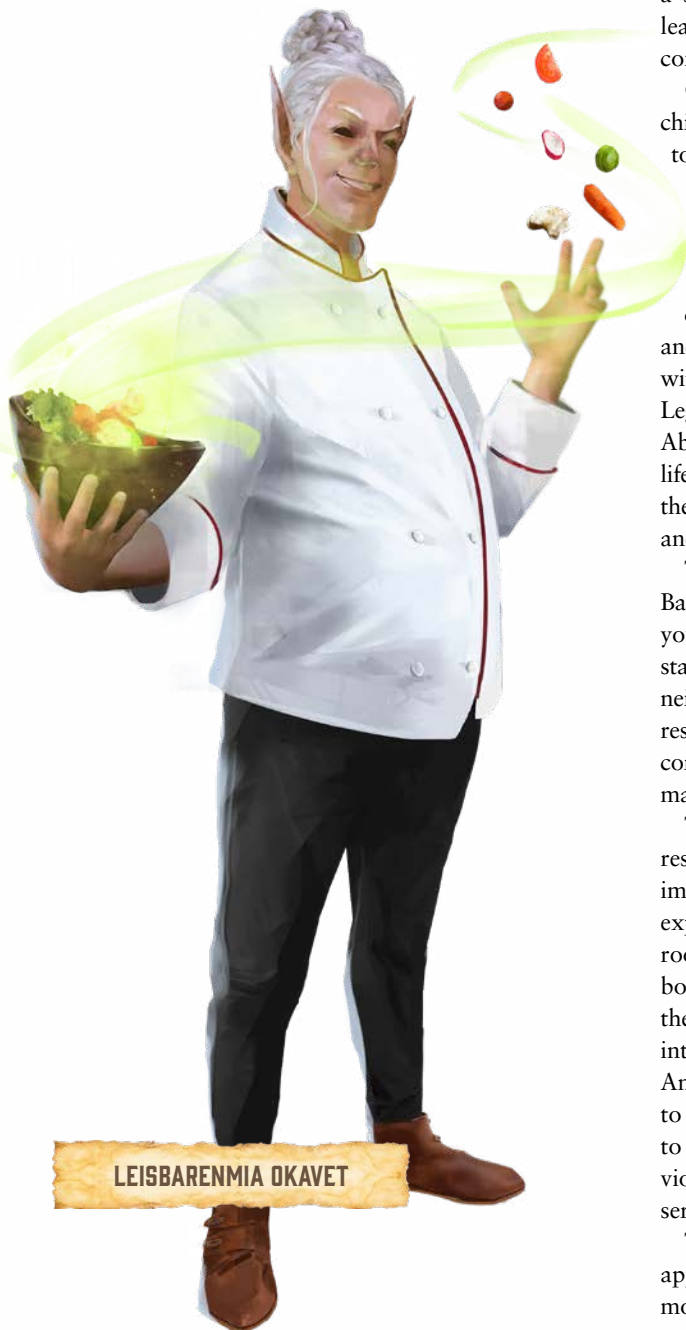
THE MASK AND MOON

"I've bit off more than I can chew? Oh no, the bite's not just for me—meals are meant to be shared!"

The Mask and Moon is one of the most notable restaurants in Absalom; its proprietor is equally famous. The main dining area is beneath a soaring, open-sided oak timber frame roofed with glazed clay tiles in white, red, blue, and gold. Two spiraling posts evoking the Mordant Spire flank the wide entrance. At the apex of the entryway hangs a full moon shield inlaid with a simplified Spire mask emblem.

COMPLEX FLAVORS

The Mask and Moon's proprietor, **Leisbarenmia Okavet**



LEISBARENMIA OKAVET

(N male half-elf magician chef)—“Oak” to those who know him well—is a spireborn half-elf who has gone from street vendor to one of the most renowned chefs in the Inner Sea region. His family’s restaurant is built on providing simple, quality fare for everyone and elaborate concoctions of magic and food to the wealthy. Oak is an energetic individual constantly simmering with excitement about his work. He readily waxes elegiac about arcane esoterica and the finer points of seasoning, eventually reining himself in with a sheepish smile. Though his enthusiastic nature often leads to overextending himself, no one doubts his sincere commitment to his staff and customers’ quality of life.

Oak’s love of food and magic started early; he spent his childhood helping his mother butcher meat and learning to levitate onions at his father’s elbow. **Obiorekani** (NG female spiresworn elf intelligencer) and **Tuamir** (NG male human arcanist) are an unlikely pair. Obiorekani was a spy for the Mordant Spire, while Tuamir was an arcanist in the black markets of the Rahadoumi port city of Botosani. The two met in Obiorekani’s dining tent and grew close. They grew closer still when a botched deal with Nethysian smugglers had them fleeing the city, Pure Legion at their heels. The two fugitives eventually reached Absalom, abandoning their former duties in favor of a new life together raising an infant son—a son they’ve kept in the dark about both their outstanding Rahadoumi warrant and Obiorekani’s defection from the Mordant Spire.

The family made their living via a food cart at the Grand Bazaar serving workers and passersby. It wasn’t long before young Oak joined in, adding magical verve to liven up standard fare like sunrise purses. The simple cart became a neighborhood staple, and in 4700 AR The Mask and Moon restaurant debuted with a grand spectacle—“electrified cordial geyser” was previously an uncommon phrase—that made it an unforgettable part of Absalomian cuisine.

The Mask and Moon is considered a cut above restaurants employing conjured food. This is particularly impressive given the complexity of some dishes, like explosively blossoming vermillion torte or the raucous roots-and-greens parade. Junior staff have only seriously botched the process once, sending a beef automaton into the city’s alleyways. Unfortunately, this construct was intended for Lady Gloren Anbirad’s dining party. Lady Anbirad has since employed the Court of Black Paper to hound Oak with a series of minor lawsuits, hoping to drown the establishment in fees, obscure city code violations, and court appearances over what she sees as a serious affront to her dignity and reputation.

The restaurant’s grass roots extend to many apprenticeship positions in the restaurant, as well as a monthly Barter Night. No currency is accepted for the

event; attendees instead pay with goods or promises of service equal to the meal's price. Many bring food, and the signature dish of each Barter Night is an improvised stew made from these contributions. Oak's parents love Barter Night, and Obiorekani's quick wit and Tuamir's booming laugh are staples of the event.

WHERE THE MAGIC HAPPENS

Herbs and curing meats adorn the outdoor pavilion's exposed roof beams, and shelves crowded with colorful bottles nestle in the gaps between posts and braces. Stout, rustic tables seat diners twelve to a side. Opposite the pavilion's entrance is a raised half-moon dais for performers or centerpiece dishes, easily visible even when the venue is at its hundred-odd diner capacity. Instead of walls, illusion magic blocks outsiders' view, presenting guests with foreign skies and expansive vistas. The pavilion mostly serves nobles and other moneyed individuals, but humble folk aren't uncommon, like artists seeking a guest designer position with the Mask and Moon or close friends who've saved for a fine meal.

Adjoining the pavilion is a classic Absalomian one-story brick building sprouting a Rahadoumi-style clay chimney from its roof. Three private dining rooms are inside, as well as staff areas and the kitchen. Customers ordering at the kitchen window get a glimpse of hard-working cooks, an imported Rahadoumi apiary oven, and spellcraft in various stages of completion.

Said spellcraft typically highlights the food itself rather than altering it. Piped demi-glacé runes surround a roast chicken, producing seared vegetables and tart compote when read. A spoonful of Thuvian sunsoup brings swirling hot desert air in complement to the dish's soothing coolness. Lifting a delicate Nantambyan ackee carries the rich smell of songwood bark. Not all dishes are so restrained, and Oak delights in minutes-long multi-sensory displays to serve a star entrée.

WORKING CLASS WOES

Though he won't admit it, Oak's artistic and philanthropic ambitions mean he often overextends himself. He constantly forgets his commitments to the League of Absalomian Restaurateurs; his colleagues are expecting a voluminous verbosity meringue, but Oak has neither brass clamor-twine nor the bottled odes needed to make the dish in time. Oak's split attention means others are reticent to bring problems to him. **Ivy** (N female human magical waitress), one of his best spellchef apprentices, broke an entire set of dishware when practicing a complex animation spell. The shards of pottery scuttled into the walls and now emerge to attack anything put in the storage cabinet—never mind the fact that Ivy can't afford fine ceramics on her Pathfinder agent's earnings.

FIREDAY RAINS

An Exploration of Wind and Water at the Center of the World

Dawn

Gray Daybreak in the Ivy

Honey and mourmerry droplets patter onto the thumbcake cobblestones, gathering into a puddle that shimmers with dull reflections of savory green shallowweed.

MIDMORNING

The Waterwheel and the Lilies

Chestnut broth flows through the canal, jostling soft cress flowers, babbling and bringing scents of spring breeze.

Midday

Respite in the Bazaar

Delicately steamed fish medallions carry the post-rain heat, while kindle pepper zephyrs rustle the sunlit squash ribbon awning.

AFTERNOON

Work on the Walls

Ruddy hard cheese roof tiles glow with savory golden crescents; a sea salt wind refreshes.

Twilight

Cathedral Trench

A distant splash of vinegar reduction sounds from blackchew depths.

Night

Full Moon Above the Ivy

Please watch the dais for Chef Okaver's finale. You're encouraged to reach for pennants, grasp shooting stars, and lose yourself in thunderclouds.

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MASK AND MOON

EMPOWERED CUISINE

Though Oak strives to provide a sublime dining experience at The Mask and Moon, he's also happy to pack up meals for travelers and adventurers on the go. Many adventurers prefer the convenience of tapas, bite-sized portions that can be devoured quickly during a tense encounter.

ALCHEMICAL TAPAS

Nobles and cultural luminaries flock to the restaurant, clamoring for its signature blend of esoteric elements and authentic foodstuffs. The perfect blend of spice, savory, and sweet can create effects as powerful as any alchemical elixir.

BREWER'S REGRET

ITEM 9+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

When a brewer makes a batch of something they'd rather not drink, they often boil it down; add myrrh, mugwort extract, and violet salt; and sell it to chefs looking for cheap sandwich fillings. The thick, salty sourness ruins the taste of most other food, but it also creates a strong desire to live to taste anything else. For 1 hour after consumption, you gain a +2 item bonus to saves against death and negative effects. In addition, your doomed value decreases by 1 (minimum 0). You can reduce the doomed condition with brewer's regret only once per day, and after you do, you can't reduce the doomed condition from the *restoration* spell that same day (or vice versa).

Type brewer's regret; **Level** 9; **Price** 120 gp

Type greater brewer's regret; **Level** 14; **Price** 625 gp

The item bonus increases to +3.

DRAGON'S BLOOD PUDDING

ITEM 2+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

While some unscrupulous chefs claim that this savory pudding is made with real dragon's blood, its crimson color and acrid smell actually come from bloody mandrake paste, ginger root, and distilled terrap sap. This potent combination sings the nostrils and throat, removing effects that make you sluggish. When you consume the pudding, it attempts a counteract check with the listed counteract modifier to remove the slowed condition from a single source, using the source of that condition to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp

The pudding has a +6 counteract modifier.

Type moderate; **Level** 5; **Price** 25 gp

The pudding has a +9 counteract modifier. You also become quickened for 1 round. While taking the additional action from being quickened, you scream, as a result of both the

flavor and the mandrake paste's properties. You can use the additional action to Step, Stride, Strike, or Demoralize. If you choose to Demoralize, you gain a +2 item bonus to the Intimidation check.

Type greater; **Level** 13; **Price** 425 gp

The pudding has a +20 counteract modifier. You become quickened as per the 5th-level version, except you gain a +3 item bonus to the Intimidation check.

Type major; **Level** 19; **Price** 5,500 gp

The pudding has a +31 counteract modifier. You become quickened as per the 5th-level version, except the effect lasts for 2 rounds and you gain a +4 item bonus to the Intimidation check.

FIRE AND ICEBERG

ITEM 7+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Fiery Anulite paprika, sunrise cinnamon, and winterbite are hidden inside this salad's translucent leaves, bringing the cool of snow and the heat of steam to every bite. The dueling sensations make some diners sweat and others shiver, but all leave with a lasting sense of heat and cold that make other sources pale in comparison. When you consume the salad, you gain resistance 5 to fire and cold for 1 minute.

Type fire and iceberg; **Level** 7; **Price** 60 gp

Type greater fire and iceberg; **Level** 12; **Price** 350 gp

You gain resistance 10 to fire and cold for 5 minutes.

Type major fire and iceberg; **Level** 17; **Price** 2,500 gp

You gain resistance 15 to fire and cold for 10 minutes.

IMPOSSIBLE CAKE

ITEM 3

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

This sleight-of-hand for the taste buds is flavored with absinthe and honey and always resembles something completely unlike a cake, from a pile of armor to a bowl of soup. Eating the cake gives you the confidence to make the impossible seem possible: for 10 minutes after the meal, you gain a +2 item bonus to your Deception checks to Impersonate, as well as to Lie to convince others that you possess knowledge about the type of item that the cake resembles.

Type impossible cake; **Level** 3; **Price** 5 gp

Type greater impossible cake; **Level** 9; **Price** 25 gp

The item bonus is +3 and the effect lasts 30 minutes.

Type major impossible cake; **Level** 17; **Price** 2,500 gp

The item bonus is +4 and the effect lasts 1 hour.

MAGICAL TAPAS

The Mask and Moon serves its less aristocratic and revenge-prone clientele at a kitchen walk-up window, where they still sell the street food that established their reputation. These enchanted treats hearken back to the



SERVER'S STEW



THRICE-FRIED
MUDWINGS



FOLLYPOPS



DRAGON'S BLOOD PUDDING

Mask and Moon's origins as a food stall, though most of these items are bought on dares or for novelty rather than for a simple snack.

FOLLYPOPS

ITEM 10

UNCOMMON CONSUMABLE EVOCATION MAGICAL

Price 175 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

These savory breaded snacks stuffed with cheese, peppers, and "secret ingredients" of draconic or demonic origin are often offered alongside a challenge—complete a full portion and get a free drink. For 1 hour after consuming *follypops*, your stomach gurgles and rumbles with magical potential. During this time, you can unleash magic in the area up to three times as a single action, which has the concentrate trait, with an area and damage determined by the type of pop; the third time you use this magic, the effects of your *follypops* end. All creatures within the area must attempt a DC 27 basic saving throw each time you unleash magic, as noted by the type of pop.

Type *hotpops*

You begin to sweat profusely after consuming the serving. When you unleash magic, you breathe out a blast of fire in a 15-foot cone. Creatures in the cone take 4d6 fire damage with the first blast, 2d6 fire damage with the second blast, and 1d6 fire damage with the final blast. The creatures must attempt a basic Reflex save for each blast.

Type *rotters*

Your breath smells of rotting garbage after you consume the serving. When you unleash magic, you exhale a noxious breath in a 15-foot cone. Creatures in the cone take 4d6 poison damage with the first breath, 2d6 poison damage with the second breath, and 1d6 poison damage with the final breath. The creatures must attempt a basic Fortitude save for each breath.

Type *sizzlers*

Your skin crawls and your hair stands on end after consuming the serving. When you unleash magic, you release a bolt of lightning from your hand that travels in a 30-foot line. The first bolt deals 2d12 electricity damage, the second 1d12 electricity damage, and the third 1d6 electricity damage.

The targeted creatures must attempt a basic Reflex save for each bolt.

SERVER'S STEW

ITEM 7

UNCOMMON DIVINATION MAGICAL CONSUMABLE

Price 60 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

The type of animal tongue used in this tomato-based stew shifts from region to region, but it's always cooked with spirit of wine and seasoned with refined pesh. Eating this restaurant-staff favorite empowers you to speak and understand a single language for 1 hour. This must be a language the stew's cook could speak and understand, chosen at the time of the stew's creation. It also helps your words land smoothly, granting you a +2 item bonus to Diplomacy checks made in that language for the same duration. It doesn't allow you to read the newly acquired language in its written form.

THRICE-FRIED MUDWINGS

ITEM 12

UNCOMMON ABJURATION CONSUMABLE MAGICAL

Price 350 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Frying mudwings—the remains of magical winged creatures found in blighted swamps—is a delicate balance. Cooked for too long and they lose their potency; cooked too briefly and the toxins in their system could end up harming whoever eats them. When you consume a perfectly cooked tapas, you grow two sets of mudwings that grant you a fly Speed of 30 feet or your Speed, whichever is lower, for 10 minutes. You can also use the following Activation.

Activate ◀ Interact; **Trigger** You would take damage from a physical attack; **Effect** You intercept the attack with a pair of your wings. You gain resistance 15 against physical damage for the triggering attack only, shattering one set of your wings in the process. The first time you use this Activation, your fly Speed becomes 15 feet, or half your Speed, whichever is lower, for the duration. After the second time, your mudwings are shattered entirely, ending the effect.

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MATERIAL CHANGES

"Beauty can be a cage, and the flesh can be a prison. The purpose of our art is not the obfuscation of truth, but its revelation."

This boutique is seamlessly constructed from polished white stone, with nearly every inch covered in sprawling, lifelike reliefs of blooming ivy, berry-laden branches, and small animals such as songbirds, foxes, and hares. The shop's interior, which smells brightly of fresh fir tips and petrichor, is a marriage between opulence and austerity. Marble floors the color of freshly fallen snow and plaster bas-reliefs depicting birch trees frame arched entryways and extend upwards, supporting the vaulted ceilings.

SPRING BLOOMS

Iltara Clavela (N female human witch) is a mysterious woman who speaks with a subtle, lilting accent, belying her Irriseni upbringing. Silver curls frame high cheekbones and a sharp chin, while deep smile lines crease the corners of warm, bright-blue eyes. Her words are always carefully chosen—concise and meaningful, just like the bespoke fashions and accessories that pervade her personal wardrobe and exclusive boutique. Despite a bright and welcoming demeanor, she has little patience for foolishness, and her mood can turn tempestuous when she feels deceived or put-upon.

Mistress Clavela rarely speaks of her past but has been known to reminisce wistfully of another life in the lands gripped by endless winter. She tells the story of a twilight child born in the wintry courts of the Jadwiga. A child once blessed and twice cursed, for her parents had courted the favor of a winter fey, both ancient and cruel, to fulfill their deepest wish—a son endowed with fey magic, who would wield every transmutation of storm and frost as effortlessly as he drew breath. Among the nobility, hushed whispers alluded to the young man's terrifying power. Meanwhile, his parents proliferated the belief that he would one day lead their armies in a second Winter War.

But the winter fey had made a stark omission, for the moment it met the child's gaze, it learned two truths: that she bore a feminine spirit and that she would never command an army. She voiced these truths on countless occasions, begging her parents to let her abdicate her name and search for the magic that would align her form to her spirit. When they eventually enlisted her, she fled in secret to the deepest Feyfrost where even they dare not follow. There she searched for the winter fey to strike a bargain of her own. No magic in all Irrisen could align her form to her spirit, the creature claimed, so she asked only for it to help her escape so she might seek such magic elsewhere. The price she paid seemed trivial, the very name she yearned to relinquish, and she soon chose a new one while basking under her first summer sun in the Lands of the Linnorm Kings. She would be Iltara, and she would never pretend to be anyone else again.

Iltara survived for some time by utilizing her skills as a manuscript scribe, needleworker, and midwife, but never her magic, for she dared not reveal herself as a winter witch. A day came when she mended the well-worn and brightly colored costumes of a troupe of Varisian entertainers in exchange for supper. They took pity on the gangly and ravenous teen and invited her on as their seamstress. Over time her stitching gained confidence, and she quickly graduated to tailoring and styling.



ILTARA CLAVELA

Far from the frigid north, Iltara divulged her fey gifts to her companions and, to her satisfaction, struck her second bargain—she would perform magic as “Mistress Clavela” in exchange for their help accumulating arcana. She pored over every new spell, fixated on combining their principles in increasingly unconventional ways. Her companions dismissed her obsession until the day she emerged, proudly flaunting an enhanced visage that bore no lingering magic. Little by little, she affirmed herself in every detail of her body until it became apparent that she’d found her true calling. From the moment she advertised her new services, her name circulated the nobility once more. Gold poured in, as well as droves of would-be partners and assistants, and she soon afforded her first carriage on her way to founding Absalom’s own Material Changes.

A NEW LOOK

Most customers arrive by appointment, but every visitor is greeted by a smiling attendant who happily tends to their needs. Browsers and voyeurs are not unwelcome but are met by a sea of knowing looks and winks. After all, a familiar adage among the staff is that no one arrives by accident. While countless businesses cater to the fashion needs of Absalom’s elite, Material Changes caters almost exclusively to those seeking a more complete transformation.

Equal parts clothing boutique, beauty salon, and day spa, Material Changes employs a staff of master artisans and arcane practitioners. Some specialize in bespoke items and alterations—testimonials substantiate their ability to alter even magical garments without compromising their properties—while others apply proprietary methods of combining transmutation and illusion magic to rejuvenate their clients’ bodies and spirits. For many, this means prolonging their youthful vigor, enhancing their natural beauty, or unwinding beneath an arrangement of sensory illusions. For others, it can mean a physical transformation so complete that afterward they are unrecognizable to even their closest friends. Mistress Clavela has a soft spot for such clients and often insists on overseeing their transformations personally. Such a process can be gradual, requiring multiple appointments, and some choose to purchase a premium package that includes lodging in the boutique’s private loft for the duration.

WHAT’S THE SECRET?

Rumors abound about the boutique and its mysterious proprietor. Many can’t help but compare Material Changes’ transformations to fleshwarping and some even go so far as to accuse Mistress Clavela of stealing her magic from the fleshforges of Nex. Mistress Clavela is quick to dismiss these accusations, but in truth, she has no shortage of rivals who might seek to defame her to obtain her proprietary arcane secrets. Likewise, she would be loath to admit it, but she’d like nothing more than to learn the source of these rumors so that she can quell them once and for all.

The boutique’s ability to drastically change a client’s appearance has also attracted attention from the Absalom watch, who often confront the employees with veiled insinuations that Mistress Clavela uses her magic to help criminals avoid the law. While there’s never been such an incident among her past customer base, it hasn’t stopped visits from suspicious watch members. Mistress Clavela is considering if she can pull any political strings to prevent the obnoxious agents from troubling her any further.

While the extravagant prices the boutique commands cover most of its expenses, it still requires a steady supply of magical reagents. If one is looking to sell magical curiosities or components acquired from rare beasts, a senior staff member would assuredly be willing to examine them to assess their sell value. However, Mistress Clavela’s primary personal interest is in broadening her magical expertise. Those close to her attest that she even possesses secret knowledge of forgotten scrolls and tomes, which she might be willing to share with proven adventurers who would brave the untold dangers and collect them for her.



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MATERIAL CHANGES WARES

Mistress Clavela offers a large variety of clothing pieces and outfits for those looking for simpler or less-permanent changes. The following are just some of the items found in the shop.

DWEOMERWEAVE ROBE

ITEM 2

UNCOMMON ILLUSION INVESTED MAGICAL

Price 25 gp

Usage worn clothing; Bulk L

This robe is made from dweomerweave, a magical fabric created by spinning minor illusions into the threads of ether spider silk. Dweomerweave is naturally hazy and translucent. It can take on the illusory appearances of other fabrics and garments, and *dweomerweave robes* are coveted by adventurers who want to travel light without compromising on fashion.

Activate 1 minute (Interact); **Frequency** once per day;

Effect You gain the effects of a 1st-level *illusory disguise* except that the illusion only alters the appearance of the *dweomerweave robe*, changing it into another garment with an appearance of your choice. The spell persists until the next activation. You can Dismiss the activation.

ENERGY ROBE

ITEM 7+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn clothing; Bulk L

This brightly colored linen robe is covered in delicate embroidery depicting creatures and natural phenomena suiting its aligned energy, such as a living thunderclap, pools of acid, roaring flames, or dancing marids.

Activate ♦♦ command, Interact; **Frequency** once per day;

Effect You speak a command word, and the embroidered threads in the robe glow vividly. The benefit you receive from the *energy robe* depends on its type.

Type *energy robe of fire*; **Level** 7; **Price** 320 gp

You gain resistance 5 to fire. When the robe is activated, you gain a +30-foot status bonus to Speed for 1 minute as flames shoot out behind you to speed you up.

Type *energy robe of cold*; **Level** 8; **Price** 450 gp

You gain resistance 5 to cold. When the robe is activated, you gain the effects of *water walk* for 1 minute, as you momentarily flash freeze the surface of water as you walk across it.

Type *energy robe of acid*; **Level** 9; **Price** 575 gp

You gain resistance 5 to acid. When the robe is activated, you gain a climb Speed equal to your Speed, as the acid on your hands grants you easier handholds.

Type *energy robe of electricity*; **Level** 10; **Price** 900 gp

You gain resistance 5 to electricity. When the robe is activated, you gain a fly Speed equal to your Speed for 1 minute.

EXPERIMENTAL CLOTHING

ITEM 2

UNCOMMON

Price 25 gp

Usage worn clothing; Bulk L

Experimental clothing is custom tailored in radical, avant-garde styles by independent dressmakers, utilizing expensive or eccentric materials and unconventional patterns. At the GM's discretion, wearing experimental clothing may impart a +1 item bonus or -1 item penalty on checks to Make An Impression, depending on the target's fashion sense.

MIRROR ROBE

ITEM 3

UNCOMMON ILLUSION INVESTED MAGICAL

Price 55 gp

Usage worn clothing; Bulk L

Thousands of small, reflective, mirrored glass shards have been carefully stitched down this long silk duster.

Activate ♦ Interact; **Requirements** The *mirror robe* was last activated to draw attention toward you, or you haven't used the *mirror robe* today; **Effect** The *mirror robe* Creates a Diversion for you with a +9 Deception modifier.

Activate ♦ Interact (visual); **Requirements** The *mirror robe* was last activated to divert attention away from you and you are hidden or undetected by at least one foe;

Effect You draw attention toward yourself. Choose one foe to which you were hidden or undetected. You reveal yourself to all, becoming observed. The foe you chose diverts its attention to you, becoming flat-footed to your allies until the beginning of your next turn. If you are invisible or otherwise can't become observed, you can't use this activation.

PICKPOCKET'S TAILORING

ITEM 4

UNCOMMON

Price 100 gp

Usage sewn into clothing; Bulk –

Pickpocket's tailoring modifies an existing outfit by adding concealed interior pockets and strategically opened seams for hiding small objects inside the lining. You gain a +1 item bonus to Stealth checks to Conceal an Object of light Bulk or less in the pockets. When you get a failure (but not a critical failure, which works as normal) on a Stealth check to Conceal such an Object, observers know you're concealing an object somewhere, but they don't find the object unless they succeed at a DC 20 Perception check to locate the seams in the garment.

QUICK WIG

ITEM 2

UNCOMMON ILLUSION INVESTED MAGICAL

Price 30 gp

Usage worn headwear; Bulk L

A *quick wig* magically conceals your natural hair while worn, eliminating the need to braid or pin your hair beneath it. In addition, your facial hair and eyebrows change color to match the wig while you wear it. When used as part of a Deception check to Impersonate to go unrecognized by changing your hair, you no longer require a disguise kit, you

gain a +1 item bonus on the check, and you reduce the time to create the disguise from 10 minutes to 5 minutes. You still need a disguise kit and the full time if you're using cosmetics and other props to change other aspects of your disguise or Impersonating a specific person, and the wig only provides its item bonus when Impersonating a specific person if that person's hair color and style match the wig's. *Quick wigs* detangle themselves while not in use.

SHADE HAT

ITEM 5

UNCOMMON ABJURATION INVESTED MAGICAL

Price 150 gp

Usage worn headwear; **Bulk** L

This comfortable and stylish wide-brimmed hat magically protects you from the worst of the heat in hot areas, even when the heat doesn't come from the sun. While wearing the *shade hat*, you are protected from mild and severe heat (but not extreme heat).

WARDROBE STONE

ITEM 3+

UNCOMMON ILLUSION INVESTED MAGICAL

Usage held in 1 hand; **Bulk** L

This large stone eye is the size of a fist and decorated with elaborate carvings of robes and other garments.

Activate (1 minute) envision, Interact; **Effect** You enter a brief trance in which you envision yourself entering a large dressing room. You maneuver through the endless dressing-room mindscape and search for whatever articles of clothing, accessories, and other garments you desire. After the activation, you gain the effects of *illusory disguise*, except that it only causes you to appear to be wearing the exact outfit you selected within the mindscape. The illusion also disguises the *wardrobe stone* to match your outfit and not appear out of place, such as by appearing to be a glove or bracelet, though it continues to occupy your hand while you're under the effects of *illusory disguise*. You can actively Dismiss the Spell, but the effects are also dismissed immediately when you're no longer holding the *wardrobe stone*.

Type lesser; **Level** 3; **Price** 50 gp

Type moderate; **Level** 11; **Price** 1,250 gp

You gain a +2 item bonus to a specific Lore skill associated with your outfit, such as Carpentry Lore when wearing a carpenter's outfit or Cooking Lore when wearing a chef's outfit.

Activate (1 minute) envision, Interact; **Frequency** once per day; **Effect** You cast *prying eye*.

Type greater; **Level** 20; **Price** 55,000 gp

You gain +3 item bonus to Perception checks involving sight and a +3 item bonus to a specific Lore skill associated with your outfit.

Activate (1 minute) envision, Interact; **Effect** You cast *prying eye*.

Activate (10 minutes) envision, Interact; **Effect** The *wardrobe stone* splits open and permanently transforms into a specific type of magical robe of your choosing. It can transform into any 20th-level or lower magical robe to which you have access, except for items that can't normally be Crafted, such as artifacts. This process is irreversible.

WIG OF HOLDING

ITEM 3

UNCOMMON CONJURATION EXTRADIMENSIONAL INVESTED MAGICAL

Price 45 gp

Usage worn headwear; **Bulk** L

Wigs of holding are created from planar fibers and contain small extradimensional spaces accessible within the hair. They can hold up to four items of light Bulk inside them, and Bulk held within the *wig of holding* doesn't increase the Bulk of the wig itself. You can Interact with a *wig of holding* to put items inside or remove items from it, and you can do so more easily than with a mundane container. It only takes a single Interact action to withdraw these items, like a worn item, rather than taking two Interact actions, like a stowed item.



FASHIONABLE ADVENTURER

GRAND BAZAAR

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THE MENAGERIE

“Working with animals is amazing. It’s tough dealing with ursine companions sometimes, but you learn to grin and bear it.”

The Menagerie has only a simple stall in the Bazaar itself—a real shop, big enough to comfortably house its animals is well above the means of shopkeepers **Darz** and **Cendra** (LG male and female hobgoblin veterinarians). The wooden stall simply has the word “Menagerie” painted on its awning. Wooden charms in the shape of the animals currently available hang from the center beam. Pieces of mundane tack and gear and simple ointments for general maladies are readily accessible. The stall also serves as a point of contact for potential buyers or a place to make appointments to have ill or injured animals checked.

PARTNERS IN THE PUDDLES

Darz and Cendra are two short and stocky hobgoblins. Darz wears a wig of close-cropped sleek black hair, and

his left pinkie and part of his ring finger end in stumps. Generally upbeat, he whistles while he works and likes to make bad puns. Cendra wears a wig of thick brown curls that she tries to keep in a bun and has a prosthetic right foot. The more serious of the two, she handles the shop’s finances, though she talks to the animals while she works. Both hobgoblins have prominent scars on their bodies. The couple have been happily married for many years.

Seeking to get away from Oprak and its militaristic ways, the couple came to Absalom a few years ago. They’re both skilled at handling animals, so they started out by caring for pets and domestic herds owned by others, hiring themselves out as stable hands and livestock managers. Yet even in Absalom they faced a great deal of prejudice.

With the money they saved, the pair bought a rundown place in the Puddles, more ruin than building. Over the years, they cleared out the dirt, broke down what was left of the building, and constructed residences for animals. The Puddles, a harsh and sometimes hostile place, welcomed Darz and Cendra with open arms. The couple provided stability in the area around them by providing work, keeping the area safe and maintained, and shunning gang influence. Most of all, to the surprise of their downtrodden neighbors, they genuinely cared. Having come from nothing and worked hard over the years to be recognized for their expertise—both among humans and their kin—Darz and Cendra treat those from the Puddles as equals, an attitude that can be sadly uncommon.

When asked about his fingers, Darz gleefully tells the story of how he lost his pinkie trying to tame a hyena, though he adds they “eventually came to an understanding.” His ring finger, he claims, is in the belly of a roc somewhere or, he admits, “probably not anymore,” a comment that never fails to make Cendra roll her eyes. If asked the same of her prosthesis, Cendra will shrug and say she doesn’t have a fun story. She was born with a deformed foot and grew tired of the pain—and tired of feeling tired. Rather than listening to clerics at home who extolled the virtue of a “whole” body, she had it removed after she fled Oprak.

The animals trained and sold at the Menagerie come from all over. Darz and Cendra have several merchants with whom they work closely, and whom they trust to deliver animals that have been treated well and not



DARZ AND CENDRA

been ripped from the wild. Some smaller animals they breed themselves. On rare occasions, the couple travels away from Absalom to acquire an interesting creature and bring it back to the Menagerie. Animals seized by the customs office—when taxes aren't paid on import or when cargo is stolen, escaped, or otherwise illegally brought to Absalom—sometimes find their way to the Menagerie. With such occurrences, Darz and Cendra try their best to get the animals back where they belong or, if the situation makes it impossible, to find good and loving homes for them.

Darz and Cendra work intensely with the animals in their care to train them and find them suitable homes. They also provide medical services for sick pets or livestock. People can bring their sick animals to the couple's stall in the Bazaar for a consultation so as not to risk potential infection to the animals in the Menagerie itself. Depending on the wound or ailment, the patient can board at the Menagerie, or the animal's owner can arrange consultations where the animal resides. Cendra insists on charging for healing work, even if it would mean some would take their animal elsewhere.

AN OASIS IN THE MUCK

Tucked away in a corner where the Puddles district meets the Foreign Quarter, there's a peaceful green courtyard. An iron fence prevents easy access, and a painted wooden placard hangs on the fence next to a bell. "Menagerie," it reads, and below, "Please ring for assistance." Inside the courtyard, an old willow has survived the brackish groundwater of the Puddles and stands bowed but unbroken in the middle. The tree's branches are laden with lanterns along with little pieces of bright cloth and animal charms made of all sorts of materials. Wooden single-story sheds stand against the stone walls of the courtyard on one side, and stables have been constructed on the other. The smell of fresh manure hangs in the air. Planters and pots filled with plant life, from the mundane to the mysterious, fill the roofs of the sheds and stables, creating a green carpet across these structures.

In the courtyard's far left corner, part of the cobblestones have collapsed into a sinkhole. The water inside smells salty and is surprisingly clean, especially for the Puddles. When a visitor rings the bell, snorts, squeaks, whinnies, hoots, grunts, and barks erupt from everywhere, but the animals soon fall silent again. Instead, gleaming eyes filled with curiosity appear in doorways and behind fences.

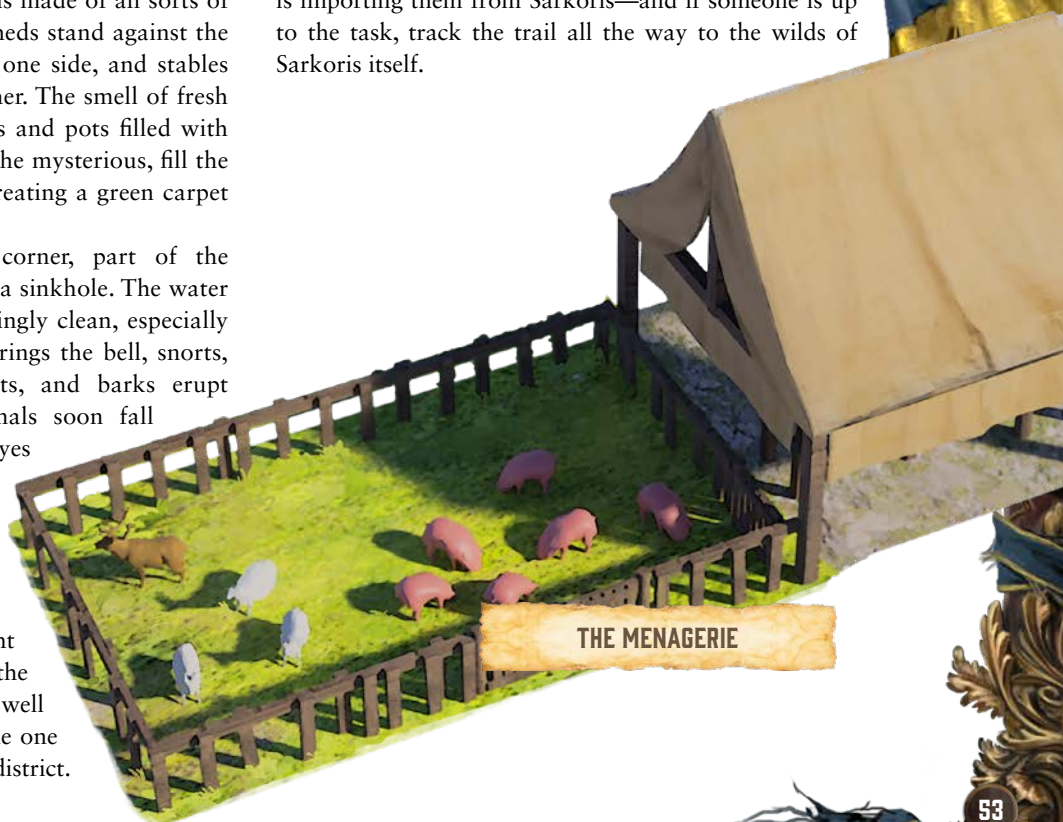
SUPPLY AND DEMANDS

Darz and Cendra have brought stability to their little corner of the Puddles, but doing so hasn't sat well with the local gangs, especially the one that tentatively rules the lawless district.

Prosperity and financial independence mean that the locals are less reliant on lopsided deals for protection and other "favors." Many gangs have tried threatening the couple into cooperation—except that Cendra blatantly refused. Since then, the gangs have been harassing the Menagerie and making threats. Darz isn't worried they'll do something drastic, as the Menagerie can defend itself, but Cendra is concerned that the gangs will go after softer targets first.

A well-meaning but naive biologist recently published an account of a group of giant blue and silver-furred badgers, a color morph that was once highly sought after in Absalom but which was long believed to have gone extinct due to a variety of human-wrought factors. Unfortunately, the discovery has prompted an overly enthusiastic response from local badger breeders and sport hunters, each hoping to bag one of the rare badgers for themselves. Darz and Cendra hope they can find some way to capture and relocate the creatures before anyone else can find them, preventing the mistakes of the past from driving the creatures into extinction once more. The badgers are unlikely to understand the situation or be cooperative, of course, which leaves the couple looking for strong-bodied and discreet help.

Rare Sarkorian lizards have recently turned up in the Absalom pet trade, leaving Darz and Cendra very concerned. The lizards are a beautiful red and tan color and, due to Sarkoris being nearly destroyed by the Worldwound, extremely rare. A surge in demand in Absalom's exotic pet market could lead to the creatures' extinction. Darz and Cendra want to start following the trail from the buyers, to the sellers, and then to whoever is importing them from Sarkoris—and if someone is up to the task, track the trail all the way to the wilds of Sarkoris itself.



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ANIMAL COMPANIONS

Menagerie shoppers can find both animal companions and companion items. The shop sells common companion items as well as uncommon companion items (page 55).

NEW COMPANIONS

Most of the animals are familiar sights to any customer, but some might seem bizarre to visitors to Absalom.

BEETLE

Your animal companion is a large, flightless stag beetle.

Size Medium or Large

Melee ♦ mandible, **Damage** 1d8 piercing

Melee ♦ foot (agile), **Damage** 1d6 bludgeoning

Str +3, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision

Speed 35 feet

Special mount

Support Benefit Your beetle stomps around and smashes into foes, knocking them off balance or pushing them aside when you create an opening. Until the start of your next turn, while riding on your beetle, your Strikes that deal damage either make the target flat-footed until the end of your next turn or move the target 5 feet away from the beetle (this is forced movement). The target chooses which effect occurs.

Advanced Maneuver Hustle

HUSTLE ♦♦

The beetle moves at incredible speed. It Strides three times.

CAPYBARA

Your animal companion is a capybara, a giant rodent common in the forests of Arcadia.

Size Small

Melee ♦ head (agile), **Damage** 1d6 bludgeoning

Str +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 6

Skill Survival

Senses low-light vision, scent (imprecise, 30 feet)

Speed 30 feet, swim 15 feet

Support Benefit Your capybara assists you in battle. You gain a +1 circumstance bonus on your next attack roll to Strike a foe within your capybara's reach. The bonus lasts until the first time you use it or until the beginning of your next turn, whichever comes first.

Advanced Maneuver Distracting Spray

DISTRACTING SPRAY ♦♦

The capybara sprays an adjacent target with its scent glands. The target must attempt a Fortitude save. Wiping off the musk takes an Interact action and ends the effect. This uses a trained DC using the capybara's Constitution modifier or an expert DC if the capybara is specialized.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 for 1 round.

Failure The creature is clumsy 1 for 1 minute.

Critical Failure The creature is clumsy 2 for 1 minute.

MOTH

Your animal companion is a giant fruit-eating moth with a strong proboscis that can pierce skin.

Size Small

Melee ♦ proboscis (finesse), **Damage** 1d6 piercing

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 6

Skill Stealth

Senses darkvision, scent (imprecise, 30 feet)

Speed 15 feet, fly 30 feet

Special Your moth is invisible to echolocation.

Support Benefit Your moth releases a shower of dust to reveal your foes. Until the start of your next turn, if you damage a concealed or hidden creature in your moth's reach with a Strike, that creature requires only a DC 3 flat check to target it if it's concealed, or DC 9 if it's hidden. The reduced DC lasts until the end of your next turn.

Advanced Maneuver Ultrasonic Scream

ULTRASONIC SCREAM ♦♦

The moth flaps its wings and emits ultrasonic squeaks that scramble the senses of nearby creatures. Choose one creature within 30 feet of the moth. That creature must attempt a Fortitude save. This uses a trained DC using the moth's Constitution modifier or an expert DC if the moth is specialized.

Success The target treats all creatures as concealed on its next attack before the start of your next turn.

BEETLE COMPANION

Failure The target treats all creatures as concealed until the start of your next turn.

Critical Failure As failure, and the target is also stunned 1.

PANGOLIN

Your companion is a particularly large pangolin, such as an ugvashi from Vudra.

Size Medium

Melee ♦ body, **Damage** 1d8 bludgeoning

Melee ♦ claw (agile), **Damage** 1d6 slashing

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision

Speed 25 feet

Support Benefit Your pangolin tears at your enemies with its serrated plates. Until the start of your next turn, your Strikes that damage a creature in your pangolin's reach also deal 1d6 persistent bleed damage. If your pangolin is nimble or savage, the persistent bleed damage increases to 2d6.

Advanced Maneuver Defensive Curl

DEFENSIVE CURL ♦

The pangolin coils into a ball to defend itself. It gains a +2 circumstance bonus to AC. Any creature that hits the pangolin with a melee unarmed attack while it's in its Defensive Curl take 2d6 persistent bleed damage. The pangolin can't move, use its unarmed attacks, or take other actions that require it to use its limbs while in its Defensive Curl, but it can unfurl as a single action, ending the effects of Defensive Curl.

TERROR BIRD

Your companion is a terror bird, a large species of flightless carnivorous avian.

Size Large

Melee ♦ beak, **Damage** 1d8 piercing

Melee ♦ talon (agile), **Damage** 1d6 piercing

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision

Speed 40 feet

Special mount

Support Benefit Your terror bird screeches at your enemies when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature within your terror bird's reach make the target flat-footed until the start of your next turn.

Advanced Maneuver Tearing Clutch

TEARING CLUTCH ♦♦

The terror bird makes a beak Strike; on a successful hit, the target takes 2d6 persistent bleed damage.

COMPANION ITEMS

Though their livestock commands most of the attention, most of Darz and Cendra's profits come from helpful equipment sold to fellow animal lovers.

HOSTELING STATUETTE

ITEM 4

UNCOMMON COMPANION INVESTED PRIMAL TRANSMUTATION

Price 80 gp

Usage worn; **Bulk** L

This soapstone statuette resembles an unidentified lump with a vaguely animal shape, worn on a band or cord around the companion's neck. When your companion invests the item, the statuette changes to appear as a miniature carved soapstone version of the companion.

Activate ♦♦ envision, Interact; **Frequency** once per day;

Effect You touch your companion, merging it into the statuette and ending the activation with the statuette in your hand (or on the ground in your space if you don't have a hand free). While in statuette form, your companion has the petrified condition, and its size is Tiny.

Activate ♦♦ envision, Interact; **Requirements** Your companion is in statuette form; **Effect** You call forth your companion from the statuette, causing it to unmerge and appear in an unoccupied space adjacent to you.

SWARMFORM COLLAR

ITEM 7

UNCOMMON COMPANION INVESTED PRIMAL TRANSMUTATION

Price 350 gp

Usage worn collar; **Bulk** 1

This sturdy leather collar is imprinted with tessellated animal shapes. When invested, the animal shapes change to match that of your companion.

Activate ♦♦ envision, Interact; **Frequency** once per day;

Effect You touch the collar and your companion splits into a swarm of hundreds of identical Tiny versions of itself for 1 minute. Its space becomes Large, it gains the weaknesses and resistances of a spider swarm (*Bestiary* 306), and the swarm trait, though it doesn't gain swarm mind, as it's controlled by a single mind. Its unarmed attacks are replaced with a single-action swarming attack that deals 1d8 damage of the type normally inflicted by the companion's unarmed attacks to any foe in its space, with a DC 23 basic Reflex save. While in swarm form, your companion can take the Support action but can't perform its advanced maneuver. Its other statistics don't change. If the companion is reduced to 0 Hit Points while in swarm form, the companion immediately recombines into its original form in an available space, in addition to the usual effects of being reduced to 0 Hit Points.

WAVERIDER BARDING

ITEM 5

UNCOMMON COMPANION INVESTED PRIMAL TRANSMUTATION

Price 130 gp

Usage worn barding; **Bulk** L

This light barding is covered in wavelike patterns. The barding adjusts to fit your animal companion regardless of its shape.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** You

trace a finger along the wave patterns on the barding, granting your companion a swim Speed of 30 feet for 10 minutes. If your companion already had a swim Speed, it gains a +10-foot item bonus to its swim Speed for 10 minutes instead. Even if the companion doesn't have the mount special ability, it can still Swim while being ridden.

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MERRYGLEAM

“Share a giggle, make a friend!”

Merrygleam is a combination toy shop, joke shop, and empyreal shrine run by a fun-loving Arcadian goblin and her siblings—a clever coral capuchin and a prank-pulling living doll.

A MERRY TEAM

Ozi (CG female goblin toymaker) is a chipper goblin with shining yellow eyes, a wide smile, and a high-pitched giggle that borders on frenzied. An excitable goofball with a passion for toys, she’s more likely to be found playing with her own wares than working. Good-hearted and generous, Ozi is well-known for helping those in need, particularly children, goblins, and other marginalized people. Ozi also believes “laughter can change the world”—it raises spirits, lessens burdens, and turns enemies into friends.

The goblin was born along the coast of Arcadia and would’ve remained there if not for a chance encounter with Gogpodda, a free-floating island formed from flotsam, animal carcasses, and plant matter. When Ozi and her best friend, a coral capuchin (*Bestiary* 3 54) named Potl, spotted Gogpodda, they swam out to investigate. The duo got along well with the resident gnomes, and by the time they turned to leave, Arcadia was a distant speck on the horizon. Despite being stranded, Ozi and Potl remained in good spirits. In time, they were adopted by Kip Fizzleton, a gnome inventor who inadvertently became a toymaker in an effort to entertain the easily bored duo.

When Gogpodda reached Avistan, Ozi, Potl, and Kip disembarked as family and journeyed to Absalom, where Kip opened a toy shop. Ozi and Potl loved their new life, but though Kip’s business flourished, he grew bored. Knowing he had to leave lest he succumb to the Bleaching, Kip left Absalom, but not before giving Ozi and Potl a parting gift: a doll he’d crafted with such love it came to life. Ozi and Potl consider the poppet (page 60), Yanelle, their sister. Kip visits his three children twice yearly, delighting them with new tales, trinkets, and toys from abroad.

Ozi is a devotee of Picoperi, the azata empyreal lord of jokes, pranks, and pleasant surprises. She named her shop Merrygleam in his honor and planted a kapok tree in its center—the same kind of tree Picoperi is

said to dwell in on Elysium. Ozi displays her faith and heritage proudly, wearing a green and yellow woolen vest in honor of her god, alongside wide wool skirts in brightly colored geometric patterns inspired by her far-off homeland. She has a fondness for overly large belts, which she wears proudly atop her vest, and for mismatched bangles that line her wrists by the dozens.

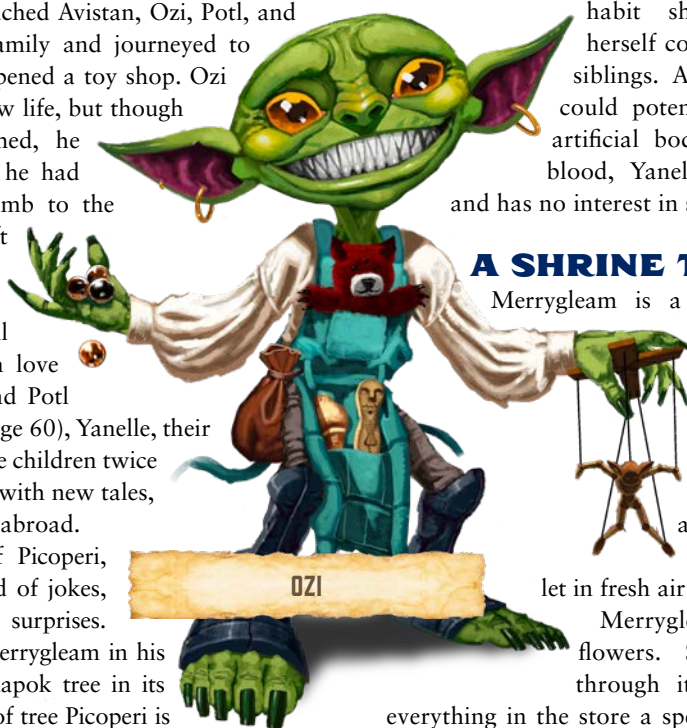
Potl (CN male coral capuchin filch) is an intelligent, boisterous coral capuchin with sticky fingers and a love of jokes. He enjoys challenging customers to fast-paced joke duels he calls “wit wars,” offering a discount to anyone who can riff faster than him. Potl has a habit of filching small items from customers, which usually causes little harm, as he returns the objects customers “dropped” minutes later. Outside of Merrygleam, he’s less altruistic and regularly pilfers shiny objects off passersby, guiltily hiding his stash in hollows of the kapok tree. Potl also enjoys diving for treasure off Absalom’s coast and runs a brisk side business selling objects he pulled from shipwrecks and sunken ruins out of his aquarium in Merrygleam.

Yanelle (N female poppet accountant) is a living doll with a passion for well-meaning pranks. She enjoys posing in odd locations, acting as if she were inanimate, then changing locations and poses whenever customers glance away. Considerably more patient than her siblings, Yanelle manages Merrygleam’s finances. She dresses in the latest Absalom fusion fashions, custom made at Material Changes (page 48), an expensive habit she indulges by paying herself considerably better than her siblings. Although Mistress Clavela could potentially transform Yanelle’s artificial body into one of flesh and blood, Yanelle embraces her identity and has no interest in such changes.

A SHRINE TO JOY

Merrygleam is a tall, cylindrical building with clean, fresh-painted walls covered in a large number of windows. Its exterior is decorated with yellow and green streamers that dance in the breeze, and its roof is a series of glass windows left open to let in fresh air and wildlife.

Merrygleam’s interior smells of flowers. Sunlight shines brightly through its large windows, giving everything in the store a special glow. Curved shelves



OZI

line the exterior walls, piled high with toys, games, and humorous trinkets ranging from dolls and kites to sneezing powder and wind-up carriages. The siblings welcome visitors to try out toys before purchasing them, at times turning the shop into more of a playroom than a proper store.

The kapok tree grows in the center of Merrygleam, with swings, ladders, nets, and toys hanging from its branches. Children of all ancestries climb and play in the tree most days, not pressured to make purchases or move on—the three shop owners take great joy in each child's presence and know most by name. Some toys in the kapok tree—dolls, birds, and even a stuffed rabbit—move with a life of their own, leading patrons to suspect more poppets reside in Merrygleam than Yanelle and her siblings admit. The kapok tree also functions as a shrine to Picoperi, whom Ozi still reverently worships. Those few residents of Absalom who also pay homage to the humorous azata regularly visit Merrygleam, making the shop a reliable location to contact fellow members of the faith.

A trio of massive aquariums spread throughout the shop act as both a home to Potl and as display cases for his collection of sunken treasures. He often lounges half-in and half-out of these tanks, dripping water on the floor as he socializes with customers. One of these aquariums bears a plaque that reads “Potl’s Amazing Sunken Stuff: Inquire for Prices.” Potl’s willing to sell objects in his collection but has little knowledge of their history or utility. His prices vary based on his fondness for a piece and how much he thinks his customers are willing to pay.

FUN AND FOLLY WITH THE FIZZLETONS

Ozi and Potl are reliable (if irreverent) sources of information on their homeland, Arcadia. Both speak the distant continent’s common tongue, Razatlani, fluently. Potl is an avid diver who regularly explores sunken shipwrecks and ruins around Absalom. He cares little for history but has firsthand knowledge of many underwater locations and socializes with a variety of aquatic creatures. He’s willing to act as a guide to underwater explorers in exchange for monetary compensation and a share of the spoils.

Just four days ago, Potl returned from a dive in the harbor, shaking, pale, and clutching a resplendent gold seashell encrusted with larimar stone. Potl doesn’t recall finding the relic, though Yanelle insists he returned muttering the word “capstone” in wide-eyed terror.

Ozi has been developing her own variant of a children’s card game using harrow cards, often picking up new decks whenever the Harrow Barrow (page 114) trundles by the store. Ozi’s whimsical tournaments have proven popular among children and a number of bored bazaar workers, but they’ve also attracted some troubling patrons. The most unnerving of them is a

terrifyingly powerful gnome spellcaster named **Ramius** (N female gnome ancient power), who keeps appearing with harrow cards that seem to be centuries old. The biggest problem, however, is a spoiled nobleman who has become obsessed with having the best deck—so far he has threatened children with absurd punishments whenever they beat him, attempted to buy every harrow card in the city, and even tried to bribe Ozi to rig the card tournaments in his favor.

Merrygleam’s kapok tree has natural hollows and hidden chambers inside its trunk. Amid these chambers are Ozi and Yanelle’s bedrooms, Potl’s stash of stolen trinkets, and extra bunks that Ozi allows unhoused children to sleep in free of charge. Ozi would love help from altruistic individuals in finding these children permanent homes.



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MERRYGLEAM TOYS

Ozi sells a wide assortment of toys and gag gifts. Most of these offerings serve as entertainment for youths and adults alike, but some clever (or ridiculous) customers might find ways to turn them to unintended ends. Unlike many of the other stores in the Grand Bazaar, most of the toys Ozi sells are commonly available in other toy stores, with the exception of a few alchemical concoctions.

BALL ITEM 0

Price 3 cp

Usage held in 1 hand; **Bulk** L

Toy balls come in a variety of shapes, sizes, and compositions, such as with squishy fabric, bouncy rubber, or lightweight wicker, or forms like bean-filled sacks and hard-hide balls.

BANDALORE ITEM 0

Price 5 cp

Usage held in 1 hand; **Bulk** –

Similar to a spool of string, a bandalore consists of two wooden disks connected to a central axle wound with string. By holding the end of the string and releasing the bandalore, a skilled user can move the bandalore up and down, performing a variety of tricks.

BLOCKS ITEM 0

Price 1 sp

Usage held in 2 hands; **Bulk** L

These wooden blocks can be stacked to build flimsy structures. A standard set comes in a small sack with 12 blocks.

CLAY ITEM 0

Price 1 cp

Usage held in 2 hands; **Bulk** –

This malleable, oil-based clay can be shaped by hand and is available in a variety of colors. A single unit has 4 ounces of clay.

DOLL ITEM 0+

Usage held in 1 hand; **Bulk** L

Dolls are found throughout Golarion in a wide variety of forms. Among the most common are miniature painted figurines, plush animals crafted from fur and stuffed with cotton, porcelain dolls with fine clothing and silky hair, fabric hand puppets, and elaborate marionettes.

Type doll; **Level** 0; **Price** 1 sp

This price is for an average doll of any type.

Type surprise doll; **Level** 1; **Price** 1 gp

These dolls contain a hidden compartment or pouch capable of holding a single object of up to light Bulk—typically a bell, rattle, or dried flowers.

Type exquisite surprise doll; **Level** 2; **Price** 10 gp

Hiding an object inside this beautifully crafted surprise doll grants you a +1 item bonus on Stealth checks made to Conceal an Item, as the compartment is particularly well-hidden and

weighted to ensure the doll doesn't feel off-balance with an item inside.

GAMES ITEM 0+

Usage held in 2 hands; **Bulk** L

A nigh-infinite assortment of games exist in Golarion. Simple games, including dice, a deck of cards, or dominoes, cost 5 sp. Board games vary in cost from 1 gp for dexterity games like Bungle, 3 gp for colorful children's games like Cauldron Quest, and 5 gp for complex strategy games like Kingmaker and Abendego Raiders. Lavish game sets can cost much more than these prices, as they are made of expensive components and are intricately crafted works of art unto themselves.

Type loaded dice; **Level** 1; **Price** 5 gp

These dice are weighted on one side to ensure they always land with the desired number facing up. Loaded dice grant you a +1 item bonus to Games Lore checks to gamble with the dice. You can determine a die is loaded while handling it with a successful secret DC 20 Perception check. Determining dice are loaded without handling the dice is more difficult, especially since smart cheaters switch loaded dice in and out so they don't suspiciously roll the same number over and over. In this case, an observer must succeed at a secret Perception check against the roller's Games Lore or Thievery DC to notice the switches or the patterns.

KITE ITEM 0

Price 4 cp

Usage held in 1 hand; **Bulk** –

This colorful canvas kite is controlled by twine and flies when it catches the wind.

MAGNETIC CONSTRUCTION SET ITEM 1

Price 2 gp

Usage held in 2 hands; **Bulk** L

This collection of small magnets and metal rods comes in a wooden box. The magnets are strong enough to firmly cling to metal objects but too weak to move or suspend them. The metal rods are a quarter of an inch in diameter and vary in length from 3 to 6 inches. If connected with the magnets, these rods can be used to build flimsy shapes and structures, which collapse if external weight or pressure is applied.

MARBLES ITEM 0

Price 2 sp

Usage held in 1 hand; **Bulk** L

These tiny round balls are made of polished stone and colorful glass, and come in a bag of 200. You can pour marbles in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 13 Acrobatics check or Reflex save (its choice) or fall prone. Once a creature enters a space with marbles, enough marbles are scattered that other creatures moving into that space don't need to attempt a roll to avoid falling.



KITE



BANDALORE



PUZZLE BOX



DOLL

PAINT SET

Price 1 gp

Usage held in 2 hands; **Bulk** L

This set of painting supplies includes paints, brushes, jars, a palette, a set of small canvases, and a miniature easel. You can refill your paint set with extra paints and canvas for 1 sp.

PINWHEEL

Price 1 cp

Usage held in 1 hand; **Bulk** –

This paper and wood pinwheel spins when blown upon by a person or the wind.

POPDUST

Price 1 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

You can sprinkle popdust in an empty square adjacent to you. The first creature that applies pressure to the popdust, such as by moving into that square, causes it to emit a series of thunderous cracks.

PUZZLE BOX

Usage held in 1 hand; **Bulk** L

A puzzle box features moving parts, locking mechanisms, and other components designed to confound the user. Solving a puzzle box typically requires three successful Games Lore or Thievery checks to Open a Lock, though puzzle boxes come in countless configurations and themes, and the GM can determine which skills are appropriate.

Type simple puzzle box; **Level** 0; **Price** 2 sp

The DC to solve this puzzle box is 15.

Type complex puzzle box; **Level** 1; **Price** 2 gp

The DC to solve this puzzle box is 20.

Type challenging puzzle box; **Level** 3; **Price** 10 gp

The DC to solve this puzzle box is 25.

Type hollow puzzle box; **Level** 0+; **Price** see below

ITEM 0

A hollow puzzle box is designed to have an empty compartment in its center, allowing you to hide an object inside of the box. Only someone that solves the puzzle box can access the item within. A hollow puzzle box can hold an item of negligible Bulk no larger than 1 inch in diameter. Any puzzle box can be made into a hollow puzzle box. Doing so doubles the puzzle box's price.

SNEEZING POWDER

UNCOMMON ALCHEMICAL CONSUMABLE INHALED

Price 7 gp

Usage held in 2 hands; **Bulk** L

Activate ♦ Interact

You can toss sneezing powder at an adjacent creature as an Interact action. The target must attempt a DC 15 Fortitude save to avoid sneezing. On a failed save, the creature sneezes uncontrollably, becoming slowed 1 for 1 round. On a critical failure, the creature is instead slowed 1 for 3 rounds.

TOY CARRIAGE

A miniature toy carriage is carved from wood and has fully functioning wheels. It can vary in size from 2 to 8 inches long, too small for even Tiny creatures to ride. If pushed or propelled, obstacles and terrain might slow, stop, tip, or divert the carriage's course.

Type toy carriage; **Level** 0; **Price** 5 sp; **Usage** held in one hand; **Bulk** –

If pushed and released as an Interact action, a toy carriage rolls along the ground up to 20 feet.

Type windup toy carriage; **Level** 2; **Price** 5 gp; **Usage** held with two hands; **Bulk** L

A tiny crank protrudes from the side of this carriage. If the crank is wound and the carriage is released on the ground, the carriage propels in a straight line at a Speed of 10 feet. Each Interact action spent winding the crank propels the carriage for 1 round. A windup toy carriage can be wound for a maximum of 9 actions total, at which point it's too tight to wind further.

ITEM 2

ITEM 0+

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POPPET (RARE)

Poppets are small, basic constructs that typically help their owners with simple tasks. Occasionally, poppets gain sapience, independence, and a spark of life. Elevated beyond mere helpers or playthings, these poppets are free to chart their own destinies.

Most commonly made of cloth, wicker, and wood, poppets are among the simplest of constructs. They serve as helpers to fetch tools, clean dishes, tidy rooms, or perform other light tasks. Their size and appearance vary, but nearly all poppets appear humanoid in shape and between 1 to 3 feet tall. They're usually roughly made with button eyes sewn onto blank faces, strings of yarn in place of hair, and a simple dress or tunic made from coarse, cheap cloth. Wealthy families sometimes purchase poppets as toys, with their squishy bodies and stitched smiles, to keep their children company. Most poppets can't speak and lack the intellect to understand speech beyond preprogrammed orders. Poppets can become familiars, as presented on page 123 of the *Lost Omens Pathfinder Society Guide*.

Very, very rarely, a common poppet spontaneously manifests a spark of life—a tiny bit of life essence—and becomes a thinking, independent creature. These events are exceedingly rare; fewer than one in a thousand gain this spark. A poppet might manifest this life essence through a magical fluke in its construction, a brush with ephemeral spirits, or even the fervent wish of a loving child. Whatever their origin, the poppets described here as an ancestry have their own life and free will. They might consider their creators or former owners to be friends, but they acknowledge no one as their master and often leave comfortable homes or workshops to seek their place in the world.

Sapient living poppets usually refer to themselves as “awakened” to indicate the moment they gained clear and true self-awareness. Poppets might talk about this event as the time they “popped up,” “woke up,” or “sparked alive.” Most poppets celebrate two special anniversaries each year: the day of their initial creation (which, for most poppets, they must learn secondhand or by studying their creator's records) and the day they awoke to true consciousness.

You Might...

- Like surprising others with your unexpected cleverness and eloquence.
- Seek out other self-aware beings that most people might overlook.
- Rely on your harmless appearance to trick others.

OTHERS PROBABLY...

- Mistake you for a toy.
- Doubt your ability to handle tasks that require any dexterity or complex thought.
- Wonder whether your mundane form conceals other magical marvels.

PHYSICAL DESCRIPTION

Living poppets are both humanoids and constructs, which gives them some of the benefits and drawbacks of each category. Their bodies are usually made of wood and wicker, but they can be made of cloth, leather, tin, stuffing, or delicate clockwork. Either way, poppets burn or melt quickly and must take care to avoid fire. They virtually never look alike, as each is created from unique and unusual circumstances.

Poppets are fully alert and self-aware when they awaken to sentience; although they might not know much at first, they instantly gain intelligence and consciousness. They must breathe and sleep, and they must consume food and water each day; through a sort of magical digestion they can restore rips, tears, or scuffs in their physical form. Poppets don't age the same way fleshy creatures do, but they slowly wear down in physical form as well as in mental acuity. A poppet that tends to their body and mind (and takes care to avoid fire) can live up to 30 years.

SOCIETY

Free-willed poppets are so rare that almost no such poppet has met another. Poppets normally live with larger creatures, though not always their creators, and tend to get along well in societies sized for larger creatures. Most live in cities because that's where toy makers, clockwork crafters, and other specialists have their shops, but poppets created by lonely hermits or reclusive inventors might prefer a life in the wilderness.

Poppets often stay on the lookout for other creatures who, like them, have stumbled into self-awareness. They might have regular conversations with animated objects, golems, houseplants, statues, or toys, in which they're deeply polite out of a desire to leave a good impression for the time when the object “wakes up.”

ALIGNMENT AND RELIGION

Ordinary poppets are built as helpers and companions, and awakened poppets tend to retain this drive to aid others. They're therefore generally good, and more poppets are lawful than chaotic. Some spend their time trying to uncover secrets of their creation, find others like them, or keep out of trouble; these poppets are generally



neutral in alignment. Poppets aren't typically religious unless a particular faith defined their creation, such as being made from scraps of Iomedaeen altar cloth or woven from reeds around a sacred Gozren pool. These poppets tend to be vocally religious, even zealous, in their faith. Poppets who find religion later in their lives often revere Brigh, Casandalee, or Nethys.

NAMES

Poppets generally choose their own names, usually descriptive nicknames based on their materials, patterns, size, or demeanor. They tend to pick up and shed nicknames throughout their lives, and they happily adopt nicknames given to them by people they like. A poppet fashioned to look like a particular person, such as a doll sewn to resemble a deceased child, might proudly take the name of that person.

SAMPLE NAMES

Burlap, Buttoneyes, Checker, Clockwhirr, Fivestitch, Nettle, Scramble, Stuffing, Taffeta, Tattercap

POPPETS OF THE INNER SEA

Awkward and endearing, poppets are well-regarded in all but the most insular and superstitious communities of Golarion. They're known to be able, helpful, and loyal little creatures who support a master's work or make an aristocrat's life easier, which is particularly true in large trade cities such as Absalom, Almas, the city of Katapesh, and Katheer. The key difference between ordinary poppets and living poppets, in most people's experiences, is responsive speech. Ordinary poppets usually can't talk; if they can, they reproduce only a few preprogrammed phrases by rote. They normally communicate with strangers via notes pinned to their bodies, like walking note boards. Awakened poppets not only talk but carry on lengthy, expressive conversations, which likely strikes even the most jaded urbanite as a marvelous wonder.

In regions where an entrenched nobility enjoys flaunting their wealth, poppets are even built specifically as toys. Taldor and Cheliax teem with aristocrats who pamper their children, grooming them for a life of leisure and devotion to family honor. These children have the best and most expensive toys, including poppets in fancy, frilly clothing. Such poppets are sometimes armed with subtle weaponry to fight against kidnappers or assassins who threaten their charges. Commoners in these nations treat poppets with deference and caution, as no one wants to risk the wrath of a spoiled scion. Awakened poppets from these lands sometimes believe themselves members of the aristocracy and can be snooty.

In nations such as Nex, Osirion, and Katapesh, where magic flows freely, construct servitors are common. As many people expect to see familiars and homunculi in their daily routines, a busy poppet rarely draws much attention. Such poppets are assumed to be on tasks for powerful masters, but they don't command too much respect—after all, if the task were truly important, the master wouldn't have sent a simple poppet. Poppets in these regions can expect to have to wait in lines, pester trade workers to get their attention, or barter like anyone else. They also tend to have simple and functional appearances with few ornamentations and a tendency to look shabby from years of work. Thus, poppets from these lands have a deeper understanding of common folk from spending so much time shoulder to shoulder (or, more likely, shoulder to thigh) among them.

Some poppets originate from crafted sophistication more so than magical skill. They might be cunning clockworks with interlocking piston-powered gears or simply wood and wicker with ingenious hinges and well-calibrated mechanisms inside. Others might look like toy soldiers or have visages of smooth, thin metal. Such poppets are most common in Alkenstar, Numeria, or

Hit Points

6

Size

Small

Speed

25 feet

Ability Boosts

Constitution

Charisma

Free

Ability Flaw

Dexterity

Languages

Common

Additional languages equal to your Intelligence modifier (if positive). Choose from Draconic, Dwarven, Elven, Gnomish, Goblin, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Construct

Humanoid

Constructed

The materials of your body resist ailments that assail the flesh. You gain a +1 circumstance bonus to saving throws against death effects, disease, and poison as well as to saving throws against effects that would give you the drained, paralyzed, or sickened conditions. Your spark of life means that you're a living creature, and you can be healed by positive energy and harmed by negative energy as normal.

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Flammable

You have weakness to fire damage equal to one-third your level (minimum 1).

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POPPET ADVENTURERS

Poppets like helping others and experiencing new things; both of these motivations lead naturally into the life of an adventurer. They aren't generally driven by a lust for treasure, but they like adorning themselves with pretty accoutrement and using their finds to better the lives of others. The acolyte, entertainer, and laborer backgrounds are good choices for many poppets, as are cook, scavenger, and servant (*Advanced Player's Guide* 48–49). Poppets who watched their creator work might have the artist, hermit, or tinker background to reflect what they've seen. Because poppets like to help others, they gravitate toward becoming bards or champions. Some might think that poppets' small size and general clumsiness make them poor fighters or rangers, but certain poppets embrace these classes out of a drive to display their bravery and prove the naysayers wrong.

around Absalom's Clockwork Cathedral. They often worry about rust, grit, or water spoiling their inner workings, to the point of being fussy.

There are few areas where poppets are outright feared, but Ustalav is one of them. Whispered stories of ghosts or curses tell tales of common objects, or even toys, given dread animation to inflict misery on a household, making citizens highly suspicious of poppets. This belief is unfortunate because Ustalav has more than its share of the creatures; eccentric inventors, professors desperate to prove abstruse theories, and possessing spirits from beyond the grave might give a poppet the spark of life. These poppets learn caution quickly, lest they be thrown into a bonfire or lake.

Because they're made from fragile materials, most poppets don't last very long before breaking down. A few rare exceptions survive from powerful ancient empires with well-known mastery of constructs, such as the Azlanti Empire or the Jistka Imperium. These poppets might be incredibly old—older than they'll ever know, as such poppets awakened recently within an ancient ruin usually have no solid recollections of their creators or their original purpose. These poppets pose perhaps the deepest mysteries, as they might hold the keys to unlock secrets of lost civilizations.

POPPET ORIGINS

It's rare to find two poppets that look alike, but the most significant and defining characteristic of a poppet isn't what they're made of. Rather, it's how they were imbued with life and independent thought. Magic animates most poppets, and those awakened gain their spark of life and sentience when something goes slightly off-kilter with their enchantment. For unknown reasons—perhaps an accident or a creator's errant tinkering—a spark of life explodes into being, and a formerly lifeless series of nested commands and calculations synthesize together as true thought. The poppet suddenly gains life and self-awareness, the ability to speak and reason, and a desire for freedom.

In some cases, a poppet's life essence originally belonged to another being. An errant fragment of a departed soul, psychic impression, or similar ephemeral sliver lodges within the little construct, and the poppet's magic fashions an entirely unique personality around it. A poppet awakened this way might have occasional glimpses into the being who donated this essence, but their life, mind, and soul are thereafter their own.

The rarest, and perhaps most precious, poppets are brought to life with love. These are faithful assistants or beloved toys that someone earnestly, honestly wished would become “real.” There's more magic in the world than found in formulas and litanies, and this wish magic awakens poppets in the best of circumstances: knowing they're cherished and able to respond with love of their own.

POPPET HERITAGES

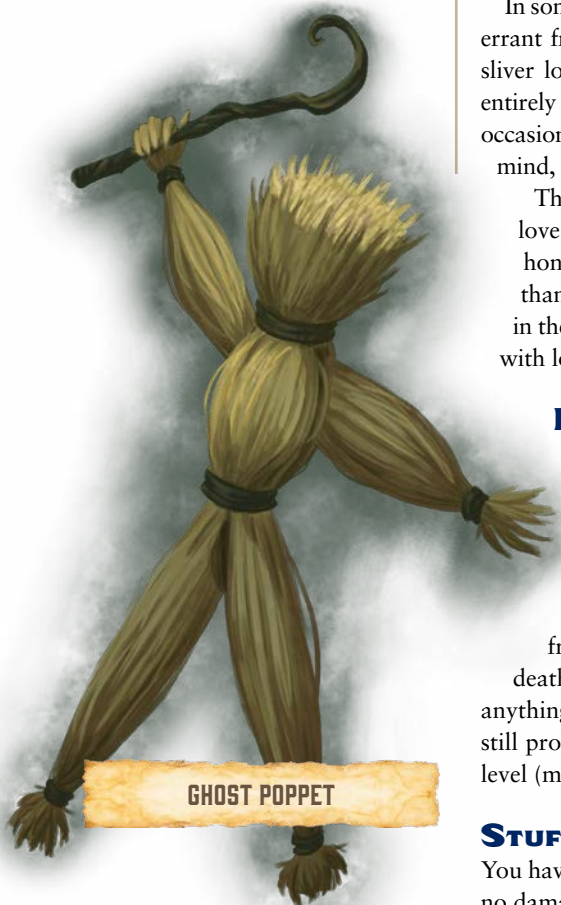
Although each poppet's origin is unique, the fundamental nature of their origin provides them with a heritage. Choose one of the following poppet heritages at 1st level.

GHOST POPPET

You awakened when a bit of another person's life force and a fragment of their soul—possibly, but not always, at the moment of their death—found its way into your constructed body. You don't remember anything more than vague flashes of your “before life,” but that life essence still protects you. You gain resistance to negative damage equal to half your level (minimum 1).

STUFFED POPPET

You have little inside you other than cotton, sawdust, or dried leaves. You take no damage from falling, regardless of the distance you fall.



GHOSH POPPET

TOY POPPET

You have the form of a child's tiny toy or doll, but you don't let your small size impede your joy of life. Instead of Small, your size is Tiny. Like other Tiny creatures, you don't automatically receive lesser cover from being in a larger creature's space, but circumstances might allow you to Take Cover. You can purchase weapons, armor, and other items for your size with the same statistics as normal gear, except that melee weapons have a reach of 0 for you (or a reach 5 feet shorter than normal if they have the reach trait). You can enter another creature's space, which is important because you must usually enter a creature's space to attack it with melee Strikes! Remember to adjust the Bulk of items and your Bulk limit for Tiny size (*Core Rulebook* 295). The information on how to handle Tiny PCs, including rules for attempting to ride on other characters, appears on page 66 of the *Pathfinder Lost Omens Ancestry Guide*.

WINDUP POPPET

You're made primarily of soft metals, such as tin or silver, and your life force dwells within an exceptional array of clockworks deep in your body. Provided you wind metal tabs on your body a few times each day, you don't need food or water to survive. You must still breathe to ventilate your internal mechanisms and sleep to give your mechanisms rest, just like other poppets.

WISHBORN POPPET

You were wished to life, either by a powerful spellcaster or by the earnest desire of an innocent person who loved you very much. You're living proof that a hopeful spirit can overcome any obstacle. If you roll a success on a saving throw against an emotion or fear effect, you get a critical success instead.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a poppet, you select from among the following ancestry feats.

1ST LEVEL

HARMLESS DOLL

FEAT 1

POPPET

You look like nothing more than an ordinary toy, doll, or statuette, and you can fool others with your innocuous appearance. You gain the trained proficiency rank in Deception (or another skill if you're already trained in Deception), and you can Impersonate an inanimate toy or a mindless poppet. You can Hide without any cover or concealment from creatures that don't realize you're alive, so long as you're in a location where a toy of your shape wouldn't be out of place, like a carnival booth, city street, or toy shop (at the GM's discretion). If you succeed, onlookers still see you, but they mistake you for an inanimate toy. After being fooled once, they realize you're alive, and you can't Hide from them in that way again.

HELPFUL POPPET

FEAT 1

POPPET

You're particularly skilled at helping others with a task. You gain a +2 circumstance bonus on checks to Aid, and you don't give your ally a -1 circumstance penalty to their check if you critically fail your attempt to Aid.

QUADRUPED

FEAT 1

POPPET

You were crafted in a form with four legs rather than two. Your Speed is 30 feet.

POPPET SETTLEMENTS

Poppets don't often meet another of their kind, much less settle down together. Poppet-only settlements simply don't exist or are so remote as to be wholly unknown. Instead, poppets are most common in large cities, surrounded by the bustle of crowds. Any place where people appreciate skilled artisans, whether in cloth or clockworks, is a good place to find simple poppets, and thus awakened poppets are more likely to be found in bigger cities like Absalom, Katapesh, and Quantum. Poppets usually have a network of allies to draw upon in their communities; for many poppets, this network includes their creator and their creator's associates, but even poppets who don't know their creator tend to make themselves useful and liked.

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WISHBORN POPPET

POPPET MOTIVES

Nearly all poppets are interested in helping others and finding more creatures like themselves, and both these motivations are excellent for adventure. Yet, a poppet might have any number of other, more personal motives. A poppet might adventure to find a cure for a terminally ill creator, carry out the dying wish of a deceased friend, or complete the life's goal of a spirit that awakened within them, even if the poppet doesn't know who that person was in life. A poppet might take up arms to rescue kidnapped friends or save endangered children. Poppets aren't often greedy, but some might adventure to adorn their simple forms with gemstone eyes, golden thread, or other flashy accoutrements.



STUFFED POPPET

Special You can take this feat only at 1st level, and you can't retrain into or out of this feat.

SHINY BUTTON EYES

FEAT 1

POPPET

You've polished your eyes to reflect the smallest details in dimmest light. You gain the Canny Acumen skill feat as a bonus feat, but you must choose Perception. Additionally, you gain a +1 circumstance bonus to Perception checks against visual illusions.

WASH OUT

FEAT 1

POPPET

Toxins seep out of your artificial body quickly. Each time you succeed at a Fortitude save against an ongoing poison, you reduce its stage by 2, or by 1 against a virulent poison. Each critical success you achieve against an ongoing poison reduces its stage by 3, or by 2 against a virulent poison.

5TH LEVEL

CUNNING TINKER

FEAT 5

POPPET

Time spent tending to your own form has unlocked your ability to fix other things. You can cast 1st-level *mending* once per day as an arcane innate spell. At 7th level, the spell is heightened to 2nd level, and every 3 levels thereafter, the spell is heightened an additional spell level. Even though you're alive and not an object, and you can't normally recover Hit Points from effects that repair objects (like the Repair skill), you can target yourself with this innate spell and use it to recover Hit Points.

HISTRIONIC INJURY

FEAT 5

MENTAL POPPET

Frequency once per hour

Trigger A creature you can see damages you with a melee Strike.

You respond with a startled look, dramatic pratfall, or theatrical arm-flailing that stymies your attacker. The attacker must succeed at a Will saving throw against your class DC or spell DC, whichever is higher, or become stupefied 1 for 1 round (stupefied 2 on a critical failure).

NOTHING BUT FLUFF

FEAT 5

POPPET

Prerequisites stuffed poppet heritage

Your fluffy interior lacks specific organs and struts, with few weak spots to injure. You gain resistance to precision damage equal to half your level.

SEALED POPPET

FEAT 5

POPPET

You've reinforced your interior parts with sealant or other flame-retardant materials, protecting you from fire. You no longer have the weakness to fire from the flammable ability.

Special You can't take this feat if you're a stuffed poppet.

SPARK OF INDEPENDENCE

FEAT 5

POPPET

You touch a creature with the minion trait and share the heightened sense of autonomy you've discovered. The minion is quickened for 1 round and is then temporarily immune for 10 minutes. It can use this extra action to Step, Stride, or Strike.

SWIMMING POPPET

FEAT 5

POPPET

Your fins, flippers, or other accessories assist with steering you through water. You gain a swim Speed of 15 feet.

9TH LEVEL

SCALING POPPET

FEAT 9

POPPET

Your construction integrates ropes, hooks, or other tools to help you move across steep surfaces. You gain a climb Speed of 15 feet.

WHEEDLE AND JIG

FEAT 9

POPPET

You make capering motions and silly sounds to captivate onlookers. You can cast *enthral* as a 3rd-level arcane innate spell once per day.

13TH LEVEL

IMPOSSIBLE GOSSIP

FEAT 13

UNCOMMON POPPET

You can speak to inanimate objects, finding a magical spark within them similar to the one that animated you. You can cast *stone tell* once per day as an arcane innate spell, but instead of speaking with natural or worked stone, you speak with toys, statues, or other three-dimensional inanimate objects crafted to mimic a creature's appearance, regardless of their composition. The GM has discretion over which objects you can speak with and what they know, although objects generally have a good opinion of those who have cared for them and a poor opinion of those who have neglected or ignored them.

REANIMATING SPARK

FEAT 13

POPPET

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

The magic that animates you strains to keep you alive. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

SQUIRM FREE

FEAT 13

POPPET

Trigger A creature grabs, immobilizes, or restrains you.

You're used to slipping out of a bigger creature's grasp or escaping a child's overly enthusiastic hug. You attempt to Escape.

17TH LEVEL

RESTITCH

FEAT 17

POPPET

You've learned how to sew even the most terrible tears and wounds together. You can cast *regenerate* as a 7th-level arcane innate spell once per day.

SOARING POPPET

FEAT 17

POPPET

Your construction has flaps of cloth or wicker that can keep you aloft. You gain a fly Speed of 15 feet.

POPPETS IN SOCIETY

It might seem strange to picture a poppet walking into a general store to buy rope and jerky, but such occurrences aren't uncommon in urban areas. Poppets are, after all, designed to handle mundane tasks, so people aren't likely to call attention to a poppet going about routine business in such communities. People might even help the poppet out by leaning a plank so it can reach a counter or adjusting a heavy load—thinking that, by doing so, they're aiding a powerful or influential owner. Talk is likely to circulate, however, if the poppet is active in a small settlement where such helper constructs are unknown, or if the poppet is engaged in some truly unusual tasks, like giving a speech or dragging in a slain monster for a bounty.

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WINDUP POPPET

MORHEN'S MOBILITY APPAREL

"It's not a flaw, or a replacement. For me, it's freedom."

This large warehouse-like building sits with plenty of space around its huge double door, with wide ramps leading up to the entrance. Everything is practical and efficient; metal hooks hold open the doors during operating hours, revealing an entryway wide enough for four people to walk through at once. No rugs or carpets cover the hard-but-clean tiled floor, and each row of wooden shelves is equally spaced apart, leaving enough room for a wheelchair to turn around with ease.

There's a distinct charm about the place. Incense burns softly on the counter, handmade labels in script and braille are affixed to the shelves, and a personal arsenal of weapons, armor, and interesting keepsakes from distant lands adorns the back wall. **Morhen** (NG male elf prostheticist) can usually be found behind the counter, or at least some part of him—he tends to absentmindedly leave his arm prosthesis around when he isn't using it, so it's not unusual to find an arm in lieu of the man himself.

GENTLE HEROICS

Morhen is a soft-spoken elf with a balmy voice and gentle smile. He gives off a soothing presence at all times and, given his background of adventuring, it takes a lot to get him worked up. The kind and patient elf prefers to make friends rather than enemies, but he's not one to suffer fools lightly or let others push him around. He firmly believes anyone is capable of adventuring and setting out to make their mark on the world. Morhen takes pride in his work as a designer and salesman of mobility and accessibility aids, and he's adamant that society should consistently work to better itself to be more accessible to those who are disabled, chronically ill, and neurodivergent.

Hailing from the Five Kings Mountains, Morhen was born with a condition that kept some of his limbs from developing fully. As a result, he has no right arm and his left leg ends in a stump below the knee. Throughout his life, he has worn prosthetics of varying quality, starting with clunkier, basic models through his childhood, to ones with more finesse and fine motor

control into his adulthood. His mother intended for him to inherit the family business of crafting elven weapons, but one fateful day, he found himself inspired when a band of adventurers came to the family's shop.

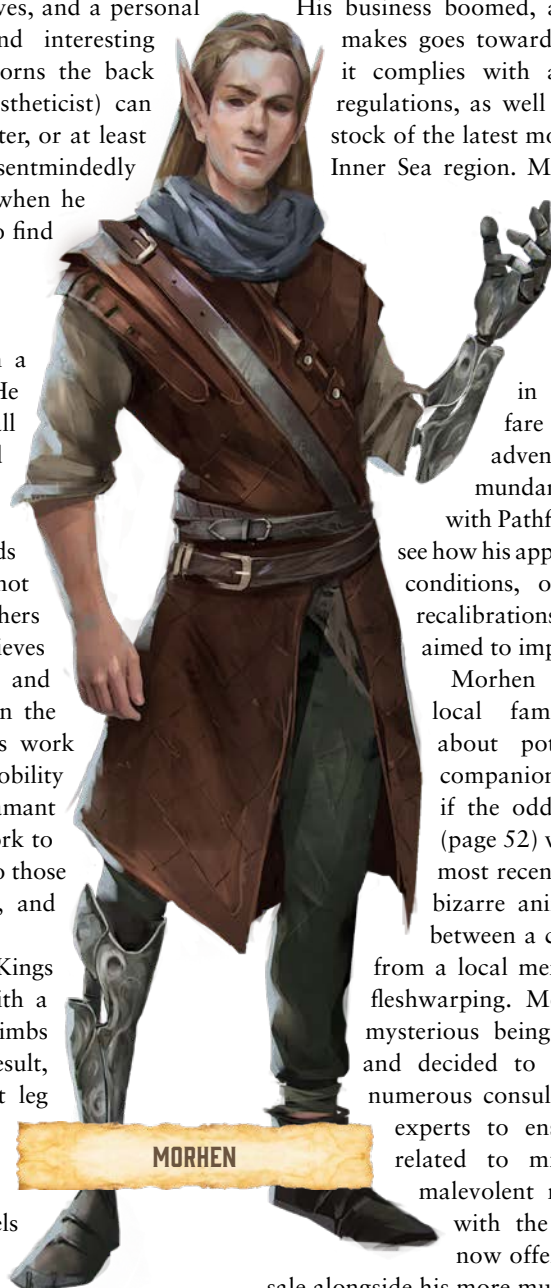
For the next few decades, Morhen traveled the world with these adventuring companions, learning to fight and realizing he could improve his skills if his prosthetics were more attuned to his new lifestyle. This started his passion for crafting adventuring prosthetics and, once retired, he set up shop so other disabled adventurers would have access to this gear for their own quests.

His business boomed, and most of the money he makes goes toward the shop's upkeep so that it complies with accessibility standards and regulations, as well as maintaining an updated stock of the latest mobility items from across the Inner Sea region. Morhen is also fluent in sign

language and ensures his shop provides large-text and braille options for all manuals and leaflets available to customers.

He has a vested interest in learning how his creations fare in everyday life, both for adventurers and those in more mundane professions. He works with Pathfinders and other explorers to see how his apparel fares in the most extreme conditions, offering repairs and minor recalibrations while asking questions aimed to improve item functionality.

Morhen has also reached out to local familiar and animal shops about potentially training assistive companions, though he's uncertain if the odd animals at the Menagerie (page 52) would work for the task. His most recent acquisition is a number of bizarre animals that resemble a cross between a chair and a ram, confiscated from a local merchant due to suspicions of fleshwarping. Morhen caught wind of the mysterious beings from a former customer and decided to look into the issue. After numerous consultations with magicians and experts to ensure the creatures weren't related to mimics or created through malevolent means, Morhen cut a deal with the exonerated merchant and now offers the ambulatory chairs for sale alongside his more mundane mobility tools.



MORHEN

ASSISTIVE ITEMS

Morhen sells a number of items to aid with accessibility and mobility. He is not, however, the sole proprietor of these items. Mobility items of all types are available all throughout Golarion.

CANES & CRUTCHES

Not to be confused with walking sticks (which are typically fashion items), canes and crutches provide various functions to best suit a character's needs. Mobility canes regularly bear a person's weight from the affected leg or legs, as do crutches. A basic cane or basic crutch has the same statistics as a club when wielded in combat. Other canes are additionally designed for heavy impact and combat use, and have their own statistics. All four of these items can be used as weapons, and you can apply weapon runes to them as normal. Using them as a weapon doesn't hinder their use as a mobility item in any way.

BASIC CANE

ITEM 0

Price 5 sp

Usage held in 1 hand; **Bulk** L

A basic cane is a straight cane with a curved handle, shaped like the tip of a hook. Its simple design helps with balance and only slightly assists with taking weight off the affected opposite leg. The cane is typically 2 to 3 feet long but can be lengthened or shortened as needed.

BASIC CRUTCH

ITEM 0

Price 5 sp

Usage held in 1 hand; **Bulk** L

Crutches come as singles or a pair depending on how much support you need while walking. A crutch fits under your armpit, and you use your hand and the swing of your arm to move with them.

GRIFFON CANE

ITEM 0

Price 1 gp

Usage held in 1 hand; **Bulk** L

A griffon cane is named for the shape of its base, which features four small pronged supports splayed out in a manner similar to a griffon's talons. A griffon cane's splayed foot enables it to stand upright by itself. A griffon cane deals 1d6 bludgeoning damage, has the backswing and two-hand d10 traits, and is a martial melee weapon in the club weapon group.

PROBING CANE

ITEM 0

Price 5 sp

Usage held in 1 hand; **Bulk** L

Your cane indicates that you have low vision or are blind. By holding this cane in front of you, you indicate to those around that you're partially sighted, which is particularly useful in urban or busy places to let others know to give you enough space.

The cane is typically several feet long, generally reaching the user's chin, but can be lengthened or shortened as needed.

Probing canes are made from reinforced wood with the same strengthening process and treatment as a longbow, creating a cane that is both high quality and durable enough for an adventuring owner to use as a weapon. A probing cane deals 1d6 bludgeoning damage, has the finesse and sweep traits, and is a martial melee weapon in the club weapon group.

HEARING AIDS

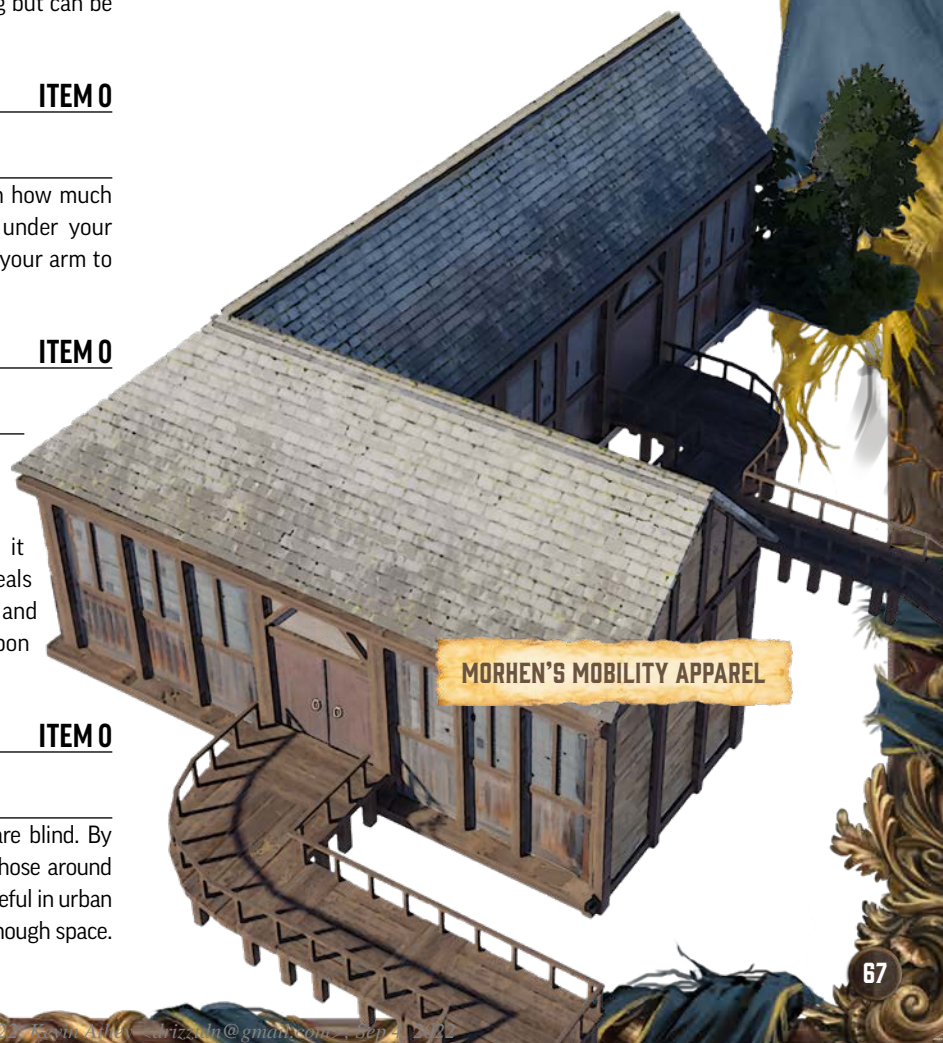
Hearing aids are made from a variety of materials, from metal to wood. The domed shapes, curved into receivers, bounce sounds back into the ear canal, improving the reception of sound for hard of hearing individuals. Magical models are imbued with a small charge of divination magic, helping to sharpen and amplify sound and filter out any interference—though this does not protect the wearer from effects like the deafened condition when caused by magic. The following hearing aids are listed from the most basic to the most advanced.

BASIC HEARING AID

ITEM 0

Price 5 sp

Usage worn; **Bulk** –



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MORHEN'S MOBILITY APPAREL

GRIFFON CANE



CRUTCHES



HEARING AID



KNEE
SUPPORT

WAIVING COSTS

Many adventurers make use of assistive items, whether to aid with disabilities, injuries, or for any number of other reasons. If your character has been disabled from birth or for a significant period of time before setting out on their adventure, your character begins with any assistive items they require as part of their backstory. These items don't count against your character's starting money (*Core Rulebook* 271). Your character can begin with only basic assistive items such as the basic hearing aid, basic prosthesis, and so on. If your character uses a wheelchair, they can begin with either a basic chair or a traveler's chair, with the *impulse control* upgrade if your character needs it due to mobility restrictions or other health conditions. Any items your character acquires from their backstory in this way likewise have no value when sold.

A basic hearing aid rests on the ear and is made from carved wood, shaped metal, or even small clockwork pieces. The shape of the device aids those that are hard of hearing, and you can wear one or two depending on your hearing loss. You can attach or remove your hearing aids as an Interact action.

MAGICAL HEARING AIDS

ITEM 1

DIVINATION **MAGICAL**

Price 5 gp

Usage worn; **Bulk** –

These curved hearing aids hook over the top and sit behind your ear, with a receiver that fits into the ear opening. The external part of the device detects sound waves and, using divination magic, transfers them down the receiver and into your ear. You can wear one or two depending on your hearing loss, and you can turn your hearing aids on or off using an Interact action.

ENHANCED HEARING AIDS

ITEM 3

DIVINATION **MAGICAL**

Price 50 gp

Usage worn; **Bulk** L

These hearing aids work like *magical hearing aids*, but they're designed with a more potent and focused magic.

Activate ♦ envision; **Frequency** once per day; **Requirements** Your hearing aids are currently on; **Effect** You mentally increase the input of your hearing aids. You gain a +1 item bonus to all hearing-based Perception checks for 10 minutes.

JOINT SUPPORTS AND SPLINTS

Joint supports can be made from a variety of materials—leather, cloth, metal or wooden rods, and so on. So long as the material is flexible enough to bend with the affected joint, it can make a great support or splint. Supports are used for many reasons, such as an old wound, arthritis, or bone structure conditions. They provide stability and help the joint take impact from everyday strains such as walking, crouching, and using the arms or hands, as well as even more intense exercise like fighting, rolling, jumping, and sprinting. Supports and splints rely more on roleplaying than mechanics. Consider what kind of support best meets your character's needs.

SPLINT

Price 5 sp

Usage worn; **Bulk** –

Splints can be applied to the following joints: finger, hand, wrist, elbow, knee, and shin. They are strapped to the desired area but are more rigid in structure than supports and braces, with metal or wooden bars pulled firmly against the bone structure to provide constant support (ring splints only attach to a single digit). They are a little less flexible, but you still have full use of your limbs and fingers when using one. You still have full mobility of the limb when not wearing it, but the limb becomes painful and feels less secure without the extra support it normally has, which might present physical symptoms.

SUPPORT

Price 5 sp

Usage worn; **Bulk** –

Supports, also commonly known as braces, can be applied to any of the following major joints: wrist, elbow, knee, and ankle. They typically strap around the desired area and provide not only support but warmth that soothes aches and pains. You can still use your limb or joint even if you're not wearing your support, but you might feel aches and pains that are worse than usual and may manifest into physical symptoms.

PROSTHESES

A prosthesis is an artificial device designed to replace a missing or damaged body part. Prostheses are made from a variety of materials, including wood or metal for common prostheses and clockwork devices or rare materials for more expensive ones. Advancements in the prosthetic field mean that even the most basic of prostheses can provide the full range of functionality for a missing body part.

BASIC PROSTHESIS

Price 5 sp

Usage worn; **Bulk** –

A basic prosthesis replaces a missing or damaged body part. Typical prostheses include artificial feet, eyes, hands, and limbs, though a basic prosthesis can be designed as a replacement for any body part. A prosthesis has a number of belts or cuffs that keep it attached to your body. You can attach or remove a prosthesis as an Interact action.

READING RINGS

Reading rings are small magic items that can be crafted into any design the wearer pleases and worn on any finger. They're made using a variety of materials, such as metal or wood, and are imbued with minor divination magic. These rings assist blind and low-vision wearers in reading books, tomes, and other such forms of writing, needing only to run the finger or hand wearing the ring over the pages to hear what's written on the page in their mind.

If the user is deafblind, the ring will instead translate the writing into tactile sign or another method for the user to glean the writing's meaning.

READING RING

DIVINATION **MAGICAL**

Usage worn; **Bulk** –

A *reading ring* is personalized to its user and capable of reading only languages in which the user is fluent. Each ring is unique and can't be used by anyone other than its specific bonded user. A reading ring is bonded to its user in a process that taps into the user's inner potential, similar to an invested item, except the process

ITEM 0

DISABILITIES IN YOUR GAME

The items featured in this section, as well as the rules for sign language on page 65 of the *Core Rulebook*, are intended to be inclusive and accommodate any type of character in your adventures. The rules are intended to allow disabled characters to adventure alongside other adventurers without encountering significant roadblocks. While the rules here cover a wide range of scenarios, it's impossible to account for every possible experience of disability or situation that might come up at your table. By default, we recommend that, in an unexpected situation, you rule to allow the character with disabilities to participate fully in the story. For instance, if an area might seem difficult to reach in a wheelchair,

you might think of a fun way to describe how the character manages it anyway using their traveler's chair mechanism, or if a character used a *reading ring* on a trap that triggers when read, you would rule they trigger the trap in the same way as anyone else would. However, players (including the GM) should work together to find the best way

to tell the stories they wish to tell at their table.

The options

here might suit your group's needs exactly, or simply serve as inspiration to come up with your own unique approach.

Pathfinder is a game for everyone, so every character should be able to enjoy the excitement, danger, and fun of adventuring!

ITEM 0

PROSTHETIC LEG



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takes 10 minutes, is permanent, and doesn't count toward your number of invested items. You can wear the ring in various ways, often either on a finger or a chain worn about your person if you can't have it on a digit. You can use the *reading ring* to read text by taking an Interact action, and you read with the ring at roughly the same rate as a visual reader. There is no limit to how often you can use the ring to read in this manner.

Type *reading ring*; **Level** 1; **Price** 15 gp

Type *greater reading ring*; **Level** 12; **Price** 1,800 gp

A *greater reading ring* has the same function as the standard ring, except it can read any written language and enable the wearer to comprehend what it reads.

VISION ASSISTANCE

People with low vision use a number of different items to aid with correction. These items are made from a variety of materials and typically include glass lenses that help refocus light toward the user's eye.

BASIC CORRECTIVE LENSES

ITEM 0

Price 5 sp

Usage worn; **Bulk** –

A set of corrective lenses might take the form of eyeglasses or specialized goggles. You can don or remove your corrective lenses as an Interact action.

WHEELCHAIRS

Morhen's shop offers several types of wheelchairs, some designed for everyday use and others geared toward combat and adventuring. These chairs provide comfort and support when traveling. You can use the item for ambulatory needs or everyday tasks, however suits your character. Wheelchairs come in a variety of sizes to suit every person regardless of height or body type. Each wheelchair operates in the following ways.

Adjustable Seat Belts: These belts strap around your waist, knees, and shins to keep you in the chair if it's thrown, knocked, or handled roughly. You can open and release your belts with an Interact action.

Bulk Limit: A wheelchair is strong enough to support you and any amount of Bulk you could typically hold or carry (*Core Rulebook* 272). Your total carried Bulk includes all the items you are wearing, carrying, and stowing on your wheelchair. You take the usual effects when there's too much Bulk on you and your wheelchair: if you're carrying an amount of Bulk equal to 5 + your Strength modifier, you're encumbered, and you and your wheelchair can't hold or carry more than 10 + your Strength modifier. The wheelchair's own Bulk doesn't count against your Bulk limit while riding in the wheelchair; it's listed in case you need to carry the wheelchair separately.

Frame: A wheelchair is typically made from common materials like wood, but they can also be made from steel, other metals, or even rarer materials like mithral. The wheelchairs presented in this section are assumed to be made from durable wood.

Magic: The wheelchair is considered an extension of yourself. Spells or abilities that change your bodily form also apply to the chair, and it transforms with you so long as you're using it. You can choose what appearance this has. For example, when you transform with *animal form*, you can choose to have full mobility of your limbs or have the chair transform to become a wheelchair appropriate for that shape, such as wheelchair harnesses for dogs.

Movement: While using a wheelchair, you Stride at your normal Speed (listed in your ancestry, with any additional bonuses, penalties, and adjustments applied). You propel a wheelchair by using the hand rims. You can propel the wheelchair even while holding something in your hands, but not if you're restrained or otherwise unable to move your hands freely. You're still affected by difficult terrain and other terrain features. Any effect that would immobilize you, give a penalty to your Speeds, or similar by entangling or hindering your legs applies to the chair as well. You can use all of your actions while in a wheelchair. With the *impulse control* add-on, you can direct a chair with your fingers or nerve impulses instead.

Quick-Righting: If the chair is tipped or you're knocked prone while in the chair, you can right yourself using the Stand action, though in this case you are righting the wheelchair instead. An ally can use an Interact action to help right you, allowing you to Stand as a free action triggered by their Interact action.

WHEELCHAIR TYPES

The following wheelchairs are available at Morhen's shop, listed from the most basic to the most advanced.

BASIC CHAIR

ITEM 0

Price 5 sp

Bulk 2

This common wheelchair is ideal for everyday use but isn't designed for strenuous activity. Basic chairs are most common among non-adventurers.

TRAVELER'S CHAIR

ITEM 1

Price 5 gp

Bulk 3

This wheelchair is tailored for frequent adventures and travels. The design is sleek and fashionable to provide excellent comfort and support. A traveler's chair has small mechanisms, either made from interlocking wood pieces, clockwork, or other devices, that allow the chair to traverse up or down stairs without any additional difficulty (moving up stairs is still difficult terrain, just like for other characters), and move through other common adventuring terrain without any additional difficulty, such as ladders and uneven ground.

MAESTRO'S CHAIR

ITEM 7

ENCHANTMENT MAGICAL

Price 350 gp

Bulk 6



BASIC CHAIR



READING RING



TRAVELER'S CHAIR

A *maestro's chair* is a traveler's chair with the *impulse control* upgrade (see below) and a small pipe organ installed into the frame. You can use the maestro's chair to make Performance checks in the same manner that you could use any mundane instrument, using both of your hands. When you make a Performance check using your chair, you gain a +1 item bonus to the check.

Activate ♦ Interact; **Frequency** once per 10 minutes; **Effect** You use your chair to Stride up to your chair's speed. If you have a composition cantrip that is currently active, you Sustain it as a free action.

MINOTAUR CHAIR

ITEM 9

EVOCATION MAGICAL

Price 600 gp

Bulk 4

A *minotaur chair* is a traveler's chair with chair storage, *impulse control* (see below), and +1 *striking wounding wheel spikes* (page 72). The wheel spikes can have runes upgraded, transferred, or added as normal. The chair magically stores the kinetic energy from movement throughout the day, allowing you to expend it to make a powerful rushing charge.

Activate ♦♦ Interact; **Frequency** once per hour; **Effect** You rush forward with the wheelchair in a powerful charge, bowling through foes who stand in the way. Stride in a straight line, moving through enemies' spaces and making an attack with the wheel spikes against every foe in the line. If the foe is prone, the following effects apply: the attack gains a +1 circumstance bonus to damage per weapon damage die, and the *wounding* rune deals 1d12 persistent bleed damage on a hit (or 3d6 persistent bleed damage on a critical hit).

WHEELCHAIR UPGRADES

A wheelchair can have upgrades added to its frame

to improves its capabilities. The cost includes the installation of the upgrade.

AMPHIBIOUS CHAIR

ITEM 9

MAGICAL TRANSMUTATION

Price 575 gp

This magical upgrade allows the wheelchair to shift its functionality between land and aquatic environments without a hitch, propelling through the water or on land with equal ease. Your chair has a base land Speed of 20 feet if that's faster than your land Speed (for example, if you are an aquatic creature with no land Speed or a very slow land Speed), and your chair has a base swim Speed of 20 feet if that's faster than any swim Speed you have. Additionally, while riding in the chair, you can magically breathe underwater if you normally breathe air, or breathe air if you can normally only breathe underwater.

CHAIR STORAGE

ITEM 0

Price 1 gp

The chair has an efficient allocated space to hold additional items. This reduces the amount of Bulk the items weigh when stored within the chair, much like a backpack. The first 2 Bulk of items stowed in your chair don't count against your Bulk limit. If you use both chair storage and a backpack at the same time, only 2 Bulk total isn't counted against your limit, much like if you used multiple backpacks or similar items at the same time.

IMPULSE CONTROL

ITEM 1

DIVINATION MAGICAL

Price 5 gp

The magical *impulse control* upgrade attaches the wheelchair to your fingers or nerve impulses, making it accessible for those with mobility restrictions or other health conditions.

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You still can't move the wheelchair if you're physically or magically prevented from doing so, such as by being grabbed or magically paralyzed.

REINFORCED WHEELS

ITEM 0

Price 5 sp

The chair's wheels have been reinforced with tough, metal rims or a metal cap. While in the chair, you gain a wheel Strike. Your wheel deals 1d4 bludgeoning damage and has the agile, attached, and free-hand traits. A reinforced wheel is a simple melee weapon in the club weapon group. You can etch weapon runes onto reinforced wheels. A wheelchair can only have one attached weapon.

WHEEL BLADES

ITEM 0

Price 5 sp

A set of large blades have been attached to your chair's wheels. While in the chair, you gain a wheel blade Strike. Your wheel blade deals 1d4 slashing damage and has the agile, attached, and free-hand traits. A wheel blade is a simple melee weapon in the sword weapon group. You can

etch weapon runes onto wheel blades. A wheelchair can only have one attached weapon.

WHEEL SPIKES

ITEM 0

Price 5 sp

A set of thick, sharp spikes have been added to the chair's wheels, granting you a piercing attack. While in the chair, you gain a wheel spike Strike. Your wheel spike deals 1d4 piercing damage and has the agile, attached, and free-hand traits. A wheel spike is a simple melee weapon in the knife weapon group. You can etch weapon runes onto wheel spikes. A wheelchair can only have one attached weapon.

ASSISTIVE COMPANIONS

Some users have encountered issues with using mundane wheelchairs in dangerous environments, or simply prefer a different aesthetic to their mobility items. To this end, magic users have crated a strange living being that resembles either a chair, or some cross between a chair and a beast with hairy paws or hooves, known colloquially as a "legchair." Despite some desperate efforts from magic users, this is the only name that has stuck. A player who has access to an animal companion can choose a legchair as their companion.

LEGCHAIR

Your companion is a strange creature, akin to a chair with bestial legs.

Size Medium or Large

Melee ♦ hoof (agile), **Damage** 1d6 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Stealth

Senses low-light vision, scent (imprecise, 30 feet)

Speed 40 feet

Special mount

Support Benefit Your legchair moves its limbs in the way of enemy attacks. You gain lesser cover from your legchair against all attacks, not just ones where the legchair would be in the way.

Advanced Maneuver Careful Withdraw

CAREFUL WITHDRAW ♦♦

The legchair carefully extricates you from a dangerous situation. It Steps twice and then Strides.

LEGCHAIR ACCESSORY

The following companion item was developed to improve legchairs' capabilities.

HORNED HAND RESTS

ITEM 6+

COMPANION EVOCATION INVESTED MAGICAL

Usage worn; Bulk 1

These thick bull or ram horns fuse into the armrests of your legchair companion, giving it more aggressive options. Your animal companion can only invest this item if it is a legchair.

Activate ♦ or ♦♦ envision; **Frequency** once per minute;



WHEELCHAIR ADVENTURER

Effect You trace your finger along the base of the ram horns, with an effect depending on how many actions you spent.

❖ Your legchair draws force from its momentum. Until the end of this turn, if your legchair Strides, it deals 2d6 additional force damage on its next Strike and, on a critical success, pushes the target away by 5 feet.

❖❖ Your legchair fires a beam of force from its ram horns. The target takes 4d6 force damage and must attempt a DC 22 Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and is pushed 5 feet.

Failure The target takes full damage and is pushed 10 feet.

Critical Failure The target takes double damage and is pushed 20 feet.

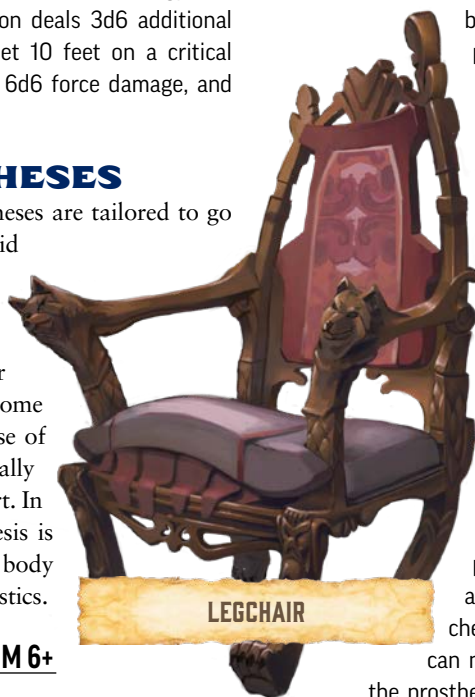
Type horned hand rests; **Level** 6; **Price** 225 gp

Type greater horned hand rests; **Level** 13; **Price** 2,750 gp

The 1-action version of the activation deals 3d6 additional force damage and pushes the target 10 feet on a critical success. The 2-action version deals 6d6 force damage, and the Fortitude DC is 32.

MAGICAL PROSTHESES

These magically engineered prostheses are tailored to go beyond just practicality for the avid adventurer. The various designs and uses mean that adventurers of all classes are bound to find a prosthesis geared toward their specific lifestyle. Additionally, some characters might want to make use of a magical prosthesis but not actually be missing the associated body part. In this case, a variant of the prosthesis is available that fits over the existing body part instead and uses the same statistics.



LEGCHAIR

BLAST FOOT

ITEM 6+

EVOCATION INVESTED MAGICAL

Usage worn; **Bulk** 1

These prosthetic feet and legs, created by dwarven alchemists and spellcasters together, are engraved with simple but effective evocation symbols on the ball and heel, empowering you to leap to great heights and blast foes with your feet.

Activate ❖ envision; **Frequency** once per 10 minutes; **Effect**

You blast off from the ground, using the force to leap through the air. The *blast feet* cast *jump* on you.

Activate ❖❖ envision, Interact; **Frequency** once per day;

Effect You blast from your feet, dealing 4d6 force damage to all creatures in a 15-foot cone, with a basic Reflex save.

Type blast foot; **Level** 6; **Price** 250 gp

Type greater blast foot; **Level** 10; **Price** 1,000 gp

You can use the first activation once per minute, and the second activation unleashes a 30-foot cone that deals 8d6 damage.

EYE OF THE UNSEEN

ITEM 8+

DIVINATION INVESTED MAGICAL

Usage worn; **Bulk** L

This prosthetic eye was designed by elven crafters but

comes in a range of appearances for different ancestries. While wearing the eye, you gain a +1 item bonus to visual Perception checks.

Activate ❖❖ command, envision; **Frequency** once per day;

Effect You focus on the eye to see the unseen. The eye casts *see invisibility* on you.

Type eye of the unseen; **Level** 8; **Price** 450 gp

Type greater eye of the unseen; **Level** 14; **Price** 4,000 gp

This functions as the *eye of the unseen*, except the item bonus is +2 and it casts a 5th-level *see invisibility* on you.

IMMOVABLE ARM

ITEM 9

MAGICAL TRANSMUTATION

Price 700 gp

Usage worn; **Bulk** 1

The flat iron bar of an *immovable rod* has been worked into the core frame of this prosthetic arm, a small button discreetly placed at the heel of the hand.

Activate ❖ Interact; **Effect** You curl

your fingers inward to press the button on the heel of your hand, anchoring your prosthetic arm in place. Your arm no longer moves, defying gravity if necessary. You can still move the fingers of this hand and your elbow, shoulder, and rest of your body while the magic is in effect, but you can't move your wrist. If you press the button again, the rod inside your arm is deactivated, ending the magic that anchors it in place. While anchored, the arm can be moved only if 8,000 pounds of pressure is placed upon it or if a creature succeeds at a DC 40 Athletics check to Force Open your arm. A creature can notice the button hidden in the hand of

the prosthesis with a successful DC 25 Perception check to Seek.

SHIFTER PROSTHESES

ITEM 6

INVESTED MAGICAL TRANSMUTATION

Price 210 gp

Usage worn; **Bulk** 1

This prosthetic arm is imbued with transmutation magic that can transform it into a weapon.

Activate ❖❖❖ command, Interact; **Requirements** You are holding a one-handed weapon; **Effect** The prosthesis engulfs the weapon and absorbs it entirely. The weapon is unavailable until you use this Activation to release it from the prosthesis. The prosthesis can hold up to two items at a time.

Activate ❖ envision; **Frequency** once per minute; **Effect**

The prosthesis reshapes into the form of a weapon it has absorbed. The prosthesis has all of the statistics of the weapon, including the effects of any etched runes. The prosthesis remains in this weapon's form until you use this Activation again to revert it back to a prosthesis.

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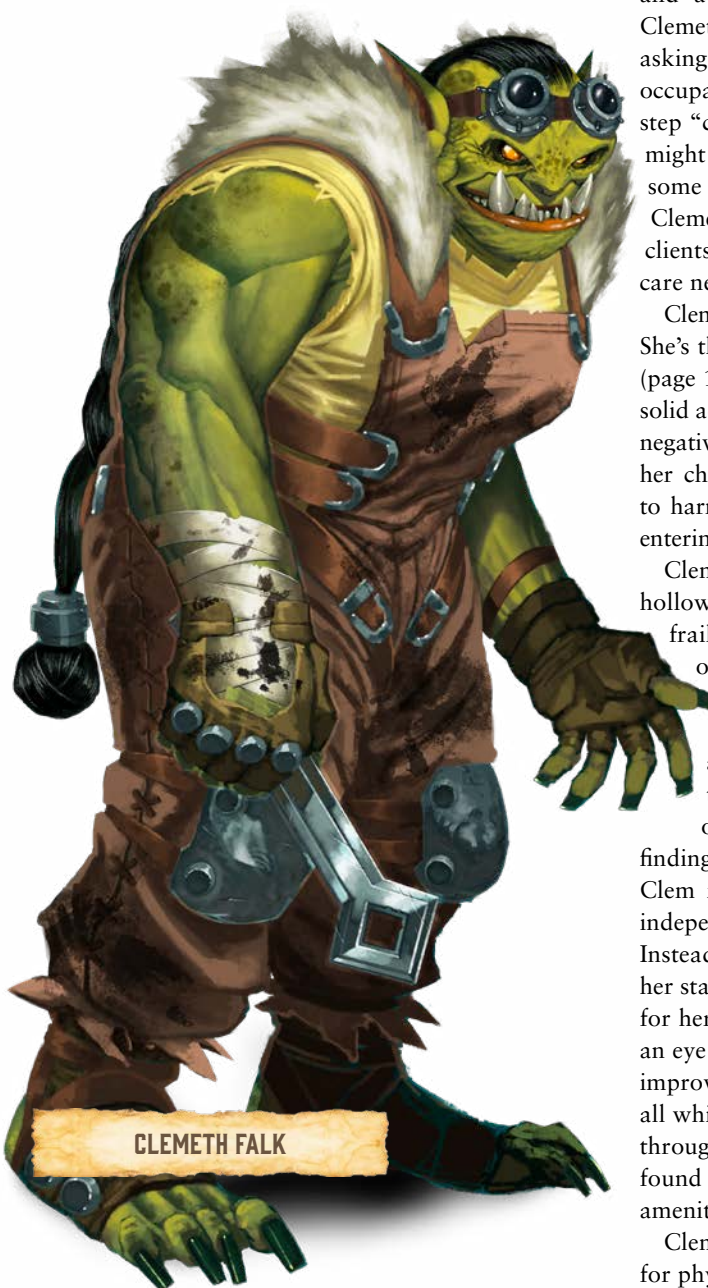
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RECLAIMED PARADISE

"You were created, destroyed, and rebuilt by other people in this world, but only you can decide where you are in that process."

Parts of Reclaimed Paradise look more like an upscale spa resort than a vehicle scrapyard. A 14-foot-tall white stone wall lines the large yard's perimeter. Within, smiling employees wearing matching overall jumpsuits help customers locate parts throughout the yard. Silencing spells are cast when moving heavily damaged vehicles to mitigate noise pollution, and each piece of equipment is treated with the care and attention it deserves.



CLEMETH FALK

A BIT OF ELBOW GREASE

Clemeth Falk (N female orc mechanic) is a chatty mechanic with an eye for detail and an abnormally cheerful disposition. She's tall, extremely fit, and takes great pride in ensuring her staff maintain their fitness through weekly workouts. She respects and looks after her workers (who call her Clem for short) and even adds custom embroidered badges to their overalls for every year they work for her.

The mechanic is renowned for her customer service and attention to detail. At the start of every job, Clemeth has a long conversation with her clients, asking mundane questions about their past, current occupation, and even life goals. She likes to call this step "collecting scraps," and any scrap of information might come in handy when working on a repair. While some consider this approach tedious and unnecessary, Clemeth's sincere enthusiasm for getting to know her clients usually endears her to them, though she takes care never to push too far in her questions.

Clemeth takes full-body restoration quite literally. She's the type who'll repair the wheel on a cliff crawler (page 18) while patching up the heart of its owner with solid advice. Consequently, she has no patience for overt negativity or anyone who tries to take advantage of her cheerful demeanor. Anyone she believes might try to harm her, her staff, or her clients is forbidden from entering Reclaimed Paradise.

Clemeth Falk was discovered at a young age in the hollowed-out hull of a legless strider (page 77). The frail orc child had been discarded along with the other broken vehicles in the scrapyard owned by a man named Mast Zapher. She made the rusted machine her home: fashioning scrap metal into a door, piecing glass over the blown-out hole in the roof to watch the sky, and arranging stacks of seat cushions into a makeshift bed. After finding the child alone, Mast tried to adopt her, but Clem refused. Even at a young age, she was fiercely independent and determined to control her destiny. Instead, Mast made a deal with the young orc, letting her stay in the home she'd made for herself in exchange for her working in the scrapyard, where he could keep an eye on her. The young orc took to the work quickly, improving classic vehicle designs with her modifications, all while gabbing with travelers. Her personality shone through with every repair, and customers frequently found motivational quotes, etched images, or custom amenities incorporated into her upgrades.

Clemeth's love of tinkering merged with her passion for physical fitness when she designed her first obstacle

course in Mast's scrapyard. She kept the obstacle course as an outdoor training area for her and Mast until one day, a clever customer challenged her to a race in exchange for a discount. Absolutely thrilled by the idea, Clemeth kept designing more obstacles, eventually adding two mechanical mazes, a wall of swinging robotic arms, and a huge mound of twisted and jagged scraps that she calls "The Leap." Clemeth now uses the obstacle course to get to know her clients better, trading hints and pointers in exchange for juicy gossip. Customers can still try to race the course to obtain a significant discount, provided they have interesting information to share along the way.

By the time Mast retired, Clemeth had turned his scrapyard of rusty metal junk into a meticulously well-organized and entertaining business. When not training on her own course, Clemeth spends her days making repairs, inspiring her workers, getting to know adventurers, and making the newly renamed scrapyard Reclaimed Paradise a popular destination for locals and travelers.

CUSTOM ANSWERS

Reclaimed Paradise's well-built, gray slate garage sits in the middle of the yard. Inside, the main hall splits off into five small meeting rooms where staff privately interview customers. Clemeth's questions can range from simple to complicated depending on the individual, but she almost always asks, "What can I do for you?" and "Where are you heading?" In Clemeth's opinion, lying or even simply spinning the truth don't make for a reliable relationship. Clemeth uses the information she and her staff gather to improve her clients' vehicles, while keeping the names of all customers confidential.

As customers wait for their vehicle repairs, they can train on the obstacle course in the yard if they wish. While Clemeth allows betting and competition, the scrapyard has a very strict code of conduct included in all customer contracts.

- I vow not to cheat or sabotage anyone under the protection of Reclaimed Paradise.
- I vow not to steal or share private information from Reclaimed Paradise.
- I vow not to threaten, injure, or murder anyone under the protection of Reclaimed Paradise.

Luckily, most clients Clemeth deems worthy of her services are more than willing to stick with these vows, and they've rarely been broken.

VANISHING CONCERNS

Rumors around the Bazaar suggest that Reclaimed Paradise's staff keep confidential records of customer interviews hidden somewhere on the obstacle course. Since Clemeth services the vehicles of important clients with deep ties to

Absalom's power structure, that information could prove advantageous for anyone bold (or foolhardy) enough to steal it. Clemeth doesn't employ any security, but her obstacle course itself serves as a powerful deterrent for most would-be intruders.

Recently, Clemeth noticed a disturbing pattern. Over the years, several clients linked to a powerful shipping conglomerate have all disappeared. When she tried to investigate the matter further, one of her own staff failed to show up to work the following day. She fears the conglomerate has taken them and will pay a team of adventurers to investigate.

Some locals suspect that Clemeth Falk isn't as sweet as she seems. It's impossible, they claim, for any business to have such happy, healthy staff, not to mention such satisfied customers. They believe Clemeth not only brainwashes her staff, but also steals memories from her clients in an effort to build a powerful criminal empire. A local girl named Lysell Throne claims that her brother Edgar worked for Clemeth for two days but was fired for asking too many questions about the interview rooms. The Throne family is willing to pay a group of adventurers to find the source of Clemeth's power and destroy it.



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RECLAIMED PARADISE WARES

Reclaimed Paradise stocks vehicles of all types, so anyone can find the perfect transportation for their needs. These are just some of the vehicles and items found in the shop.

CUTTER

VEHICLE 6

HUGE

Price 750 gp

Space 30 feet long, 15 feet wide, 20 feet high

Crew 1 pilot, 3 crew; **Passengers** 6

Piloting Check Nature (DC 24), Sailing Lore (DC 22)

AC 19; **Fort** +14

Hardness 10; **HP** 100 (BT 50); **Immunities** object immunities;

Weaknesses fire 10 until broken

Speed swim 30 feet (wind)

Collision 4d10 (DC 22)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.



CUTTER

FIREWORK POGO

VEHICLE 4

UNCOMMON **MEDIUM**

Price 300 gp

Space 5 feet long, 5 feet wide, 5 feet high

Crew 1 pilot

Piloting Check Crafting (DC 21), Piloting Lore (DC 19)

AC 17; **Fort** +11

Hardness 5; **HP** 70 (BT 35); **Immunities** object immunities;

Weaknesses fire 10 until broken

Speed jump jet (alchemical)

Collision 2d10 (DC 19)

Jump Jet The firework pogo moves exclusively via Leaping.

For each action spent to Drive, the pogo Leaps 20 feet horizontally or 10 feet vertically.

Unstable Launch When the pilot uses a 3-action activity to recklessly Drive the firework pogo, it emits a burst of flames on launch that deals 3d6 fire damage to the pilot, the pogo itself, and each creature in a 10-foot radius (DC 19 basic Reflex save).

FOLDING BOAT

ITEM 8+

UNCOMMON **MAGICAL** **TRANSMUTATION**

Usage held in 1 hand; **Bulk** 1

This simple carved box can fold or unfold into a boat when activated.

Activate ♦♦ command, Interact; **Effect** The folding boat can take two shapes. The first is a wooden box that's 12 inches long, 6 inches wide, and 4 inches high; it weighs 1 Bulk and can store up to 1 Bulk of items. The other form is a rowboat (*Gamemastery Guide* 179). If the chosen form can't fit in the space, it takes the largest shape that does fit. You can activate the boat again to revert it to its original shape. If the boat is occupied, the item can't be activated. Much like a magical structure (*Core Rulebook* 596), a folding boat can't harm creatures when it unfolds and creatures within it are set aside harmlessly when it folds.

Any items that were stored inside the box appear in the boat or ship. Items stored on the boat or ship form that are too large to fit inside the box form are ejected from the vehicle and appear on the ground adjacent to the box. A folding boat with the broken condition must be repaired before it can change form again.

Type folding boat; **Level** 8; **Price** 500 gp

Type greater folding boat; **Level** 15; **Price** 6,000 gp

A greater folding boat's alternate form is a cutter, rather than a rowboat, piloted and crewed by ethereal sailors. The ethereal sailors don't prevent you from activating the boat to return it to a box.

SAND BARGE

VEHICLE 6

UNCOMMON **HUGE**

Price 750 gp

Space 30 feet long, 20 feet wide, 15 feet high

Crew 1 pilot, 2 crew; **Passengers** 5

Piloting Check Diplomacy (DC 24), Intimidation (DC 24), Sailing Lore (DC 22)

AC 20; **Fort** +14

Hardness 5; **HP** 90 (BT 45); **Immunities** object immunities

Speed 40 feet (rowed, wind)

Collision 4d10 (DC 22)

Sand Skimmer The sand barge can travel over sand, water, and quicksand equally well, but it can't traverse solid ground.

SHARK DIVER

VEHICLE 11

UNCOMMON **HUGE**

Price 4,200 gp

Space 40 feet long, 20 feet wide, 20 feet high

Crew 1 pilot, 4 crew; **Passengers** 6

Piloting Check Crafting (DC 30), Piloting Lore (DC 28)

AC 26; **Fort** +20

Hardness 15; **HP** 120 (BT 60); **Immunities** critical hits, object immunities, precision damage; **Resistances** electricity 10

Speed swim 40 feet (alchemical)

Collision 8d10 (DC 28)

Electrify ♦♦ **Frequency** once per minute; **Effect** Two crew members each perform a 2-action activity on their turn to emit an electrical pulse, dealing 6d6 damage to all creatures within 10 feet of the shark diver. Crew and passengers of the shark diver are unaffected. Affected creatures must attempt a basic Fortitude save (DC 28).

Submersible The shark diver can travel beneath the surface of the water, carrying an air reservoir suitable to sustain 11 Medium creatures for up to 24 hours. The shark diver can safely reach depths of up to 300 feet. If broken, the shark diver loses air from its reservoir, reducing the stored air by 10 minutes per round. A broken shark diver has its maximum depth reduced by half.

STRIDER

VEHICLE 7

UNCOMMON **LARGE**

Price 1,200 gp

Space 10 feet long, 10 feet wide, 25 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Arcana (DC 25), Crafting (DC 25), Engineering Lore (DC 23), Piloting Lore (DC 23)

AC 24; **Fort** +13

Hardness 10; **HP** 120 (BT 60); **Immunities** object immunities

Speed 30 feet (alchemical, magical)

Collision 3d10 (DC 24)

Long Reach The strider can bridge a gap as wide as 30 feet by Striding over it.

VELOCIPEDE

VEHICLE 1

UNCOMMON **MEDIUM**

Price 60 gp

Space 5 feet long, 2 feet wide, 4 feet high

Crew 1 pilot

Piloting Check Athletics (DC 15), Piloting Lore (DC 17)

AC 11; **Fort** +6

Hardness 5; **HP** 15 (BT 7); **Immunities** object immunities

Speed the Speed of the pilot (pedaled [as rowed])

Collision 1d8 (DC 15)

Fragile Driving the velocipede over difficult terrain increases the DC by an additional 2 and gains the reckless trait.

Portable The velocipede can be pulled along the ground on its wheel by a Medium creature. The creature is encumbered when doing so.

ETHEREAL SAILOR

Use the following statistics for an ethereal sailor.

ETHEREAL SAILOR CREATURE 6

MEDIUM **MINDLESS**

Perception +14; darkvision

Languages – (understands commands)

Skills Athletics +15, Sailing Lore +15

Str +4, **Dex** +4, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0

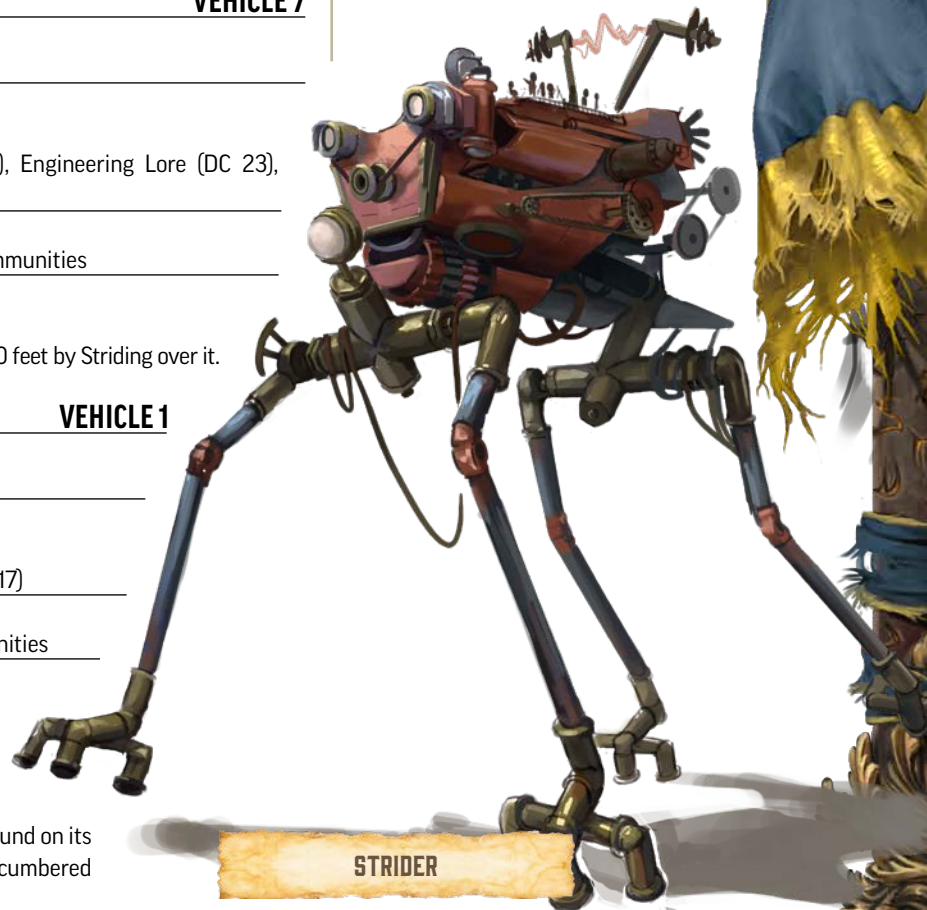
AC 25; **Fort** +8, **Ref** +14, **Will** +8

HP 60; **Immunities** disease, mental, non-magical attacks, paralysis, poison, precision, unconscious;

Resistances all damage 10 (except force or ghost touch)

Speed fly 30 feet

Force Body An ethereal sailor's body is made of force. It can't use attack actions. It can move and use actions necessary to pilot or crew a boat or ship. It can't leave its boat or ship.



STRIDER

GRAND BAZAAR

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RELICS & REMEMBRANCE

"Sales for the silver, stories for the soul."

A large book carved from magical wood sits over the entryway to this simple building. The book's pages feature excerpts from a story that change every sunset, so daily passersby enjoy a story piece by piece. Regardless of the tale in the book, a wooden bookmark hangs to the book's side, decorated with the words "More Tales Within."

Khisa (NG female human historian), the proprietor, prefers to think of herself as a collector of stories more than a traditional historian—after all, she has been listening to and recording the stories of people around her for as long as she can remember. Between her warm smile, the way she listens to each story as if it's the best she has ever heard, and her ample supply of teas, any customer will be hard-pressed to leave without sharing a least a small anecdote about their lives, backgrounds, or current quests.

TROUBLED PASTS

Khisa came by her talent for listening at a young age. As the daughter of Zenj spice merchants in Kibwe, she entertained herself by asking traders for any stories they had picked up in their travels. She was so entranced by their wild, and sometimes exaggerated, tales that she convinced her parents to let her travel with a few trusted trading partners in her teen years, which culminated in a few eventful weeks spent along the edges of Holy Xatramba, listening to old stories told by some of the ghosts still walking those ruined streets.

Khisa might have eventually settled down and inherited her parents' spice shop, but her quest for stories led her to Kibwe's Bekyar Block, where she began documenting the lives and family histories of slaves passing through the city. Armed with these first-person accounts, she made more than a few impassioned pleas beneath the Adayenki Pavilion to the city's ruling council to outlaw all slavery within the city—a victory that was eventually achieved only via the pressure and influence of the local merchants. Looking for a new cause to champion, Khisa then turned her attention to tracing the historical providence of goods sold with questionable documentation, hoping to return them to the

people they'd been stolen from, only to run up against the Aspis Consortium. She emerged with an important takeaway from both experiences: the larger your influence, the bigger your impact.

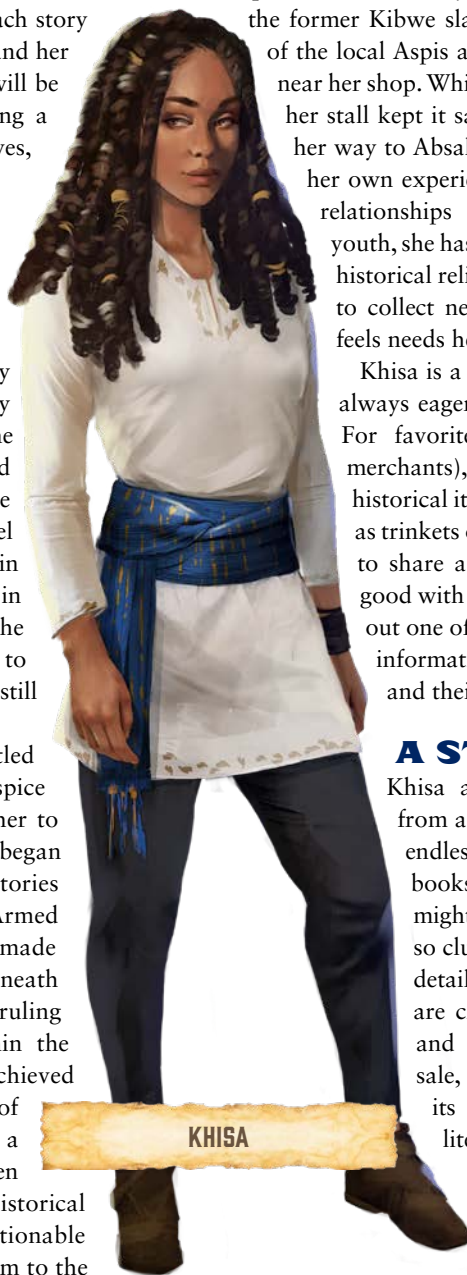
Khisa took the lesson to heart, deciding to use her growing collection of stories to sell approved items or replicas of historical note to earn money and influence, as well as to educate the populace. Soon, she was producing replicas of everything from Shory glass mosaics as described by an Uotomo traveler to a darkwood bow she was shown by one of the Xatambran spirits. Unfortunately, the bad blood between her and the former Kibwe slave traders—not to mention some of the local Aspis agents—led to a mysterious fire set near her shop. While the wards she'd installed around her stall kept it safe, Khisa took the hint and made her way to Absalom, a city full of stories. Through her own experiences, family connections, and the relationships built with the traders from her youth, she has now created a thriving business in historical relics. In her spare time, she continues to collect new stories and join any cause she feels needs her support.

Khisa is a warm and welcoming shopkeeper, always eager to add to her collection of tales. For favorite customers (and a few fellow merchants), she even creates replicas of historical items that remind her of their stories as trinkets of affection. She also won't hesitate to share a new cause or opportunity to do good with whoever crosses her path, handing out one of her seemingly limitless supplies of informational fliers about issues of the day and their potential historical relevance.

A STORIED HISTORY

Khisa acquired the space for her shop from a librarian, and it shows. Seemingly endless rows of wooden and stone bookshelves fill a high-ceiling space that might feel cavernous if it weren't quite so cluttered. Small leather-bound books detailing every story Khisa's ever heard are crammed between various magical and historically meaningful items for sale, each paired with a scroll detailing its origin in language much more literary than academic.

Despite the sheer variety of merchandise, the mess doesn't feel overwhelming for most customers as they walk through



KHISA

the shop's entryway, which Khisa has converted into a comfortable seating area with a few overstuffed chairs and a tea nook that she uses to welcome new and returning patrons (and lure in those curious as to where the delightful smells are coming from). This greeting area appears to be the only part of the shop with any kind of intentional decor, though it's sometimes unclear whether the objects inside of it were placed purposefully (the white fur rug, table covered with pamphlets about issues of the day, surprisingly well-organized tea selection), or simply left lying around (as with the set of angular wooden wind chimes that appear to whisper the name of each person passing them, or the Ten Magic Warriors chess set that seems to be in a slightly different configuration each time one looks back at it).

For those in too much of a rush to chat, Khisa is more than willing to allow patrons to browse the shelves and take a look at the available items, but if guests seem to be more interested in reading the book than buying it, she will appear seemingly from nowhere to gently chastise them. She notes that while stories are for sharing, this is not a library—though she can be persuaded to share a story “just between us” for the right customer.

DIGGING FOR CLUES

Khisa is slightly obsessed with the Shadow-Planar tea that Tesyovensku serves to their customers (page 95), especially since the fetchling has yet to accept her invitation to trade blends. While she has satisfied herself so far by asking detailed question about the taste and smell to anyone who has visited both shops, she would be most grateful to anyone who can help her connect with a supplier (or procure the teas themselves for her in Shadow Absalom).

In recent years, Khisa has been secretly buying goods from the Aspis Consortium that she believes were stolen from Southern Garundi tribes and cities. She is always looking for those who might return these items to their rightful homes and is willing to trade her considerable knowledge about the many areas in the Mwangi Expanse that she has traveled through in exchange for such help.

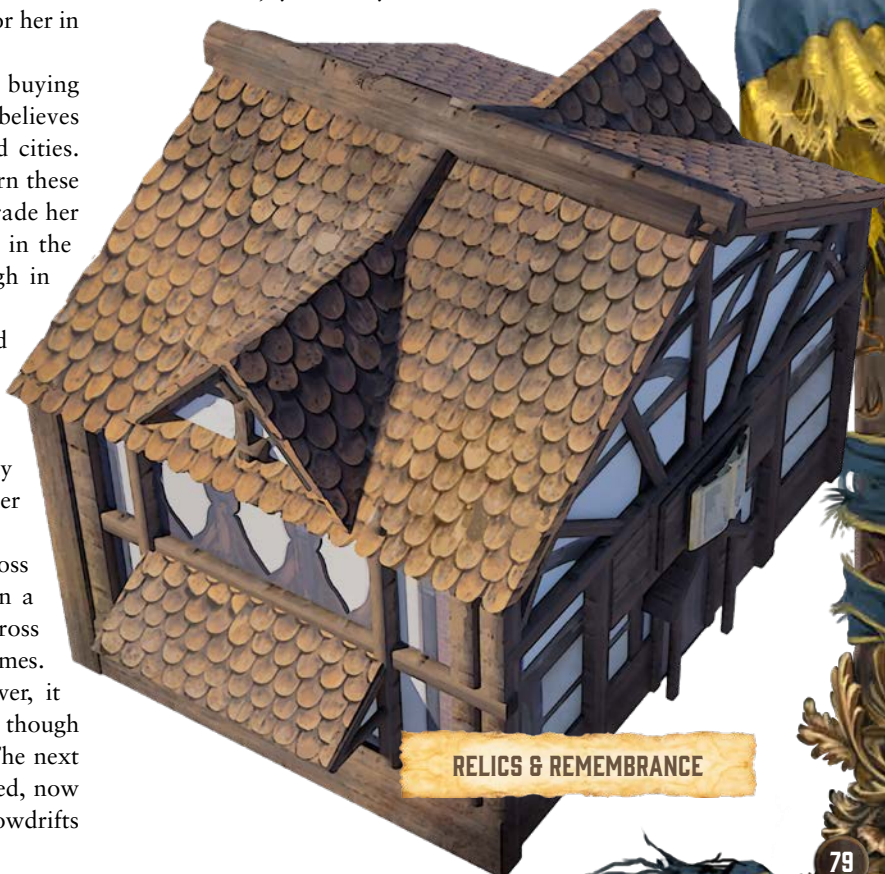
A champion of the downtrodden, Khisa would love to see her fellow Grand Bazaar merchants form a guild with deep political influence that can work towards justice (as exists in Kibwe), but the idea is fairly unpopular. She'd love any information that might help her to persuade other shopkeepers to join her cause.

One of the most curious items to come across Khisa's counter is a book that seems to contain a living story. The book's seller noted she came across it in an attic among a collection of other tomes. When Khisa looked through the book, however, it seemed to start mid-story, detailing a journey though the frozen wastes of the Crown of the World. The next time Khisa read the book, the story had changed, now chronicling a journey across the dangerous snowdrifts

of Irrisen. Khisa was enthralled by the story, but soon the book stopped changing its tale. The last update seems to have the brave adventurers stuck in ruins deep within the Kodar Mountains. Khisa is unsure about the nature of this book, but she believes the story within to be a chronicle of a current quest. She's hoping to find an adventuring group willing to take the book and search for the characters in the Kodar Mountains, if only so Khisa can find out how the story ends.

A group of house drakes (*Pathfinder Bestiary* 3 135) recently established a nest in the shop's attics. The tiny dragons stowed away on a ship from Korvosa in search of a new home. While Khisa is empathetic to the drakes' desire for a new home, she would prefer that they roost somewhere else. All her attempts at gently removing the drakes have failed, and they won't listen to reason. Khisa is out of ideas, but she's willing to entertain any reasonable suggestions or harmless methods that will convince the drakes to move on.

Khisa recently purchased sheet music from a traveling Uzunjanti conversant who noted that the music would tell a story when played correctly, but he never bothered to explain himself. After a few visits with local bards, Khisa is sure that there is a story held within the music's magic, but all attempts to draw the story out have failed. She's now on the lookout for traditional Mwangi instruments, believing that the right combination of instruments will unlock the story within. However, not only does she need the proper instruments, she also needs skilled musicians to play them. Only when she has finally gathered the proper musicians and instruments will she be able to enjoy the story contained within.



RELICS & REMEMBRANCE

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Khisa is willing to help any customer sort through her collection to find the right item. The following items are just some of the merchandise that can be found in her shop.

ANCHORING

RUNE 10+

UNCOMMON ABJURATION MAGICAL

Usage etched onto a weapon

This rune prevents enemies from escaping your grasp by fleeing to other planes. If you critically hit a target with an *anchoring* weapon, the weapon casts *dimensional anchor* on the target (DC 27, counteract modifier +17).

Type *anchoring*; **Level** 10; **Price** 900 gp

Type *greater anchoring*; **Level** 18; **Price** 22,000 gp

When you critically hit a target with a weapon with the *anchoring* rune, the weapon casts 8th-level *dimensional anchor* on the target (DC 38, counteract modifier +28), except that if the target critically succeeds at its Will save, instead of having no effect, the *dimensional anchor* lasts for 1 round. When you hit a target with the weapon but don't critically hit, the target is affected by 4th-level *dimensional anchor* for 1 round without a save (this still uses a counteract modifier of +28).

HAULING

RUNE 6+

UNCOMMON EVOCATION MAGICAL

Usage etched onto a weapon

Hauling weapons are adept at moving creatures around the battlefield after a successful attack.

Activate ☞ Command; **Frequency** once per hour; **Trigger** You succeed at an attack roll to Strike with a weapon with the *hauling* rune; **Effect** The target must succeed at a DC 20 Reflex save or be moved 5 feet in a direction you choose. This is forced movement.

Type *hauling*; **Level** 6; **Price** 225 gp

Type *greater hauling*; **Level** 11; **Price** 1,300 gp

The DC is 28, and the target is moved up to 10 feet.

IMPLACABLE

RUNE 11

UNCOMMON MAGICAL TRANSMUTATION

Price 1,200 gp

Usage etched onto medium or heavy armor

This substantial rune makes you difficult to hold back. Whenever you are affected by an effect that lasts until you Escape (for instance, from the Grapple action or a tanglefoot bag), you become quickened. You can use the extra action each round only to Step or Escape.

MEMORY PALACE

ITEM 14

UNCOMMON CONJURATION MAGICAL STRUCTURE

Price 4,200 gp

Bulk – (when not activated)

A *memory palace* is an elaborate magical structure that safely stores memories for easy access. It appears to be a

miniature Taldan villa small enough to fit in the palm of a human hand.

Activate (10 minutes) envision, Interact; **Frequency** once per day; **Effect** The miniature grows into a building connected to the Astral Plane for 1 hour. The *memory palace* has a 30-foot-square central courtyard surrounded by 12 10-foot-square chambers. Arranged within these chambers are various items referred to as the palace's nodes—statues, tapestries, fountains, and other works of art are common, but a node can take other forms at the GM's discretion. As a 10-minute activity, you can imprint one extended memory onto a node: the contents of a specific simple book, for example, or the events of a recent adventure. When you do, the node changes its shape and appearance to visually represent the memory you have imprinted onto it. If the node was already imprinted with a memory, the old one can be overwritten to repurpose the node.

Memories you have imprinted on a node can be mentally accessed at any time by a creature holding the *memory palace* in its miniature form, regardless of who imprinted them. This grants a +2 item bonus to Recall Knowledge checks relating to details specifically occurring within the memory. What exactly qualifies is up to the GM's discretion, but a node shouldn't grant the benefits for most uses of a given skill. For example, a node dedicated to a book about trees found in the Mwangi Expanse would help with Recall Knowledge checks for such trees, but it wouldn't grant the benefits for all Nature checks to Recall Knowledge.

A *memory palace* node can also store the text from a spellbook or magical tome, but these memories aren't a substitute for having the book in your possession. A wizard can't prepare spells from a *memory palace*, though they could use it as source material to try to Learn a Spell. However, since storing spells in a node would only benefit someone else who later discovers the *memory palace*, few choose to take such an action. The memories contained within the nodes aren't real, and thus don't cause harmful effects, even if the source of the memory was a mental danger. Many *memory palaces* have leftover memories from previous users—now long dead—imprinted on their various nodes.

SARKORIAN GOD-CALLER GARB

ITEM 6

UNCOMMON CONJURATION INVESTED MAGICAL

Price 250 gp

Usage worn armor; **Bulk** L

Each *Sarkorian god-caller garb* is emblazoned with a unique sigil of a particular Sarkorian deity and adorned with symbols sacred to Sarkorian god callers, the summoners and religious leaders of Sarkoris. These +1 *explorer's clothing* outfits look as if they were stitched together from multiple types of animals, featuring feathers, fur, leather, and scales.



**SARKORIAN
GOD-CALLER GARB**

WAND OF FEY FLAMES



WOVENWOOD SHIELD



SKY SERPENT BOLT

When you cast a 3-action summoning spell while wearing this armor, the summoned creature gains a magical sigil that matches the one on the armor. As long as it is within 30 feet of you, the summoned creature gains a +1 status bonus to AC. If it ever moves farther than 30 feet from you, the sigil fades and the creature loses the status bonus to AC, even if it later comes within 30 feet of you again.

SKY SERPENT BOLT

ITEM 5

UNCOMMON AIR CONSUMABLE ELECTRICITY EVOCATION MAGICAL

Price 25 gp

Ammunition bolt

Activate ◆ or ◆◆ Interact

This azure bolt is carved in the shape of an undulating snake, its bared fangs framing the point of its head. When an activated *sky serpent bolt* successfully hits a target, the bolt takes the form of a snake made of pure lightning, dealing 2d12 electricity damage to all creatures in a 30-foot line (DC 19 basic Reflex save) starting from the target.

If you spent 2 actions to activate the *sky serpent bolt*, then the line is 60 feet long, and at a single point in the line, you can change the remainder of the line's path by up to a 90-degree angle.

WAND OF FEY FLAMES

ITEM 7

UNCOMMON EVOCATION LIGHT MAGICAL WAND

Price 360 gp

Usage held in 1 hand; **Bulk** L

This red maple wand carved into a tongue of flame feels warm in your hand.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *faerie fire*. For the duration of the spell, you can use the limning flames as a source for your magic. Creatures affected by your *faerie fire* must

succeed at a Will save against your spell DC or take a -2 status penalty to their Will saves against enchantment and illusions spells as long as they are affected by *faerie fire*. You can cast an enchantment or illusion spell on such a creature up to a distance twice the spell's normal range. If the spell has a range of touch, or doesn't have a range, it is unaffected by the increase in range from the *faerie fire*.

Craft Requirements Supply a casting of *faerie fire*.

WOVENWOOD SHIELD

ITEM 4+

UNCOMMON ABJURATION MAGICAL

Usage held in one hand; **Bulk** 1

This magically reinforced wooden shield is made by skilled Ekujae mages, who've developed unique spells for reinforcing wood collected from their forests. Each shield is embossed with the signatures of the mage and artisan who crafted it.

Type minor; **Level** 4; **Price** 85 gp

This shield has Hardness 5, Hit Points 40, and Broken Threshold 20.

Type lesser; **Level** 7; **Price** 305 gp

This shield has Hardness 8, Hit Points 64, and Broken Threshold 32.

Type moderate; **Level** 10; **Price** 850 gp

This shield has Hardness 10, Hit Points 80, and Broken Threshold 40.

Type greater; **Level** 13; **Price** 2,550 gp

This shield has Hardness 13, Hit Points 104, and Broken Threshold 52.

Type major; **Level** 16; **Price** 8,500 gp

This shield has Hardness 15, Hit Points 120, and Broken Threshold 60.

Type true; **Level** 19; **Price** 34,000 gp

This shield has Hardness 17, Hit Points 136, and Broken Threshold 68.

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THE RESPLENDENT ROSE

"Everyone has beauty within themselves, waiting to bloom, and our scars can tell our stories. So how can I help you bloom?"

The Resplendent Rose is, in its fashion, a very elvish shop. Much of its front is wide-open, which gives an open-air feel and entices customers and interested parties to enter. The front archway is laden with garlands of spiked chains that give an impression of draping curtains, each lacquered a vivid green and serving as trellises for the shopkeep's beloved rose vines, though the soft pink blossoms don't entirely hide the thorns—of vine and chain alike—beneath. When the proprietor must leave the shop or rest, she seals this entrance with a tightly stretched curtain of her rose-wound spiked chains, each separately locked to the floor, and a simple sign reading the words "Will Be Back Again!" marked with the religious symbol of Shelyn.

MELODIC JOY

Most patrons of the Bazaar hear **Ralliadra** (NG female elf bard) before they see her. The elven woman is fond of singing everything from mournful hymns to irritatingly unforgettable melodies, often loud enough to be heard half a dozen shops away. Those who trace the music to its source find a tall, hauntingly beautiful elven woman, all shy smiles and murmured greetings as she beckons them through the open archway of the Resplendent Rose. Despite her apparent shyness, Ralliadra loves visitors to the shop—even nonpaying ones!—and she happily hosts audiences who've come to listen to her or the occasional guest performer sing, tell tales, dance up a storm, or otherwise perform their art.

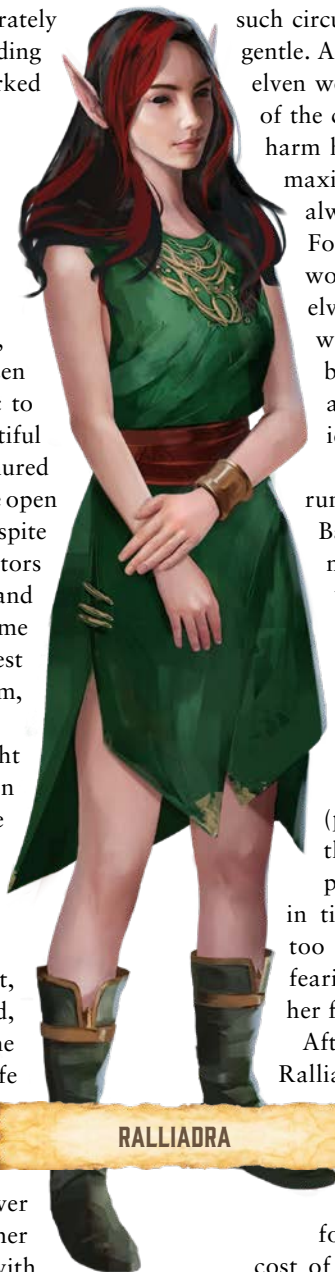
Ralliadra wasn't always such a bright and sunny presence, though. Once upon a time, she was a miserable, morose follower of Zon-Kuthon whose untreated gender dysphoria had led her to the conclusion that beauty and joy were mere myths. It wasn't until an encounter with a Shelynite knight, herself transitioned to open womanhood, that the despondent elf realized that the beauty she'd been missing all her life was within her reach after all. She forswore both Zon-Kuthon and her former name on that very spot, and she has been Ralliadra of the Rose ever since. The scars of her former life and her collection of grim tattoos both stay with

her, though—both to remind her of how far she has come and to show others that a dark past needn't define one's present.

While not particularly shy about her past, Ralliadra has never quite been able to shake the anxiety that has haunted her since long before her momentous decision—the fear that in spite of all her efforts and changes, no one will really accept who she has become, who she's trying to be. As a result, Ralliadra can be rather defensive if people focus on her past, with hints of her old moody moroseness returning to the fore in such circumstances, though she remains polite and gentle. Another fear that lingers in the back of the elven woman's mind is the possibility that agents of the church might discover her and attempt to harm her or someone she cares about, with the maxim of her old faith "chains unbound can always bind again" as a recurrent theme. For this reason, Ralliadra is loath to hire workers, resulting in a busy schedule for the elven woman. While she doesn't mind the work, the lack of consistent companionship bothers Ralliadra more than she lets on, and she spends many moments of solitude idly pursuing spent romantic fantasies.

On the rare occasions when she isn't running her shop, Ralliadra wanders the Bazaar, window-shopping and visiting her neighbors. Her own transition proceeds with the aid of Iltara Clavela (page 48), and the elven woman often visits Material Changes to shop, assist other customers seeking similar transitions, or simply to gossip with the Irriseni woman and her customers. While she has never spoken to the skymetal merchant Tesyovensku (page 94), Ralliadra is deeply intrigued by the mysterious kayal, a feeling with the potential to bloom to romantic interest in time. However, she's wary about getting too close to one so entwined with shadow, fearing that they're in league with agents of her former faith.

After hours, as the sun sets on the Bazaar, Ralliadra hosts singing lessons for local children, hoping to foster a love for the arts in the youth of Absalom. She has been slowly saving a portion of the shop earnings to fund scholarships for some of these children, but the high cost of local academies has her concerned that



RALLIADRA

she won't earn enough to support all the children who wish to learn.

MUSICAL MERCHANDISE

Within the shop, stools and chairs are scattered around the room, not quite organized, though the general focus is on the back wall. A number of musical instruments, beautiful masks, and other paraphernalia are set about the walls, though selling the merchandise is a secondary priority for Ralliadra. More lacquered chains can be seen in the room's corners; not quite on display but not quite hidden either. The ceiling of the Resplendent Rose is honeycombed with glass panels that form the religious symbol of Shelyn in mosaic, letting shimmering sunlight in to illuminate the wares or the performers.

The shop's rear contains a modest bedroom, a mess of chests and shelves that serve as the shop's back stock, and a well-appointed kitchen; the interior often smells of freshly baked cookies or the like, and there are days that the elven woman makes more money selling food and drink to audiences than she does selling her actual stock. In addition, nearly every window in the Resplendent Rose has a set of wind chimes or similar arrangement, and Ralliadra often improvises new songs to match the melodies created by each day's unique breeze.

OLD SCARS

Of all the people Ralliadra knew before her change of heart, there's only one she misses. She and the Kuthite priestess **Laori Vaus** (LE female elf cleric) parted on poor terms, after the then-morose bard berated Laori for her "inappropriate" perky demeanor. In retrospect, Ralliadra knows jealousy of the beautiful woman played a part in her behavior, and she wants to reconnect with Laori to make things right... and, she secretly hopes, to lay the seeds of Laori's conversion away from the cruel god. The priestess is difficult to track down, though, and Ralliadra's inquiries have so far turned up nothing. Anyone who brings her news of Laori will earn Ralliadra's friendship, along with a suitable reward.

Recently, during periods when Ralliadra is ostensibly asleep, nearby shopkeepers have been hearing different songs, mournful, eerie, and sung in a voice they can't quite place to the accompaniment of a spectral harp. When asked about these strange songs, Ralliadra goes pale and either excuses herself or insistently changes the subject. The eerie songs have caused no end of worry, and anyone who discovers the truth and puts a stop to whatever is afoot—while not harming the beloved shopkeeper or damaging her shop—will no doubt enjoy the thanks of the locals, to say nothing of Ralliadra herself.

Klaven Jandelthorn (CG male tiefling^{APG} halfling musician) has visited the shop dozens of times over the past weeks, performing with his lute to great acclaim.

Though he never seems intent on taking advantage of Ralliadra's hospitality, she's concerned with Klaven's repeated requests to play at her shop. Ralliadra believes Klaven might be trying to hide from someone, using her shop as a safe haven. All her attempts to learn about his past have proved fruitless. At this point, Ralliadra is considering tasking others with secretly watching her shop to make sure there's no one trying to find Klaven and harm him.

A group of Firebrands recently stopped at the Resplendent Rose, clad in large, heavy coats. While Ralliadra feared they might be shoplifters or worse, she was taken aback when the group tossed aside their coats, revealing ostentatious costumes. The group broke out into song, performing a sudden, but surprisingly well-rehearsed, musical outside of her shop. The musical ended with the Firebrands leaping to the roof, belting out the final notes, and using a magical sigil to leave behind their insignia: two crossed notes beneath a pair of weeping and laughing masks. The group then snagged their coats and fled the scene, which had become the site of a large audience. Ralliadra was caught off guard at first and then won over by the performance. Unfortunately, due to their masks, Ralliadra doesn't know the performers' identities. She's hoping to track down the group and thank them both for the great performance and the attention it brought to the shop.



THE RESPLENDENT ROSE

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RESPLENDENT ROSE WARES

Ralliadra eagerly guides anyone that needs help through her shop, pointing out the potential songs within each of them. The following are just some of the items found in the shop.

ALLURING SCARF

ITEM 8+

UNCOMMON ENCHANTMENT MAGICAL

Usage held in 1 hand; **Bulk** –

This thin, multicolored scarf shifts between hues in almost dizzying patterns.

Activate ♦♦ Interact (emotion, enchantment, mental, visual); **Frequency** once per day; **Effect** You Stride. All creatures within 10 feet of you when you started the Stride must attempt a DC 24 Will save. On a failure, a creature becomes fascinated and must spend at least one of its actions on its next turn to move toward you. A fascinated creature can attempt another Will save if you move more than 30 feet away from them, and as normal, acting hostile to a creature or its allies breaks fascination automatically. Creatures that critically failed their save don't receive further saves if you move more than 30 feet away, and acting hostile to such a creature's allies allows them to attempt another save, rather than automatically ending the fascination. You can Sustain the Activation for up to 1 minute.

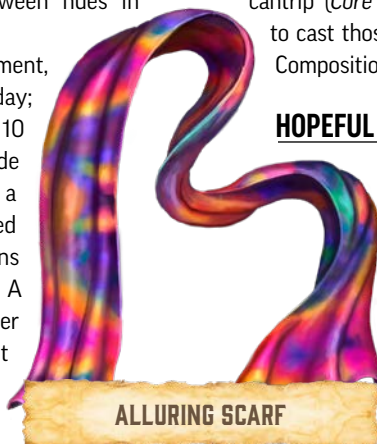
Type *alluring scarf*; **Level** 8; **Price** 415 gp

Type *greater alluring scarf*; **Level** 12; **Price** 1,650 gp

The DC is 29. You attempt to fascinate all creatures within 20 feet.

Type *major alluring scarf*; **Level** 16; **Price** 8,000 gp

The DC is 35. You attempt to fascinate all creatures within 30 feet.



ALLURING SCARF

same spell again, even if you leave and enter the spell's area multiple times.

Activate ♦ command; **Frequency** once per day; **Requirements**

You have a pool of Focus Points and at least one composition spell; **Effect** You gain 1 Focus Point and immediately use the Focus Point to cast *lingering composition* (Core Rulebook 387), using your Performance check to determine the effects of the spell, followed by the *inspire defense* composition cantrip (Core Rulebook 386). You can use this activation to cast those spells even if you don't have the Linging Composition or Inspire Defense feats.

HOPEFUL

RUNE 11

UNCOMMON ENCHANTMENT MAGICAL

Price 1,200 gp

Usage etched onto a weapon

A weapon with a *hopeful* rune exudes positivity. On a critical hit with this weapon, you inspire your comrades, pushing them to fight harder and stand for your shared convictions. Allies within 30 feet that share at least one alignment component with you gain a +1 status bonus to attack

rolls until the end of your next turn.

POCKET GALA

ITEM 16

UNCOMMON CONJURATION MAGICAL STRUCTURE

Price 10,000 gp

Bulk L (when not activated)

This item appears to be a miniature stone replica of an aristocratic home or a simple castle.

Activate (10 minutes) command, envision, Interact; **Frequency** once per day; **Effect** You place the figurine on the ground, and a harmonious note rings out as it grows into a spacious, elegant ballroom. The ballroom is 60 feet long, 45

feet wide, and features a ceiling that rises to a height of 20 feet. Elegant double doors on either end of the ballroom allow entry.

Inside, the ballroom is fully stocked with tables and chairs along both sides. A feasting table in the center of each seating area provides enough food and drink for up to 36 guests, and a cadre of *unseen servants* tend to guests' basic needs.

While inside, you can utter a command word to call forth music, which echoes through the ballroom. Repeating the command word can alter the dynamics of the music, such as the musical style or tempo, or stop the music entirely. A second command word produces a set of

masked, illusory dancers that immediately take to the floor and begin dancing to the current music. When there's no music, the illusory guests chatter among themselves in a

HARMONIC HAUBERK

ITEM 13

UNCOMMON AUDITORY FOCUSED ILLUSION INVESTED MAGICAL

Price 2,500 gp

Usage worn armor; **Bulk** 1

Rose gold and copper rings in this +2 *resilient chain shirt* form a vague bird shape. The jingling links tinkle musically, almost like birdsong. While you wear the armor, effects with the auditory trait must first counteract the *harmonic hauberk* or they have no effect on you.

The *harmonic hauberk* attempts to counteract *silence* spells cast on you and 4th-level or higher heightened *silence* spells the first time the armor enters their area (counteract level 4, counteract modifier +20). After failing to counteract a *silence* spell, the armor can't attempt to counteract the



POCKET GALA



PRISMATIC
PLATE



VINE OF ROSES



WAND OF
THUNDERING
ECHOES

nonsense language. An illusory dancer will gladly dance with anyone who asks. Repeating the command word dismisses the dancers.

You can utter a third command word declaring the gala over to revert the ballroom to its original form. As it reverts, the illusory dancers clap and cheer for your hospitality. If you don't revert the ballroom on your own, it automatically returns to its original state at the next sunrise.

PRISMATIC PLATE

ITEM 17

UNCOMMON ABJURATION INVESTED MAGICAL

Price 14,000 gp

Usage worn armor; Bulk 1

With its standard-grade mithral polished to a mirrorlike sheen, this +2 *resilient glamered mithral breastplate* features the religious symbols of the goddesses of the Prismatic Ray pantheon—Desna, Sarenrae, and Shelyn—surrounded by a rainbow-colored set of gems.

Activate ♦♦ command, Interact; **Frequency** once per day;

Effect You surround yourself in a coruscating field of red, orange, yellow, green, blue, indigo, and violet light for 1 minute. Each color has a different effect, based on the effects of a 7th-level *chromatic wall* spell, and you apply the effects of each color once before it disappears from your field of light, which can happen in the following two ways.

First, the field attempts a counteract check (counteract level 7, counteract modifier +27) against any effect that would be blocked by a *chromatic wall* of any of the colors still surrounding you in your field of light. Succeed or fail, that color then disappears from your field of light.

Second, any creature that touches you or damages you with an unarmed attack or non-reach melee weapon is affected by a random remaining color from your field. As normal, this doesn't affect creatures you choose to touch.

A creature can also remove a color from your field of light by using a specific spell, as described in *chromatic wall*. The effect ends early if each color disappears from your field of light, or if you choose to Dismiss it.

Craft Requirements The initial raw materials must include 1,600 gp of mithral.

VINE OF ROSES

ITEM 9

UNCOMMON EVOCATION GOOD LIGHT MAGICAL

Price 600 gp

Usage held in 2 hands; Bulk 1

This +1 *striking disrupting spiked chain* comes in a rich, green color with rose petals painted on the handle in varying shades of red and pink. The chain seems to banish nearby shadows.

Activate ♦ Interact; **Effect** You hold the chain out before you, and the weapon glows as bright as a torch. You can suppress this light by Activating the weapon again.

Activate ↻ envision; **Frequency** once per day; **Trigger** You critically succeed at a Strike against a fiend or undead; **Effect** The weapon unleashes its light in an attempt to destroy the target. The *vine of roses* casts a 3rd-level *searing light* spell with the triggering creature as the target. In place of a spell attack roll, make a weapon attack roll with the *vine of roses* using the same multiple attack penalty as the triggering Strike.

WAND OF THUNDERING ECHOES

ITEM 9+

UNCOMMON EVOCATION MAGICAL SONIC WAND

Usage held in 1 hand; Bulk L

A forked, lightning-like crack runs down the length of this ornate stone wand, which rumbles slightly with the peals of distant thunder.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *sound burst* of the indicated level. After you Cast the Spell, at the start of each of your turns, the sound echoes in the same area as if you had cast it again, though it deals one fewer d10. This effect lasts until the damage is reduced to below 2d10. The echoes don't affect structures or other items.

Type 3rd-level spell; **Level** 9; **Price** 700 gp

Type 4th-level spell; **Level** 11; **Price** 1,500 gp

Type 5th-level spell; **Level** 13; **Price** 3,000 gp

Type 6th-level spell; **Level** 15; **Price** 6,500 gp

Type 7th-level spell; **Level** 17; **Price** 15,000 gp

Type 8th-level spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of *sound burst* of the appropriate level.

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THE RUNE ROOM

"I have a fantastic deal on that piece for you! Best get in quick, I'm sailing out in the afternoon..."

In every port where he finds himself, **Rakuskuk** (N male tengu rune crafter) rents a rather simple stall he then decorates to look like a ship's cabin. He displays his wares in or on large trunks and barrels so he can easily pack up and move everything at the end of the day... or in a hurry. The largest two trunks stand open vertically to reveal hanging clothing and accessories he thinks wealthy travelers will buy, always including at least one cloak, cape, duster, and scarf. He hangs a ship's hammock between them for aesthetics, but it doubles as an elevated surface for hanging trinkets and jewelry. Another trunk contains what must be the largest collection of hats outside of a royal haberdashery. He calls this makeshift shop the Rune Room, as every item he sells is either an accessory rune (page 88) or has one on it.

SEEKING MISFORTUNE

Born in the Shackles, Rakuskuk was raised to be a jinx eater. His earliest memories include climbing, jumping, and swinging in the rigging of ships while accompanying his mother Kaskarook on her travels. Although many sailors over the years were annoyed by his presence, constant questions, and juvenile antics, most of the captains felt lucky to have two—at least, one and a half—jinx eaters for the price of one. His spent his mornings on education, while his afternoons were divided between chores and play, often learning about sailing by mimicking the other crew. During the evenings, he dutifully learned the family trade by mastering the traditions their family observed to ensure success in the role of jinx eater.

As tengu do, Rakuskuk grew fast and smart, but as the young so often do, he felt indestructible. He understood, in principle, why his mother collected so many disparate charms and trinkets, but he felt he didn't need them. He was the embodiment of ultimate luck. One day, while returning to their ship from a day in Riddleport, a fortune teller stopped Rakuskuk and his mother in the street. "Beware the twin-headed witch!" warned the young woman with a finger

extended straight at Rakuskuk, clearly in a trance and her eyes rolled all the way back. "You've got the wrong mark!" he laughed before returning to the ship without a second thought.

An unexpected storm blew in while the crew slept. His mother managed to warn the crew in time, but when Rakuskuk broke his leg during the evacuation, she knew this result came from her son laughing off the seer. She gave him one last lesson: "Don't forget the sins of the past. Not believing in something is not the same as being immune to it. Until you understand why this storm came after you, I cannot let you return."

In his attempt to follow his mother's wishes, Rakuskuk discovered the seer was a reader of the harrow, and instead of overcoming his folly, he became intrigued by how it might reinforce his power over misfortune.

He spent two years apprenticed to rival harrow readers, learning opposed traditions and seeking lost cards of power. When his teachers discovered his betrayal, both placed curses on him, which manifested as terrible storms pursuing Rakuskuk wherever he went. And so he fled his mistakes again, barely staying

one step ahead of the curses while hoping to find yet another way to gain an upper hand against misfortune.

Rakuskuk didn't find what he was looking for but soon came into contact with his latest obsession in New Thassilon: accessory runes. He began collecting them, keeping the right combination on hand to stave off the curses. He then learned to make the runes, becoming quite the creator before the twin curses finally found him in New Thassilon. Luckily, he can work on his runes while traveling by sea, so he now travels from port to port, a jinx eater by sea and rune merchant by land.

BUYING LUCK

Formative years spent around sailors primed Rakuskuk to be boisterous. The tengu's natural talent for learning and adapting ensured a confidence most people



RAKUSKUK

find enviable. His early training as a jinx eater has helped him thrive for most of his life, leading to his love of entertaining a crowd by showing off at various games of skill and chance. While doing so involves frequenting taverns and galas, he rarely drinks to excess thanks to a healthy fear of the witches hounding him. All it takes is one sideways glance or unexpected stare to bring his showmanship to a screeching halt, sometimes ending in him closing shop and occasionally causing him to disappear without a trace.

He selects the clothing, hats, and jewelry specifically to appeal to his favorite type of mark: the well-to-do couple fresh in town looking to show off their wealth. His habit of competing in games against people with frail egos has taught him how to manipulate them so that leaving without making a purchase would be seen as a sign of weakness.

While his income stems from fewer big sales to rich customers, the reputation he enjoys comes from the quality and variety of the trinkets and runes he provides. In addition to selling wares (made by him or bought elsewhere), Rakuskuk more than happily negotiates trades to acquire something he hasn't seen before. He also buys, sells, and trades blank runestones. Rarely does he get a customer returning for another hat or piece of jewelry, but in every port he revisits, he has a growing network of sailors and gamblers hoping his luck will rub off on them.

TEMPTING FATE

In a couple of his favorite ports, Rakuskuk has a side hustle involving his seedier trading partners picking the pockets of some of his more gaudy customers. His luck is such that none have caught on... yet. An overly rich-looking person near his stall might become a mark, while a particularly seedy-looking character might be falsely accused and have the guards called on them!

Rakuskuk is always looking for unique runestones and will pay higher than any other merchant to buy empty stones. An anonymous rival in Absalom isn't happy about this income loss, however, and they intend to trash the tengu's shop—regardless of how many innocent customers might be present.

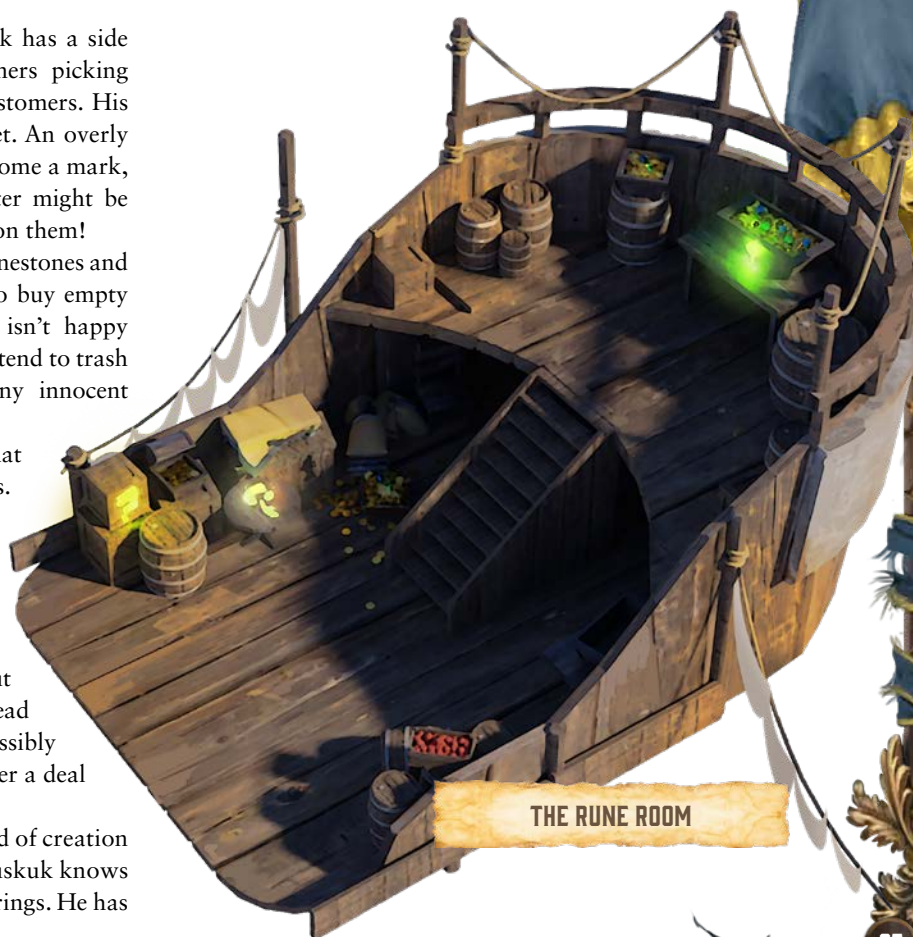
Rakuskuk's fear of witches is so great that he can't bring himself to enter their shops. He knows a local witch has ingredients that are perfect for his current rune-making endeavor: an enchanted berry from New Thassilon and a leprechaun's four-leaf clover. Additionally, he has a potential lead on one of the lost harrow suits, but unfortunately, only a witch's familiar can read his map. He will offer unique, or even possibly untested, runes to a character that can broker a deal with the witch.

Though he learned the nature and method of creation for accessory runes in New Thassilon, Rakuskuk knows he still has a lot to learn to improve his offerings. He has

made a few trips to Xin-Shalast already, learning what he could from Runelord Sorshen's citizens. He feels that there's still more he could learn in Xin-Edasseril. Runelord Belimarius's propensity for distrusting outsiders has made this endeavor difficult, however. Rakuskuk hopes to find a group of adventurers, merchants, or other travelers willing to sneak him into the Crystalline City so he can get a few new accessory rune formulas.

A group of Shackles pirates aboard the *Ignan Blazer* came by the Rune Room a few weeks ago, hoping to hire out Rakuskuk as the ship's jinx eater. Rakuskuk politely declined, but the pirates came by several times since then, upping their offer each time. While their last offer would've been more than enough to get Rakuskuk to say yes, their insistence made him suspicious. There's some reason that the pirates want him on their ship specifically, and he wants to find out why.

Rakuskuk has had an increase in complaints from customers claiming that his runes caused them harm. After some prodding, he learned that these customers bought their runes elsewhere but believe the runes to be his creations. Rakuskuk suspects there's a rune counterfeiter somewhere in the city, selling shoddy runes and attaching Rakuskuk's name to them. So far, his investigations have only turned up the name "Traventall," a noble family based out of Eastgate. Rakuskuk needs someone to look into this matter, if only to defend his runes' reputations.



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THE RUNE ROOM

ACCESSORY RUNES

Accessory runes are runes that provide enhancements or abilities to mundane clothing, items, shields, and vehicles. Accessory runes must be physically applied to items through a special process to convey their effects, like all runes. You can apply an accessory rune to any mundane item that meets the criteria in the accessory rune's Usage entry. If allowed by the Usage entry, you can even apply an accessory rune to a magic item that doesn't have the invested trait, such as a shield. When you inscribe an item with an accessory rune, it gains the invested trait, requiring you to invest the item to gain its magical benefits. An item that already has the invested trait can never have an accessory rune inscribed on it.

Accessory runes follow the same rules for formulas, etching, and transferring runes as fundamental and property runes (described on page 580 of the *Core Rulebook*) with the following exception: because accessory runes are applied to materials that are less sturdy than metal or wood, they can't always be etched into that surface. When transferring runes to a cloth (or other soft) surface, the rune can be stitched, sewn, patched, or embossed onto the material being used. Regardless of the surface's form, use the same rules as you would for etching a rune. When transferring runes from cloth onto a runestone, the rune magically appears on the stone as you cut, unravel, or scrape the rune from the cloth surface.

An item with an accessory rune is typically referred to as a rune item. Items with an accessory rune applied have the same Bulk and general characteristics as the non-magical version, unless noted otherwise. The level of an item with an accessory rune applied to it is equal to the highest level between the base item and the rune applied to it; however, if an item gains a higher item level from its accessory rune, it doesn't increase any of the values used to determine the item's other abilities. For example, an item with activations or abilities that attempt counteract checks continues to use the item's original level, not the accessory rune's level, to determine its counteract level.

Each accessory rune can be applied to a specific type of item, as indicated in the Usage entry of the rune's stat block. No item can hold more than one accessory rune, as the first accessory rune causes the item to gain the invested trait, and items with the invested trait can't have an accessory rune inscribed on them.

Many armor runes can also be applied to explorer's clothing, and these runes have accessory rune counterparts that can be applied to a coat, cloak, jacket, shirt or similar clothing. The following accessory runes function just as they would if they were etched onto armor: *energy-resistant*, *ethereal*, *shadow*, *slick*, and *stanching* (page 39).

ACCESSORY RUNES

The following accessory runes are some of the offerings available at Rakuskuk's shop.

CALLED

RUNE 3

UNCOMMON CONJURATION MAGICAL

Price 60 gp

Usage applied to any item of light or negligible Bulk

With this rune, you can instantly retrieve an item in your possession without digging around looking for it.

Activate ♦ command; **Frequency** once per hour; **Requirements**

You have a free hand and the *called* item is in a bag, pack, pouch, or other container on your person, or unattended within 30 feet; **Effect** The item teleports to a free hand.

DRAGON'S BREATH

RUNE 4+

UNCOMMON MAGICAL TRANSMUTATION

Usage applied to dueling cape or shield

This rune depicts a specific type of dragon, resizing after application to fit the surface of the item.

Activate ♦ envision (metamagic); **Requirements** You're

receiving a bonus to AC from your *dragon's breath* cape or shield; **Effect** If your next action is to Cast a Spell with an area of effect that deals the same type of damage as the depicted dragon's breath weapon, the spell gains the effects of the Widen Spell feat (*Core Rulebook* 210). The rune can only affect spells of a specific level or lower, determined by the type of rune.

Type 1st-level spell; **Level** 4; **Price** 100 gp

Type 2nd-level spell; **Level** 6; **Price** 250 gp

Type 3rd-level spell; **Level** 8; **Price** 500 gp

Type 4th-level spell; **Level** 10; **Price** 1,000 gp

Type 5th-level spell; **Level** 12; **Price** 2,000 gp

Type 6th-level spell; **Level** 14; **Price** 4,500 gp

Type 7th-level spell; **Level** 16; **Price** 10,000 gp

Type 8th-level spell; **Level** 18; **Price** 24,000 gp

Type 9th-level spell; **Level** 20; **Price** 70,000 gp

PAIRED

RUNE 5+

UNCOMMON CONJURATION MAGICAL TELEPORTATION

Usage each rune applied to a separate item that has pockets

These runes always come in pairs and can be applied to a garment's pockets to be activated.

Activate ♦ command; **Frequency** once per day; **Requirements**

The paired items are both invested, typically by two different characters, and are within 100 feet of each other;

Effect Items in the pockets (up to 10 negligible Bulk items or 1 light Bulk item per pocket) trade places via teleportation.

Type paired runes; **Level** 5; **Price** 150 gp

Type greater paired runes; **Level** 9; **Price** 650 gp

You can activate these runes at a distance of up to 1 mile.

Type major paired runes; **Level** 13; **Price** 2,750 gp

You can activate these runes at any distance as long as they're on the same plane.



CALLED BOOK



PRESENTABLE SHIRT



SNAGGING SCARF



SOFT-LANDING CAPE

PRESENTABLE

RUNE 3+

UNCOMMON ENCHANTMENT MAGICAL

Usage applied to any visible article of clothing

A garment with this rune is always clean, as though it had just been affected by *prestidigitation*. You gain a +1 item bonus to Make an Impression on those who would be impressed by a particular *presentable* outfit while wearing this garment.

Type *presentable*; **Level** 3; **Price** 50 gp

Type *greater presentable*; **Level** 10; **Price** 900 gp

This rune grants a +2 item bonus and has an activation.

Activate ♦♦ envision, Interact; **Frequency** once per day;

Effect You cast *suggestion*.

SNAGGING

RUNE 3

UNCOMMON ABJURATION MAGICAL

Price 60 gp

Usage applied to belt, cape, cloak, or scarf

This animated item attempts to catch you when you fall. You can attempt to Grab an Edge (*Core Rulebook* 472), even if your hands are tied behind your back or otherwise restrained, so long as there's a solid edge within 10 feet. If you roll a success, you can Grab the Edge even if you don't have a hand free.

SOFT-LANDING

RUNE 3

UNCOMMON ABJURATION MAGICAL

Price 60 gp

Usage applied to boots, cape, cloak, or umbrella

This item creates a small cushion of air that catches you when you fall. You treat falls as 10 feet shorter.

Activate ♫ envision; **Frequency** once per day; **Trigger** You begin to fall; **Effect** You gain the effects of *feather fall* for 1 minute or until you stop falling, whichever comes first.

SPELL-BASTION

RUNE 13

UNCOMMON ABJURATION MAGICAL

Price 2,700 gp

Usage applied to shield

A *spell-bastion* rune creates a reservoir of eldritch energy within the shield. A spellcaster can spend 1 minute to Cast a Spell of 3rd level or lower into the shield. The spell must take 2 actions or fewer to cast and must be able to target a creature other than the caster. The spell has no immediate effect—it's instead stored for later. When you invest a *spell-bastion* shield, you immediately know the name and level of the stored spell. A *spell-bastion* shield found as treasure has a 50% chance of having a spell of the GM's choice stored in it.

Activate ♦ envision; **Requirements** Your *spell-bastion* shield is storing a spell, and you have your shield raised; **Effect** You prepare to unleash the stored spell on any foe that hits you until your next turn.

Activate ♦ command; **Requirements** You have a spell stored in your *spell-bastion* shield, and you've activated the shield since your last turn in preparation for unleashing the spell; **Trigger** You use the Shield Block reaction against a foe that the stored spell can target; **Effect** You unleash the stored spell, which uses the target of the triggering attack as the target of the spell. This empties the spell from the shield and allows a spell to be cast into it again.

Activate ♦ command; **Effect** You harmlessly expend the stored spell. This frees the shield to have a new spell cast into it.

WIND-CATCHER

RUNE 7+

UNCOMMON EVOCATION MAGICAL

Usage applied to a wind-powered vehicle

This rune is invested by the captain or pilot of the vehicle. The vehicle gains a +5-foot item bonus to its Speed. If lack of wind prevents the vehicle from moving, it can still move at a Speed of 5 feet.

Type *wind-catcher*; **Level** 7; **Price** 350 gp

Type *greater wind-catcher*; **Level** 14; **Price** 4,250 gp

The bonus to Speed is +10 feet, and the minimum speed is 10 feet.

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SUMMIT & SUNDRY

"It's not a competition."

It's hard to believe that Summit & Sundry started out of a cart. Today, the large building has an impressive silhouette, adorned with climbing roses, moonflowers, and other flowering vines. A large, painted wooden sign spells out the shop's name over a snowy mountain peak and forested valley reminiscent of the shopkeeper's homeland. Perceptive observers might connect the small broken chain carved into the sign's corner with the rose wreath on the door and infer that Nadian and her family venerate Milani. A sign in the window welcomes travelers of all origins and backgrounds.

THE FAMILY BUSINESS

Born to Cragkin half-orc parents in the Fog Peaks south of Galt, **Nadian Orstelierre** (NG female half-orc trader) spent her early years navigating the tumult of the war-torn country with her family, traveling light and learning how to survive unnoticed in the wild. Hoping for a safer, more stable place to settle, the Orstelierre family joined a merchant caravan and slowly worked their way southeast, finally putting down roots in Absalom when Nadian was a teenager. Her parents established a small general goods store using skills refined during their travels, but Nadian missed the road and became a caravan guard. Though her primary ambition at the time was adventure, the charismatic young woman found herself making connections with various traders and merchants throughout the region.

Now in her late 30s, the experienced adventurer has returned to take over the flourishing shop, which has grown considerably since its humble beginnings over a decade prior. Her connections from the road keep Summit & Sundry well-stocked with innovative, new gear as well as her favorite tried-and-true standbys, all of which Nadian is eager to share with new and seasoned adventurers alike. Aided by her excellent memory, she enthusiastically greets returning customers with a barrage of questions about how their gear performed.

Nadian ran the store solo for some time upon her return, but when an old adventuring partner showed up looking for a break from the road, Nadian gladly welcomed them aboard. **Rie Alkanek** (CG nonbinary kobold inventor) proved the perfect complement to Nadian's extroverted, charming nature; their quieter demeanor is no less enthusiastic once you get them talking about past mishaps and new innovations—especially given the vast amount of languages they can speak, all in their soothing, gravelly voice—and their skills have enabled the Summit & Sundry duo to offer complimentary gear repairs for all customers. They even painted the sign in the shop window.

Even with Rie's help, the store keeps Nadian busy, yet she somehow finds the time for her myriad hobbies, always learning something new. A singer with a low, smoky voice, she recently turned her musical attentions to learning the lute, and the sounds of her practicing sometimes drift from the loft windows above the shop after hours. She's also an ardent gardener and beekeeper, and if asked, she cites this pursuit as one of the reasons she was willing to retire from adventuring life early, noting, "It's hard to keep a garden on the road, and turns out I'm happiest when my hands are in the dirt." Nadian hasn't given up traveling entirely, however; every so often



NADIAN ORSTELIERRE

she goes out to personally check on a trade route or set up a booth at a seasonal fair in a neighboring town.

Despite her gregarious, outgoing personality and her delight in trading tales of adventure with her clientele, Nadian is more reserved about discussing her personal life, repeatedly insisting to her parents that she's too busy with the shop for romantic entanglements. She does trade banter and friendly flirtations with several other merchants and shopkeepers, though it's difficult to tell if she harbors any more serious or hopeful feelings underneath her casual charm. For now, she seems content to foster friendships, cultivate professional connections, and spend her spare time on her whirlwind of personal projects and creative pursuits.

Indeed, independent and self-reliant, Nadian deeply values community, and this sentiment is apparent in her business practices. She's always thrilled to refer customers to another specialty shop, viewing her fellow merchants as collaborators rather than competition, and regularly features goods by small, local creators alongside her own crafted and sourced products. Under her leadership, Summit & Sundry has grown from its humble beginnings to a flourishing community supplier.

AN ADVENTURER'S HAVEN

The shop itself holds a sprawling yet well-organized array of gear to cover every traveler's needs, and it feels as friendly, capable, and ready for adventure as its proprietor. The front of the shop is cozy and welcoming: a basket of free produce often sits on the shop's counter during the harvest season alongside fresh wildflower bouquets. A small library of field guides, maps, and travel journals fills the surrounding shelves; two armchairs near a wood-burning stove invite customers to avail themselves of Nadian's home-brewed fermented tea and rotating honey selection while perusing the reading materials and swapping tales from the road.

Beyond the counter and sitting area, the shop opens into two distinct areas: half of the building contains orderly shelves with a variety of goods and equipment, while the other houses Rie's workbench, stairs to the loft apartment above, and an open space where Nadian regularly hosts free classes and gear demonstrations for beginning adventurers.

The back door of the shop—often left open for a breeze and guarded by a very sleepy cat—opens onto a small garden overflowing with a variety of vegetables, herbs, and flowers, clearly the source of the fresh-cut flower arrangements adorning the counter within.

COMMUNITY SERVICE

In line with her community values, Nadian keeps a regularly updated "Community Board" behind the counter, featuring signs with everything from odd jobs and music lessons to lost pets and bigger bounties (vetted by Nadian for legitimacy). Flyers recruit adventurers and scrawled notes contain updates on

trail conditions. Also included is a calendar for various shows, competitions, and other events in the city.

Nadian's genuine friendliness and Rie's quiet humor endear them to most people they encounter, but the pair have zero tolerance for bullies and liars. Some friction is brewing with a group of merchants operating a questionably sourced trade in Diobel. Nadian is cautious about getting involved and would be grateful for more information on the group's potentially exploitative practices before deciding her next move.

In the meantime, Nadian has heard rumors about the discovery of a new shortcut through the Kortos Mounts. She's skeptical given the dangers, but if true, it would expedite land-based trade in the area. Nadian is too busy to investigate herself, but she's always willing to pay for quality information if any skilled adventurers check it out; she also offers an additional bonus if the explorers field test a new item for her.

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ADVENTURING GEAR

Summit & Sundry offers a large assortment of adventuring equipment. The shop features all common adventuring gear, including the following equipment.

AIR BLADDER

ITEM 0

Price 1 sp

Usage held in 1 hand; **Bulk** L (1 if inflated)

This weighted animal bladder can be inflated with air in preparation for a dive. It holds enough air to breathe for one round. As a free action, you can inhale the contents of the air bladder, which resets the number of rounds you can hold your breath (see the rules for drowning and suffocating on page 478 of the *Core Rulebook*). You can inflate the bladder or remove its attached weight as an Interact action. An unattached inflated bladder without the weight will float toward the surface of the water at a rate of 60 feet per round.

FAKE BLOOD PACK

ITEM 0

CONSUMABLE

Price 1 gp

Usage worn under light armor or clothes; **Bulk** L

Adventurers have found a number of uses for these animal blood-filled bladders, which were originally used in theatrical productions. Whenever you take slashing or piercing damage with the fake blood pack under your clothes or armor, roll a DC 11 flat check. On a success, the blood pack is punctured. You or an ally can puncture the hidden pack intentionally. When faking an injury, the blood pack grants a +2 item bonus to relevant Deception checks, such as to Lie about being injured. Abilities that trigger when a creature deals bleed damage, determine if a creature is bleeding, or are otherwise based on bleed damage don't trigger or apply for blood from a fake blood pack, which might mean creatures with such abilities automatically realize the ruse.

FOLDING LADDER

ITEM 0

Price 3 gp

Usage held in 2 hands; **Bulk** 1 (3 unfolded)

This multi-hinged, 10-foot ladder is useful for climbing upward or across dangerous pits. You can fold or unfold the ladder with two total Interact actions, which don't need to be consecutive.

MASK

ITEM 0+

Usage worn mask; **Bulk** —

A mask helps you use the Impersonate action to pass yourself off as someone you aren't.

Type ordinary mask; **Level** 0; **Price** 5 cp

This ordinary mask is made out of cheap material, such as paper-mâché or simple cloth. This can be specially fitted over another mask.

Type fine mask; **Level** 0; **Price** 2 gp

This well-crafted mask, suitable for a noble at a masquerade, is made with impeccable craftsmanship and expensive material, such as porcelain and gold filigree.

Type plague mask; **Level** 1; **Price** 10 gp

This stylized bird mask is equipped with a basic filter. The plague mask attempts to counteract any inhaled poisons or airborne diseases each round you breathe. The same replacement filters used in water purifiers (*Lost Omens Pathfinder Society Guide* 115) can be used with a plague mask, granting you the counteract modifier and effects of the filter for 20 minutes. Plague masks are uncommon items because the filters they use to protect from inhaled poisons and diseases are themselves uncommon. As such, you can buy a plague mask without a filter as a common item, though it's usually more cost-effective to buy a fine mask in the shape of a plague mask in that case.

Type rubber mask; **Level** 1; **Price** 5 gp

Rubber masks are sculpted to resemble the face of another creature. You can use this mask to help decrease the difficulty of Impersonating a specific creature with a very different face than yours.

PORTABLE RAM

ITEM 3+

Usage held in 2 hands; **Bulk** 3

A portable ram is a handheld, ironshod wooden beam designed to knock open doors, gates, and other similar obstacles. You gain a +1 item bonus to checks to Force Open these obstacles.

Type portable ram; **Level** 3; **Price** 20 gp

Type reinforced portable ram; **Level** 9; **Price** 600 gp

A reinforced portable ram grants you a +2 item bonus to checks to Force Open obstacles.

POWDER

ITEM 0

CONSUMABLE

Price 1 sp

Usage held in 1 hand; **Bulk** L

A bag of powder contains powdered chalk, flour, or similar materials. In addition to other uses for powder, it can be handy while adventuring to help pinpoint invisible creatures. You can throw the powder into an adjacent square as an Interact action. If there's a creature in that square, it becomes temporarily observed until the end of your turn, though the creature still has concealment due to invisibility. The powder quickly falls away or becomes invisible itself, preventing you from tracking the creature indefinitely.

SMOKED GOGGLES

ITEM 3

Price 20 gp

Usage worn eyepiece

These goggles use lenses made out of smoked glass to protect against creatures with gaze attacks. While wearing smoked goggles, you're always considered to be Averting your Gaze (*Core Rulebook* 472), but all creatures have concealment from you. The fact that the goggles conceal creatures is part of what grants the wearer the item's benefits. If you have a way to negate the concealment from the smoked goggles, you no longer gain the benefit, either.



SMOKED GOGGLES



AIR BLADDER



FOLDING LADDER



POWDER

SWARMSUIT

ITEM 1+

Price 20 gp

Usage attached to explorer's clothing

These thick, overlapping layers of clothing are coupled with a matching hat, outfitted with mesh netting around its wide brim to keep you safe from insects. You gain resistance 3 to physical damage from swarms. Explorer's clothing altered in this way has a Dexterity cap of +2, check penalty of -1, and Speed penalty of -5 feet regardless of your Strength.

Type swarmsuit; **Level** 1; **Price** 20 gp

Type impenetrable swarmsuit; **Level** 8; **Price** 420 gp

An impenetrable swarmsuit is made of expensive, finely crafted mesh designed to completely prevent swarms from getting inside. You gain resistance 10 to physical damage from swarms while wearing an impenetrable swarmsuit, rather than 3.

TEAR-AWAY CLOTHING

ITEM 0

Price 5 sp

Usage modifies existing clothing

Performers and criminals are both known to use disposable clothing designed to be torn off the body quickly and easily. This garment is loose enough to be worn over another outfit, including light armor. You can remove tear-away clothing with an Interact action. The price for tear-away clothing is to modify an existing outfit. If purchasing a new outfit, add the tear-away clothing's price to the outfit to modify it as part of the purchase.

WAFFLE IRON

ITEM 0+

Bulk 1

This set of hinged metal plates features studs on the inside of each plate to provide a texture for the pastry cakes you cook with it. You pour batter on the plates, close the device, and place it on a fire or stove to cook.

Type waffle iron; **Level** 0; **Price** 5 sp

Type imprint waffle iron; **Level** 1; **Price** 2 gp

The plates of this waffle iron feature a noble insignia, a religious symbol, or other design to imprint onto the pastry.

Type mithral waffle iron; **Level** 8; **Price** 355 gp

The plates of this waffle iron are made of standard-grade mithral rather than iron and might bear an imprint on the plates. As with other mithral cookware, food rarely sticks to a mithral waffle iron. As it's made of mithral, this is an uncommon item.

Type high-grade mithral waffle iron; **Level** 16; **Price** 6,005 gp Truly fit for emperors and demigods, this waffle iron is made of high-grade mithral. Although most metallurgists are certain that the much more affordable standard-grade mithral waffle iron maintains mithral's full non-stick properties, the super elite insist that only waffles made from high-grade mithral waffle irons conform to the most perfect shape and texture. Nadian has one high-grade mithral waffle iron for sale emblazoned with an archaic symbol associated with Milani from before she became a deity, supposedly used to make Milani herself waffles during her mortal life. As it's made of mithral, this is an uncommon item.

WHEELBARROW

ITEM 0

Price 5 sp

Usage held in 2 hands; **Bulk** 5

This small, hand-propelled vehicle has a single wheel and is designed to carry large loads over a distance. A wheelbarrow can typically hold up to 5 Bulk of objects without issue. The GM might rule that it can hold more Bulk of particular items, such as sand, or less Bulk of other items, like awkwardly shaped rocks.

You can raise or place a wheelbarrow using an Interact action and can Stride your normal Speed while you have the wheelbarrow raised, though you're encumbered while pushing a wheelbarrow. You can Release a wheelbarrow as normal, but a loaded wheelbarrow has a chance of tipping over if you don't place it down with care. When you Release a wheelbarrow, attempt a DC 7 flat check. On a failure, the wheelbarrow tips over, spilling its contents into a randomly determined adjacent space.

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TESYOVENSKU'S WAREHOUSE

"Of course I have a half-gallon of djezet in stock. And you're lucky I'm the one selling it, because frankly, whatever you plan to do with that would make a less professional merchant rather curious."

Tesyovensku works out of a moderately-sized warehouse off the Bazaar proper that they rent out as storage to construction material suppliers. The warehouse is often full of wooden beams, bricks, and bags of cement as a result, giving it an aroma of fresh-milled lumber and damp stone.

HOPE IN THE DARK

Tesyovensku (N nonbinary fetchling witch) was born and raised in a small kayal community in the hinterlands of Nidal. In exchange for the community's semi-independence, the Umbral Court would annually send agents to take a community member away as tribute. So it was for Tesyovensku—taken by the Umbral Court as a teenager, loaded into a windowless carriage, and eventually given to the Chapel of Rent Flesh, a velstrac laboratory hundreds of miles to the northeast in Numeria. The velstracs in that distant land sought to experiment on mortals with shadow blood, and Tesyovensku was their latest acquisition.

Every day, Tesyovensku's only solace in the lonely darkness of their cell came from praying to Grandmother Spider to save them from the machinations of their velstrac captors. At first, their prayers seemed to go unanswered, and Tesyovensku came close to succumbing to despair. Until one day they discovered a brightly patterned spider spinning a moonlit web suspended in midair.

"Follow me," it called to them, and then scurried into the darkness. Tesyovensku followed, and soon found they had somehow escaped their cell and entered the Plane of Shadow. The spider guided Tesyovensku beyond the ebon blot that marked the Chapel's shadow echo, and the pair wandered for what seemed like days. In Tesyovensku's weakened state, they didn't notice the exact moment both spider and fetchling crossed back into the Material Plane, stumbling out of an alleyway in the city of Hajoth Hakados.

Tesyovensku's next memories are being tended by **Cythrul** (LN female witchwyrd alchemist), a famed alchemist and expert in

skymetals. Cythrul nursed Tesyovensku back to health, showing them a decency and compassion they had almost forgotten existed. During their convalescence, Tesyovensku also learned the basics of Cythrul's craft. While not particularly skilled in alchemy, Tesyovensku proved a quick study in regards to the properties and uses of skymetals. Eventually, it came time for Tesyovensku to make their own way in the world, so Cythrul saw them off with some modest funds and a starting supply of skymetals. Tesyovensku began traveling south, eventually settling down in Absalom, where they set up shop as a merchant.

Tesyovensku's physical motions have a distinctive quality to them—one moment they're as rigid as clockwork and the next, eerily smooth. This is a result of their time under the velstrac's ministrations, and while it has provided them with some benefits, the side effects are beyond their ability to fully control. They are reluctant to discuss the details of their captivity in the Chapel of Rent Flesh and even more so to let anyone see the results of the velstracs' ministrations. As such, Tesyovensku tends to wear long, loose clothing, stitched or dyed with hypnotic patterns of various grays; all the better to blend into the shadows. Their one concession to vibrant colors is a brightly dyed strip of curly hair going down the center of their head, which they usually keep flipped over to one side or hidden under a cowl. They have never been seen without their pair of smoky, seemingly opaque goggles, nor their beloved spider familiar, Mitzyal.

Cythrul serves as Tesyovensku's primary source for skymetals, though the fetchling considers Cythrul more of a mentor and parental figure than a business partner, and they always make a point of visiting Cythrul on their monthly forays into Numeria. Tesyovensku also sends a percentage of their profits back to their old village—they hope the income aids their community such that they may be able to renegotiate the ill-considered deal that led Tesyovensku to their current life.



TESYOVENSKU

A RUSTY EXTERIOR

Tesyovensku bought their building as a mundane cover for far more valuable wares—few thieves have interest in stealing heavy lumber or barrels of nails—but also, out of appreciation for its western wall, which displays an old fresco from the building's past life as an Ibyldan bathhouse. Tesyovensku was taken with the colorful fresco in such an unusual location, and its figures are prominently visible from the warehouse office where they makes their deals. Tesyovensku's actual merchandise is kept on their person, secreted away in a variety of extradimensional pockets, pouches, and—for particularly hefty merchandise—a *bag of holding*. After a customer has been vetted (Tesyovensku only accepts new customers by word-of-mouth), they're invited into Tesyovensku's office to make a deal over strange Shadow-Planar teas. Tesyovensku keeps a small quantity of nearly every skymetal in stock at any given time—typically enough to fulfill the amount needed to craft a few items or make other use of the materials, though they also know where to find larger supplies if asked.

Tesyovensku makes monthly forays into Numeria to resupply, using *shadow walk* and their connections via Cythrul to acquire skymetals in bulk. For larger orders of more common skymetals, such as a substantial quantity of adamantine for a golem, Tesyovensku can arrange for the material to be available in a week's time. Acquiring large supplies of extremely rare skymetals like orichalcum requires considerable research and effort, typically taking multiple weeks.

OLD WOUNDS AND NEW PATHS

Tesyovensku's warehouse is just behind Ralliadra's music store (page 82), and Tesyovensku enjoys listening to the beautiful music that frequently drifts from its windows. As far as Ralliadra herself goes, Tesyovensku can't quite figure her out. On the one hand, Ralliadra's story of redemption (if true) is something of an inspiration—proof positive that one can escape velstrac clutches with one's soul intact. On the other hand, such heresy in Nidal is unheard of—most believe the only kind of “former Kuthite” is a dead one. Tesyovensku would appreciate anyone who might be able to vet Ralliadra on their behalf—they see an opportunity for befriending the elven woman, but they don't want to risk becoming another Kuthite's plaything.

Tesyovensku can be an excellent source of information for people hoping to travel to Numeria. They know of the safe portions of otherwise-hazardous locations in the Felldales and Sovereign's Reach, and have contacts in the independent towns of the Numerian Plains—Tesyovensku might even offer a letter of introduction to customers seeking to meet Cythrul. The only region

of Numeria Tesyovensku refuses to travel through is the Sellen Hills, as their time in the Chapel of Rent Flesh still looms large in their mind.

Tesyovensku's fetchling ancestry may have already attracted more attention than they would prefer. Shadow Absalom, Absalom's colorless counterpart on the Shadow Plane, is a thriving trade hub of its own, with dangerous powerbrokers occasionally leaking into the world of Golarion. Of particular note is the Onyx Alliance, Shadow Absalom's oldest trade group. The alliance's leader, **Sarnia Blakros** (LE female fetchling psychic), hopes to intercept Tesyovensku during one of their supply runs to Numeria and acquire their skymetal, either through negotiation or more sinister means. So far, Tesyovensku has eluded Sarnia, but they know that their luck can only last so long. Tesyovensku is hoping to earn the protection of Argrinixia, Shadow Absalom's umbral dragon leader, but Tesyovensku knows it will take a lot of work (and wealth) to win over a dragon.

Tesyovensku has been looking into other methods of earning money as of late. In particular, their ability to *shadow walk* comes in useful for transportation. Groups needing to travel great distances can hire Tesyovensku, who uses their magic to save time on travel. Tesyovensku has even started to escort travelers into Shadow Absalom, though these journeys come with far greater risks, and therefore higher fees.



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SKYMETALS

Skymetals are precious materials that fell to Golarion's surface from outer space and distant worlds. They're vanishingly rare outside of the country of Numeria, and smiths from around the world seek them out for their strange properties. Kevoth-Kul, Numeria's leader, controls most of the production and exportation of skymetal around the Inner Sea, though a few brave smugglers risk the warlord's wrath and seek to trade these goods on their own, lured by the promise of rich rewards. The city of Absalom is one of the exceptions to Kevoth-Kul's stranglehold, as it lies in the Inner Sea, which was created when a meteor struck the planet during Earthfall. Azarketi divers scour the surrounding oceans for chunks of the precious material, though doing so can be just as deadly as the deep sea creatures that lurk around the waters.

Most of Golarion's metallurgists acknowledge seven different types of skymetals: abysium, adamantine (*Core Rulebook* 578), djezet, inubrix, noqual, orichalcum (*Core Rulebook* 579), and siccattite. Adamantine is the most common skymetal by far, as its exceptional durability allows it to survive the entry into Golarion's atmosphere relatively intact. Smiths on Golarion and other planets commonly make alloys out of skymetal, both due to the materials' scarcity and to help temper some of the more extreme properties they exhibit.

The return of the ancient Thassilonian city Xin-Edasseril revived several skymetal enchantment and alloy techniques that had been lost during the destruction of Earthfall. The long centuries had seen Varisia and its surrounding nations picked clean of skymetal, leaving the substance in exceptionally high demand among the citizens of New Thassilon. Runelord Belimarius is said to view the resources of Numeria and Absalom with a covetous eye.

ABYSIUM

MATERIAL 0+

RARE **PRECIOUS**

A blue-green metal with an eerie green luminescence, abysium radiates power that's inimical to life. Careless exposure to the material can lead to long-term damage to the immune system; as such, mining abysium is hazardous, as large quantities of the metal in an area cause all nearby creatures to become sick. A creature carrying an abysium object is sickened 1 for a standard-grade object of light Bulk, sickened 2 for a standard-grade object of 1 Bulk or more or a high-grade object of light Bulk, or sickened 3 for a high-grade object of 1 Bulk or more. This and all other sickening effects of abysium are poison effects. Crafters can use 1 abysium chunk to create up to 6 doses of poisonous abysium powder. Unscrupulous smiths have harnessed abysium's toxic properties to create noxious weapons and deadly substances. All objects crafted from abysium shed dim light in a 10-foot radius.

Type abysium chunk; **Price** 450 gp; **Bulk** L

Type abysium ingot; **Price** 4,500 gp; **Bulk** 1

Type standard-grade abysium object; **Level** 8; **Price** 450 gp per Bulk

Type high-grade abysium object; **Level** 16; **Price** 7,500 gp per Bulk

Abysium Items	Hardness	HP	BT
Thin Items			
Standard-grade	6	24	12
High-grade	10	40	20
Items			
Standard-grade	10	40	20
High-grade	13	52	26
Structures			
Standard-grade	20	80	40
High-grade	26	104	52

ABYSIUM ARMOR

ITEM 12+

RARE

Usage worn armor; **Bulk** varies by armor

Typically only creatures immune to abysium's effects would don abysium armor. You're sickened 2 while wearing standard-grade armor made from abysium, or sickened 3 while wearing high-grade armor made from abysium. You can't reduce your sickened condition while wearing abysium armor, or for 1 hour after removing it. Abysium armor is dangerous to nearby creatures, too. Creatures within 10 feet of abysium armor must succeed at a Fortitude save (DC 30 for standard grade or DC 40 for high grade) or become sickened 1 (sickened 2 on a critical failure). Afterwards, the creature is temporarily immune for 1 minute, but if they remain within the area for longer than 1 minute, they automatically critically fail the next save.

Type standard-grade abysium armor; **Level** 12; **Price** 2,000 gp + 200 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 250 gp of abysium + 25 gp per Bulk.

Type high-grade abysium armor; **Level** 19; **Price** 40,000 gp + 4,000 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 20,000 gp of abysium + 2,000 gp per Bulk.

ABYSIUM POWDER

ITEM 9

RARE **ALCHEMICAL** **CONSUMABLE** **CONTACT** **POISON**

Price 150 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

This faintly glowing powder rapidly induces the symptoms of abysium poisoning.

Saving Throw DC 27 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 8d6 poison damage and sickened 1 (1 minute); **Stage 2** 9d6 poison damage and sickened 2 (1 minute); **Stage 3** 10d6 poison damage and sickened 3 (1 minute)

Craft Requirements abysium worth at least 75 gp.

ABYSIUM SHIELD

ITEM 8+

RARE

Usage varies by shield

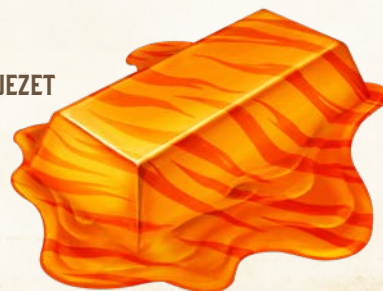


ABYSIUM ARMOR



ABYSIUM

DJEZET



DJEZET DOSE

These glowing shields are crafted to ensure that the abysium used is safely contained within a durable outer shell. If the shield breaks, however, the toxic metal becomes exposed. When you use the Shield Block reaction against an adjacent creature's melee Strike, if the shield breaks, the creature is exposed to the abysium and is sickened 1 for a standard-grade shield or sickened 2 for a high-grade shield.

Type standard-grade abysium buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** abysium worth at least 50 gp
The shield has Hardness 4, HP 16, and BT 8.

Type standard-grade abysium shield; **Level** 8; **Price** 440 gp; **Bulk** 1; **Craft Requirements** abysium worth at least 55 gp
The shield has Hardness 6, HP 24, and BT 12.

Type high-grade abysium buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** abysium worth at least 4,000 gp
The shield has Hardness 7, HP 28, and BT 14.

Type high-grade abysium shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** abysium worth at least 4,400 gp
The shield has Hardness 10, HP 40, and BT 20.

ABYSIUM WEAPON

ITEM 12+

RARE

Usage varies by weapon; **Bulk** varies by weapon

Abysium weapons are safe to carry, as the toxic metal is contained within an outer shell. However, the inherent toxicity in these blue-green weapons can irradiate open wounds and poison foes. Abysium weapons have one fewer property rune slot, but they deal 1d4 poison damage on a successful Strike, and on a critical hit, the target is sickened 1, or sickened 2 with high-grade abysium.

Type standard-grade abysium weapon; **Level** 12; **Price** 2,000 gp + 200 gp per Bulk; **Craft Requirements** at least 250 gp of abysium + 25 gp per Bulk

Type high-grade abysium weapon; **Level** 18; **Price** 24,000 gp + 2,400 gp per Bulk; **Craft Requirements** at least 12,000 gp of abysium + 1,200 gp per Bulk

DJEZET

MATERIAL 0+

RARE PRECIOUS

This rust red metal is liquid at room temperature, making it challenging for all but the most skilled metallurgists to craft with and earning it the name "quickiron" in some places. Djezet is also extremely reactive to magic, even in its solid, workable alloyed form. It glows when targeted by magic, and objects crafted with djezet alloys glow with scarlet striations, which lead some smiths to nickname it "tiger iron." When targeted by spells, objects crafted from djezet alloys exhibit these glowing red markings that last for 1 round or the duration of the spell, whichever is longer. A djezet mass contains enough djezet to refine into up to two *djezet doses* (page 98).

Type djezet mass; **Price** 600 gp; **Bulk** L

Type djezet alloy ingot; **Price** 6,000 gp; **Bulk** 1

Type standard-grade djezet alloy object; **Level** 8; **Price** 400 gp per Bulk

Type high-grade djezet alloy object; **Level** 16; **Price** 7,000 gp per Bulk

Djezet Alloy Items	Hardness	HP	BT
Thin Items			
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Standard-grade	18	72	36
High-grade	24	96	48

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DJEZET ARMOR

ITEM 12+

RARE

Usage worn armor; **Bulk** varies by armor

Armor made of djezet alloy is easy to enchant. Transferring runes onto djezet armor from other armor waives the usual 1/10 cost to etch the rune. This benefit has no effect on the cost of the rune itself or on the cost to transfer a rune off djezet armor onto a non-djezet armor. High-grade djezet armor can be etched with an additional property rune (to a maximum of four instead of three for +3 armor).

Type standard-grade djezet armor; **Level** 12; **Price** 1,800 gp + 180 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 225 gp of djezet + 22.5 gp per Bulk.

Type high-grade djezet armor; **Level** 19; **Price** 35,000 gp + 3,500 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 17,500 gp of djezet + 1,750 gp per Bulk.

DJEZET DOSE

ITEM 13

RARE

CONSUMABLE

MAGICAL

Price 600 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Some mages carry vials of djezet for its magic-enhancing properties. When you drink a *djezet dose*, if your next action is to Cast a Spell, you can apply the effects of the Reach Spell (*Core Rulebook* 122) or Widen Spell (*Core Rulebook* 134) metamagic feats.

Craft Requirements At least 300 gp of djezet.

DJEZET SHIELD

ITEM 9+

RARE

Usage varies by shield

The burnished red faces of djezet-alloy shields attract effects made of pure magic. While you have a djezet shield Raised, you can use the Shield Block reaction when you would take energy damage in addition to the reaction's usual trigger. When taking energy damage from a spell, the shield's listed Hardness doubles.

Type standard-grade djezet buckler; **Level** 9; **Price** 600 gp; **Bulk** L; **Craft Requirements** djezet worth at least 75 gp
The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade djezet shield; **Level** 9; **Price** 660 gp; **Bulk** 1; **Craft Requirements** djezet worth at least 82.5 gp
The shield has Hardness 5, HP 20, and BT 10.

Type high-grade djezet buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** djezet worth at least 4,000 gp
The shield has Hardness 6, HP 24, and BT 12.

Type high-grade djezet shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** djezet worth at least 4,400 gp
The shield has Hardness 8, HP 32, and BT 16.

DJEZET WEAPON

ITEM 12+

RARE

Usage varies by weapon; **Bulk** varies by weapon

The djezet in weapons absorbs magical power. Critical hits made with a djezet weapon against a prepared or

spontaneous spellcaster cause the target to lose one prepared spell or one spontaneous spell slot unless the target succeeds at a Will save (DC 30 for standard-grade or DC 40 for high-grade). The spell is randomly selected from among the caster's highest three spell levels (and then from among the spells prepared in that level, for a prepared spellcaster).

Type standard-grade djezet weapon; **Level** 12; **Price** 1,800 gp + 180 gp per Bulk; **Craft Requirements** at least 225 gp of djezet + 22.5 gp per Bulk

Type high-grade djezet weapon; **Level** 18; **Price** 22,000 gp + 2,200 gp per Bulk; **Craft Requirements** at least 11,000 gp of djezet + 1,100 gp per Bulk

INUBRIX

MATERIAL 0+

RARE

PRECIOUS

This pale, malleable metal's unusual molecular structure allows it to partially pass through iron and steel without touching them. While this property is useful for making weapons that bypass metal armor, inubrix is barely sturdier than lead. Even in an alloyed state, this skymetal is so fragile that it's difficult to use in crafting reliable shields and less than ideal for crafting armor.

Type inubrix chunk; **Price** 550 gp; **Bulk** L

Type inubrix ingot; **Price** 5,500 gp; **Bulk** 1

Type standard-grade inubrix object; **Level** 8; **Price** 400 gp per Bulk

Type high-grade inubrix object; **Level** 16; **Price** 6,500 gp per Bulk

Inubrix Items	Hardness	HP	BT
Thin Items			
Standard-grade	4	16	8
High-grade	7	28	14
Items			
Standard-grade	8	32	16
High-grade	11	44	22
Structures			
Standard-grade	17	68	34
High-grade	23	92	46

INUBRIX ARMOR

ITEM 11+

RARE

Usage worn armor; **Bulk** varies by armor

Inubrix's malleable nature means armor crafted from it is less rigid than usual, though this slightly increased mobility comes at the cost of protection. Metal armor crafted from inubrix gains the flexible armor trait; its item bonus to AC decreases by 1 but its maximum Dexterity bonus increases by 1.

Type standard-grade inubrix armor; **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 150 gp of inubrix + 15 gp per Bulk.

Type high-grade inubrix armor; **Level** 18; **Price** 18,000 gp + 1,800 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 9,000 gp of inubrix + 900 gp per Bulk.



INUBRIX SHIELD

ITEM 8+

RARE

Usage varies by shield

Inubrix is much softer than steel, and it's atypical for it to be used to make shields. An item made by an unskilled smith will dent from a single blow and prove worthless on the battlefield. However, its yielding surface can entrap metal weapons. You can use an inubrix shield (or shield boss or shield spikes on an inubrix shield) to Disarm a metal item with the Athletics skill even if you don't have a free hand; doing so uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm a metal item using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Type standard-grade inubrix buckler; **Level** 7; **Price** 320 gp; **Bulk** L; **Craft Requirements** inubrix worth at least 40 gp
The shield has Hardness 2, HP 8, and BT 4.

Type standard-grade inubrix shield; **Level** 7; **Price** 352 gp; **Bulk** 1; **Craft Requirements** inubrix worth at least 44 gp
The shield has Hardness 4, HP 16, and BT 8.

Type high-grade inubrix buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L; **Craft Requirements** inubrix worth at least 2,500 gp
The shield has Hardness 5, HP 20, and BT 10.

Type high-grade inubrix shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1; **Craft Requirements** inubrix worth at least 2,750 gp
The shield has Hardness 7, HP 28, and BT 14.

INUBRIX WEAPON

ITEM 11+

RARE

Usage varies by weapon; **Bulk** varies by weapon

While inubrix weapons don't pack the same punch as more durable weapons, they have the unique ability to bypass

some of the protections offered by metal armors and shields. A weapon crafted from inubrix reduces the weapon's damage die by 1 size. However, they ignore the resistance to damage from metal armor's armor specialization effects and the circumstance bonus to AC from metal shields. Strikes with inubrix weapons don't trigger the Shield Block reaction from a metal shield. Weapons that normally deal 1d4 damage can't be crafted from inubrix.

Type standard-grade inubrix weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of inubrix + 17.5 gp per Bulk

Type high-grade inubrix weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of inubrix + 675 gp per Bulk

NOQUAL

MATERIAL 0+

RARE **PRECIOUS**

Light and strong, noqual also demonstrates a powerful resistance to magic. A side effect of this resistance is that making magical weapons out of noqual requires complex and expensive alchemical treatments. Kevoth-Kul, the Black Sovereign of Numeria, has developed an alloy of noqual and cold iron known as sovereign steel to help mitigate this property. The metal's crystalline appearance might suggest that it's fragile, but the pale-green material can be worked similarly to iron. Objects made of noqual have a +4 circumstance bonus on saves against magic that the item attempts and grant their bonus to saves the owner makes specifically to protect the item from magic (such as against the *rusting grasp* spell).

Type noqual chunk; **Price** 600 gp; **Bulk** L

Type noqual ingot; **Price** 6,000 gp; **Bulk** 1

Type standard-grade noqual object; **Level** 8; **Price** 400 gp per Bulk

Type high-grade noqual object; **Level** 16; **Price** 7,000 gp per Bulk

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Noqual Items	Hardness	HP	BT
Thin Items			
Standard-grade	6	24	12
High-grade	10	40	20
Items			
Standard-grade	10	40	20
High-grade	13	52	26
Structures			
Standard-grade	20	80	40
High-grade	26	104	52

NOQUAL ARMOR

ITEM 12+

RARE

Usage worn armor; **Bulk** varies by armor

The mere sight of a suit of noqual armor is enough to make some opposing spellcasters withdraw from the battlefield. While wearing noqual armor, you gain a +1 circumstance bonus to AC against spell attack rolls. If you Cast a Spell while wearing noqual armor, you must succeed at a DC 5 flat check or the spell fails.

Type standard-grade noqual armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 200 gp of noqual + 20 gp per Bulk.

Type high-grade noqual armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 16,000 gp of noqual + 1,600 gp per Bulk.

NOQUAL SHIELD

ITEM 17

RARE

Usage varies by shield

Noqual shields are notoriously difficult to make, requiring high-grade materials, but they're especially effective against magic. When you have a noqual shield Raised, you gain its circumstance bonus to saving throws against spells that target you (as well as AC). Additionally, while the shield is Raised, when an opponent casting a spell that targets you critically fails a spell attack roll against your AC, you can reflect the spell back toward them as a reaction. Attempt a ranged attack roll against the triggering creature using your highest proficiency with a ranged weapon. If you succeed, your opponent takes the effects of a successful spell attack roll for their own spell (or the effects of a critical success if your attack roll was a critical success).

Type high-grade noqual buckler; **Level** 17; **Price** 14,000 gp; **Bulk** L; **Craft Requirements** noqual worth at least 7,000 gp The shield has Hardness 7, HP 28, and BT 14.

Type high-grade noqual shield; **Level** 17; **Price** 15,400 gp; **Bulk** 1; **Craft Requirements** noqual worth at least 7,700 gp The shield has Hardness 10, HP 40, and BT 20.

NOQUAL WEAPON

ITEM 12+

RARE

Usage varies by weapon; **Bulk** varies by weapon

Noqual weapons are inimical to summoned creatures and spell effects that can be damaged by conventional attacks. Against such targets, a Strike with a noqual weapon gains

a circumstance bonus to damage equal to twice the number of weapon damage dice. In addition, noqual weapons disrupt spellcasters' concentration, causing them to become stupefied 1 for 1 round on a critical hit.

Type standard-grade noqual weapon; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** at least 200 gp of inubrix + 20 gp per Bulk

Type high-grade noqual weapon; **Level** 18; **Price** 24,000 gp + 2,400 gp per Bulk; **Craft Requirements** at least 12,000 gp of noqual + 1,200 gp per Bulk

SICCATITE

MATERIAL 0+

RARE

PRECIOUS

In its raw state, this silvery ore is either scalding hot or freezing cold. Metallurgists disagree over whether siccacite is two related substances or one substance that determines its temperature output via some unknown process. Whatever the reason, the extreme temperature of the material means it must be handled carefully. Hot siccacite can easily ignite flammables such as paper and dry brush, and cold siccacite left in moist areas quickly surrounds itself with a thick layer of ice. A creature that comes into physical contact with a significant amount of siccacite takes 1 energy damage for each round of continued contact (either fire or cold damage, for hot and cold siccacite respectively).

Type siccacite chunk; **Price** 500 gp; **Bulk** L

Type siccacite ingot; **Price** 5,000 gp; **Bulk** 1

Type standard-grade siccacite object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade siccacite object; **Level** 16; **Price** 6,000 gp per Bulk

Siccacite Items	Hardness	HP	BT
Thin Items			
Standard-grade	6	24	12
High-grade	10	40	20
Items			
Standard-grade	10	40	20
High-grade	13	52	26
Structures			
Standard-grade	20	80	40
High-grade	26	104	52

SICCACITE ARMOR

ITEM 12+

RARE

Usage worn armor; **Bulk** varies by armor

Siccacite armor must be fitted with protective undercoats for it to be safely donned, making it heavier than other types of armor; add 1 Bulk to the armor's typical weight. When wearing cold siccacite armor, you're protected from severe and extreme environmental heat, and when wearing hot siccacite armor, you're protected from severe and extreme environmental cold. An opponent that has you grabbed or restrained with its body while you're wearing standard-grade siccacite armor takes 4 energy damage at the end of its turn (either fire or cold, for hot and cold siccacite armor respectively), or 6 damage for a high-grade siccacite armor.

SICCATITE SHIELD



COLD SICCATIVE



SICCATIVE SWORD



HOT SICCATIVE



Type standard-grade siccative armor; **Level 12**; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 200 gp of siccative + 20 gp per Bulk.

Type high-grade siccative armor; **Level 19**; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 16,000 gp of siccative + 1,600 gp per Bulk.

SICCATIVE SHIELD

ITEM 8+

RARE

Usage varies by shield

Siccative shields radiate extreme temperatures that protect them from energy damage. A protective coating on the wielder's side of the shield protects them from siccative's radiant heat or cold but makes the shields bulkier than average. Standard-grade siccative shields have resistance 10 to the corresponding energy type: fire damage for a hot siccative shield or cold damage for a cold siccative shield, as it takes even more extreme temperatures to affect them. They also provide some resistance to opposing temperatures because of their own extreme temperature, which extends to you when you Raise the Shield. The shield has resistance 5 to the opposing damage type (cold damage for a hot siccative shield or fire damage for a cold siccative shield), and while you have a siccative shield Raised, you gain that resistance to the opposing damage type as well. For a high-grade siccative shield, the resistances increase from 10 to 20 for damage of the corresponding type, and from 5 to 10 for damage of the opposing type.

Type standard-grade siccative buckler; **Level 8**; **Price** 400 gp;

Bulk 1; **Craft Requirements** siccative worth at least 50 gp The shield has Hardness 4, HP 16, BT 8. Resistance 10 to the corresponding damage type and 5 to the opposing type.

Type standard-grade siccative shield; **Level 8**; **Price** 440 gp;

Bulk 2; **Craft Requirements** siccative worth at least 55 gp The shield has Hardness 6, HP 24, BT 12. Resistance 10 to the corresponding damage type and 5 to the opposing type.

Type high-grade siccative buckler; **Level 16**; **Price** 8,000 gp;

Bulk 1; **Craft Requirements** siccative worth at least 4,000 gp The shield has Hardness 7, HP 28, BT 14. Resistance 20 to the corresponding damage type and 10 to the opposing type.

Type high-grade siccative shield; **Level 16**; **Price** 8,800 gp;

Bulk 2; **Craft Requirements** siccative worth at least 4,400 gp The shield has Hardness 10, HP 40, BT 20. Resistance 20 to the corresponding damage type and 10 to the opposing type.

SICCATIVE WEAPON

ITEM 11+

RARE

Usage varies by weapon; **Bulk** varies by weapon

Crafting weapons from siccative is often enough to drive smiths to despair, as the extreme temperature of the metal can cause it to shatter while being worked. Siccative weapons have substantial grip wrappings to protect their wielders from the metal's extreme temperatures. They're constantly surrounded by a heat haze or a halo of rime, depending on the siccative's type. Siccative weapons automatically gain either a *flaming* or *frost* property rune, for hot and cold siccative respectively, even if they aren't otherwise enchanted; this rune can't be removed, and it deals 1d8 damage instead of 1d6 damage. This uses one of the weapon's property rune slots as normal. High-grade siccative gains a *greater flaming* (hot siccative) or *greater frost* (cold siccative) property instead.

Type standard-grade siccative weapon; **Level 11**; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of siccative + 17.5 gp per Bulk

Type high-grade siccative weapon; **Level 17**; **Price** 15,000 gp + 1,500 gp per Bulk; **Craft Requirements** at least 7,500 gp of siccative + 750 gp per Bulk

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THE UNSCATHED BLADE

"Sure, you could get it for cheaper down the way. Just remember that you get what you pay for."

The Unscathed Blade is a large, sturdy shop with its own living quarters in an attached tower. Its chimney constantly billows plumes of dark smoke. Small windows illuminate the shop's front room, allowing the sun to glint off the assorted fine weaponry. The wooden front door is propped open during business hours, and warm air billows out from the shop. The double doors in the back, leading to the narrow alley behind the building, are always thrown wide open whenever the smith, **Abiah** (N agender human

ex-gladiator) is forging weapons. From the alley, one can feel the heated air emanating from the shop and hear the clanging sounds of Abiah hammering new weapons and armor.

A LIFE REFORGED

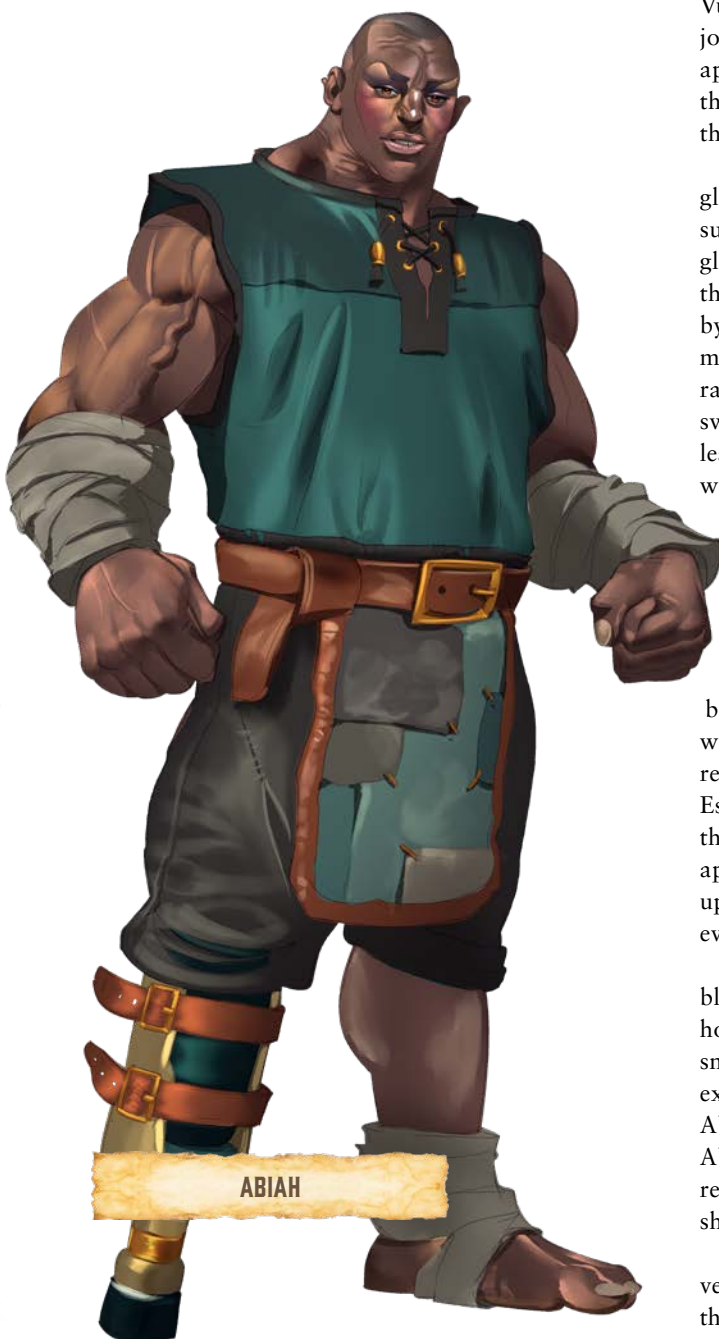
A native of Absalom, Abiah grew up understanding of the importance of commerce and how well-made goods traveled across the known world. A sturdy shield forged in Absalom should be able to travel to Vudra and back, protecting its wielder for the entire journey. Those who admire Abiah's work say that this appreciation for well-made objects primed them for the life of a merchant. However, their first career was that of a warrior.

At the age of 20, Abiah began fighting in the gladiatorial arenas of Riddleport—a profession that sustained them for nearly a decade. Their pursuit of glory drove them; monetary compensation only made their victories sweeter. They made a name for themselves by winning against seemingly insurmountable odds, making dangerous gambits in the face of death, and rarely yielding to their opponents. That is, until their sword splintered under the blow of a warhammer, leaving them with only the grip and pommel. Abiah wouldn't yield, fighting on with a hilt shard until their opponent crushed their lower leg, which was subsequently amputated.

During their convalescence, Abiah—who was never much for smithing—became consumed by a single question: what if they could forge a sword that wouldn't break, so that the bearer would never be left at the mercy of their opponent? First, they would need to learn the art of blacksmithing, so Abiah returned to Absalom and took an apprenticeship with Ester Atarah, a master blacksmith known throughout the city for the functional beauty of his work. Abiah apprenticed with Ester for years, working their way up from fetching water and cleaning the shop to eventually smithing their own blades.

Abiah began to experiment with new designs for bladed weapons. At first, they did this work after hours in addition to their other duties around Ester's smithy. Ester soon noticed and encouraged Abiah's experimentation, providing necessary guidance as Abiah forged sword after sword. Soon, the quality of Abiah's work was such that Ester judged they were ready to strike out on their own. They quickly set up shop in the Grand Bazaar.

Once Abiah had established their business, they ventured into designing armor and shields to complement their hand-forged weapons. They also branched out



ABIAH

into other types of bladed weapons, applying their skills to daggers and spears. Currently, Abiah is focused on designing a durable battle axe. They continuously innovate in an endless drive for unattainable perfection: to craft a weapon that will never break, armor that can withstand any blow. Recently, Abiah took on an apprentice to help with their work, a young orc by the name of Brula. Abiah also started a family of their own. When they finish with hammer and tongs each night, they retreat to the tower besides the smithy where their wife, Hilda, and child, Orpha, both wait. It's the only part of the shop where the temperature is mild.

While good-natured, Abiah was forged in combat; the song of steel, whether in battle or at the forge, is more important to them than obsequious customer service. As such, they prefer to leave most client interaction to Brula, whose chatty and precocious nature make her well-suited for the job. The one surefire way to get Abiah talking is to complain of poorly made weapons or dismiss the work of lesser blacksmiths. Upon hearing such, Abiah recounts their story of why they founded The Unscathed Blade.

PRACTICE AND POLISH

While the heat of The Unscathed Blade is noticeable from outside the shop, within the smithy it's nearly unbearable. The front room is sweltering and smells of metal polish. Racks of weapons and accessories line the walls. In every corner stands a mannequin wearing a full suit of plate armor, each detailed with elaborate filigree. Busts wearing simpler ornamented breastplates hang above the mannequins, evidence of Abiah's less ambitious work. When not tending the till, Brula keeps busy by polishing the plethora of weapons—mostly swords, daggers, spears, and axes. The rhythmic clang of metal striking metal can be heard from the shop's back room, along with some off-key whistling as Abiah works.

If the shop's front room is sweltering, the back room is an inferno. The back doors are open to allow for a breeze, but that doesn't do much to combat the heat of the forge fire. This is where Abiah themselves can most frequently be found, hammering metal into shape and continually devising stronger, more innovative weapon designs.

IMITATION IS FLATTERY

While Abiah is friendly with several other blacksmiths, willing to share tips and talk shop, what they can't abide is theft of their intellectual property. There's a rumor that Forgeflame, a rival smithy, has deconstructed several

of Abiah's proprietary designs, replicated them, and attempted to pass them off as original works. Abiah is willing to pay a bounty to anyone who can confirm that their designs are being stolen and put a stop to it, whether by roughing up the thieves or by more creative means.

Abiah is also constantly on the lookout for weapons from other lands, so they might learn from their construction. They've heard rumors of a cache of swords from Tian Xia, forged by the legendary smith Kele Yalar over three centuries ago, buried in a nearby temple—though they haven't been able to figure out which temple or how to obtain the hidden weapons. Abiah has promised a custom-made sword forged to precise specifications in exchange for determining where the ancient swords are hidden, along with an additional monetary reward for actually returning with the swords.



THE UNSCATHED BLADE

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ARMOR AND WEAPONS

Abiah's shop offers an incredibly wide assortment of armor, shields, and weapons, as well as accessories for all these armaments. They incorporate styles and traditions from all over Golarion.

ARMOR AND SHIELD ADJUSTMENTS

For adventurers unsatisfied with standard, off-the-rack armor and shields, adjustments are available to modify equipment and maximize its potential. The following are but a few possible modifications for defensive gear. Each of these new items makes use of the adjustment trait.

Adjustment: Items with this trait are intended to alter existing pieces of equipment, typically armor, shields, and weapons. The given item will note which type of equipment it modifies. An adjustment that modifies armor can't modify explorer's clothing. A piece of equipment can only be affected by a single adjustment at a time. Unless otherwise noted, adding or removing an adjustment requires using a 10-minute activity and a repair kit.

BURNISHED PLATING

ITEM 1

UNCOMMON ADJUSTMENT

Price 5 gp

Usage applied to metal armor; **Bulk** L

These highly polished metal plates can be added to any armor. While wearing armor with burnished plating, you gain the Sunshine! reaction. However, you take a -4 circumstance penalty to Stealth checks except in darkness, and your armor's Strength entry increases its value by 2, requiring you to have a higher Strength score to overcome the armor's penalties. Even if you meet your armor's new Strength entry, you still take the penalty to Stealth checks. When you are critically hit by an attack that deals bludgeoning damage, burnished plating stops working until someone spends 10 minutes repairing and polishing it; this doesn't require a Crafting check.

Sunshine! **Trigger** A creature you can see targets you with an attack; **Requirements** You are in an area of bright light; **Effect** You twist to reflect light in your foe's eyes. The attacking creature must succeed at a DC 3 flat check or the attack fails. The attacker doesn't need to roll this flat check if it has a precise sense other than vision or if it would already need to roll a flat check with a higher DC to target you, such as if you are concealed or hidden.

DRAGON'S CREST

ITEM 1

UNCOMMON ADJUSTMENT

Price 10 gp

Usage applied to a shield; **Bulk** –

This variant on the shield boss is usually shaped like a dragon's head, its jaws open wide enough to wedge a small vessel of liquid within. A dragon's crest can be etched with

weapon runes, much like a shield boss or shield spikes, but doesn't otherwise alter your shield's statistics. A shield bearing a dragon's crest can't be combined with an attached weapon, like shield spikes.

You can use an Interact action to wedge an alchemical bomb into the crest's jaws. While a bomb is wedged in the shield, you take a -1 penalty to attack rolls with the shield. When you successfully Strike a creature with the shield, the vessel shatters, exposing the creature you hit—and yourself—to the substance within. This counts as a successful hit with the bomb against the creature if it's adjacent to you or a successful hit against the appropriate adjacent square if it's not. The bomb deals splash damage as normal to surrounding creatures, including you. In addition, the bomb deals full damage to the attached shield.

REINFORCED SURCOAT

ITEM 0

UNCOMMON ADJUSTMENT

Price 2 gp

Usage applied to medium or heavy armor; **Bulk** L

This surcoat is made of thick fabric and light chain, designed to protect vital areas. When you are critically hit by an attack, you gain physical resistance equal to 2 + the value of the armor's potency rune against the attack's damage. If the armor is in the chain armor group and you have its armor specialization effect, you instead increase the physical resistance from the chain armor specialization by 2. This can't reduce the damage to less than the damage rolled for the hit before doubling for a critical hit. However, the reinforced surcoat increases the Speed penalty of your armor by 5 feet.

SHIELD AUGMENTATION

ITEM 0

UNCOMMON ADJUSTMENT

Price 8 sp

Usage applied to a shield, **Bulk** –

There are numerous methods to modify shields—snarling rods to catch weapons, bladed edges, padding for nonlethal strikes, and so on—but all share basic functionality. A shield augmentation can be etched with weapon runes, much like a shield boss or shield spikes, but doesn't otherwise alter your shield's statistics. A shield bearing an augmentation can't be combined with an attached weapon, like shield spikes.

A shield augmentation grants your shield one or more weapon traits, chosen when the augmentation is created. You can either choose to add the backswing or forceful trait, or you can choose two of the following weapon traits: disarm, nonlethal, shove, thrown 10 feet, trip, or versatile S.

TWINING CHAINS

ITEM 1

UNCOMMON ADJUSTMENT

Price 5 gp

Usage applied to armor; **Bulk** 1

This set of chains is completely covered with spikes and sharp blades. Not balanced for weapon use, twining chains are instead



DRAGON'S CREST



BURNISHED PLATING



SHIELD AUGMENTATION



TWINING CHAINS

wrapped around a user's body as a deterrent to attackers—and, for some, a fashion statement. While wearing twining chains, you gain the Thorns reaction. In addition to their dangers, twining chains' weight also increases your armor's Bulk by 1, Strength entry value by 2, and check penalty by 2.

Thorns ➤ Trigger You are hit by an unarmed attack; **Effect** You twist to harm your attacker with your chains' spikes and blades. Make an attack roll against the triggering attacker using your unarmed attack modifier. On a hit, the attacking creature takes 1d6 piercing damage. This damage increases to 2d6 damage if the armor has a +1 *potency* rune, 3d6 damage if the armor has a +2 *potency* rune, or 4d6 damage if the armor has a +3 *potency* rune. However, whether you hit or miss, you take piercing damage equal to the number of d6s of piercing damage you would deal your attacker.

WEAPONS

The following are some of the more interesting and unusual weapons that are available for purchase in Abiah's shop.

WEAPON DESCRIPTIONS

Details for each of the weapons listed in **Tables 1** and **2** (page 107) are below.

Asp Coil: The asp coil, named both for its slithering striking style and its usage among Aspis Consortium agents, has two forms. In sword form, it resembles an elegant, oddly balanced sword. However, with a twist of the pommel, the blade splits into a series of segments connected by elaborate metal cables. Agents of the Aspis Consortium have access to this weapon.

Butchering Axe: Invented by Belkzen's zealous Steel-Eaters, the butchering axe has an oversized head and a long, thick haft counterbalanced with steel

or stone. The weapon's sweeping strokes inflict immense damage, particularly against groups of foes, and can push dangerous opponents away to a safe distance. All of these qualities are particularly useful against the lumbering zombie hordes of the Whispering Tyrant. Correspondingly, butchering axes are often wielded by orc and half-orc Crimson Reclaimers of Lastwall.

Chakram: Simple, elegant, and portable, the chakram is an open-centered metal discus with a sharpened edge, as well as a grip running along the center so the wielder can hold it safely.

Dueling Spear: This spear has a spade-like blade at one end and a forked blade at the other, making it resemble a large arrow. It's well balanced for spinning and twisting maneuvers. The spade-like end can be used for slashing and stabbing, while the forked end is effective at wrenching a weapon from an enemy's grasp.

Elven Branched Spear: Several short branches project from this delicate spear's shaft, each angled forward and tipped with a leaflike blade.

Hongali Hornbow: These immense bows are traditionally made from the horns of great beasts, though modern residents of Hongal, the northernmost nation in Tian Xia, often use composite materials or even small trees as the weapon's base. While Hongali hornbows have a shorter range than other bows, they make up for it by focusing the power of the longbow at a short distance and can be used from horseback—perfect for the skirmishing fighting style of mounted Hongali troops. While it's difficult for those in Avistan to get their hands on these Hongali weapons, a small warband of beast-riding orcs from the Hold of Belkzen managed to arm themselves with Hongali hornbows and cut a bloody swathe through adventurers and neighboring militaries alike for several years before they were finally

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defeated via a desperate ambush. The stories of that warband spread, causing Avistani adventurers with little knowledge of Tian Xia to associate the bows with orcs. Hongali characters have access to the Hongali hornbow.

Piranha Kiss: Made of a jagged blade with teeth pointing toward a leather-wrapped hilt, these weapons are particularly effective at disarming opponents. Piranha kisses were occasionally used during the Vidric Revolution, and some Firebrands carry them today. Members of the Firebrands have access to this weapon.

Sickle-Saber: A classical weapon of Irrisenis who lacked magical talent, the sickle-saber has seen a resurgence since the coronation of Queen Anastasia. The queen was fascinated with the sickle-sabers in the palace treasury, and now the unusual blades are carried by her honor guard and Irriseni diplomats alike. The sickle-saber's blade curves multiple times along its 4-foot length, and its hilt is similarly curved. A small, secondary grip on the blade lets the wielder rapidly and unpredictably twist the cutting edges. Characters from Irrisen have access to the sickle-saber.

Spiral Rapier: An old Taldan dueling weapon from the empire's height, this rapier has a thicker blade than normal, which is shaped into a corkscrew-like spiral well suited to catching enemy weapons. Characters from Taldor have access to the spiral rapier.

Switchscythe: Another complex gnome invention, the switchscythe is designed for versatility. The curved blade is partly hollow, containing a long rod of wood or metal; the rod can be pulled perpendicular to the blade, turning the switchscythe from a sweeping, axe-like blade into a hooked pick capable of grappling a foe.

Throwing Knife: This light knife is optimally balanced to be thrown accurately at a greater distance than a common dagger. While this comes at the cost of a significant cutting edge, the difference is worth it for throwing specialists.

Thundermace: This deceptively dangerous weapon is essentially a mace with a longer haft and larger, often flanged head.

Tonfa: These L-shaped fighting batons are good for striking and blocking. The wielder holds the handle and either spins the stick or strikes with the stick covering the forearm.

Tri-Bladed Katar: This punching dagger resembles the standard katar, save that a pair of blades can be folded out from the center blade, transforming the weapon into a starburst shape well suited to catching foes' weapons.

WEAPON TRAITS

The weapons in this section include the following traits.

Modular: The weapon has multiple configurations that you can switch between using an Interact action. This typically changes the type of damage the weapon deals (listed in the trait, such as "modular B, P, or S"). However, it can also change the weapon's traits. For example, a switchscythe's "modular (P and grapple, or S

and sweep)" means that the switchscythe can either deal piercing damage and gain the grapple trait, or it can deal slashing damage and gain the sweep trait.

SKYRIDER SWORD

ITEM 14+

UNCOMMON AIR MAGICAL TRANSMUTATION

Usage held in 2 hands; **Bulk** 1

This +2 *greater striking shock greatsword* has a broad, flat blade that can support the weight of a Medium-sized or smaller wielder. Magic allows the weapon to soar through the air, carrying its wielder along with it.

Activate ♦ command; **Frequency** once per day; **Requirements**

You're holding the sword in at least one hand; **Effect** You leap upon your sword as it soars through the air for up to 10 minutes. You gain a fly Speed of 25 feet or your land Speed, whichever is slower, but you can't Strike with your weapon except via the weapon's other activation (see below). You can Dismiss the activation, and it ends automatically if you cease holding the weapon with at least one hand.

Activate ♦♦ Interact; **Requirements** You are riding on your weapon; **Effect** You ride your weapon into a foe, attacking it as you fly past. You Fly, making a melee Strike with the weapon once at any point during your movement.

Type skyrider sword; **Level** 14; **Price** 4,500 gp

Type greater skyrider sword; **Level** 19; **Price** 32,000 gp

The sword is a +3 *greater striking greater shock greatsword*. You can activate the weapon's flight any number of times per day, and its duration is no longer limited to 10 minutes.

FANGED

RUNE 2+

UNCOMMON MAGICAL TRANSMUTATION

Usage etched onto a melee weapon

When etched with this rune, a weapon's hilt or haft becomes engraved with grooves that match the imprints of a wolf's teeth. By putting a *fanged* weapon in your mouth, you can transform into an animal.

Activate ♦ Interact (magical, polymorph, transmutation);

Effect You transform into a Small or Medium animal that wields the *fanged* weapon in its jaws; the animal matches the animal you are most closely associated with (a lizardfolk would turn into a lizard, a kitsune into a fox, a deer instinct barbarian into a deer, etc.) or a wolf if no specific animal is applicable. While in this form, you can attack with the *fanged* weapon even though you don't have any hands. However, you can attack only with the *fanged* weapon and you don't have hands or the ability to hold items. For effects dependent on how many hands you are using to hold the item, such as the two-hand trait, you are holding the weapon in two hands. You can Dismiss this effect, and it ends automatically if you drop the *fanged* weapon (whether or not of your own volition).

Type fanged; **Level** 2; **Price** 30 gp

Type greater fanged; **Level** 8; **Price** 425 gp

In animal form, you gain low-light vision and a +5-foot item bonus to your Speed.

Type major fanged; **Level** 15; **Price** 6,000 gp

In animal form, you gain low-light vision, imprecise scent to a range of 30 feet, and a +10-foot item bonus to your Speed.



TABLE 1: MELEE WEAPONS

Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Throwing knife	3 sp	1d4 P	L	1	knife	agile, finesse, thrown 20 ft.
Uncommon Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Thundermace	2 sp	1d8 B	2	2	club	backswing
Tri-bladed katar	8 sp	1d4 P	L	1	knife	disarm, fatal d8, monk
Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Asp coil	10 gp	1d6 S	1	1	sword	reach, versatile P
Dueling spear	2 gp	1d8 P	2	2	spear	disarm, finesse, versatile S
Elven branched spear	3 gp	1d6 P	1	2	spear	elf, deadly d8, finesse, reach
Piranha kiss	4 sp	1d6 S	L	1	knife	agile, disarm, finesse
Tonfa	1 sp	1d4	L	1	brawling	agile, finesse, monk, parry, twin
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Butchering axe	8 gp	1d12 S	2	2	axe	orc, shove, sweep
Sickle-saber	5 gp	1d6 S	1	1	sword	backswing, forceful
Spiral rapier	5 gp	1d6 P	1	1	sword	disarm, finesse, parry
Switchscythe (level 1)	12 gp	1d6 P	2	1	pick	gnome, fatal d10, modular (P and grapple, or S and sweep)

TABLE 2: RANGED WEAPONS

Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Chakram	5 sp	1d8 S	20 ft.	—	L	1	knife	thrown
Uncommon Advanced Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Hongali hornbow	11 gp	1d8 P	40 ft.	0	2	1+	bow	deadly d6, propulsive

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URBAN GARDEN JEWELERS

"Welcome! How can this ancient mass of vines help you today? If you're looking for a ring or pendant for that special someone, then you sure have come to the right place..."

The most common instruction given to those seeking Urban Garden Jewelers is to "look for the giant tree." The huge tree is an integral part of the business it's attached to in more ways than one. It forms one wall of the two-story building, and its strong branches support many of the rooms and products within. A small sign hanging above the shop door bears

its name. During the day, the door stands open with a beaded curtain shielding the inside. Shoppers who enter get half a minute to take in the sight before a 5-and-a-half-foot humanoid mass drops from the vine canopy above. Depending on his mood, the eponymous owner of the establishment will either give a bright greeting or say nothing, whichever spooks first-time visitors more. "Heh, that never gets old," he says when people jump at his entrance.

THE DIAMOND IN THE BOUGH

Urban Garden (CN male lesby jeweler)—Ur for long-time clients and friends—began his life about two centuries ago as a smaller and leafier lesby with a now-forgotten name. From what he can recall, he was a companion to an elf woman cursed with an extremely allergic reaction to any metal; even items carved by metal tools risked triggering her curse. Noticing his friend's sadness at the sight of others' elaborate jewelry, Ur learned how to grow and shape plants that mimicked the necklaces and bracelets his friend wished she could wear. To both their surprise, his creations became very popular. Ur and his companion used the income they generated to fund their travels and search for a way to break her curse. Between these excursions, they lived and tended to a sanctuary grove they'd established for injured flora, fauna, and fey.

One night, something terrible happened in the sanctuary. All Ur can remember is that he was gravely injured. When he reawoke years later, he had a body of vines and lay in the basement of an abandoned building in Absalom, with unfamiliar faces peering down at him. His saviors, a group of Pathfinder agents, could provide little information, as they were only instructed to summon him. For months, Ur wandered the streets, working odd jobs while piecing his fragmented memory together. Realizing he retained his old jewelry-making skills, he sought an apprenticeship under a silversmith to master metallic jewelry. After saving up money to buy the plot where he was summoned, he grew new organic jewelry pieces from the patch of vines that made up his body, officially turning over a new leaf in his life.

Ur has a wide range of clientele, and he's mindful to keep affordable, quality pieces always in stock for those on tight budgets. Wealthy merchants, nobles, and adventurers, on the other hand, usually place custom orders. Ur's work falls into one of three categories: simple metallic jewelry (sometimes refurbished), carved wooden accessories recycled from projects that "grew out of hand," and lastly, his signature grown jewelry.



For simple and small pieces, shoppers may get to watch in awe as Ur breaks off a rose's thorn from a potted plant to reveal a studded piercing ("Okay, now where do you want me to stab this?"), or cut a ring free from the canopy above ("Best place to hide valuables: in plain sight!") These grown jewelries stay alive if maintained, and may sprout or bloom flowers in the right conditions.

The majority of the growing takes place off-premise on Ur's homestead a mile west of Absalom, just beyond Shoreline. Growing jewelry usually begins with a purchase of uncut gemstones. Depending on the quality, Ur may keep the stone as-is or pay the gnome gem cutter next door for assistance. Small pieces usually use potted plants, while elaborate ones do better on waist-height shrubs planted into the earth. Ur utilizes many gardening techniques to achieve the designs and shapes in his mind, from pruning or shaping to grafting or splitting. Magic heals the plants from the manipulations or corrects small mistakes. Once there is a good base, the stones are set. Protecting these gems and showcasing their natural shape and color is a delicate balance. Some stones end up wrapped in a woven web of thin vines, while others might be encased in wood as if the plant wrapped around it as it grew. This variety is part of the draw of Ur's products: no two pieces are ever the same.

A DAZZLING DISPLAY

The ground floor of the shop serves as the showroom. Models in glass case tables and wooden nooks—grown from the wood of the floor and walls themselves—display various rings, earrings, and necklaces. Verdant vines completely cover the ceiling, with scattered bioluminescent flowers providing light. Each flower holds a glowing crystal that determines the color of the light emitted.

The gigantic tree that makes up the wall has been hollowed into a spiral staircase that leads to a workshop upstairs. Only a small section of the second story has flooring, as the vine ceiling downstairs is left exposed to allow Ur to move between the floors with ease. There are a few potted plants around for growing small pieces, either hanging from the ceiling or set into the wall before a wide window.

Hidden beneath an old rug on the first floor of Ur's shop is a trapdoor leading to a long-deserted brick basement. Dead vines cling to the chamber's dusty walls, faint light peeks through the flooring cracks from above, and thick cobwebs cover all the broken furniture in the room. Ur has kept this place as-is for a reason he hides deep within his heart.

GEMS OF KNOWLEDGE

Ur recently noticed tracks of trespassers on his farm outside the city and suspects bandits may be plotting

a heist. In preparation, the jeweler is recruiting trustworthy friends to watch his back while he improves fortifications. He warns, however, that there may be complications during the upgrade that will need to be handled accordingly, ranging from rogue plants to sudden influxes of vermin.

The most valuable pieces on Ur's farm have been in growing for over a century, ordered by clients who passed on long ago. Such arrangements are intentional, with direct descendants named as the recipients of these treasures. One such commission is the Face of the Beloved, an intricate matching set consisting of a tiara, choker necklace, and earrings with color-changing gems. Ur has been unable to deliver this work to the Chelaxian noble house that ordered it; after the chaos of the Chelaxian civil war, there are conflicting accounts of who the true heir is, a matter both Ur and the house wish could be resolved.

Several leshys from Darkmoon Vale have recently disappeared. There is a rumor among the leshys in Absalom, Ur included, that the Lumber Consortium is behind this, though substantial proof has yet to surface. Ur would likely prove very grateful should any adventurers look into the matter further.



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URBAN GARDEN JEWELERS

URBAN GARDEN WARES

Many of Urban Garden's customers are initially drawn in by the myriad gems shimmering in their display cases. The following are just some of the items found in the shop.

BROOCH OF INSPIRATION

ITEM 8+

UNCOMMON DIVINATION INVESTED MAGICAL

Usage worn; **Bulk** –

This finely cut garnet brooch fills your mind with vigor and occasional bursts of mental clarity. While wearing the brooch, you gain a +1 item bonus to checks to Recall Knowledge with Lore skills.

Activate ➤➤ envision (fortune); **Frequency** once per day; **Effect** You think hard on a topic and receive a sudden inspiration. You attempt to Recall Knowledge using Lore. On this check, you roll twice and take the higher result.

Type brooch of inspiration; **Level** 8; **Price** 425 gp

Type greater brooch of inspiration; **Level** 11; **Price** 1,200 gp

The item bonus is +2, and the frequency for the activation is once per hour.

Type major brooch of inspiration; **Level** 17; **Price** 12,500 gp

The item bonus is +3 and applies to all checks to Recall Knowledge with any skill. The activation has a frequency of once per 10 minutes, takes only a single action to activate, and you can attempt to Recall Knowledge with any skill.

CROWN OF THE FIRE EATER

ITEM 8+

UNCOMMON EVOCATION INVESTED MAGICAL

Usage worn; **Bulk** L

A wreath of flames dances around the rim of this golden crown. You gain resistance 5 to fire.

Activate ➤ command; **Frequency** once per day; **Trigger** You take fire damage; **Effect** You absorb some of the flame that would harm you. Increase your fire resistance from the crown from 5 to 15. Just after taking any remaining fire damage, you regain a number of Hit Points equal to 15 or the fire damage dealt by the triggering attack before damage resistance, whichever is less.

Type crown of the fire eater; **Level** 8; **Price** 500 gp

Type greater crown of the fire eater; **Level** 12; **Price** 2,000 gp

The constant fire resistance is 10. When activated, the fire resistance and maximum number of Hit Points regained are each 25.

Type major crown of the fire eater; **Level** 16; **Price** 10,000 gp

The constant fire resistance is 15. When activated, the fire resistance and maximum number of Hit Points regained are each 35.

FLESHGEM

ITEM 5+

UNCOMMON EVOCATION INVESTED PRIMAL

Usage envision; **Bulk** –

Originally developed as a body modification by oreads, *fleshgems* are crystals that can be implanted in the skin of a creature of any ancestry. While a *fleshgem* can be applied

anywhere on the body for cosmetic purposes, the most common usage among adventurers is to implant them at the base of the fingers, to be used like brass knuckles.

Type combat fleshgem; **Level** 5; **Price** 160 gp

These pointed crystal shards embedded in your fingers grant you a fist Strike that deals 1d6 piercing damage, is in the brawling group, and has the magical and unarmed traits. *Combat fleshgems* can be enhanced with the effects of *handwraps of mighty blows*, as normal for an unarmed attack.

Type earthspeaker fleshgem; **Level** 8; **Price** 450 gp

You siphon your *fleshgem*'s power, and the earth around you erupts in crystal stalagmites.

Activate ➤ to ➤➤ command; **Frequency** once per day;

Requirements You are standing on the ground; **Effect** The ground around you erupts in a 10-foot burst of knee-high crystal shards that remain for 1 round, or 1 minute if you spent two actions. To all creatures other than you, the area is difficult terrain as well as hazardous terrain. Creatures that move through a space containing crystal shards take 2 piercing damage.

LADY'S KNIFE

ITEM 6

UNCOMMON CONJURATION MAGICAL

Price 200 gp

Usage held in 1 hand; **Bulk** L

This +1 *striking returning dagger* has an elaborate, gemmed handle and can be worn strapped to the inside of a wrist or tucked within a decorative bodice. Despite the name, which stems from the dagger's historical basis in Oppara as a lady's favor, this dagger is common among wielders of all genders and has become quite fashionable in Absalom of late, with most nobles who carry them matching their evening finery to the gems on the hilt.

Activate ➤➤ command, Interact; **Frequency** once per day;

Effect You offer this weapon as a romantic or platonic favor to an ally. You and the ally become linked for 1 day. During this time, you each benefit from the effects of *status*, using each other as the targets.

Activate ➤ envision; **Frequency** once per day; **Requirements**

You have become linked with an ally by offering them the *lady's knife*; **Effect** You call forth the blade. The *lady's knife* instantly teleports to your hand. The attempt to recall the knife fails if you are more than 1 mile away from the knife's current location. Your linked ally can use the same Activation to recall the knife once per day as well.

MAGNIFYING GLASS OF ELUCIDATION

ITEM 5

UNCOMMON MAGICAL DIVINATION

Price 125 gp

Usage held in 1 hand; **Bulk** –

These well-aged wooden magnifying glasses are engraved with a variety of runes. Each is imbued with a specific language. When you use a magnifying glass to examine writing of its imbued language, it translates the writing into a language



CROWN OF THE FIRE EATER



LADY'S KNIFE



STAFF OF THE DREAMLANDS



MAGNIFYING GLASS OF ELUCIDATION

you understand. For example, an elf who speaks only Elven using a *magnifying glass of elucidation* imbued with Dwarven would see Dwarven writing as Elven when observed through the magnifying glass. The magnifying glass only provides direct translations and doesn't automatically allow you to understand codes or extremely esoteric passages—you still need to attempt a skill check to Decipher Writing.

Activate envision, Interact; **Frequency** once per day;

Effect You scan up to two pages of writing with the *magnifying glass of elucidation*, imbuing the magnifying glass with the information you scanned. You can use a separate 3-action activity to have the magnifying glass reproduce the imbued information onto blank paper exactly as it appeared when you Activated the magnifying glass. The reproduction is a direct copy of the pages but doesn't imbue the reproduction with any magical effects or other special effects. As such, you can copy the writing of a scroll, for example, but it will only be mundane writing and not have any magical effect. The magnifying glass can only hold one instance of information at a given time; Activating the magnifying glass a second time or reproducing the information clears out the magnifying glass's information.

Craft Requirements You know the language imbued in the magnifying glass.

MIRROR OF SLEEPING VIGIL

ITEM 7

UNCOMMON ILLUSION INVESTED MAGICAL SLEEP

Price 300 gp

Usage worn; **Bulk** L

This jeweled mirror grants you gain greater control over your dreaming self. While invested, you can watch over your sleeping body from the Dreamlands, letting you see your own body and a 5-foot emanation around you, though you can't

hear, smell, or use other senses from your dreaming self. You do not take the -4 status penalty to visual Perception checks in that area or gain the blinded condition from being unconscious against creatures in that area. As long as you fell asleep voluntarily and not from a sleep effect, you can automatically wake up from sleep if there is visible activity around you.

STAFF OF THE DREAMLANDS

ITEM 6+

UNCOMMON ENCHANTMENT MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

The carved night hag's hand at the end of this sandalwood staff clutches a rough gem. The *staff of the Dreamlands* makes it easier to navigate and survive in the Dreamlands and recognize its denizens. When wielding the staff, you gain a +1 circumstance bonus to Survival checks while in the Dreamlands and to checks to Recall Knowledge about creatures with the dream trait.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of the Dreamlands*; **Level** 6; **Price** 250 gp

- **Cantrip** daze
- **1st** alarm, déjà vu (*Advanced Player's Guide* 218), sleep
- **2nd** phantasmal treasure, silence

Type *greater staff of the Dreamlands*; **Level** 12; **Price** 2,000 gp

- **3rd** dream message
- **4th** dream message, nightmare, sleep
- **5th** dreaming potential, illusory scene

Type *major staff of the Dreamlands*; **Level** 18; **Price** 24,000 gp

- **6th** illusory scene
- **7th** project image, visions of danger
- **8th** dream council, maze, visions of danger

Craft Requirements Supply one casting of all listed levels of all listed spells.

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BACK ALLEY SHOPS

Whether one chooses to wander off the beaten path or accidentally turns too soon from the main thoroughfare, the Grand Bazaar's nooks, crannies, and winding lanes all hold vendors eager to catch the attention of any passersby. The following are but a small sample of the countless shops a visitor may encounter at the Grand Bazaar.

2 COPPER READS

Horace Drimvon (CN male dhampir human dealer), a former smuggler of forbidden literature from Nex,

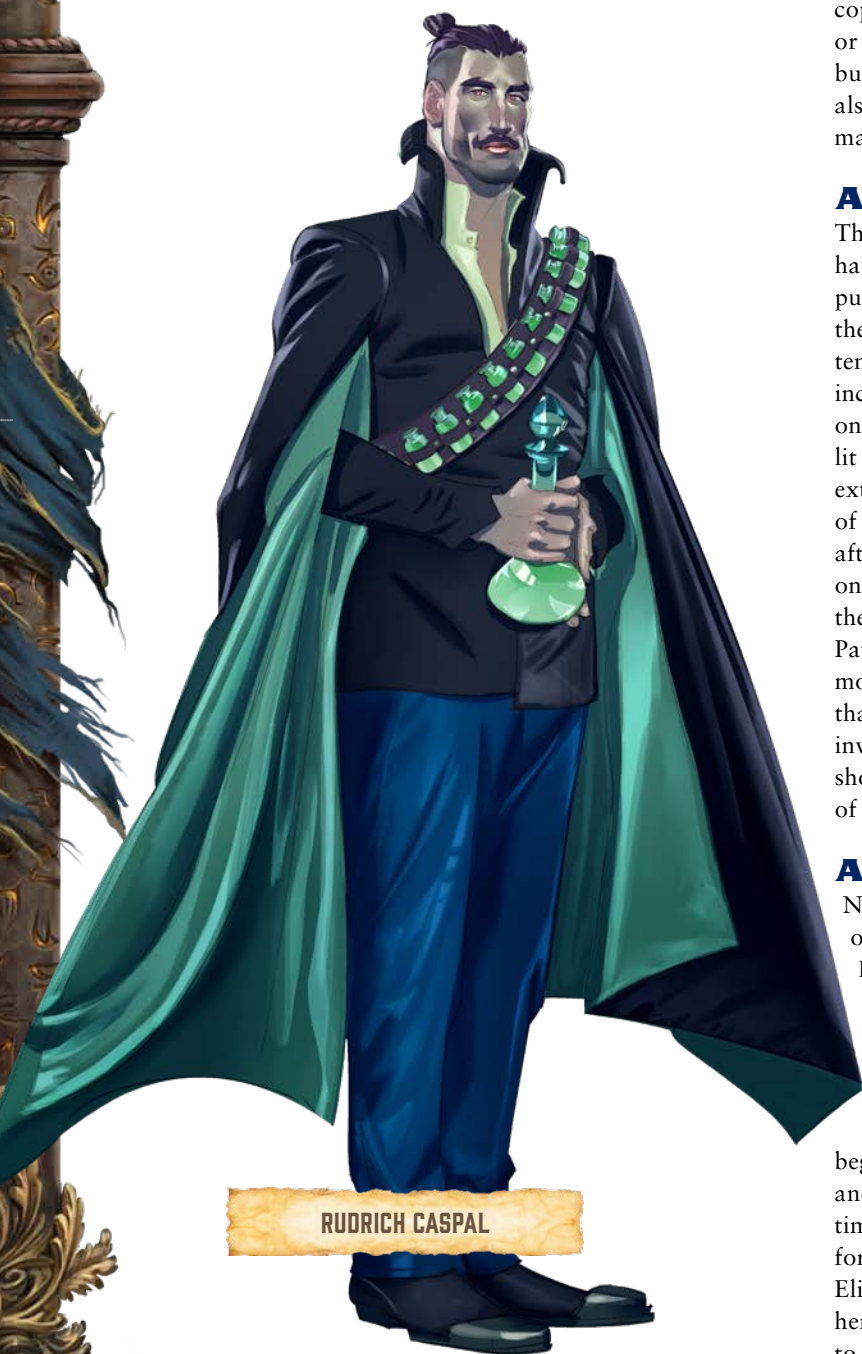
started 2 Copper Reads as an off-the-cuff business venture. He migrated to Absalom with everything he owned, which included several crates of loose-leaf pages and unfinished manuscripts, old remnants from his former occupation. At first, these texts gathered dust in storage, but eventually, they formed the basis for 2 Copper Reads. Stitching together the writings of various unknown authors—with a fair amount of editing—Horace created short, sometimes nonsensical, entertaining stories. He mass-printed these tales under different pseudonyms and started selling them at two copper per booklet. Occasionally, writings of historical or political significance sneak into these publications, but only a few loyal readers have noticed them. Horace also gives special discounts to youth seeking reading materials as a form of charity.

A MAGICAL TOUCH

This elegant shop is run by an equally regal (and haughty) shabti named **Erandi** (N agender shabti purveyor of curiosities). Despite their claims to have the latest in magic items, most of their offerings tend to fall short of expectations. Some examples include wands that become useless after casting only one spell, matchsticks that stay perpetually lit like an *everburning torch*, *bags of holding* with extradimensional spaces that are about the same size of the physical bag, *healing potions* that take effect after a minute, and a *skeleton key* that only operates on door locks. No one knows how Erandi acquires these goods, but they insist in their products' efficacy. Patrons often surprise Erandi with knowledge of modern, if not objectively superior, magic items, but that has done nothing to make them update the store's inventory. A Magical Touch has thus become a novelty shop, where collectors purchase these items as a point of fascination, rather than practicality.

ARCANE ANTIQUARY

Numerous elaborate runes cover the majority of this otherwise simple stall. From behind the counter, **Elisandra Draspoxi** (N female elf arcanist) sells various ancient magical items. Most of them have cheaper modern counterparts, but the ancient designs are particularly appealing for collectors of magical antiquities. Elisandra's business skyrocketed over the past few years once she began traveling to Xin-Edasseril in New Thassilon and purchasing magic items from the recently time-displaced city. Ancient Thassilonian relics sell for much more than her previous merchandise, and Elisandra made her Thassilonian connection central to her shop, changing its appearances and her marketing to capitalize on the popularity.



RUDRICH CASPAL

BEDELSBY'S BID-A-LOT

Alexius Bedelsby (CG female halfling aasimar refurbisher) had grown bored with woodworking. Searching for a new creative direction, she began digging through trash for objects she could repair or improve. Over time, her collection grew, and while she occasionally gave away more practical items like restored furniture, the decorative pieces gathered dust in her workshop. After a friend gave her a rough estimate of the value of her artistic pieces, Alexius had the idea to sell them at auction, including the story of how she found the piece and transformed it, with its appraised value as the starting bid. Alexius donates most of the proceeds to Absalom's Hands, a charity that aids the destitute in the city, but keeps just enough to cover the costs for maintaining her shop.

CACASPAL'S

Once a week, **Rudrich Caspal** (CN male half-orc alchemist) parks in a small back alley in the Bazaar with a wagon full of fertilizer and compost, packaged almost well enough to hide the smell. Rudrich mixes these in smaller batches on his farm for use in gardens rather than fields. At least, that's his cover. Rudrich did start off as a legitimate farmer but found the days too long and pay too little. After talking with a Norgorberite scholar and developing a knack for alchemy, Rudrich tried his hand at making poisons. Though he still farms some traditional crops, he also grows several potent varieties of poisonous herbs, which he mixes with other substances to produce lethal concoctions. So far, he's found the poisoner's trade rather lucrative and relatively low risk. He has yet to encounter a guard who desires to inspect his pungent inventory.

CATS AND CABOODLE

Cats and Caboodle started off as a standard general store with all the associated wares. Inspired by Josie's Kennel (page 115), the owner **Hierisa** (NG female catfolk shopkeep) made an arrangement with Josie to handle her cats during the day, a blessing for when business is slow. Hierisa had a section of the store dedicated as a free roam area for the cats, including furniture, toys, and tins for their food and water. While shopping, patrons can also rent toys or buy some treats to play with them. Unsurprisingly, her shop has seen a lot more traffic since opening the cat section. Hierisa happily directs customers to Josie's Kennel should they wish to adopt one of the cats.

CRITTERS GALORE

In this shabby shop lined with cages, overgrown jars, and glass tanks, **Rizeka** (CN female ratfolk animal handler) offers rare or unusual pets: including oozes, overgrown spiders, and the occasional tiny elemental creature. Critters Galore is the third iteration of her shop (the first two being Rizzy's Pet Shop and Strange Creatures, Oh My!) as she constantly finds herself being inspected

by local authorities—after a customer's neon lizard which turned out to be a tiny flaming salamander nearly burned down their home. Despite these dubious legalities, Rizeka tries to rely on cruelty-free ways of capturing and selling these pets.

DOCTOR MIRCHAN'S HAVEN FOR BETTER BEING

The charismatic Geridem Luvlassian (LE male gnome wellness counselor), best known by his alias Doctor Mirchan, saw an opportunity in fleecing the complacently rich with promises of a better life beyond material wealth—which one can, of course, still obtain with gold. Doctor Mirchan's exclusive shop features various texts, magical voice recordings, and other commodities to improve one's quality of life. While he actually wrote all these texts under various pseudonyms, most relay common tips for healthy living (such as getting enough sleep or taking a daily walk) that plug in the use of his products, which often amount to tinctures made of powdered vegetables and pillows containing herbs in their stuffing. He claims no medical or magical confirmation that his methods improve one's state of being, but he also reasons that proof of the contrary doesn't exist either. Doctor Mirchan knows about his business's cult-like



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following but already has a contingency plan in place to abandon it should the need arise.

FIARA

This clothing store's eponymous fashion designer, **FIARA** (CN female ganzi fetchling illusionist), has a habit of playing up her mysterious past almost as much as her eccentric persona. A newcomer to the Bazaar, before she traveled to Absalom and opened her shop she claims to have escaped from a faraway land that suffered a catastrophic event—having thus far described said event as an earthquake, fiendish invasion, and tidal wave, among other apocalypses.

FIARA's skill and speed seem almost supernatural, as she innovates new styles and daring outfits within days, if not hours, when truly inspired.

While increasingly sought after, FIARA takes commissions only from clients who stoke her creative passions. "My creations amplify the wearers, and I create only the best," she replies to complaints. Unsurprisingly, her prices tend to be exorbitant, save for the most compelling or alluring clients.

GIRMA'S GAMES GALORE!

Girma "Hands" Nomer (CN female ratfolk gambler) runs this migrating stall with her sisters, **Chommi** and **Tiva**. The stall makes use of a *portable gaming hall* (page 26) to run a variety of games of chance for those interested. Local authorities insist the trio can run the shop legally, but they refuse to pay for their license and continue to run unsanctioned games, claiming the risk makes it more fun. The three move the shop at the slightest hint that guards might be nearby and constantly change their stall's name to help avoid notice. (Previous names include "Chommi's Chummy Casino for Cash" and "Tiva's Table of Treasure.") The stall's constant movement would normally be a detriment for keeping patrons, but most local gamblers agree the Nomer sisters have some of the most interesting games of chance in Absalom, like Squeaker's Dice and Maze o' Chips, and that playing at their table is good luck.

HANDS-OFF HEALING

The aristocracy of Absalom, specifically those in the Ivy District, have made this stall an unexpected success.

Imara Palinton (NE female oreard human chemist mage) sells magical potions, oils, and perfumes from this stall, but the main attraction is her line of alchemical

atomizers (*Legends* 80). The atomizers prove popular mostly because aristocrats

can use potions without having to suffer through the unappealing "magical aftertaste" that comes with many of the concoctions. Imara stole

the design from **Khismar Crookchar** (NE male gnome alchemist) and fled to Absalom before the gnome realized what occurred. Imara

believes Khismar might try to track her down at some point and reclaim his designs, but she's so far decided to stay as her profits are too tantalizing to give up.

THE HARROW BARROW

The Harrow Barrow's owner, **Dieral Myrnese** (CN male elf collector), keeps his stock of harrow cards in several wheelbarrows enchanted to move at his whim, with the occasional display propped on an



DIERAL MYRNESE

otherwise unimpressive crate. Dieral consolidated his vast harrow card collection through egregious looting and scavenging during years of adventuring, acquiring second-rate copies to custom prints and rumored “lost” cards. After settling in Absalom, he decided to profit from his collection, though he occasionally goes on trips to restock.

While his offerings include mainly second printings and gag cards—such as the nonsensical fork suit and other anomalies like the Dancing Bear or Annoying Uncle—customers occasionally dig up rarities. His “minute to build it” offer allows patrons to build custom decks within the allotted time frame. For the less adventurous, Dieral also offers premade harrow decks of varying quality.

JOSIE'S KENNEL

A retired clerk, **Josie** (CG female human shelter worker) would often notice stray critters wandering Absalom's streets during her daily commute. Around 30 years ago, she adopted a friendly dog who kept following her throughout Absalom. She began to add more pets, both mundane and magical, to her menagerie, discovering she had a talent for caring for these creatures. After nearly running out of space in her home, she decided to retire early and open a kennel. While not the most profitable business, Josie strives to match her charges with well-meaning owners, using the adoption fees to provide for the creatures still in her care. Josie's children and grandchildren have since joined the family business, and she's also helped by her first dog, who is proving remarkably long-lived—a detail most know better than to probe into.

KNITTY GRITTY

Knitty Gritty offers an assortment of colorful knitted goods, from quilts and scarves to dolls and sweaters. These creations are primarily made by the older two sister owners: **Tarissa** (NG female catfolk artisan), who designs and handcrafts the original items, and **Tireen** (LN female catfolk mage), who uses her magic to efficiently mass-produce the knitted goods. The youngest sibling, **Sarren** (CG male catfolk merchant), manages the storefront proper.

LYRICS ON THE WIND

Thelba Griddlestrum (CN female gnome bard) formerly frequented the upper echelons of Absalom society as a renowned writer and poet. She provided the stage with clever comedic plays, entertained parlors with witty bemusings, and attracted rich clients who asked her to write their correspondences for them. However, an unfortunate incident in which a messenger accidentally switched some of her clients' letters lead to an embarrassing falling out from which she never recovered. To make ends meet, Thelba runs a writing service in a shabby stall producing customized songs, letters, and poems.

MYSTIC SWEETS AND OTHER TREATS

An alchemist turned doctor turned confectioner, **Roxley Remire** (NG male tiefling elf doctor) perfected a way to change standard magical consumables into more flavorful forms without affecting their potency, an endeavor that came after some of his patients expressed an aversion to common potions' standard tastes. By far, his most popular product has been potion candies, from the standard strawberry-flavored healing candy to the cinnamon drop of fire breathing, though he's also ventured into magical baked goods. Of course, not every creation has been a hit. His flavored holy water spray has been roundly condemned by several of the dourer religious sects.

NATURE'S BEARINGS

A shop ran jointly by **Adelyn Montara** (CG female halfling horticulturist) and **Bengi Montara** (NG male bear artist), Nature's Bearings sells wares that bring a touch of the great outdoors to the city. Adelyn, a florist, runs the shop's interior, selling offerings from her druid mother's gardens. She strives to breed plants that benefit the city's environment. Bengi had been the animal companion of Adelyn's mother, who awakened him before starting her family. Though he was free to wander wherever he pleased, Bengi stayed at his former master's side. Over the years, he studied various subjects, but discovered a passion for art after joining Adelyn for a painting session. From a tent just outside the shop, Bengi sells watercolor paintings and carved art, usually focused on natural landscapes, though he has constantly received requests for self-portraits. Patrons often stop by just to watch him paint, purchasing one of his pieces as a souvenir of the experience.

NO LEFT FEET

Music and laughter constantly ring out of this small stall. The owner, **Jacinato** (CG male aasimar scalliwag [*Pathfinder Adventures: Troubles in Otari* 62] instructor), loves music and adores dancing even more. Although the dance moves of a couatl are somewhat different from a humanoid's, Jacinato's passion for dance led him to establish this stall as a place to offer dance lessons. The couatl has such a way with words that he can effectively describe dance steps without having to demonstrate them himself. His lessons are extremely popular among Absalom's citizens, and he sometimes conducts large classes, leading dozens, even hundreds, of dancers at once. Jacinato uses his earnings to support local arts and goes out of his way to hire up-and-coming musicians to provide music for his lessons.

NOSES THAT KNOW

Gifted with impeccable senses of smell, **Merin** and **Kolbe** (NG male and female pixies) opened a perfume shop in Absalom after traveling the world together. Between the two of them, Merin typically creates the perfumes, while

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Kolbe tends to brainstorm and test out their scents. The pixie couple sells uncommon but still fragrant aromas, specializing in spice-infused perfumes. Unsurprisingly, Kolbe's food preferences serve as a basis for most scents. They also offer a special perfume partly infused with pixie dust that induces an effect that magically simulates the content feeling of being full after a good meal.

OZMAN THE "WATCHGUY"

Ozman (N nonbinary clockwork watchmaker) has no stall or shop. Appearing as a gaunt man with wiry hair and unblinking eyes, they stalk the back alleys while wearing a large overcoat that harbors their creations: watches of the highest make. Ozman offers their works at unbeatably affordable prices, but they push their wares too eagerly to the point of discouraging customers. Those who purchase a watch, however, discover their device can precisely tell the time as it should be for their current location, and never requires maintenance.

In truth, Ozman is an axiomite who seeks to provide a form of absolute knowledge through their creations. Each watch follows a design beyond mortal understanding; attempts to reverse engineer one always

ruin the "perfect alignment" of the various components, resulting in the watch shattering beyond repair.

PARTIES IN PARCELS

This ostentatious shop sells supplies and party favors for festivals, including festive candles, colored paper, and more. While these sell well enough, the shop's most popular product is the signature "party in a box." An invention of the shop's owner, "**Partytime**" **Yubo Hazelthorn** (CG male gnome conjurer), pulling open the elegant bow on one of these small, colorful boxes causes it to unleash a blast of music, confetti, streamers, and even illusory fireworks into the air, as well as produce a number of illusory party-goers. The box continues to produce a party for several hours or even days, depending on the needs of the client. The bombast and excitement these boxes create make them popular among Absalom nobles, and they serve as an eye-catching centerpiece to any festivity.

PLACES TO GO

Gromli Tullman (N male dwarf explorer) pushes his cart around the Grand Bazaar at odd hours of the day. The cart itself has a small sign reading "Places To Go" and is full of scrolls and parchment, though he keeps the cart covered with a heavy leather tarp to keep his goods safe from inclement weather. Gromli sells his wares in an unusual fashion. Rather than wait for buyers to come to him, Gromli wanders the Bazaar until he finds his next sale. He simply stands next to an unexpected customer and mentions he has a destination for sale. That individual has the singular opportunity to buy one of his maps. If they accept, he reaches into his cart and offers them a specific map. No one knows how Gromli matches map to customer. There doesn't seem to be any rhyme or reason to his method, but people who buy his maps state they always lead to something interesting, such as lost treasure or ancient ruins.

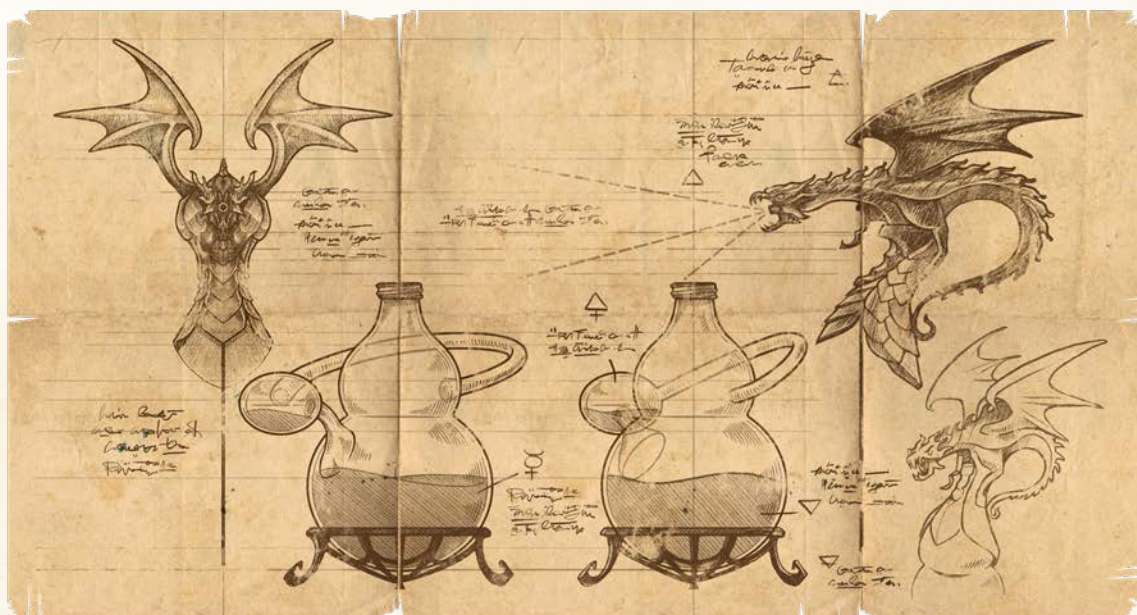
RE:FRESHMENTS

Dilyn Willers (CG female half-elf alchemist) always wanted to own a cafe but knew she needed capital to make it a reality. After saving up while working as an alchemist, Dilyn eventually opened a humble cafe in the Bazaar that specialized in mixed drinks and shakes—both alcoholic and not. Business proved slow at first, so she added something extra to her menu. Dilyn combined her alchemical knowledge with her usual offerings, giving each a small twist. A blended citrus shake can make one's hairs literally stand on end, while some teas cause smoke to visibly stream out one's ears and nose.

THIRD HAND THRIFT

From fancy frocks to elaborate socks, Third Hand Thrift can fulfill anyone's need for fancy garments. **Vilmi Gedtz** (NE nonbinary halfling thief), the charming proprietor,

JACINATO



ALCHEMICAL ATOMIZER BLUEPRINT

guarantees offerings of only the finest make. They make due on this promise by finely curating the unattended clotheslines owned by the well-to-do of the Petal and Ivy Districts. Despite the shop's less than ideal location, smooshed between two particularly nondescript buildings, Third Hand Thrift sees a fair number of clientele who aspire to ascend to the upper echelons of society, and they're more than eager to dress the part for a discount.

ULTIMATE UTENSILS

In his youth, **Uranku** (LN male lizardfolk smith) fended off several bandits with naught but a fork and knife, as the attack happened in the middle of his meal. Since that incident, he's embraced the concept of extremely practical culinary implements. Ultimate Utensils now offers the ladle mace, chopping board shield, cast iron pot helmets, and throwing butter knives. On top of their combat uses, Uranku boasts his creations simplify travel since these tools remove the bulk of additional kitchenware. The shop is very popular with local halflings.

UNLIMITED SKEWERS

Hailing from Tian Xia, **Shidana** (CN female human monk 8) opened a small "show" restaurant serving fresh skewers of grilled or fried seafood and meat paired with homemade sauces. She makes a show of her process so customers can see how she prepares their food with almost supernatural deftness. Some of her previous feats include tossing meats into the air and accurately piercing them with skewers and juggling containers of sauce while mixing them. Shidana also has a special set of equipment where "anything goes,"

promising to skewer, grill, and serve whatever legally and physically edible materials a patron brings to her—all done with flair, of course.

WARES... FROM BEYOND!

This stall features a number of odd relics and strange objects, including tiny winged humanoids preserved in jars, strange skulls, and gems that glow with unnatural light. Anyone interested in stranger sights can pay a fee to enter a small tent which features even more curios or buy one as a souvenir. The proprietor, **Klart Oswo** (CN male halfling crafter) claims each of the items is some kind of extraterrestrial artifact from beyond Golarion's solar system. In reality, the failed sculptor found that marketing his odd pieces as alien relics earned him more coin than any of his previous exhibits. He's hoping to use his earnings to fund a secret expedition to Numeria and collect a true alien relic as the centerpiece of his collection.

WISELY KANAT

Wisely Kanat (N male half-elf merchant), a successful merchant from the Mwangi Expanse, opened his store in Absalom out of pride for his negotiation skills rather than the need to make a living. Wisely doesn't accept gold at his shop and operates purely off a bartering system. While many customers trade in physical items, Wisely also accepts information or entertaining tales, including the chance to hear his own stories in counteroffers. He usually declines most promises of services or favors. This cycle of mixing material and intellectual value has led to the fluctuating quality of his goods. More often than not, Wisely believes he gets the better deal.

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ABSALOM ADS

*Tired of being overlooked? Sick of having your opinion ignored? Want to prove to the world you're one to watch?
Look no further! With my latest training manual, you'll become... a Captivator!*

Absalom Ads is a mail-order shop that magically dispenses training manuals all over the Inner Sea region, delivering manuals on combat, magic, tactics, and more uncommon specialties into the hands of adventurers whenever and wherever they need it most.

THE AMAZING MISTER GOLARION

The humble mind behind Absalom Ads is Almin Gemper, better known as the Amazing Mister Golarion.

A halfling of humble origin, the Amazing Mister Golarion is now the pinnacle of perfection—a brilliant mind with a charitable heart and a muscular body the envy of Kurgess himself! Mister Golarion has trained at the feet of heroes and scoundrels, warriors and wizards, masters and kings, prophets and celestials—even learned to wrestle from Irori and the art of dance from Shelyn! Believing all people deserve to reach their full potential, Mister Golarion vows, “I won’t rest until every one of you is as perfect as me!” He’s not just mighty, he’s Amazing!

Almin Gemper was once a cowardly halfling working as a dung sweeper in Absalom’s Docks district. Feeble, sickly, and scared of his own shadow, Almin kept his head down and his mouth shut. He was overlooked, derided, and bullied at every turn. Until one fateful day Almin witnessed the purest form of bravery: a child stood up to muscular thugs who’d stolen his silver. Inspired by the child, Almin tried to lend a hand and the thugs clobbered him.

Vowing he’d never again be powerless, Almin trained his body, mind, and spirit. He graduated with distinction from the ten most prestigious magical academies of the Inner Sea, including the Arcanamirium and Magaambya. He battled to become Champion of the Irorium, the Arena of Aroden, the Ruby Phoenix Tournament, and the Challenge of Sky and Heaven. He studied religion in the Ascendant Court, created artificial life in Oenopion’s Golemworks, and learned medicine at the University of Lepidstadt. He caught Absalom’s greatest criminal mastermind, toppled cults, disbanded gangs, ousted impostors, and exposed corruption. Ever seeking to better himself, he sought out mentors the world over, mastering

every technique they had to learn. He became... *the Amazing Mister Golarion!*

On the Isle of Kortos, the Amazing Mister Golarion explored countless siege castles in the Cairnlands, battling mechanical warriors in the Red Redoubt of Karamoss, fiendish harpies in the Blasted Aerie, and a Quantum golem in the pocket dimensions of the Spire of Nex. He defeated wyverns and bargained with dragons at the peak of Mount Ganog. He navigated a minotaur’s maze at the heart of the Riven Hills to learn the secrets of distant Casmaron, lost since the defeat of the warlord Voradni Voon.

Among the Golden Road’s desert dunes, the Amazing Mister Golarion bested a sphinx in a game of riddles and uncovered the location of the mysterious Crystal Pharaoh’s tomb. He scoured the Barrier Wall and battled spawn of the legendary Tarrasque to reach the ruins of Kho. There he learned secrets of ancient Shory aeromancers and their fabled flying cities—including clues that led him to the last remaining city in the sky. Leaving the ancient empire behind, he wrangled a peryton and rode it across the Obari Ocean to train under masters of unarmed combat in Jalmeray’s fabled Houses of Perfection.

Back in Garund, he journeyed through the blighted Mana Wastes and scaled the Shattered Range where he leaped across an immense chasm to reach lost cyclops ruins and study their ancient divination techniques. Beset by the city’s guardians, he battled a dozen dracolisks—blindfolded!

Beyond the range, the Amazing Mister Golarion survived the punishment of Seven Angry Suns and fled Mzali with the treasures of the foul child-god Walkena. He skirmished with aquatic aberrations while exploring Hyrantam, a flooded city of lost Lirgen, to learn the astrological secrets of the Saoc Brethren. He sailed the Eye of Abendego, battling bloodthirsty adaros and krakens alongside the

eternal hurricane's winds, to reach the wreck of *Time's Promise*. He dove beneath the roiling ocean waves and swam down to the sunken shipwreck in one mighty breath, surfacing with a fraction of the ship's sea-soaked riches.

In Avistan, he climbed to the top of the Mindspin Mountains and wrestled with yetis to become their king. There he mastered bestial transformations, terrifying intimidation techniques, and unearthed the frozen ruins of Sildrinir, an ancient Nidalese settlement lost when Zon-Kuthon enslaved the nation during the Age of Darkness. He battled undead in the Gravelands, tamed a remorhaz, and claimed the head of a linnorm. He braved the haunted eaves of the Shudderwood, surviving encounters with corrupted fey and twisted wildlife to examine repositories of ancient druidic lore.

In the tumultuous Saga Lands, the Amazing Mister Golarion climbed the Storval Plateau and bested the Sklar-Quah's greatest warrior in a grueling game of sredna, earning his place as one of the Shoanti tribe's own. Under their tutelage he learned horsemanship, becoming a burn rider of the Cinderlands. In the Varisian lowlands, he released the soul of a Pharasmin priest from a devourer's cage, earning the blessing of the Lady of Graves. From her immortal lips he learned secret techniques to extend his life and stave off death.

North of the Inner Sea, he overcame disease and fire to travel cursed Iobaria and unlock the secrets of the Sarkorian god callers. Further still, he traversed the Path of Aganhei over the Crown of the World to glimpse other worlds at the Nameless Spires.

Beyond the Material Plane, the Amazing Mister Golarion delved into the Dimension of Dreams, battling horrors and hags to conquer his nightmares and banish his fears. He endured the heat of the Plane of Fire to study crafting techniques under the legendary azer smith Unvesh.

With each lesson building upon the last, the Amazing Mister Golarion honed his body into the perfect vessel and became a master in countless fields. Now, he wants to share his lessons with the world.

ORDER NOW!

Believe it or not, I wasn't always the Amazing Mister Golarion! I was a nobody—a meek, weak, coward. I traveled the length and breadth of Golarion to learn from the greatest masters of our time. From the lowest of lows, I rose to the pinnacle of perfection. What took me years, you can do in minutes! I've taken the greatest, most efficient aspects of other teachings and traditions and condensed them into this manual. That's right—the wisdom of the world can be in your hands! Together, we'll unlock your full potential!

Attention, adoration, charm, eloquence, magical magnetism—you can have it all! With just 10 minutes a day and my tried and true training methods you'll soon be distracting crowds, entrancing enemies, enthraling everyone you meet, and augmenting your splendor with magical enchantments and illusions! Whether you want to turn heads in the market, banter in the salons of the rich and famous, charm your way out of a bad situation, get the edge in a devil's bargain, or become the star of the Inner Sea, this is the training manual for you!

Order my new training manual, "The Captivator," before it's sold out! Packed with helpful illustrations, my expert advice, and secrets I've learned on my worldly sojourn, this 28-page training manual is so great, it's magic! I guarantee it will change your life!

The Amazing Mister Golarion learned to train his body to do anything and with his help, so can you! With Absalom Ads, we can all be Amazing!



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CAPTIVATOR

Others find you inherently fascinating. You have a facility with words that draws others in, and you've always found it easy to sway others to your point of view. This ability has grown to the point where you're capable of innate magic. You can bend others' wills to your own by weaving alluring enchantments and compelling illusions. Perhaps this comes from a touch of fey or draconic blood in your family's distant past, or perhaps it's the work of some special boon or curse placed upon you.

Captivators come from all areas of the world and all walks of life. A farmhand with the right gifts, sent to

the market every week to hawk their latest crop, could find themselves on the path to becoming a captivator. An urchin who relies on the sympathy of others just to survive may become a captivator out of necessity, and a noble, immersed in a deadly game of luxury and influence, might have trained to be a captivator since birth. Regardless of background, most captivators use their abilities to advance their station in life, make things easier for themselves, or befriend those who can help them achieve their goals.

Good captivators use their gifts and skills to bring people together. They might turn a would-be tavern brawl into a night of sharing drinks and telling stories. They might offer encouragement to those facing depression or doubt. They excel at ending conflict peacefully and efficiently, leaving everyone around them happier. When faced with violence, they use their magic to quickly subdue or enthrall enemies while minimizing harm to their companions.

Evil captivators manipulate others to achieve status, wealth, and power. They have no qualms about deceiving someone or using their magic to cause harm.

Evil captivators are dangerous tricksters whose enchantments and illusions make them seem harmless, unimportant, or friendly. The slick politician, the devious con artist, the cunning courtier—these are all roles that an evil captivator can easily assume.

CAPTIVATOR DEDICATION

FEAT 4

ARCHETYPE DEDICATION

Prerequisites Charisma 14, trained in Deception or Diplomacy

Your ability to captivate others borders on the preternatural. You are seldom at a loss in social situations, and you can create minor enchantments or illusions. Choose Deception or Diplomacy. You become trained in that skill, or become an expert if you were already trained.

Choose two cantrips from the occult list; each cantrip must be from either the enchantment or illusion school. You gain access to the Cast a Spell activity and can cast these spells as occult innate spells. You're trained in occult spell attack rolls and spell DCs. If you have a hand free, you can usually replace material components with somatic components, so you don't need to use a spell component pouch. Your key spellcasting ability for these spells is Charisma.

Special You can't select another dedication feat until you have gained two other feats from the captivator archetype.

BASIC CAPTIVATOR SPELLCASTING

FEAT 4

ARCHETYPE

Prerequisites Captivator Dedication

Your innate ability to fascinate others develops into full-fledged spellcasting. This spellcasting comes naturally and instinctively to you, rather than as a product of training. Choose a 1st-level occult spell from either the enchantment



CAPTIVATOR

or illusion school. You can Cast this Spell as an occult innate spell. At 6th level, you gain a 2nd-level spell, and at 8th level, you gain a 3rd-level spell. Each of these spells must be from either the enchantment or illusion school.

CAPTIVATING INTENSITY

FEAT 6

ARCHETYPE

Prerequisites Basic Captivator Spellcasting

Your ability to captivate others has grown, and you can use your captivator abilities more often. You seem to never run out of the ability to fascinate or distract. You can cast each occult innate spell granted by captivator archetype feats one additional time per day. You can do this for spells of all levels granted, other than your two highest spell levels from non-cantrip captivator spells. If you have Heightened Captivation, you can Cast the chosen Spell a second time each day, though one of the two times you cast it, it's heightened two levels lower than your highest level of non-cantrip captivator spells, as long as the spell can be cast at that spell level.

COUNTERCHARM

FEAT 8

ARCHETYPE

Prerequisites Basic Captivator Spellcasting

Trigger A creature Casts a Spell from the enchantment or illusion school.

Requirements You have an innate non-cantrip captivator spell of the same school.

Your enchantments and illusions are so dominant that you can use them to counteract similar magic cast by others. When a foe casts an enchantment or illusion spell and you can see its manifestations, you can use your own innate magic to disrupt it. You lose an innate, non-cantrip spell of the same school as the triggering spell as if you had Cast the Spell. You then attempt to counteract the triggering spell with your spell.

HEIGHTENED CAPTIVATION

FEAT 8

ARCHETYPE

METAMAGIC

Prerequisites Captivator Dedication

You can infuse your enchantments and illusions with more power. Choose one of your spells granted by captivator archetype feats; this spell can't be from your highest level of non-cantrip captivator spells. The spell you choose is heightened to the highest level of captivator spell you can cast, not including cantrips. You can't later change the spell that is heightened by this feat.

Special You can select this feat more than once. Each time you select it, you choose a different spell.

EXPERT CAPTIVATOR SPELLCASTING

FEAT 10

ARCHETYPE

Prerequisites Basic Captivator Spellcasting

You learn more powerful spells to enchant and deceive. You learn a 4th-level occult spell. At 12th level, you learn a 5th-level spell, and at 14th level, you learn a 6th-level spell. Each of these spells must come from either the enchantment or illusion school. You Cast these Spells as occult innate spells.

You become an expert with spell attack rolls and spell DCs for occult spells.

REACTIVE CHARM

FEAT 10

ARCHETYPE

Prerequisites Captivator Dedication

Frequency once per day

Trigger You are the target of a spell or attack.

You're so charming and distracting that when pressed, you can cast a simple enchantment in time to foil an attacker. You cast any of your 1st-level enchantment spells that normally take two actions or fewer to cast. This takes effect before the triggering spell or attack, and if the attacker is affected by your spell, it can make different decisions based on the effects (for instance, if you *charm* the attacker and it becomes friendly to you, it can choose a different target than you for its attack or spell). The attacking creature must be in range of your chosen spell, and if your spell requires targets, the attacking creature must be a valid target. Your spell affects only the attacking creature, even if it would normally affect more targets or an area.

EFFORTLESS CAPTIVATION

FEAT 14

ARCHETYPE

METAMAGIC

Prerequisites Captivator Dedication

Trigger Your turn begins.

You maintain your innate enchantments and illusions with hardly a thought. You immediately gain the effects of the Sustain a Spell action, which you can use only to extend the duration of an enchantment or illusion spell.

MASTER CAPTIVATOR SPELLCASTING

FEAT 16

ARCHETYPE

Prerequisites Expert Captivator Spellcasting

You master the most powerful spells that enchant and deceive. You learn a 7th-level occult spell. At 18th level, you learn an 8th-level spell, and at 20th level, you learn a 9th-level spell. Each of these spells must come from either the enchantment or illusion school. You cast these spells as occult innate spells. You become a master with spell attack rolls and spell DCs for occult spells.

LOOK AGAIN

FEAT 18

ARCHETYPE

METAMAGIC

Prerequisites Captivator Dedication

Frequency once per day

If your illusions or enchantments fail to ensnare the minds of others, you can cast them again. If your next action is to cast an innate enchantment or illusion spell and it fails to affect any targets, you do not lose the spell. You must use the same number of actions to recast the same spell on your following turn; if you can't, or choose not to, you waste that number of actions with no effect. After this second casting, you lose the spell whether it affected any targets or not. Look Again works only with spells that require targets and doesn't do anything if you cast a targeted spell but didn't select any targets.

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SPELL TRICKSTER

Just as Golarion's merchants scour busy marketplaces for newfound goods, scholars of magic congregate in teahouses, debate at symposia, and haunt the back rooms of esoteric shops to swap secrets of their trade. In such meetings, a different kind of magic may strike: the spark of innovation! The mixing of magical techniques produces fascinating and unpredictable results. As one of these innovators, sometimes called a spell trickster, you have a knack for pioneering magical techniques and discovering new effects from spells most novice spellcasters take for granted. Whether your unique abilities are the result of weeks of experimentation or a secret passed to you by a traveling practitioner, you delight in surprising others with your tricks.

SPELL TRICKSTER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites Able to cast spells; trained in Arcana, Nature, Occultism, or Religion

Your experience with magic and its traditions lets you specialize in the casting of certain spells, customizing familiar

spells to create novel effects. Whenever you gain a feat from this archetype, you either learn to modify the effects of a single spell, or you change one of the modifications from a previous feat. Each time you Cast the Spell corresponding to the feat you chose, you decide whether to cast its normal or modified version. You can only apply one modification to a spell at a time, even if you know more than one modification for that spell. Besides modifications mentioned in the feat, the spell functions as normal.

Choose up to two 4th-level spell trickster archetype feats for which you meet the spell-casting prerequisite. You gain those feats, ignoring their level prerequisite.

Special You can't select another dedication feat until you have gained two other feats from the spell trickster archetype. The two feats you gain from taking the dedication don't count toward this total.

AGILE HAND

FEAT 4

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *mage hand*

When you cast *mage hand*, you can modify its target to be a set of thieves' tools. When you Cast the Spell in this way, the tools move up to 20 feet towards a device or lock. After you Sustain the Spell on future turns, you can use the tools to attempt Thievery checks to Disable a Device or Pick a Lock within the spell's range, but you take a -2 penalty to your Thievery check. If you critically fail, the spell ends and you can't use this modification again for 24 hours.

BARRIER SHIELD

FEAT 4

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *shield*

When you cast *shield*, you can modify the spell to create a solid barrier you can use for cover, but not for blocking. You can't use the Shield Block reaction when the spell is modified in this way, but you (and only you) can spend an action to Take Cover to gain standard cover from it.

FORCEFUL PUSH

FEAT 4

ARCHETYPE ATTACK

Prerequisites Spell Trickster Dedication, ability to cast *mage hand*

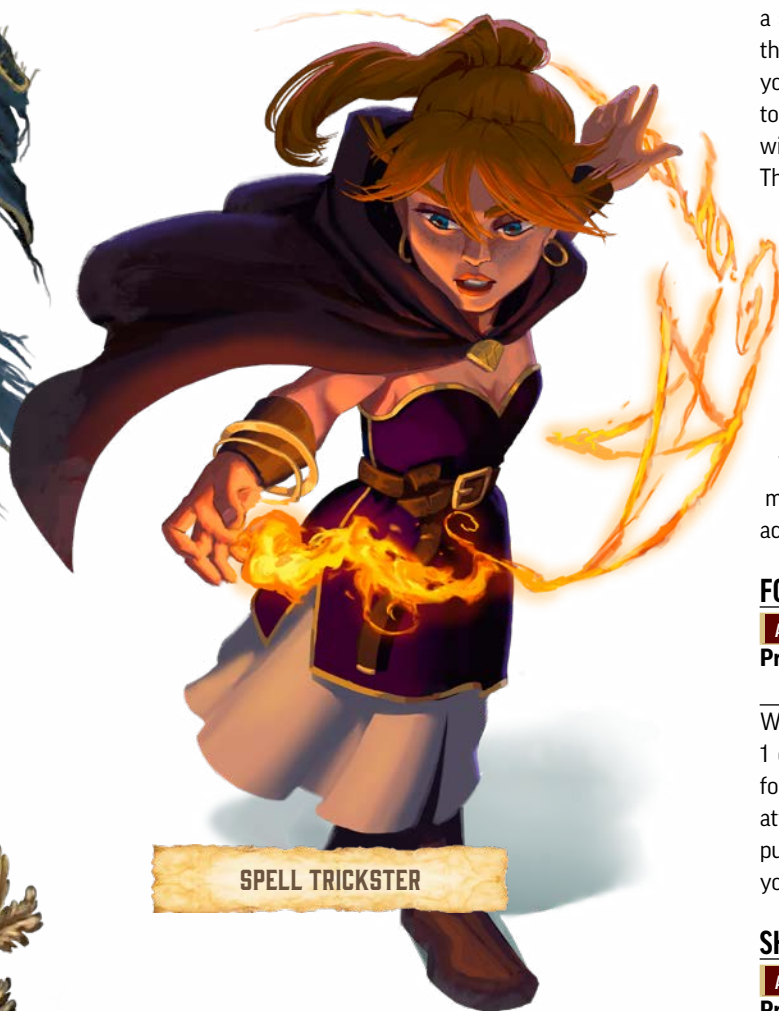
When you cast *mage hand*, you can modify its target to be 1 creature. If you do, replace its standard effects with the following: You push your foe telekinetically. Make a spell attack roll against the target's Fortitude DC. On a success, you push the target 5 feet away from you. On a critical success, you push the target 10 feet away from you.

SHINING ARMS

FEAT 4

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *light*



SPELL TRICKSTER

When you cast *light*, you can modify its target to be 1 melee weapon, either unattended or possessed by you or a willing ally, and modify its duration to be 1 minute. If you do, add the following to its effects: When a creature wielding the weapon critically hits a foe, you can Dismiss the Spell as a reaction, causing the foe to be dazzled for 1 round. After you use this reaction, you can't use this modification again for 10 minutes.

SUMMON ENSEMBLE

FEAT 4

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *summon instrument*

When you cast *summon instrument*, you can modify its duration to be sustained, up to 1 minute. When you do, you summon a number of instruments equal to your spellcasting ability modifier that hover around you and play of their own accord. Once per turn when you Sustain the Spell, choose an opponent within 30 feet who can hear your performance. The target must attempt a Will save against the spell's DC; on a failure, it becomes distracted by your performance and becomes flat-footed for 1 round. The target is then temporarily immune for 24 hours.

TRACING SIGIL

FEAT 4

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *sigil*
When you cast *sigil*, you can modify the spell to add the following to its standard effects: The target leaves a magical trail that you and others can try to follow. You and other creatures can attempt to Track the target, substituting an Arcana, Nature, Occultism, or Religion check (whichever matches the magical tradition of your *sigil* spell) for the Survival check. Much like Tracking with Survival, this must take place somewhere the target has been and follow the trail; it doesn't allow anyone to find the target from a distance. You can only have a single target marked with a modified *sigil* in this way. If you use this ability again on a second target, the *sigil* spell on the first target ends, and your mark fades.

WILD LIGHTS

FEAT 4

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *dancing lights*

When you cast *dancing lights*, you can modify its duration to be 1 minute and modify its standard effects to create a single floating light in the shape of a Tiny creature, instead of up to four floating lights. The creature hovers over your head unless you spend a single action that has the concentrate trait to direct the light to move up to 30 feet, in which case it remains there until you direct it again. If you direct it back to your head, it hovers there and follows you again until you direct it elsewhere. If the light ever moves beyond 120 feet of you, it winks out immediately.

ANIMATE NET

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *animate rope*^{APG}

When you cast *animate rope*, you can modify its target to be 1 net. If you do, replace the spell's standard effects with the following: You cause a net to animate and throw itself at a Medium or smaller creature within 20 feet of the net. Attempt a spell attack roll against the target's Reflex DC. On a success, the target is flat-footed and takes a -10-foot circumstance penalty to its Speeds until it Escapes; on a critical success, it's also immobilized until it Escapes. The Escape DC is equal to your spell DC as long as the spell lasts. Once the spell ends, the Escape DC returns to the normal DC for a net (usually 16), and a creature adjacent to the target can Interact to remove the net.

CONFOUNDING IMAGE

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *mirror image*

When you cast *mirror image*, you can modify its duration to be sustained up to 1 minute and modify its range to 30 feet. If you do, replace the spell's standard effects with the following: You create an illusory duplicate of yourself that appears in an unoccupied square within range. The image takes up space and has a reach of 5 feet, and your allies can flank with the image. It doesn't have any other attributes a creature would normally have other than an AC equal to your spell DC and saving throw modifiers equal to your spell DC - 10. If the image is hit by an attack or fails a save, or if you ever move more than 30 feet from it, the spell ends. Creatures can move through its space without hindrance. When you Sustain the Spell, you can move the image to an unoccupied square within range.

DISK RIDER

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *floating disk*

When you cast *floating disk*, you can modify its duration to be sustained, up to 10 minutes. If you do, add the following heightened entry to its effects.

Heightened (3rd) The disk can hold up to 10 Bulk. The spell no longer ends if you ride atop the disk (though it does if any other creature rides atop it, including if the creature is riding on you). If you are riding the disk, it changes its capacity to hold you, plus additional Bulk equal to the maximum you could carry without being encumbered. If you ride atop the disk, you can direct it to move along the ground up to 30 feet or your Speed, whichever is slower, each time you Sustain the Spell. While you ride atop it, the disk can move over liquids as long as it ends its movement on solid ground. If it ends its movement on a surface that can't support it, the spell ends.

DRENCHING MIST

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *obscuring mist*

When you cast *obscuring mist*, you can modify it to add the following heightened entry to its effects.

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Heightened (3rd) Your mist is particularly laden with moisture. Non-magical fires within the area are automatically extinguished. Choose one magical fire or fire spell in the area and attempt to counteract it.

OBSCURED TERRAIN

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *obscuring mist*

When you cast *obscuring mist*, you can modify the spell to replace its standard effects with the following: You cause a cloud of thick fog to blanket the area, making it difficult to see the ground. The area within the fog is difficult terrain for creatures that can't see through fog or mist. You can Dismiss the cloud.

UNEASY REST

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *sleep*
When you cast *sleep*, you can modify the spell to add the following to its standard effects: Subjects of your spell experience troubled dreams. When a target that failed or critically failed its saving throw wakes up, it is frightened 1.

VOLATILE GREASE

FEAT 6

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *grease*
When you cast *grease*, you can modify its target to be 1 creature. If you do, replace the spell's standard effects with the following: You splash the target with combustible grease. The target must attempt a Reflex save.

Critical Success The target is unaffected.

Success The target is splattered with grease and gains weakness 2 to fire until the end of your next turn. The target or an adjacent creature can rub off the combustible grease with an Interact action, ending the effect.

Failure As success, except the weakness to fire lasts for 1 minute.

Heightened (+2) The weakness increases by 1.

BEACON MARK

FEAT 8

ARCHETYPE

Prerequisites Tracing Sigil

When you cast *sigil*, you can modify the spell to add the following heightened entry.

Heightened (4th) You attune yourself to the marked target. While the spell lasts, you can spend a single action, which has the concentrate, detection, and divination traits, to attempt to locate the target, learning the direction to the target as long as you are within 1 mile of it. If the target is a creature or a creature is in possession of the target object, the creature can attempt a Will saving throw against your spell DC. If it succeeds, your attempt to locate the target fails and you can't attempt this again for 1 day. You can only have a single target marked with a *sigil* modified in this way. If you Cast this Spell again on a second target, the *sigil* spell on the first target ends, and your mark fades.

LARCENOUS HAND

FEAT 8

ARCHETYPE

Prerequisites Agile Hand, Pickpocket skill feat

When you cast *mage hand*, you can remove its duration, modify its range to 20 feet, and modify its target to be an attended object within the spell's Bulk limit that wouldn't be time-consuming to remove. Add the following to the spell's standard effects: If the creature attending the object is willing to have you take the item, *mage hand* carries the item to you. If the creature is unwilling, you must attempt to Steal the target object with a Thievery check. The usual restrictions on attempts to Steal an object apply, including the restrictions that you can't steal objects that would be extremely noticeable or time-consuming to remove (like worn shoes or armor or actively wielded objects) and you can't Steal from a creature in combat or otherwise on guard. On a successful Steal check, the *mage hand* carries the item to you, and on a critical failure, you can't use this modification again for 1 hour. If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard, though if you do so, the spell's casting time increases by 1 action.

LINGERING FLAMES

FEAT 8

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *fireball*
When you cast *fireball*, you can modify its effects, decreasing the base damage to 5d6 and causing it to deal 2 persistent fire damage to creatures that fail their save, doubled as normal on a critical failure. If you do, replace its heightened entry with the following.

Heightened (+1) The damage is increased by 1d6 and the persistent fire damage is increased by 2.

SCATTERED FIRE

FEAT 8

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *fireball*
When you cast *fireball*, you can modify its area to be two non-overlapping 10-foot bursts.

SIPHONING TOUCH

FEAT 8

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *vampiric touch*

When you cast *vampiric touch*, you can modify its standard effects as follows: Instead of gaining the temporary Hit Points yourself, you can grant the temporary Hit Points to an ally within 30 feet. After 1 minute, the ally loses any of these temporary Hit Points that remain.

SMOLDERING EXPLOSION

FEAT 8

ARCHETYPE

Prerequisite Spell Trickster Dedication, ability to cast *fireball*
When you cast *fireball* heightened to at least 4th level, you can modify the spell to add the following to its standard effects: Your *fireball* leaves behind a brief cloud of smoke in its area. While it's smoke instead of mist, this cloud otherwise has the effects of *obscuring mist*, except that it lasts only 1 round.

STEAL VITALITY

FEAT 8

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *vampiric touch*

When you cast *vampiric touch*, you can modify its standard effects as follows: Instead of gaining temporary Hit Points, if your target fails or critically fails its saving throw, you can attempt a counteract check to remove the clumsy or enfeebled conditions on yourself, using the source of that condition to determine the counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

SURROUNDING FLAMES

FEAT 10

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *wall of fire*

When you cast *wall of fire*, you can modify its standard effects as follows: Instead of a 5-foot-thick, 10-foot-radius ring of flame, you can form the wall into a 10-foot-radius hemisphere of fire.

TOPPLING TENTACLES

FEAT 10

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *black tentacles*

When you cast *black tentacles*, replace the spell's standard effects with the following: Tentacles slither along the ground in the area, attempting to hinder anyone within. Sticky black tentacles attempt to Trip each creature in the area. Attempt spell attack rolls against the Reflex DCs of each affected creature. Any creature you succeed against is knocked prone and takes 3d6 bludgeoning damage. Whenever a creature ends its turn in the area, the tentacles attempt to Trip that creature if it isn't already prone, and they deal 1d6 bludgeoning damage to any creature already prone. Creatures treat the spell's area as difficult terrain.

CHOKING SMOKE

FEAT 12

ARCHETYPE

Prerequisites Smoldering Explosion

When you cast *fireball* heightened to at least 6th level, you can modify the spell's standard effects as follows: Reduce the spell's damage by 6d6. Your *fireball* leaves behind a lingering cloud of toxic smoke in its area. While it's smoke instead of mist, this cloud otherwise has the effects of *stinking cloud*.

DIRECTED POISON

FEAT 12

ARCHETYPE

Prerequisites Spell Trickster Dedication, ability to cast *cloudkill*

When you cast *cloudkill*, modify its duration to be sustained up to 1 minute, and modify its standard effect to include the following: The cloud doesn't move away from you each round. Once per round when you Sustain the Spell, you can move the cloud 10 feet in the direction of your choice.

THE FRUITS OF RESEARCH

While magic can spring from many sources, from wizard tutors to self-taught savants, the art of the spell trickster often springs from sophisticated magical research. The magical academies in Golarion have no claim to magic as a whole but can often teach lesser-known variants of a spell to their students. At the Magaambya academy in the Mwangi Expanse, for instance, initiates study multiple traditions of magic, adapting the techniques of harnessing magical essence from one tradition to create new methods of casting spells in another. The Arclords of Nex have spent thousands of years honing spells in both wartime and peace, demonstrating a fine control over the arcane by effortlessly changing their magic to suit their whims. The return of New Thassilon brought thousands of magical dabblers and scholars, each with their own unique tricks and each eager to see what new spell variants have developed in their long absence.

This isn't to say that spell tricksters come solely from high academia. A sorcerer might demonstrate aberrant powers in her bloodline magic, hinting at a background more complex than a single eldritch influence acting upon her. An oracle might grope at a divine power that they poorly understand and cast a spell in a unique manner simply because they were never taught otherwise. A witch's patron or a whimsical deity might grant a favored servant a special power for whatever strange motives such beings might possess. Magic in Golarion isn't entirely predictable, no matter how many practitioners wish that it was so. While most spellcasters follow predictable patterns in their art, there are always exceptions.

The rules in this section are presented as part of an archetype, meant for a character dedicated to the art of innovating magic—but you don't have to limit yourself to this premise. At the GM's discretion, a spell trickster feat could be made available to a character as a class feat without the character taking the archetype. In most cases, this option should only be offered as a reward or story element that the character, GM, or group has dedicated a significant amount of time to developing—a character who wishes to partake in these options without GM permission or involvement should simply take the spell trickster archetype. These feats could be used to represent the payoff from extended magical research; finding forgotten or forbidden lore in a lost corner of Golarion; pleasing a god, patron, or other notable power; a magical plane or artifact exerting its influence; or any other number of situations that an adventurer might encounter while exploring. Keep in mind, however, that these feats were created and balanced to be part of an archetype. If allowing spell trickster feats as general class feats begins to negatively impact the game, the players should be willing to walk the decision back and rebuild characters as necessary.

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WRESTLER

Wrestlers are athletes who pit their strength and skill against powerful foes. Specializing in a variety of grabs, holds, and strikes, wrestlers are dangerous opponents whose techniques can leave a foe broken and defeated without taking their life.

The wrestling tradition is common all over Golarion. Gladiators and other warriors who fight for entertainment use wrestling techniques in combat. The discipline's focus on grappling is also useful in non-gladiatorial matches, as many foes are unable to contend with an opponent's hold. Grappling is particularly effective against spellcasters, who have a difficult time completing the somatic components of their spells while grabbed.

Wrestlers have storied traditions in the Hold of Belkzen, where orcs use specialized grappling techniques to subdue the large animals they ride as mounts. Orcs prefer wrestling these creatures partially to minimize harm to them, but also because they believe that the process of subduing the creature creates a stronger bond between mount and rider.



WRESTLER

Outside of the Inner Sea, wrestlers are common in Iblydos and Arcadia. Iblydan wrestlers focus on grappling techniques to make sure they're never left without a means to fight on the battlefield, even if their weapons are destroyed. Arcadian wrestlers engage in matches designed to retell stories of ancient gods. These matches feature impressive acrobatic feats as well as highly technical grappling maneuvers.

Additional Feats: 4th Combat Grab (*Core Rulebook* 146), Crushing Grab (*Core Rulebook* 160), Snagging Strike (*Core Rulebook* 145); 8th Whirling Throw (*Core Rulebook* 162).

WRESTLER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Athletics, unarmed attacks, and unarmored defense

Your training in the wrestling arts has made you particularly adept at moving, striking, and grappling while unencumbered. You become an expert in Athletics and gain the Titan Wrestler skill feat. You don't take the -2 circumstance penalty for making a lethal attack with your nonlethal unarmed attacks. In addition, you gain a +2 circumstance bonus to your Fortitude DC when resisting an opponent's attempts to Grapple you or Swallow you Whole.

Special You can't select another dedication feat until you have gained two other feats from the wrestler archetype.

DISENGAGING TWIST

FEAT 4

ARCHETYPE

Prerequisites Wrestler Dedication

Trigger A creature gives you the grabbed or restrained condition.

Your ability to twist your opponents' bodies into painful locks and holds makes you particularly adept at escaping such predicaments. Attempt an Athletics check to Escape the triggering condition. You gain a +2 circumstance bonus to this check.

ELBOW BREAKER

FEAT 4

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You bend your opponent's body or limbs into agonizing positions that make it difficult for them to maintain their grip.

Make an unarmed melee Strike against the creature you have grabbed or restrained. This Strike has the following effects in addition to its usual effects.

Critical Success You knock one held item out of the creature's grasp. It falls to the ground in the creature's space.

Success You weaken your opponent's grasp on one held item. Until the start of that creature's turn, attempts to Disarm the opponent of that item gain a +2 circumstance bonus, and

the target takes a -2 circumstance penalty to attacks with the item or other checks requiring a firm grasp on the item.

SUPLEX

FEAT 4

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Flexing your entire body, you heave your opponent over your head and slam them into the ground. Make an unarmed melee Strike against the creature you have grabbed or restrained; on a success, the target lands prone, and on a critical success, the target lands prone and takes an additional 2d6 bludgeoning damage. Regardless of whether the Strike is successful, you immediately release your hold on the target.

CLINCH STRIKE

FEAT 6

ARCHETYPE

Prerequisites Wrestler Dedication

Trigger A creature you had grabbed or restrained successfully Escapes.

Your opponents can't slip your grasp without receiving further punishment. Make an unarmed melee Strike against the triggering creature.

RUNNING TACKLE

FEAT 8

ARCHETYPE OPEN

Prerequisites Wrestler Dedication

You charge toward your opponent, throwing your body at them in a vicious tackle. Stride up to your Speed and then make an unarmed melee Strike. If you hit, you can attempt to Shove the target.

STRANGLE

FEAT 8

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You twist and squeeze the breath out of your foe. Make an unarmed melee Strike against the creature you have grabbed or restrained. On a success, you gain a circumstance bonus to damage equal to the number of weapon damage dice and the target can barely speak until the start of your next turn or until it Escapes, whichever comes first. While it can barely speak, the target can't vocalize above a hoarse whisper, and it must succeed at a DC 10 flat check or lose any action that requires speech. For an action requiring speech that is also a manipulate action, like Casting a Spell with somatic and verbal components, the target just rolls a single DC 10 flat check, rather than an additional DC 5 flat check for being grabbed.

SUBMISSION HOLD

FEAT 8

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Your iron grip slowly saps your opponent's strength. Attempt an Athletics check to Grapple the creature you have grabbed or restrained, with the following effects instead of the usual effects.

Critical Success The target is enfeebled 2 until the end of its next turn and enfeebled 1 for 1 minute.

Success The target is enfeebled 1 until the end of its next turn.

AERIAL PILEDRIVER

FEAT 10

ARCHETYPE ATTACK

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Heaving both yourself and your opponent into the air, you bring them crashing to the ground. Make an unarmed melee Strike against the creature you have grabbed or restrained. This Strike deals 1d6 additional damage per weapon damage die, and it has the following additional effects on a success, failure, and critical failure.

Success The target lands prone.

Failure You lose your grip on the target, and it is no longer grabbed or restrained by you.

Critical Failure You lose both your grip on the target and your balance. You fall prone, and the target is no longer grabbed or restrained by you.

SPINEBREAKER

FEAT 10

ARCHETYPE

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You squeeze your opponent in a vicious bear hug, putting intense pressure on their nerves, joints, or other pain points. Attempt an Athletics check to Grapple the creature you have grabbed or restrained, with the following effects instead of the usual effects.

Critical Success The target is clumsy 2 until the end of its next turn and clumsy 1 for 1 minute.

Success The target is clumsy 1 until the end of its next turn.

INESCAPABLE GRASP

FEAT 12

ARCHETYPE

Prerequisites Wrestler Dedication

Your grasp has a supernatural quality to it, preventing your foes from easily escaping—with or without magical assistance. If a creature you have grabbed attempts to use a teleportation spell or effect, it must succeed at a DC 15 flat check or the spell fails. If a creature you have grabbed attempts to Escape while under the effect of *freedom of movement*, it must succeed at a DC 15 flat check or be forced to roll the Escape attempt normally, rather than automatically succeeding.

FORM LOCK

FEAT 14

ARCHETYPE ATTACK

Prerequisites Wrestler Dedication

Requirements You have a creature grabbed or restrained.

Your ability to manipulate your enemy's body is potent enough that you can tear and break apart alternate forms. Attempt an Athletics check to counteract a polymorph effect currently affecting the creature you have grabbed or restrained. If the target is somehow under the effect of multiple polymorph effects, you can choose which one to attempt to counteract; the GM chooses randomly if the separate effects aren't obvious. The target is then temporarily immune for 1 day.

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EQUIPMENT TABLE

Table 3 lists the items and runes appearing in this book. The table includes all the options of a given item level, organized by category and name. Each level has a section for consumables, followed by a section for permanent items. A superscript “U” indicates the item is uncommon, and a superscript “R” indicates it’s rare.

TABLE 3: EQUIPMENT BY LEVEL

Name	Category	Price	Page
Level 0 Consumables			
Fake blood pack	Gear	1 gp	92
Powder	Gear	1 sp	92
Level 0 Permanent Items			
Reinforced surcoat ^U	Adjustment	2 gp	104
Shield augmentation ^U	Adjustment	8 sp	104
Cane, basic	Assistive	5 sp	67
Cane, griffon	Assistive	1 gp	67
Cane, probing	Assistive	5 sp	67
Chair storage	Assistive	1 gp	71
Chair, basic	Assistive	5 sp	70
Corrective lenses, basic	Assistive	5 sp	70
Crutch, basic	Assistive	5 sp	67
Hearing aid, basic	Assistive	5 sp	67
Prosthesis, basic	Assistive	5 sp	69
Reinforced wheels	Assistive	5 sp	72
Splint	Assistive	5 sp	69
Support	Assistive	5 sp	69
Wheel blades	Assistive	5 sp	72
Wheel spikes	Assistive	5 sp	72
Air bladder	Gear	1 sp	92
Ball	Gear	3 cp	58
Bandalore	Gear	5 cp	58
Blocks	Gear	1 sp	58
Clay	Gear	1 cp	58
Doll	Gear	1 sp	58
Folding ladder	Gear	3 gp	92
Game	Gear	5+ sp	58
Kite	Gear	4 cp	58
Marbles	Gear	2 sp	58
Mask, fine	Gear	2 gp	92
Mask, ordinary	Gear	5 cp	92
Paint set	Gear	1 gp	58
Pinwheel	Gear	1 cp	59
Puzzle box, simple	Gear	2 sp	59
Tear-away clothing	Gear	5 sp	93
Toy carriage	Gear	5 sp	59
Waffle iron	Gear	5 sp	93
Wheelbarrow	Gear	5 sp	93
Asp coil ^U	Weapon	10 gp	105
Butchering axe ^U	Weapon	8 gp	105
Chakram	Weapon	5 sp	105
Dueling spear ^U	Weapon	2 gp	105
Elven branched spear ^U	Weapon	3 gp	105
Hongali hornbow ^U	Weapon	11 gp	105
Piranha kiss ^U	Weapon	4 sp	106
Sickle-saber ^U	Weapon	5 gp	106
Spiral rapier ^U	Weapon	5 gp	106

Name	Category	Price	Page
Throwing knife	Weapon	3 sp	106
Thundermace ^U	Weapon	2 sp	106
Tonfa ^U	Weapon	1 sp	106
Tri-bladed katar ^U	Weapon	8 sp	106
1st-Level Consumables			
Sulfur bomb, lesser ^U	Bomb	4 gp	15
Vexing vapor, lesser ^U	Bomb	4 gp	27
Popdust ^U	Consumable	1 gp	59
1st-Level Permanent Items			
Burnished plating ^U	Adjustment	5 gp	104
Dragon's crest ^U	Adjustment	10 gp	104
Twining chains ^U	Adjustment	5 gp	104
Chair, traveler's	Assistive	5 gp	70
Hearing aids, magical	Assistive	5 gp	68
Impulse control	Assistive	5 gp	71
Reading ring	Assistive	15 gp	69
Doll, surprise	Gear	1 gp	58
Game, loaded dice	Gear	5 gp	58
Magnetic construction set	Gear	2 gp	58
Mask, plague ^U	Gear	10 gp	92
Mask, rubber	Gear	5 gp	92
Puzzle box, complex	Gear	2 gp	59
Swarmsuit	Gear	20 gp	93
Waffle iron, imprint	Gear	2 gp	93
Velocipede ^U	Vehicle	60 gp	77
Switchscythe ^U	Weapon	12 gp	106
2nd-Level Consumables			
Dragon's blood pudding, lesser ^U	Consumable	5 gp	46
Sneezing powder ^U	Consumable	7 gp	59
Spring-loaded net launcher ^U	Gadget	6 gp	23
Deadweight snare ^U	Snare	6 gp	14
Static snare ^U	Snare	6 gp	43
2nd-Level Permanent Items			
Doll, exquisite surprise	Gear	10 gp	58
Toy carriage, windup	Gear	5 gp	59
Fanged ^U	Rune	30 gp	106
Dweomerweave robe ^U	Worn	25 gp	50
Experimental clothing ^U	Worn	25 gp	50
Quick wig ^U	Worn	30 gp	50
3rd-Level Consumables			
Blindpepper bolt ^U	Ammunition	10 gp	14
Sulfur bomb, moderate ^U	Bomb	12 gp	15
Vexing vapor, moderate ^U	Bomb	12 gp	27
Impossible cake ^U	Consumable	5 gp	46
Periscopic viewfinder ^R	Gadget	12 gp	22
Recovery bladder ^R	Gear	10 gp	19
Toadskin salve ^U	Poison	10 gp	27

Name	Category	Price	Page
Rock ripper snare ^U	Snare	9 gp	43
3rd-Level Permanent Items			
Hearing aids, enhanced	Assistive	50 gp	68
Diving suit	Gear	100 gp	19
Portable ram	Gear	20 gp	92
Puzzle box, challenging	Gear	10 gp	59
Smoked goggles	Gear	20 gp	92
Coin of comfort ^U	Held	45 gp	26
Wardrobe stone, lesser ^U	Held	50 gp	51
Called ^U	Rune	60 gp	88
Crushing ^U	Rune	50 gp	42
Presentable ^U	Rune	50 gp	89
Snagging ^U	Rune	60 gp	89
Soft-landing ^U	Rune	60 gp	89
Enveloping light ^U	Tattoo	50 gp	38
Mirror robe ^U	Worn	55 gp	50
Wig of holding ^U	Worn	45 gp	50
4th-Level Consumables			
Glittering snare ^U	Snare	18 gp	26
Tar rocket snare ^U	Snare	15 gp	27
4th-Level Permanent Items			
Hosteling statuette ^U	Companion	80 gp	55
Pickpocket's tailoring ^U	Gear	100 gp	50
Dragon's breath 1st ^U	Rune	100 gp	88
Pillow shield ^U	Shield	80 gp	42
Wovenwood shield, minor ^U	Shield	85 gp	81
Firework pogo ^U	Vehicle	300 gp	76
5th-level Consumables			
Rhino shot ^U	Ammunition	22 gp	30
Sky serpent bolt ^U	Ammunition	25 gp	81
Dragon's blood pudding, moderate ^U	Consumable	25 gp	46
Pummeling snare ^U	Snare	25 gp	43
Wet shock snare ^U	Snare	25 gp	27
5th-Level Permanent Items			
Waverider barding ^U	Companion	130 gp	55
Magnifying glass of elucidation ^U	Held	125 gp	110
Paired ^U	Rune	150 gp	88
Stanching ^U	Rune	130 gp	39
Bathysphere ^U	Vehicle	480 gp	18
Fleshgem, combat ^U	Worn	160 gp	110
Quick runner's shirt ^U	Worn	150 gp	43
Shade hat ^U	Worn	150 gp	51
6th-Level Consumables			
Mirror-ball snare ^U	Snare	40 gp	26
6th-Level Permanent Items			
Sarkorian god-caller garb ^U	Armor	250 gp	80
Horned hand rests	Companion	225 gp	72
Misdirecting haversack ^U	Held	200 gp	10
Dragon's breath 2nd ^U	Rune	250 gp	88
Dread, lesser ^U	Rune	225 gp	14
Energizing ^U	Rune	250 gp	10
Hauling ^U	Rune	225 gp	80
Staff of final rest ^U	Staff	240 gp	30
Staff of the Dreamlands ^U	Staff	250 gp	111
Private workshop ^U	Structure	200 gp	30

Name	Category	Price	Page
Cutter	Vehicle	750 gp	76
Sand barge ^U	Vehicle	750 gp	76
Lady's knife ^U	Weapon	200 gp	110
Blast foot	Worn	250 gp	73
Shifter prosthesis	Worn	210 gp	73
7th-Level Consumables			
Big rock bullet ^U	Ammunition	60 gp	14
Cold comfort, lesser ^U	Consumable	70 gp	18
Fire and iceberg ^U	Consumable	60 gp	46
Server's stew ^U	Consumable	60 gp	46
Toadskin salve, greater ^U	Poison	55 gp	27
Envenomed snare ^U	Snare	60 gp	15
7th-Level Permanent Items			
Maestro's chair	Assistive	350 gp	70
Swarmform collar ^U	Companion	350 gp	55
Queasy lantern, lesser ^U	Held	325 gp	39
Deathless ^U	Rune	330 gp	10
Wind-catcher ^U	Rune	350 gp	89
Inubrix buckler, standard-grade ^R	Shield	320 gp	99
Inubrix shield, standard-grade ^R	Shield	352 gp	99
Wovenwood shield, lesser ^U	Shield	305 gp	81
Crown of insight ^U	Tattoo	360 gp	38
Reflexive tattoo ^U	Tattoo	350 gp	38
Strider ^U	Vehicle	1,200 gp	77
Wand of fey flames ^U	Wand	360 gp	81
Wand of spiritual warfare 2nd ^U	Wand	360 gp	11
Clockwork heels ^R	Worn	300 gp	22
Energy robe of fire ^U	Worn	320 gp	50
Mirror of sleeping vigil ^U	Worn	300 gp	111
8th-Level Consumables			
Malleable mixture, lesser ^U	Elixir	75 gp	19
Clockwork spider bomb ^U	Gadget	100 gp	22
8th-Level Permanent Items			
Swarmsuit, impenetrable	Gear	420 gp	93
Waffle iron, mithral ^U	Gear	355 gp	93
Alluring scarf ^U	Held	415 gp	84
Encompassing lockpick ^U	Held	450 gp	10
Folding boat ^U	Held	500 gp	76
Dragon's breath 3rd ^U	Rune	500 gp	88
Fanged, greater ^U	Rune	425 gp	106
Abysium buckler, standard-grade ^R	Shield	400 gp	96
Abysium shield, standard-grade ^R	Shield	440 gp	96
Siccatite buckler, standard-grade ^R	Shield	400 gp	101
Siccatite shield, standard-grade ^R	Shield	440 gp	101
Portable gaming hall ^U	Structure	500 gp	26
Clockwork macuahuitl ^R	Weapon	550 gp	22
Duelist's beacon ^U	Weapon	450 gp	10
Brooch of inspiration ^U	Worn	425 gp	110
Crown of the fire eater ^U	Worn	500 gp	110

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Name	Category	Price	Page
Energy robe of cold ^U	Worn	450 gp	50
Eye of the unseen	Worn	450 gp	73
Fleshgem, earthspeaker ^U	Worn	450 gp	110
9th-Level Consumables			
Enflaming arrow ^U	Ammunition	125 gp	14
Silencing ammunition ^U	Ammunition	125 gp	10
Transposition ammunition ^U	Ammunition	125 gp	31
Brewer's regret ^U	Consumable	120 gp	46
Impossible cake, greater ^U	Consumable	25 gp	46
Abysium powder ^R	Poison	150 gp	96
9th-Level Permanent Items			
Amphibious chair	Assistive	575 gp	71
Minotaur chair	Assistive	600 gp	71
Portable ram, reinforced	Gear	600 gp	92
Bitter ^U	Rune	135 gp	18
Crushing, greater ^U	Rune	650 gp	42
Paired, greater ^U	Rune	650 gp	88
Stanching, greater ^U	Rune	600 gp	39
Djezet buckler, standard-grade ^R	Shield	600 gp	98
Djezet shield, standard-grade ^R	Shield	660 gp	98
Enveloping light, greater ^U	Tattoo	650 gp	38
Clockwork bumblebee ^R	Vehicle	2,100 gp	22
Wand of thundering echoes 3rd ^U	Wand	700 gp	85
Vine of roses ^U	Weapon	600 gp	85
Energy robe of acid ^U	Worn	575 gp	50
Immovable arm	Worn	700 gp	73
10th-Level Consumables			
Follypops, hotpops ^U	Consumable	175 gp	47
Follypops, rotters ^U	Consumable	175 gp	47
Follypops, sizzlers ^U	Consumable	175 gp	47
Burning badger guts snare ^U	Snare	170 gp	26
Mudrock snare ^U	Snare	170 gp	15
Raining knives snare ^U	Snare	170 gp	43
10th-Level Permanent Items			
Scarab cuirass ^U	Armor	1,000 gp	10
Anchoring ^U	Rune	900 gp	80
Dragon's breath 4th ^U	Rune	1,000 gp	88
Presentable, greater ^U	Rune	900 gp	89
Amaranthine pavise ^U	Shield	1,000 gp	30
Wovenwood shield, moderate ^U	Shield	850 gp	81
Staff of final rest, greater ^U	Staff	900 gp	30
Stone circle ^U	Structure	1,000 gp	39
Arctic vigor ^U	Tattoo	900 gp	38
Cliff crawler ^U	Vehicle	3,000 gp	18
Blast foot, greater	Worn	1,000 gp	73
Dinosaur boots ^U	Worn	950 gp	42
Energy robe of electricity ^U	Worn	900 gp	50
11th-Level Consumables			
Big rock bullet, greater ^U	Ammunition	250 gp	14
Juxtaposition ammunition ^U	Ammunition	225 gp	19
Sulfur bomb, greater ^U	Bomb	275 gp	15
Vexing vapor, greater ^U	Bomb	300 gp	27

Name	Category	Price	Page
Toadskin salve, major ^U	Poison	225 gp	27
11th-Level Permanent Items			
Inubrix armor, standard-grade ^R	Armor	1,200+ gp	98
Wardrobe stone, moderate ^U	Held	1,250 gp	51
Hauling, greater ^U	Rune	1,300 gp	80
Hopeful ^U	Rune	1,200 gp	84
Implacable ^U	Rune	1,200 gp	80
Shark diver ^U	Vehicle	4,200 gp	77
Wand of spiritual warfare 4th ^U	Wand	1,400 gp	11
Wand of thundering echoes 4th ^U	Wand	1,500 gp	85
Inubrix weapon, standard-grade ^R	Weapon	1,400+ gp	99
Siccatite weapon, standard-grade ^R	Weapon	1,400+ gp	101
Brooch of inspiration, greater ^U	Worn	1,200 gp	110
12th-Level Consumables			
Stonethroat ammunition ^U	Ammunition	325 gp	11
Fire and iceberg, greater ^U	Consumable	350 gp	46
Thrice-fried mudwings ^U	Consumable	350 gp	47
Dragonfly potion ^U	Potion	310 gp	26
12th-Level Permanent Items			
Abysium armor, standard-grade ^R	Armor	2,000+ gp	96
Djezet armor, standard-grade ^R	Armor	1,800+ gp	98
Noqual armor, standard-grade ^R	Armor	1,600+ gp	100
Siccatite armor, standard-grade ^R	Armor	1,600+ gp	100
Reading ring, greater	Assistive	1,800 gp	69
Alluring scarf, greater ^U	Held	1,650 gp	84
Queasy lantern, moderate ^U	Held	1,700 gp	39
Dragon's breath 5th ^U	Rune	2,000 gp	88
Dread, moderate ^U	Rune	1,800 gp	14
Rampart shield ^U	Shield	1,900 gp	30
Staff of the Dreamlands, greater ^U	Staff	2,000 gp	111
Abysium weapon, standard-grade ^R	Weapon	2,000+ gp	97
Djezet weapon, standard-grade ^R	Weapon	1,800+ gp	98
Noqual weapon, standard-grade ^R	Weapon	1,600+ gp	100
Crown of the fire eater, greater ^U	Worn	2,000 gp	110
Quick runner's shirt, greater ^U	Worn	1,750 gp	43
13th-Level Consumables			
Singularity ammunition ^U	Ammunition	550 gp	43
Djezet dose ^R	Consumable	600 gp	98
Dragon's blood pudding, greater ^U	Consumable	425 gp	46

Name	Category	Price	Page
13th-Level Permanent Items			
<i>Harmonic hauberk</i> ^U	Armor	2,500 gp	84
<i>Psychic brigandine</i> ^U	Armor	3,000 gp	42
<i>Horned hand rests, greater</i>	Companion	2,750 gp	72
<i>Paired, major</i> ^U	Rune	2,750 gp	88
<i>Spell-bastion</i> ^U	Rune	2,700 gp	89
<i>Stanching, major</i> ^U	Rune	2,500 gp	39
<i>Wovenwood shield, greater</i> ^U	Shield	2,550 gp	81
<i>Wizard's tower</i> ^U	Structure	2,500 gp	19
<i>Wand of thundering echoes 5th</i> ^U	Wand	3,000 gp	85
<i>Vampiric scythe</i> ^U	Weapon	3,000 gp	31
14th-Level Consumables			
<i>Brewer's regret, greater</i> ^U	Consumable	625 gp	46
<i>Malleable mixture, greater</i> ^U	Elixir	750 gp	19
<i>Chopping evisceration snare</i> ^U	Snare	700 gp	14
<i>Rending snare</i> ^U	Snare	700 gp	15
14th-Level Permanent Items			
<i>Dragon's breath 6th</i> ^U	Rune	4,500 gp	88
<i>Wind-catcher, greater</i> ^U	Rune	4,250 gp	89
<i>Memory palace</i> ^U	Structure	4,200 gp	80
<i>Brilliant rapier</i> ^U	Weapon	4,500 gp	10
<i>Skyrider sword</i> ^U	Weapon	4,500 gp	106
<i>Eye of the unseen, greater</i>	Worn	4,000 gp	73
15th-Level Consumables			
<i>Big rock bullet, major</i> ^U	Ammunition	1,150 gp	14
<i>Transposition ammunition, greater</i> ^U	Ammunition	1,250 gp	31
<i>Cold comfort, greater</i> ^U	Consumable	1,300 gp	18
15th-Level Permanent Items			
<i>Folding boat, greater</i> ^U	Held	6,000 gp	76
<i>Fanged, major</i> ^U	Rune	6,000 gp	106
<i>Inubrix buckler, high-grade^R</i>	Shield	5,000 gp	99
<i>Inubrix shield, high-grade^R</i>	Shield	5,500 gp	99
<i>Silkspinner's shield</i> ^U	Shield	6,000 gp	11
<i>Arctic vigor, greater</i> ^U	Tattoo	6,000 gp	38
<i>Wand of spiritual warfare 6th</i> ^U	Wand	6,500 gp	11
<i>Wand of thundering echoes 6th</i> ^U	Wand	6,500 gp	85
16th-Level Permanent Items			
<i>Waffle iron, high-grade mithral</i> ^U	Gear	6,005 gp	93
<i>Alluring scarf, major</i> ^U	Held	8,000 gp	84
<i>Bloodthirsty</i> ^U	Rune	8,500 gp	42
<i>Dragon's breath 7th</i> ^U	Rune	10,000 gp	88
<i>Abysium buckler, high-grade^R</i>	Shield	8,000 gp	96
<i>Abysium shield, high-grade^R</i>	Shield	8,800 gp	96
<i>Djezet buckler, high-grade^R</i>	Shield	8,000 gp	98
<i>Djezet shield, high-grade^R</i>	Shield	8,800 gp	98
<i>Siccatite buckler, high-grade^R</i>	Shield	8,000 gp	101
<i>Siccatite shield, high-grade^R</i>	Shield	8,800 gp	101
<i>Wovenwood shield, major</i> ^U	Shield	8,500 gp	81
<i>Staff of final rest, major</i> ^U	Staff	9,000 gp	30
<i>Pocket gala</i> ^U	Structure	10,000 gp	84
<i>Crown of the fire eater, major</i> ^U	Worn	10,000 gp	110

Name	Category	Price	Page
<i>Dinosaur boots, greater</i> ^U	Worn	9,500 gp	42
17th-Level Consumables			
<i>Sulfur bomb, major</i> ^U	Bomb	2,750 gp	15
<i>Vexing vapor, major</i> ^U	Bomb	3,000 gp	27
<i>Fire and iceberg, major</i> ^U	Consumable	2,500 gp	46
<i>Impossible cake, major</i> ^U	Consumable	2,500 gp	46
17th-Level Permanent Items			
<i>Prismatic plate</i> ^U	Armor	14,000 gp	85
<i>Queasy lantern, greater</i> ^U	Held	13,500 gp	39
<i>Stanching, true</i> ^U	Rune	12,500 gp	39
<i>Cursebreak bulwark</i> ^U	Shield	14,500 gp	18
<i>Noqual buckler, high-grade^R</i>	Shield	14,000 gp	100
<i>Noqual shield, high-grade^R</i>	Shield	15,400 gp	100
<i>Wand of thundering echoes 7th</i> ^U	Wand	15,000 gp	85
<i>Inubrix weapon, high-grade^R</i>	Weapon	13,500+ gp	99
<i>Siccatite weapon, high-grade^R</i>	Weapon	15,000+ gp	101
<i>Brooch of inspiration, major</i> ^U	Worn	12,500 gp	110
18th-Level Consumables			
<i>Avalanche of stones snare</i> ^U	Snare	3,750 gp	42
18th-Level Permanent Items			
<i>Inubrix armor, high-grade^R</i>	Armor	18,000+ gp	98
<i>Anchoring, greater</i> ^U	Rune	22,000 gp	80
<i>Dragon's breath 8th</i> ^U	Rune	24,000 gp	88
<i>Dread, greater</i> ^U	Rune	21,000 gp	14
<i>Staff of the Dreamlands, major</i> ^U	Staff	24,000 gp	111
<i>Abysium weapon, high-grade^R</i>	Weapon	24,000+ gp	97
<i>Djezet weapon, high-grade^R</i>	Weapon	22,000+ gp	98
<i>Noqual weapon, high-grade^R</i>	Weapon	24,000+ gp	100
19th-Level Consumables			
<i>Dragon's blood pudding, major</i> ^U	Consumable	5,500 gp	46
19th-Level Permanent Items			
<i>Abysium armor, high-grade^R</i>	Armor	40,000+ gp	96
<i>Djezet armor, high-grade^R</i>	Armor	35,000+ gp	98
<i>Noqual armor, high-grade^R</i>	Armor	32,000+ gp	100
<i>Siccatite armor, high-grade^R</i>	Armor	32,000+ gp	100
<i>Kraken's guard</i> ^U	Shield	40,000 gp	38
<i>Wovenwood shield, true</i> ^U	Shield	34,000 gp	81
<i>Stone circle, greater</i> ^U	Structure	32,000 gp	39
<i>Wand of spiritual warfare 8th</i> ^U	Wand	40,000 gp	11
<i>Wand of thundering echoes 8th</i> ^U	Wand	40,000 gp	85
<i>Skyrider sword, greater</i> ^U	Weapon	32,000 gp	106
20th-Level Permanent Items			
<i>Drum of upheaval</i> ^U	Held	60,000 gp	30
<i>Wardrobe stone, greater</i> ^U	Held	55,000 gp	51
<i>Dragon's breath 9th</i> ^U	Rune	70,000 gp	88
<i>Silhouette cloak</i> ^U	Worn	70,000 gp	43

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This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on. New rules content is marked with an asterisk (*).

aasimar A planar scion descended from a celestial. *Advanced Player's Guide* 34–36

Abadar Lawful neutral god of cities, law, and wealth. Known as the Master of the First Vault. *Gods & Magic* 12–13

Absalom The largest city in the Inner Sea region. Absalom was founded by Aroden and is located on the Starstone Isle. *Absalom, City of Lost Omens*

Absalom Reckoning The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4721 AR.

access Certain uncommon abilities, feats, and other options have an Access entry. Characters who meet the criteria in the entry gain access to that option.

adjustment* (trait) Items with this trait alter existing pieces of equipment, typically armors, shields, and weapons. A given adjustment notes which type of equipment it modifies, and a piece of equipment can only be affected by a single adjustment at a time. Unless otherwise noted, adding or removing an adjustment takes 10 minutes of work and a repair kit. 104

Age of Darkness The age following Earthfall, ranging from –5293 AR to –4294 AR. *World Guide* 6

Alkenstar A city-state located in the central Mana Wastes. The city is known for unique technologies, including firearms. *World Guide* 74–76

Almas The capital of the nation of Andoran.

animal companion* 54–55, 72

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *World Guide* 6–7

Archlords of Nex Mages with formal training in the ways of the archmage Nex. *World Guide* 80

archetypes* 120–127

Aroden Lawful neutral god of humanity, innovation, history, culture, and fulfillment of destiny. Known as the Last Azlanti. Now deceased. *World Guide* 14, 21

Aspis Consortium This prominent trade organization spans the Inner Sea region and is known for unscrupulous practices. *Character Guide* 65

Astral Plane A transitive plane through which all souls pass on their way to their final judgment. *Gamemastery Guide* 140

Avistan One of Golarion's continents. It makes up the northern half of the Inner Sea region. *World Guide* 7

azarketi Amphibious humanoids who live among the seas of the Inner Sea region, said to have descended from the people of Azlant. Sometimes known as gillmen or Low Azlanti. *Ancestry Guide* 12–15

Azlanti The people of the ancient empire of Azlant. *Character Guide* 10

Barrier Wall A large mountain range spanning across southern Osirion, Rahadoum, and Thuvia. *World Guide* 50–51

Bekyar This major Mwangi ethnic subgroup originated in

southwestern Garund. *The Mwangi Expanse* 24

Belkzen A region in northwestern Avistan. Known as the home of several orc holds. *World Guide* 38–40

Bleaching A process brought on by ennui that decolors and ages a gnome, typically culminating in the gnome's death.

Brevoy A nation in northeastern Avistan. Known for its political uncertainty. *World Guide* 26–28

Casandalee Neutral goddess of artificial life, free thinking, and intellectual apotheosis. Known as the Iron Goddess. *Gods & Magic* 57

Casmaron One of Golarion's continents. Located immediately east of the Inner Sea region. *World Guide* 7

catfolk Humanoids with feline features and a love of discovery. *Advanced Player's Guide* 8–11

Cayden Cailean The chaotic good god of bravery, ale, freedom, and wine. Known as the Drunken Hero. *Gods & Magic* 18–19

changeling The offspring of a hag and a member of some other humanoid ancestry. *Advanced Player's Guide* 30–31

Cheliox A nation in southwest Avistan. Known for its ties to diabolic rule. *World Guide* 98–100

clockwork* (trait) Intricate, complex machines that use clockwork to function. Not all require daily winding, but those that do have the wind-up ability in their stat blocks.

Cragkin A major half-orc ethnic subgroup. Cragkin are common to the mountainous regions of western Avistan. *Character Guide* 14

Crown of the World The northernmost of Golarion's continents, the Crown of the World connects Avistan to Tian Xia. *World Guide* 7

Desna Chaotic good goddess of dreams, luck, stars, and travelers. Known as the Song of the Spheres. *Gods & Magic* 20–21

dhampir The mortal offspring of a vampire and a member of another ancestry. *Advanced Player's Guide* 32–33

Draconic The ancient language of dragons.

Earthfall A cataclysmic event in –5293 AR, in which a rain of meteorites fell upon Golarion and caused massive destruction.

Ekujae One of the three groups that make up the Mualijae elves, Ekujae predominantly live in the western Mwangi Expanse. *The Mwangi Expanse* 42–51

Elysium A plane full of unbound wilderness and home to the celestials known as azatas. The plane is chaotic good. *Gamemastery Guide* 143

Eye of Abendego An enormous hurricane nestled between Mediogalti Island, the Shackles, and the Sodden Lands. *World Guide* 63–64

familiar* 23, 34–35

fetchling A humanoid ancestry that fled to and has been shaped by the Shadow Plane. Typically refer to themselves as kayals. *Ancestry Guide* 82–87

Firebrands A rebellious organization known for its members' daredevil acts and their work in fighting oppression. *Character Guide* 66-75

Five Kings Mountains A region in southeast Avistan considered the center of dwarven civilization in the Inner Sea region. *World Guide* 125-126

Galt A nation in eastern Avistan. Known as a land of constant political upheaval and revolution. *World Guide* 126

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8

Garundi A common human ethnicity prevalent in the Inner Sea region and spanning the nations of northern Garund. *Character Guide* 6

geniekin An umbrella term for planar scions descended from beings from the Elemental Planes. *Ancestry Guide* 98-119

Golarion Golarion is the most important world in the Lost Omens campaign setting. *World Guide* 6-9

Golden Road This region in northern Garund and part of southeastern Avistan includes Katapesh, Osirion, Qadira, Rahadoun, and Thuvia. *World Guide* 48-59

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. *World Guide* 40-41

Great Beyond The collective name for all of the planes of existence of the known multiverse. *World Guide* 9-10

Harrow A method of divination that uses cards known as a harrow deck to tell fortunes. Especially popular in Varisia.

hobgoblin Hobgoblins are a sturdy, clever people with a propensity for militaristic order. *Character Guide* 48-51

Houses of Perfection Martial arts schools in Jalmeray that emphasize techniques tied to the elements. *Character Guide* 65

Inner Sea The sea cradled between Avistan and Garund, created by the reshaping of the region during Earthfall.

Inner Sea region The collective name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea.

Iobarra A nation in western Casmaron that has become an unsettled frontier after a number of plagues.

Irori Lawful neutral god of history, knowledge, and self-perfection. Known as the Master of Masters. *Gods & Magic* 30-31

Irrisen A nation in northwestern Avistan known for its constant winter and its rule by winter witches. *World Guide* 110-112

Jadwiga A human ethnicity located primarily in Irrisen with a heritage traced to the witch-queens of that land. *Character Guide* 10

Jalmeray An island nation off the eastern coast of Garund, home to immigrants from the distant region of Vudra. *World Guide* 77-79

Jistka Imperium The ancient empire that ruled northern Garund around -3600 AR.

Katapesh A nation on the northeastern coast of Garund, known for its markets. *World Guide* 51-52

Kho The wreckage of a flying city located in the northeast Mwangi Expanse. *The Mwangi Expanse* 168-173

Kibwe A trade city located in the eastern reaches of the Mwangi Expanse. *The Mwangi Expanse* 208-219

kitsune Shapeshifting humanoids whose true forms resemble foxes. *Ancestry Guide* 120-125

kobold A small, reptilian humanoid ancestry proud of their kinship to dragons. *Advanced Player's Guide* 12-15

Kortos The island that Aroden raised along with the Starstone and on which Absalom was built. Also known as the Starstone Isle. *World Guide* 12-23

Lands of the Linnorm Kings A region in northwestern Avistan known for its harsh environs and fierce leaders. *World Guide* 112-113

Lastwall A now-destroyed nation initially founded to watch over Gallowspire, the former prison of the lich Tar-Baphon. *World Guide* 40-41

leshy An ancestry of living plants animated by primal magic. *Character Guide* 52-55

lizardfolk An ancestry of reptilian humanoids. Also known as iruxi, they are extremely adaptable and patient. *Character Guide* 56-59

Magaambya The oldest academy of arcane learning in the Inner Sea Region, located in the city of Nantambu. *Character Guide* 96-105

Mana Wastes A region in eastern Garund known for its areas of dead and wild magic. *World Guide* 79-80

Material Plane The plane that encompasses the known universe, including Golarion and its solar system. Located within the Inner Sphere. *Gamemastery Guide* 138-139

Milani The chaotic good goddess of devotion, hope, and uprisings. Known as the Everbloom. *Gods & Magic* 66

Molthune A nation in central Avistan dominated by its military and currently at war with Nirmathas. *World Guide* 42

monitor An umbrella term for creatures that hail from or have a strong connection to the neutrally aligned planes. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

Mordant Spire A strange tower located in the Steaming Sea, known as the home of the secretive Mordant Spire elves. *World Guide* 66-67

Mwangi Expanse The area of northern central Garund consisting of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian. *The Mwangi Expanse*

Mzali A temple-city located on the southern reaches of the Mwangi Expanse. *The Mwangi Expanse* 220-231

Nethys Neutral god of magic. Known as the All-Seeing Eye. *Gods & Magic* 34-35

New Thassilon A young nation in northwest Avistan, home to time-displaced Thassilonians. *World Guide* 113-115

Nex A nation located on the eastern coast of Garund, known as a center for arcane study. *World Guide* 80-81

Nidal A nation along the southwest coast of Avistan watched over by Zon-Kuthon. *World Guide* 102-103

Nidalese A human ethnicity from the Inner Sea region, common in Nidal and its surrounding areas. *Character Guide* 7-8

Nirmathas A nation located in central Avistan, Nirmathas is known for its vast wilderness and war with Molthune. *World Guide* 43

Numeria A nation in northeast Avistan known for unique technology salvaged from a fallen starship. *World Guide* 29-30

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Obari Ocean One of Golarion's oceans. Located between Casmaron and Garund. *World Guide* 9

Oprak A nation in central Avistan, Oprak is home to hobgoblins who won the land by force. *World Guide* 44

oread A type of geniekin descended from a being from the Plane of Earth. *Ancestry Guide* 104-107

Osiriani The most widespread language in northern Garund. It is derived from Ancient Osiriani.

Osirion A nation in northeastern Garund, Osirion boasts countless tombs and temples from the great empire of Ancient Osirion. *World Guide* 53-54

Pathfinder Society A globe-trotting organization dedicated to exploration and the reclamation of lost relics. *Pathfinder Society Guide*

planar scion A blanket term for a group of versatile heritages representing people descended from a distant planar ancestor or with a strong tie to another plane.

Plane of Fire An Elemental Plane covered in dancing flames, seas of magma, and clouds of ash. *Gamemastery Guide* 140

poppet* Small constructs originally designed to serve as companions or servants. They occasionally gain a greater spark of life, transforming them into independent, sapient creatures. 60-65

psychopomp A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. Most are true neutral. *Bestiary* 270-271

Quantum The capital of the nation of Nex.

ratfolk An enterprising humanoid ancestry who resemble rats. They commonly refer to themselves as ysoki. *Advanced Player's Guide* 20-23

Runelord One of seven powerful wizards that ruled in ancient Thassilon. Each runelord is tied to an aspect of sin magic.

Saga Lands The region in northwest Avistan consisting of Irrisen, the Lands of the Linnorm Kings, New Thassilon, the Realm of the Mammoth Lords, and Varisia. *World Guide* 108-119

Sarenrae Neutral good goddess of healing, honesty, redemption, and the sun. Known as the Dawnflower. *Gods & Magic* 42-43

Shackles A collection of islands off the western coast of Garund, the Shackles are known for rampant piracy. *World Guide* 67-68

Shadow Plane A plane located on the far side of the Ethereal Plane that is a twisted reflection of the Material Plane. *Gamemastery Guide* 141

Shelyn Neutral good goddess of art, beauty, love, and music. Known as the Eternal Rose. *Gods & Magic* 44-45

Shoanti A human ethnicity common across the Storval Plateau, the frontiers of Varisia, and beyond. *Character Guide* 8

Shory This ancient empire was prominent in central Garund around -2500 AR and famous for its flying cities.

skymetal* Precious metals and materials from beyond Golarion that are scattered throughout the planet's surface. There are seven skymetals, each with its own unique properties. 96-101

Spireborn A major half-elf ethnic subgroup consisting of those descended from Spireborn elves. *Character Guide* 10

Spireborn A major elven ethnic group, Spireborn live within the Mordant Spire in the Steaming Sea. *Character Guide* 24

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128-129

Tanglebriar A large swamp in southern Kyonin under the control of the demon lord Treerazer. *World Guide* 128

tattoo* (trait) A type of item that is drawn or cut into a creature's skin and that usually takes the form of images or symbols. 38, *Secrets of Magic* 164-165

tengu Humanoids who resemble birds. *Advanced Player's Guide* 24-27

Thassilonian The language of the people of Thassilon and New Thassilon.

Tian A group of human ethnicities originally hailing from the nations of Tian Xia. Now common along major Avistani trade routes, including the Crown of the World. *Character Guide* 8-9

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *World Guide* 9

Tiefling A planar scion descended from or influenced by a fiend. *Advanced Player's Guide* 39-41

Treerazer A powerful demon lord banished to Tanglebriar, a swamp in Southern Kyonin. Known as the Lord of the Blasted Tarn. *Bestiary* 312-313

Ustalav A nation located in northern central Avistan. Countless terrors roam the region. *World Guide* 45

Varisia A region in northwestern Avistan. Known as a frontier land and home to ancient Thassilonian ruins. *World Guide* 116-117

Varisian A human ethnicity common throughout Avistan, particularly in and around Ustalav and Varisia. *Character Guide* 9

vehicles* 18, 22, 76-77

velstrac A family of fiends from the Shadow Plane that are associated with pain and agony. All velstracs possess some form of disturbing gaze. *Bestiary* 2 280-285

Vidrian A young nation along the western coast of Garund that only recently broke free of oppressive colonial rule. *The Mwangi Expanse* 274-287

Vudra A vast peninsula in southeastern Casmaron, home to the Vudrani people. *World Guide* 7

Whispering Tyrant Another name for the lich Tar-Baphon. *Legends* 104-105

Wind-Up To remain operational, a clockwork vehicle or creature must be wound with a unique key by a creature. This takes an amount of time listed in the clockwork's wind-up entry, which also lists how long the clockwork remains operational once wound; after this duration, the clockwork becomes inactive and immobile until it's wound again. Some clockworks' abilities require them to spend some of their remaining operational time. They can't spend more than they have and shut down immediately once they have 0 time remaining. If it's unclear when a clockwork was last wound, most are re-wound approximately halfway through their operating time.

A clockwork vehicle can be placed into standby mode by its pilot as a 3-action activity; a clockwork creature must perform this activity itself. A clockwork's operational time doesn't decrease in standby.

A creature can attempt to Disable a Device to wind a clockwork down (with a DC listed in the wind-up entry).

For each success, a clockwork vehicle loses 10 minutes of operational time, while a clockwork creature loses 1 hour. This can be done even if the clockwork is in standby mode.

Broken clockwork vehicles have difficulty holding energy. The first time each round that a broken clockwork vehicle moves, it must attempt a DC 5 flat check. On a failure, it loses 10 minutes of operational time. 22–23, *Bestiary* 3 48–52

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Abyss to spill

forth and destroy the region. It has since been closed, and the demon-blighted land is now known as the Sarkoris Scar. *World Guide* 26, 32–33

Zenj A major Mwangi ethnic subgroup, Zenj can be found throughout the Mwangi Expanse. *The Mwangi Expanse* 29–30

Zon-Kuthon Lawful evil god of darkness, envy, loss, and pain. Known as the Midnight Lord. *Gods & Magic* 50–51

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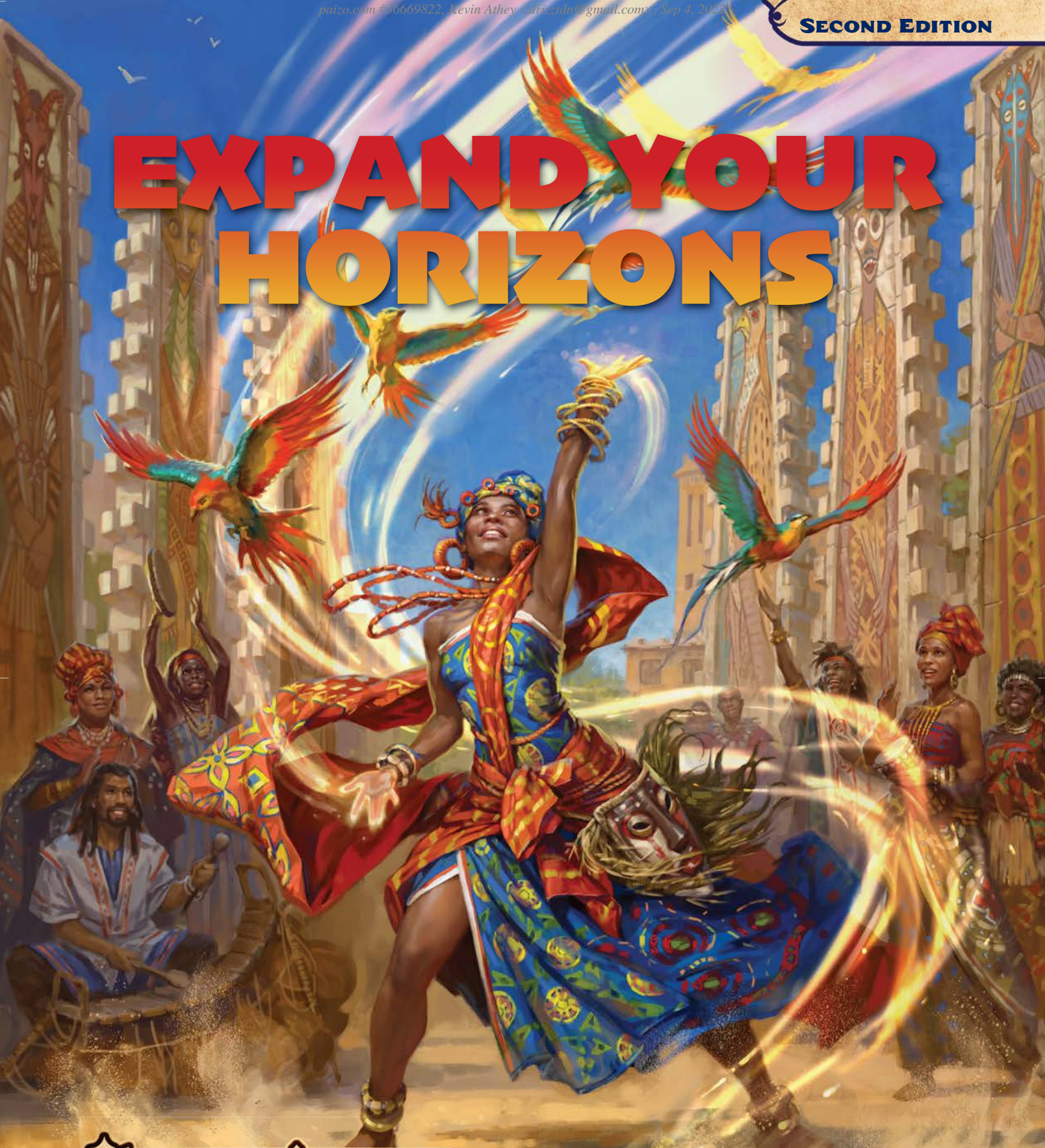
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