

The cover art for the Pathfinder Campaign Setting book 'Lost Treasures' depicts a dramatic scene. In the foreground, an elderly man with long white hair and a beard, wearing a blue and white robe adorned with various medals and a sword at his waist, holds a glowing, curved staff. He stands amidst a dark, gothic landscape of ruined stone structures and twisted, gnarled trees. In the background, a large, full moon with a red, blood-like glow hangs in a dark sky. A red, winged creature is seen flying near the moon, and a skeletal figure is visible in the distance. The overall atmosphere is one of mystery and danger.

# PATHFINDER<sup>®</sup>

## CAMPAIGN SETTING<sup>™</sup>

### LOST TREASURES



# Hidden Treasures on Golarion

Many of our oldest stories involve majestic relics—some holding legendary power used to turn the tide of war, others offering unnatural insight to those who dare use them, and still more that are simply coveted for their own sakes. These tales often end in the same way: with rumor of the treasure's last location, which is itself the beginning of a new adventure.

Name	Page	Price	Last Known Location
<i>Astralabe</i>	16	16,000 gp	Absalom, elsewhere
<i>Atavistic Splinter</i>	17	37,000 gp	Verduran Forest (Andoran)
<i>Bamboo Palace</i>	18	1,000 gp	Ten Thousand Summers Palace (Bachuan)
<i>Beacon of the North</i>	19	90,000 gp	Kalsgard (Lands of the Linnorm Kings)
<i>Bell of Obedience</i>	20	157,500 gp	Cassomir (Taldor)
<i>Bloody Mantis</i>	21	52,500 gp	Western Isger
<i>Champion of the Gilded Host</i>	22	500,000 gp	Vudra
<i>Dossal of Salt and Tears</i>	24	50,000 gp	The Worldwound
<i>Draddeth Edge</i>	25	58,312 gp	Molthune
<i>Ebon Thorn</i>	26	60,500 gp	Citadel Demain (Cheliox)
<i>Eternal Egg</i>	27	240,000 gp	Brazen Peaks (Katapesh)
<i>Feathered Galley of Ataylos</i>	28	63,500 gp	Island south of Jalmeray
<i>Fiendsplitter</i>	30	28,715 gp	The Worldwound
<i>Garden of Sulesh</i>	31	56,000 gp	Meraz Desert (Qadira)
<i>Gaspodar's Signet</i>	32	5,900 gp	Westcrown (Cheliox)
<i>Ghoul Stone</i>	33	5,400 gp	Rahadoum
<i>Golden Carriage of Gaspar Longfellow</i>	34	114,000 gp	Galt
<i>Iron Road</i>	35	50,000 gp	Kaoling
<i>Kiss of Noctura</i>	36	56,000 gp	Daggermark (River Kingdoms)
<i>Lady Ninahu's Doll</i>	37	28,500 gp	Woodsedge (Galt)
<i>Lasirro's Staff</i>	38	240,000 gp	Sargava
<i>Leng ruby</i>	39	500 gp	—
<i>Lorestone</i>	40	Varies	Almas (Andoran), River Kingdoms, elsewhere
<i>The Master's Name</i>	41	25,000 gp	Thuvia
<i>Mengkare's Shards</i>	42	6,000 gp	Almas (Andoran), Druma, Mordant Spire, Oppara (Taldor)
<i>Mishan's Melodious Feather</i>	43	2,500 gp	Sothis (Osirion)
<i>Mistcaller</i>	44	16,000 gp	Lake of Mists and Veils
<i>Nightglass</i>	45	126,000 gp	Nidal, elsewhere
<i>Pale Maiden</i>	46	Varies	Woodsedge (Galt)
<i>Phylactery of Jadis-Vel</i>	47	135,000 gp	Northern Garund
<i>Praenomen</i>	48	64,200 gp	Osirion
<i>Ring of the Weary Sky</i>	49	14,800 gp	Rahadoum
<i>Ruby Skull of Chast</i>	50	65,000 gp	Near Mechitar (Geb)
<i>Savith's Iron</i>	51	59,170 gp	Ilmurea (Darklands)
<i>Scepter of the Arclords</i>	52	200,000 gp	Southern Jalmeray
<i>Silent Aviary</i>	53	195,000 gp	Cesca (Ustalav)
<i>Songs of Shazathared</i>	54	11,000 gp	Egorian (Cheliox)
<i>Soul jar</i>	55	5,000 gp	—
<i>Talmandor Blade</i>	56	58,615 gp	Isger
<i>Tigress's Strand</i>	57	18,305 gp	Realm of the Mammoth Lords
<i>Trailwalker</i>	58	40,372 gp	Shudderwood
<i>Traitor's Blade</i>	59	78,302 gp	Ustalav
<i>Wayfinder of Many Paths</i>	60	57,750 gp	Absalom
<i>Witchmarket coin</i>	61	8,100 gp	—
<i>Xanthuun Tablets</i>	62	78,000 gp	Thuvia
<i>Zoic of the Primeval</i>	63	50,000 gp	Realm of the Mammoth Lords



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## On the Cover



While uncovering a lost treasure amid an ominous ruin, Ezren is caught unaware by a vampiric mist in this cover by Igor Grechanyi.



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All the tools needed to equip any campaign with treasure-based adventures can be found here, including details on a dozen legendary treasure hoards in the Inner Sea region and beyond; new curses to place upon any item, treasure trove, or guardian; and magical treasure chests.

### Lost Treasures . . . . . 14

This section details 46 lost treasures steeped in the lore of the Pathfinder campaign setting. Each item's description includes full Pathfinder RPG statistics; a detailed description of its origins, history, and legacy; and plot hooks for Game Masters to use when incorporating the item into ongoing campaigns or when basing new campaigns on the search for the legendary relic. See the inside front cover for a full list of the lost treasures included in this chapter.

## Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Inner Sea Gods</i>	ISG
<i>Advanced Player's Guide</i>	APG	<i>Mythic Adventures</i>	MA
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>Bestiary 4</i>	B4	<i>Ultimate Magic</i>	UM



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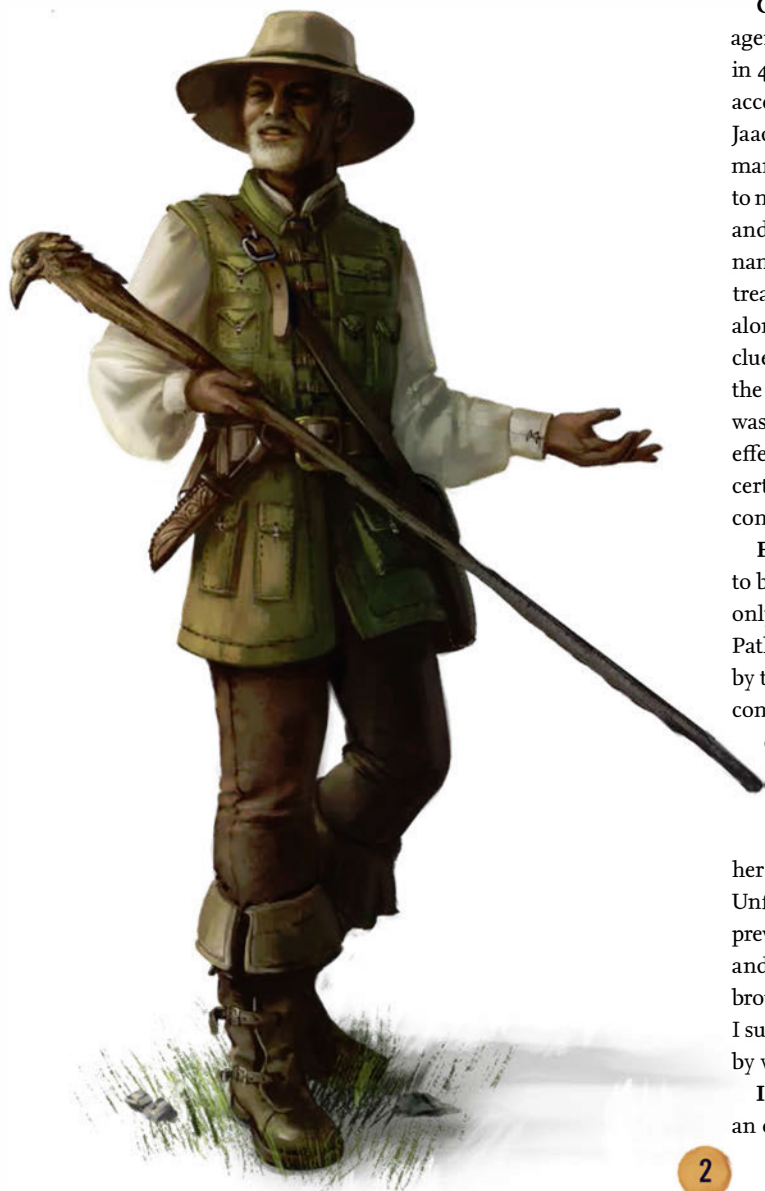
Printed in the U.S.A.



# Pathfinder Field Report

## *To: Decemvirate, Grand Lodge, Absalom*

In response to your request for a report on potential leads from various lodges, I have completed an evaluation of a large portion of the Winding Road's library of field reports, dating back several centuries—well before my time here. It appears that my predecessors received reports from far beyond the confines of Katapesh, and some of the field notes are quite extraordinary. I now understand why the edict was given for us to revisit these old records, as many remain incomplete and could provide current agents the clues they need to make truly wondrous discoveries. While I can hardly report on each and every lead I have discovered, several are particularly notable. I leave the question of which are worthy of further investigation to your esteemed judgment.



**Astolion's Well:** Named for the Nexian artificer who used its magical waters to craft some of the most potent weapons wielded by his nation in the war against Geb, this natural wellspring is located somewhere in the Spellscar Desert. Beyond being lost to the Mana Wastes, the well has also been tainted, and reports from Pathfinders who located it state that its effects were unpredictable. It is probably fed by an aquifer that touches upon a primal magic zone, for some of the magic items the Pathfinders submerged in the waters were greatly empowered, while others ceased functioning or functioned differently thereafter. One brazen Pathfinder who bathed in the waters was blighted with the inability to cast any divinations without sneezing, which caused him much frustration when attempting to concentrate on his work as a fortune-teller.

**Crystalline Labyrinth:** The field reports of Pathfinder agent Azreas Thill of describe finding a vast crystal labyrinth in 4681 AR in the Shattered Range south of Geb. Supposedly accessible through a hidden cavern near the source of the Jaadja River, the labyrinth was described as “stretching many miles into the mountains’ heart,” as “not too difficult to navigate once you get used to the semitransparent walls,” and as the likely location of the lair of a crystal dragon named Vemrivax. While the report mentions a number of treasures retrieved and apparently submitted for research along with the report, Thill notes that despite numerous clues leading to the dragon’s hoard, he neither encountered the supposedly benevolent creature nor found its wealth. He was unable to map the labyrinth because of some magical effect he could not identify, but states emphatically that he certainly explored no more than an eighth of the entire complex, leaving much of the maze left to delve.

**Fountain of the Feymind:** This legendary fountain is said to be found in the deepest glades of the Gronzi Forest, but only when the season is right and the weather just so. The Pathfinder who discovered the fountain, a gnome witch by the name of Glizza, wrote at length about her ability to communicate telepathically with fey creatures—for better or worse—for a year and a day after drinking from the fountain. She dedicated the rest of her career to finding the fountain again, to see whether its effects were linked in some way to her own fey heritage, and whether her companions would experience the same phenomenon. Unfortunately, her obsession with this singular endeavor prevented her from undertaking new and varied experiences, and she eventually succumbed to the Bleaching. What brought her to this lodge in her final years is unclear, though I suspect she was attempting to counter the ailment’s effects by venturing far from her native Brevo.

**Impossible Chest:** I cannot confirm that the reports of an ornately carved mithral chest appearing in a number

of dwarven dungeons all describe the same strongbox, but the similarities across multiple reports has me wondering. Journals from explorations beneath Dongun Hold, Kraggodan, and Kravenkus, conducted over the course of 20 years, contain seemingly identical descriptions of a chest made of magically hardened mithral that proved impossible to open, even with the aid of magic. The weight of the chests precluded their removal from their respective dungeons for further analysis. Interestingly, reports from the later expeditions describe damage to the chest's exterior that matches the damage inflicted by agents on the earliest expedition, which leads me to believe that the reports may refer to the same chest in three locations. Someone or something (perhaps even the chest itself) may have moved the chest between Sky Citadels, or perhaps there's some other connection between the three containers that we have yet to discover. There may be similar chests below other Sky Citadels, but I have found no mention of such places in the lodge's library.

**Map of the Ancients:** Among the reports of nearly a dozen Pathfinders over the course of more than a century, I uncovered references to a so-called "Map of the Ancients" that the reports described as a projection of colored light upon the sky over the Crown of the World. I assume this was akin to the auroras that are so common in that icy realm, but the consistency of the agents' descriptions means it's likely more than a random meteorological event. The fact that each agent, many of whom I am certain never met one another or read each other's records, referred to it by the same name intrigues me, as does the identity of the associated "ancients." Nowhere can I find information on where the map led or under what conditions it appeared in the sky.

**Sejnara's Sash:** Among a set of historical Iroran texts recovered in 4617 from an abandoned monastery in Jalmeray is one that mentions *Sejnara's Sash*. This relic, named for the temple's founder and greatest combatant, was said to have enabled Sejnara to breach the impregnable fortress of the rebel group known as the People's Fist, which threatened to overthrow the nation's thakur in 3884. While the details of her feat are absent from the text, scribbles in the margins suggest she may have had the ability to walk through the fortress's otherwise solid walls. It is unclear whether this was attributable to the sash, to Sejnara's mastery of ki, or simply to a legend embellished over the generations. What is clear, however, is that Sejnara and the sash both disappeared without a trace in 3897.

**Tevra's Curse:** Noted Pathfinder scribe Tevra Lesnick—one of the Winding Road's most esteemed agents and my personal protegee—ended her career prematurely after being cursed while exploring an Osirian tomb in the Parched Dunes. The specifics of her ailment prevented her from providing any information about the circumstances of the expedition, as it left her completely unable to communicate beyond simple gestures. She was rendered mute, and her hands refused to cooperate when she attempted to write or

use sign language to relate her tale. Even magical probes of her mind and memory resulted in jumbled images of her childhood, recurring nightmares, and fanciful imaginings that shed no light on her curse and provided no insight into possible cures. As a personal favor to me, I would appreciate any expedition that could find the hidden tomb and restore Tevra to her former self. Alas, she can provide neither a report of the tomb's location, nor an overview of its contents and inhabitants, which is why I fear she may never recover from her affliction.

**Warcaller's Voice:** This report from Jurgen Svardenstag appears to have been made in the late forty-fifth century, but is not specifically dated. The Pathfinder mentions an exploration of a small, unnamed island within the Ironbound Archipelago that supposedly held what he referred to as the "Warcaller's Voice." He claimed that hearing the voice imbued him with incredible strength and vitality, and also with knowledge of his enemies' weaknesses. I can't discern whether the voice is a magical relic, a fixed thaumaturgical effect, or simply the voice of a particularly inspirational warrior, but Svardenstag mentions elsewhere that he was driven from the island by its monstrous inhabitants and was never able to locate it again, despite years of searching the very waters where it appeared on his first visit.

**Wreck of the Verdigris:** The Decemvirate is surely already aware of the fate of the *Verdigris*, which was unfortunate enough to be sailing north along the Lirgeni coast when the Eye of Abendego sprang into being. That it was carrying the findings of an entire team of agents scouring the Temple of Time's Ire in the ruins of Ghol-Gan is perhaps an even greater tragedy than the loss of every Pathfinder aboard. Curiously, the reports of Gillesa Lithestep, a half-elven Pathfinder whose brother was one of those aboard the ship, mention an ancestral ring she possessed, which could act as a homing beacon to her brother's identical ring, and thus to the wreck's submerged location. Whether she ever undertook such an operation I cannot say, as it seems she resigned from the Society during the Chelish Civil War to fight against House Thrune. If she did not perish in the war, she may be alive even today; either way, her ring may be the key to recovering the treasures in the *Verdigris*.

I am sure the Ten are being flooded with reports similar to this from lodges and venture-captains across the world, and I don't presume my words will stand out among the throng. If, however, any of the stories I have recounted seem to be fitting entries into the *Pathfinder Chronicles* or the basis for further investigations, I would happily expound upon them to the best of my ability, including coming out of semiretirement to organize and lead a new expedition to uncover the truth of one of these mysteries.

As ever, your loyal servant,

*Roderus, Venture-Captain,  
Winding Road Lodge, Katapesh*

# Hunting for Treasure

**T**his chapter presents a dozen specific hoards found in the Inner Sea and beyond, around which a Game Master could base an entire adventure. The individual items in Chapter Two can be incorporated here, or a GM can place treasures of her own design within. To aid in crafting adventures in these locations or elsewhere on Golarion, this chapter also provides a selection of new curses that can guard hoards, dungeons, or specific items, as well as several unique magical treasure chests that are often as valuable as the items they secure.

## Finding Lost Treasures

In a world where *+1 longswords*, *rings of protection*, and *cloaks of resistance* are relatively commonplace, what often distinguishes one piece of treasure from another is the means by which the item was discovered or obtained. Except in cases of happenstance, such as the PCs discovering a valuable item in a random troll's den, they must first learn of a relic before they can seek it out, and that can be an adventure in and of itself. There a number of ways a PC can learn of a lost treasure, as detailed below.

**Common Knowledge:** Some treasures—even some of incredible power, age, or value—aren't secrets hidden or lost to history, but are commonly known of by the populace of a city, nation, or even entire world. Every citizen in a kingdom might have heard of the lost crown jewels and the dragon who stole them away to her remote desert lair. The followers of Irori may know of a potent rebus in an isolated and abandoned mountaintop temple. Members of a particular race or group could know of ancient weapons that were created using now-lost techniques. Such an item might be but the first in a series the PCs must discover, setting the stage for further adventure in yet more dangerous locations. In addition, an adventurer who recovers a famed relic known to every inhabitant of a city is likely to receive more acclaim than one who discovers something only the most learned of sages can appreciate.

**Research:** Not all discoveries are made in the field, and many characters excel at uncovering lost lore in the libraries of Golarion's. The type of Knowledge check required to discover an item's existence, history, or last known location depends on the particulars of the item in question, nearly any Knowledge skill check can be used. The difficulty of such a check may range from a DC 20 for an item about which a good deal has been written, to DC 35 or 40 for items of extreme antiquity or obscurity. Sometimes the information gained appears irrelevant at first, but in truth contains hidden clues revealing lost lore about a missing treasure. For example, a book might describe the trails left by a certain species

of animal during annual migration, and another volume suggests that tracking these creatures could lead to a hidden cache of valuables.

There are also many magical means by which a character can research a magic item. Characters might discover an item's existence or details regarding its location through divinations such as *commune*, *contact other plane*, *divination*, *legend lore*, and *vision*. Once the identity or rough location of a treasure is known, spells such as *discern location*, *find the path*, or *locate object* can be extremely helpful.

**Rumor and Legend:** Somewhere between research and common knowledge are rumors and legends. These are leads that may turn out to be entirely false, or may have been embellished or altered over the course of generations such that the truth isn't exactly what the tales suggest. Rumors and legends are among the easiest sorts of treasure-related adventure hooks to seed into a campaign, because a character can overhear a rumor or legend nearly anywhere and from almost any source, not just from a tavern drunk or a haggard veteran. Sometimes, PCs who hear a rumor or legend will further explore its veracity or history through research, though some tales may seem so outlandish that it's only when the PCs stumble upon another element of the story while on an unrelated quest that they believe the fable might be real. In either case, a well-placed rumor amid a series of legendary red herrings can serve to catapult any treasure-hunting campaign into action.

**Treasure Map:** Sometimes a treasure map is itself a treasure worth hunting for. While some maps take the form of a piece of cartography on dusty parchment featuring a prominent red "X," not all do. Some may be riddles that tell those clever enough to solve them the steps to reaching and obtaining a legendary relic. Others might be cryptic lists of landmarks that, when visited in the right order, lead the characters to the hoard they seek. Yet others may use a coordinate system or astrological demarcations to indicate a specific location or time where a treasure can be accessed, or a small treasure may act as a homing beacon toward a larger treasure—as in the case of a dousing rod, a magic compass, or an intelligent ring.

Even those that are literal maps to a specific geographic location needn't always appear as scrolls or pages in esoteric volumes. A treasure map may be visible only in a certain location or under certain conditions, such as a carving on the side of a mountain that becomes visible only on the vernal equinox. Another might be a tattoo on the body of a pirate captain who must be defeated or befriended before the map can be read. And there's the classic trope of the map torn in two, the individual parts of which must be recovered and repaired before the entire path is clear.



## Lost Treasure Hoards

Cataloguing all the significant hidden caches of treasure scattered across the Inner Sea would overwhelm any chronicler. Some of the most spectacular are described here—tantalizing targets for adventurers to willingly brave legendary dangers for fantastic wealth and power.

### Azurestone

*Divine Underground Prison*

**Location** Galt

**Master** Pentagoth (NE fallen legion archon<sup>B3</sup> fighter 6/  
champion<sup>MA</sup> 3)

**Notable Inhabitants** black puddings, carnivorous crystals<sup>B3</sup>,  
fallen archons, ropers

The eastern Galtan village of Azurestone takes its name from the towering blue rock formation near the town. Dwarven legend has it that in the early days of Golarion, Torag cast his holy spear down on the spot and it transformed into this impressive menhir rising 100 feet high, and that secret chambers laden with treasure lie beneath the cerulean stones. To date, none have managed to find an entrance. This is due in no small part to the fact that devout dwarves of the Fog Peaks revere the site and discourage adventurers from trespassing.

In truth, Torag did create the place at the dawn of history—the blue monolithic formation marks the location of a series of caverns beneath the earth serving as a divine prison for servitors who betrayed the god by choosing to follow Droskar after Torag cast the demigod out of Heaven. Each betrayer, a servitor of considerable power, was bound within the very rock; over the millennia, their divine essence has leached into the surrounding caves, transforming large areas into priceless gems and veins of precious metal. Ropers and other subterranean beasts inhabit the cave complex, but even after such dangers are slain, this spectacular wealth can't be tapped without the risk of releasing the beings imprisoned here: fallen archons warped by their long confinement. Chief among the inmates is Pentagoth, an archon who once stood by Torag's side. Liberating these evil creatures would be a calamitous for the village of Azurestone, and perhaps for all of Galt, and Pentagoth would surely pour out his wrath on Torag's worshipers with glee should he be freed.

### Bennach Clan Mounds

*Burial Chambers of the Horselords*

**Location** Barrowmoor, Nidal

**Master** Kol-Mhennen the Lifebreaker (CE male  
cairn wight cavalier<sup>APG</sup> 10)

**Notable Inhabitants** beheaded<sup>B4</sup>, plagued steeds  
(*Pathfinder Campaign Setting: The Worldwound* 56),  
skeletal champions, specters

Barrowmoor is named for the area's overgrown burial mounds of long-forgotten horselords entombed for countless years beneath the earth. Most avoid these lands, given their deserved reputation for dreadful curses that hang over the unkempt cairns. The most infamous site is that of the extinct Bennach Clan, a tribe of demon-worshipping raiders who once terrorized the region. Unlike other tribes of the era, the Bennach Clan made their burial mounds interconnected, interring generations of horselord rulers and heroes together. It was whispered by other tribes that many of these bloodthirsty brutes rose after death to unlife and required sacrifices in their new sepulchral haunts.

The spoils of countless raids are thought to be buried in these mounds. Along with riches stolen from more horselord artisans and the more civilized peoples—particularly their decorative metalwork in gold and silver masks, bracers, torcs, and other such accoutrements—the Bennach Clan also demanded tribute from other clans. Doubtless a great collection of this primitive artwork lies waiting in dusty chambers. Such relics are all the rage in aristocratic circles across Cheliax, and they fetch a price in city markets far beyond the raw value of the materials.

### Blood-Bones' Trove

*Pirate-King's Hidden Hoard*

**Location** Mosquito Island, Mediogalti

**Master** Iselde the Green (CE female banshee<sup>B2</sup> sorcerer 5)

**Notable Inhabitants** duppies (*Pathfinder Campaign*

*Setting: Isles of the Shackles* 48), ghosts,  
shadows, spectres







### Lost Treasure Hoards

- |                           |                                |
|---------------------------|--------------------------------|
| ① Azurestone              | ⑦ House of the Senses Awakened |
| ② Bennach Clan Mounds     | ⑧ Itaq Agdaru Catacombs        |
| ③ Blood-Bones' Trove      | ⑨ Lenyenko Dark                |
| ④ Drunken Djinni Hoard    | ⑩ Shrine of the Naga Prince    |
| ⑤ Grass-Shrouded Ziggurat | ⑪ Temple of the Toad           |
| ⑥ Herne's Barrow          | ⑫ Voghul Caverns               |



Of the many legendary treasure troves reputed to lie off the western coast of Garund, perhaps the most coveted is that of the Pirate-King Tyrax, more commonly known by the moniker Blood-Bones. In addition to his own depredations of maritime commerce, Blood-Bones exacted tribute from other pirates who called the region home. His base was on Mosquito Island, a part of the archipelago now dominated by the outlaw nation of Mediogalti. Blood-Bones used his incredible wealth to build a series of underground chambers connected by winding tunnels defended by ingenious traps. His favorite means for punishing pirate lords who had angered him was to throw them in these subterranean vaults and bury them in coins until they were crushed by the immense weight. Their angry spirits would then serve as guardians of his riches.

Countless versions of treasure maps leading to Blood-Bones' fabled hoard float around the Inner Sea, though only one or two are genuine. Even if treasure-seekers secure an authentic map, the Red Mantis patrols the waters surrounding Mosquito Island in fast skiffs, hunting down anyone attempting to land there. Furthermore, the entrance to the treasure vaults is disguised by powerful illusion magic that none have yet breached. Should all these hurdles be overcome, the deadly traps and incorporeal guardians—including Tyrax's undead elven mistress Iselde—are likely to slay those foolish enough to seek out the pirate-king's riches.

## Drunken Djinni Hoard

*Fabled Desert Fortune*

**Location** Meraz Desert, Qadira

**Master** Hasalgenoash (CN male noble djinni sorcerer 6/archmage<sup>MA</sup> 3)

**Notable Inhabitants** air elementals, airfiends (*The Tome of Horrors Complete* 269), deadfall scorpions<sup>B3</sup>, fire elementals

The story of Qadira's rise in power would be incomplete without detailing the strange and dangerous alliances its leaders made with geniekind. Satrap Al-Ekbhan had such an alliance with the captured djinni noble Hasalgenoash, whose third wish he held in reserve for many years, to the genie's growing annoyance. At last, when both Hasalgenoash and the satrap were deep in their cups, Al-Ekbhan made an ill-advised remark about how much simpler life would be were he not burdened with the responsibilities of great wealth: "I wish such worries passed from me." The inebriated Hasalgenoash granted the wish, gathering up all the riches in the satrap's vaults and whisking them away to an ingenious labyrinthine palace he created deep in the Meraz Desert. Al-Ekbhan was furious and sent several parties to retrieve his wealth, but all fell victim to the djinni's inventive traps and deadly guardians.

Unable to regain his stolen fortune, the satrap had his most powerful sorcerers trap Hasalgenoash in the palace of his creation and then hid the great structure with illusions

of shrewd design. No one has since discovered the location of what became known as the Drunken Djinni Hoard, let alone braved its traps and monstrous custodians.

## Grass-Shrouded Ziggurat

*Buried Azlanti Ruin*

**Location** Thoska Isle, the Steaming Sea

**Master** Mandakarynia (LE female Azlanti nosferatu<sup>B4</sup> oracle<sup>APG</sup> 15)

**Notable Inhabitants** baykoks<sup>B3</sup>, brass golems<sup>B3</sup>, clay golems, a demilich<sup>B3</sup>, iron golems, stone golems

Remnants of Azlanti civilization litter the Inner Sea region, reminders of that once-mighty empire's great reach at its height of power. Adventurers have braved the deathly hazards of ruins for the ancient treasures many of them hold—treasures worth the immense risk. One such ruin that has not yet been breached is an enormous seven-tiered ziggurat on Thoska Isle in the Steaming Sea that predates even the advent of Xin and the formation of Thassilon. No living soul has glimpsed the structure's stones, however; the entire affair was reclaimed long ago by the wilderness, blanketed in earth and wild growth. Only the ziggurat's telltale shape beneath the mound hints at its presence—it would otherwise be nothing more than unremarkable rough terrain.

The buried ziggurat shrouds the ancient meeting place of Azlanti sorcerer-priests known as Those Without Faces, an order of strange religious mystics and astronomers who sought congress with other worlds and their inhabitants. The winding halls and chambers within the ziggurat are decorated with priceless works of art in gold, platinum, and rare gems, but the greatest treasure is an artifact of incredible power: the *Great Telescope of Mandakarynia*. Not only is this huge device capable of viewing any spot within the solar system, but it's said that by speaking the proper incantations, one can journey to whichever point the device spies or summon those it witnesses.

## Herne's Barrow

*Cursed Tomb of the Stag-Horned One*

**Location** Herne's Oak, Mendev

**Master** Herne Vilhaur (CE male skeletal champion herne ranger 12; *Pathfinder Adventure Path* #73 86)

**Notable Inhabitants** boreal fey, giant snow owls<sup>B3</sup>, ice trolls<sup>B2</sup>, hernes (*Pathfinder Adventure Path* #73 86), winter wolves

Every Mendevian child knows the story of hunter Herne Vilhaur and his terrible fate—he was hung by druids who resented trespassers and transformed into a being of pure malice by the curse of the winterthorn. Herne's Oak marks his final resting place deep in the Estrovian Forest, and his relentless stag-crowned spawn (known as "hernes") guard the barrow, which is reputedly crammed with enormous riches. The never-ending hunt of the

hermes keeps the cautious away from the cairn, but a few bold adventurers have attempted to penetrate the tomb; none have returned. Whether they were captured by the many dangers surrounding Herne's Oak or slain within the mysterious barrow is unknown.

## House of the Senses Awakened

*Stolen Treasury of the Red Prince*

**Location** Taldor

**Master** Earl Origen Sarlu (NE male advanced nemhain;

*Pathfinder Module: Tomb of the Iron Medusa 29*)

**Notable Inhabitants** spectres, stone golems, wights, wraiths

The reign of Grand Prince Cydonus III was only 5 short years (4077–4082 AR), but those years cost the Taldan empire dearly. Overwhelmed by anxiety over the Qadiran invasion, the Grand Prince devoted himself to indulging his every extravagant whim, demonstrating a profligacy that stunned even the libertine Taldan aristocracy. He was jokingly named the “Red Prince” after the state of the royal balance books.

Among Cydonus's few accomplishments was the construction of a mazelike pleasure palace in the wild hill country of Porthmos Gap called the House of the Senses Awakened. He all but moved the capital there, and spent nearly all his time in the sprawling complex. Among his many lovers in residence at the House there was a cellist named Origen Sarlu, a man of ignoble birth to whom Cydonus granted an earldom to the nobility's ire.

It was the loss of Cheliex (which broke off from Taldor when its governor recognized Oppara's distraction with Cydonus on the throne) that led to a palace conspiracy in the months that followed the Even-Tongued Conquest. The Grand Prince was poisoned and the throne passed to Beldam I—soon known as the “Penniless,” as by the time of the Red Prince's murder, Cydonus had transferred a sizable portion of the royal treasuries to his pleasure palace. When Sarlu learned of Cydonus's death, he absconded with the prince's body and sealed it, himself, and the immense wealth into the House of Senses Awakened, and transformed the pleasure palace into a trap-laden nightmare that has to date resisted all attempts at penetration. Scholars believe that this is one of the largest unclaimed fortunes awaiting plunder across the Inner Sea region.

## Itaq Agdaru Catacombs

*Gold of the Serpent Tamers*

**Location** El-Fatar, Katapesh

**Master** El-Hedek (CE female human lich necromancer 9)

**Notable Inhabitants** ghaists, ghouls, huecuvas<sup>B3</sup>, poltergeists<sup>B2</sup>, skeletons, and undead serpentfolk<sup>B2</sup>

The settlement of El-Fatar exists for no other reason than to support those who explore the catacombs below. While the majority of treasure-seekers have moved on to the deeper levels, a section of the sprawling catacombs'

first level has yet to be discovered: that of the Itaq Agdaru, a long-dead cult of Osirian serpent worshippers. These tunnels and chambers are untouched, a hoard of both archaeological significance and monetary value; the walls are lined with intertwined serpent bodies made of inlaid precious metals with gems for eyes. Mindless undead wander the bedecked halls—former worshipers trapped in the labyrinth when the cult was put down. El-Hedek, a vile lich who displaced the high priest as the head of the cult in its waning days, sits perched on a great gold statue of a coiled serpent at the catacombs' center, filled with unreasoning hatred but lacking a target for his wrath.

## Lenyenko Dark

*Cyclopean Mountain Dungeon*

**Location** Icerime Peaks, Brevoy

**Master** Qand-Si-Qadaal (CE male cyclops worm-that-walks<sup>B2</sup> sorcerer 10)

**Notable Inhabitants** festering spirits<sup>B4</sup>, gholdakos<sup>B4</sup>, gray oozes, gugs<sup>B2</sup>, mohrgs

Many attempts at mining the mineral-rich mountain range in eastern Brevoy have ended in disaster. Some failed due to the treacherous terrain and icy winds, others because a shaft pierced some long-hidden ruin containing doom. Such was the case with the mining expedition of Vladlena Lenyenko, a traveling merchant from Restov who sunk a shaft in a spot geologists believed would reveal rich veins of silver. Instead, it breached the entry chamber of a dungeon constructed before Earthfall—a strange ceremonial complex from Koloran, the long-lost empire of the cyclopes that held sway over northern Casmaron in the mists of prehistory. The vault's walls were lined with niches containing golden bejeweled statuettes of incalculable value, but when they were disturbed, incorporeal spirits described as “wisps of midnight and malice” attacked the work party, slaying several and driving others mad. Only Lenyenko and two workers escaped, clutching to them a few items stolen from dusty niches.

The merchant hired several parties to explore the complex, certain that even greater wealth lay within, but seven groups never returned and the two that did suffered terrible casualties. Lenyenko herself died under mysterious circumstances, many say from a curse she incurred opening the ancient place. The vault was sealed off by order of the Brevic government, and has remained closed for 75 years.

## Shrine of the Naga Prince

*Treasure Vault of the Ninshaburian Kings*

**Location** Western shore of the Castrovin Sea, Casmaron

**Master** Rudrarameni (CE female vampire spirit naga oracle<sup>APG 6</sup>)

**Notable Inhabitants** dark and spirit nagas, both in temporal stasis and undead; shadows

The mighty kingdom of Ninshabur, destroyed by the Tarrasque at the end of the Age of Destiny, was known



not only for its great wealth, but also for its devotion to a vast pantheon of gods, many of whom are now believed dead. A gigantic temple complex called Tabsagal, sprawling amid a remote oasis, served as a center of worship for many of these gods, as well as the final refuge of Ninshabur's elite when the spawn of the Rough Beast destroyed their nation. The Pathfinder Society has sent many expeditions to these extensive ruins and determined that beyond its ecclesiastic function, it also served as a treasure repository. One great building yet to be breached is the Shrine of the Naga Prince, an evil god of strength, wealth, and domination. This long-sealed temple is overseen to this day by the cult's high priestess, Rudrarameni. In addition to the rich jewelry and other wealth packed in trapped golden coffers, at least two artifacts of great power lie here: the fabled *Naga Prince Diadem* and the *Rod of the Serpent Tamer*.

## Temple of the Toad

*Ancient Vault of Elven Evil*

**Location** Nagisa, Mwangi Expanse

**Master** Ghenegettas (CE female hezrou cleric of Gogunta<sup>56</sup> 8)

**Notable Inhabitants** chuuls, girallons, marsh giants<sup>62</sup>, viper vines<sup>62</sup>

Evil Fey and terrible traps drive off most parties attempting to explore the ancient ruin of Nagisa deep in the jungle of the Mwangi Expanse, but each year new groups of adventurers set out to investigate the enigmatic White City, including curious elven archaeologists seeking secrets of their kin who once built that place. One of the most intriguing ruins is a temple bearing an enormous, grotesque statue at its entrance, out of place in a city known for its lack of adornment aside from the flowering elven script carved on the white stones. The huge sculpture is made of shining black stone and depicts a bloated toad covered with bulging eyes and ripe pustules, with an obscenely long tongue lolling from its wide, drooling mouth. The local boggards call it the Eater of Filth and revere it as a depiction of the demon lord Gogunta. Many archaeologists who have visited the site posit that it's somehow connected to the "unspeakable evil" from which the ancient elves of Nagisa allegedly protected the world. A golden glow emanates from within the structure, as well as the stink of the swamp and an endless, echoing howl of torment. Those few who have entered have never reemerged.

## Voghul Caverns

*Lost Treasure-Warren of the Goblinlood Wars*

**Location** Chitterwood, Isgar

**Master** The Black (unique gargantuan ooze)

**Notable Inhabitants** variant skeletons, variant zombies

The Voghul Caverns—deep, twisting warrens at the center of Isgar's wisely shunned Chitterwood—served as base for some of the most savage goblinoid tribes during the Goblinlood Wars that rocked the region. The Jagged Knife and Marrow-Lick bugbear clans, as well as the Red Tooth hobgoblins, used these winding caves as a home and place to store the rich plunder looted from the unfortunate Isgeri victims of their depredations. The value of the coinage, jewelry, and other wealth hauled away from raids on Gillamoor, Logas, and Umok alone is considerable.

But before the unlikely triple alliance against the goblinoid hordes prevailed, the tribes inhabiting the Voghul Caverns vanished. After the bloody war concluded, bugbear and hobgoblin zombies began wandering out of the forest. Had a contingent of Andoren Eagle Knights not still been on hand, the reeling survivors of Isgar would have been overrun.

Survivors of subsequent expeditions into the cave complex tell of an enormous lake of sentient tarry ooze inhabiting a cathedral-like warren, blocking access to glittering treasure littering deeper stony corridors. The ooze reeks of putrefaction, and undead things are said to crawl from its soupy bulk, giving travelers yet another reason to avoid the Chitterwood altogether. Whatever this thing is—likely something that crawled up from the Darklands—greater heroes are needed to beat it back into the darkness.



## Curses

The following are examples of curses tied to treasure hoards or their protectors. They may be contracted by possessing or using a cursed item, defiling or trespassing upon a cursed location, or defeating a cursed guardian.

### Blood Bane

This curse and disease is generally the result either of an infected undead creature's attack, or of disturbing a grave contaminated with this dreadful malady.

#### BLOOD BANE

**Type** curse, disease; **Save** Fortitude DC 18

**Effect** Whenever the sufferer takes piercing or slashing damage, she also takes 1d3 points of bleed damage. Furthermore, the cursed individual is especially susceptible to poisons delivered via injury, taking a –2 penalty on Fortitude saving throws against them; **Cure** Can be cured only with both *remove curse* and *remove disease* cast within 1 minute of each other.

### Debasement

Spiteful misers deliberately place this curse on their treasure vaults—if they can't have their loot, no one can.

#### DEBASEMENT

**Type** curse; **Save** Will DC 15

**Frequency** 1/day

**Effect** The victim's valuables rapidly degrade: gems crack, coins transform into lesser metals, objects of art deteriorate, and so on. Each day, mundane items of value—things that aren't magic items, tools, weapons, armor, food, or living matter—in the accursed's possession lose 5% of their value. This repeats each day until someone else assumes possession of the items or the items become worthless (coins are transformed into iron slugs, gems into misshapen glass lumps, jewelry into malformed tin, and art objects into amateurish dreck).

### Lethargy

This curse is most commonly found on sacred sites, affecting trespassing nonbelievers so that the faithful can more easily deal with their impious intrusions.

#### LETHARGY

**Type** curse; **Save** Will DC 15

**Frequency** 1/day

**Effects** The victim always goes last in the initiative order, and he takes a –4 penalty on all Reflex saves.

### Luck Eater

This curse affects the friends and companions of the afflicted and perversely ignores the accursed. Needless to say, the prolonged presence of this curse can test the bonds between the victim and even his most devoted companions.

#### LUCK EATER

**Type** curse; **Save** Will DC 16

**Effects** All allies of the victim take a –2 penalty on all attack rolls, saving throws, and skill checks while within 30 feet of the accursed.

### Maladroit

This insidious curse is often placed upon areas within dungeons and tombs where dexterity or skill at arms are essential for survival. It's less commonly attached to magical weapons, making their use problematic at best.

#### MALADROIT

**Type** curse; **Save** Will DC 22

**Effects** The afflicted character takes a –5 penalty on all Dexterity-based skill checks. Furthermore, during combat the victim must succeed at a DC 20 Reflex save at the beginning of each round or drop a held item (such as a weapon or wand). If she fails the save but isn't holding anything, she instead loses her balance and falls prone.

### Marksmanship's Malady

Abelathus III of Taldor had this curse designed for his amusement, seeing to it that all the archers who had entered a tournament in his honor were afflicted. Alas, one of the archers' misfired arrows ended up in his princely throat.

#### MARKSMAN'S MALADY

**Type** curse; **Save** Will DC 14

**Frequency** 1/day

**Effects** This curse impacts the victim's ability to make ranged attacks (including ranged touch attacks). The victim takes a –4 penalty on ranged attack rolls. If the target of such an attack is adjacent to at least one other creature, there is a 50% chance the attack targets one of those creatures instead (determined randomly); apply the attack roll to the new target's AC to see if the attack hits.

### Mindless Mirth

The jester to a cruel queen was forced to allow the queen's mistress to shoot an apple off his head. The court erupted in laughter when the arrow struck the jester's chest, and the fool croaked his final curse: "Let your laughter never die."

#### MINDLESS MIRTH

**Type** curse; **Save** Will DC 16

**Effects** Whenever an initiative check is required, the victim must also succeed at a DC 16 Will save or collapse to the floor in gales of laughter (as *hideous laughter*). The episode lasts 2d4–1 rounds.

### Reader's Scourge

This curse is often placed upon forbidden tomes that are protected from destruction. It affects not just the cursed object, but all text the victim subsequently encounters.



## READER'S SCOURGE

**Type** curse; **Save** Will DC 20

**Effects** The target of this curse must succeed at a DC 20 Linguistics check to comprehend any written material. On a failed check, the victim can't understand the written material for 24 hours, at which point he can attempt a new check. The victim can't prepare spells from a spellbook or formula book, scribe scrolls, benefit from a magic tome, or research new spells on any day he fails the Linguistics check for the relevant written material.

## Repel Beneficence

Gods and other powerful beings are known to afflict haughty persons who deny their need for others' aid with this curse—a just consequence for such arrogance.

## REPEL BENEFICENCE

**Type** curse; **Save** Will DC 18

**Frequency** 1/day

**Effects** The victim gains spell resistance equal to 10 + her character level, which applies only to spells noted as harmless in the Saving Throw section of their descriptions. This spell resistance can't be lowered voluntarily.

## Swamp Reek

Many folk tales originating around Varisia's Mushfens tell of angered fey or marsh witches bringing this curse down upon those who offend them.

## SWAMP REEK

**Type** curse; **Save** Will DC 12

**Frequency** 1/day

**Effects** The accursed reeks of the marshes, and is constantly covered in the fetid muck of swamplands. Anyone tracking this individual gains a +5 bonus on Survival checks to do so, except in an actual swamp. The victim takes a –4 penalty on Diplomacy checks, and NPCs that have an attitude of indifferent toward the accursed act as though they had an attitude of unfriendly. (The penalty on Diplomacy checks and effect on NPC attitude don't apply when interacting with natural bog dwellers.)

## Unthinking Wrath

This curse is often attached to magical weapons once wielded by savage individuals. Some argue that the soul of the previous owner infects that of the current wielder.

## UNTHINKING WRATH

**Type** curse; **Save** Will DC 22

**Effect** Each round the victim is in combat, she must succeed at a DC 22 Will save or be overcome by a blind fury. This state lasts 1d4+1 rounds, during which time she's under the effects of a fury similar to barbarian's rage, although she doesn't gain the benefits from that class feature, including bonuses to Strength, Constitution, or

Will saves, and access to rage powers (even if the afflicted has the ability to rage normally). While in a fury, the afflicted takes a –2 penalty to AC, can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability requiring patience or concentration, and attacks the individual nearest to her. If multiple targets are equally close, the afflicted person attacks randomly each round.

## Weakened Shield

This curse is often attached to magical armor or protective wondrous items. Though the wearer may experience a sense of invulnerability when clad in such armor, she discovers its secret weakness only after it's too late.

## WEAKENED SHIELD

**Type** curse; **Save** Will DC 26

**Effect** The afflicted develops a pronounced vulnerability to either bludgeoning, piercing, or slashing damage, taking a –4 penalty to AC against attacks that inflict that damage type.



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## Treasure Chests

Those who possess great treasures often go to great lengths to ensure their valuables are protected, preserved, and portable. A common treasure chest is adequate for coins and gemstones, but the rare treasures detailed in this volume demand better. Magical chests are custom-built for the needs of the wealthy and powerful, and frequently outlast the plunder they were made to protect; it's not unusual for such chests to remain as the last items of value in moldering ruins and the holds of sunken ships. (For information on the sizes of chests, see *Pathfinder RPG Ultimate Equipment* 62.)

BLOOD CHEST		PRICE 42,000 GP
SLOT none	CL 9th	WEIGHT 50 lbs.
AURA moderate transformation		

A *blood chest* is a medium-sized chest of red iron with a volume of 4 cubic feet. The metal sculpture of a monstrous fanged face surrounds the inset superior quality lock, making it impossible to reach the lock without putting a hand in the mouth. The chest is additionally sealed by a permanent *arcane lock*, and is protected by powerful magic that makes the chest as resilient as a *wall of force*.

The chest is attuned to a particular owner, which can be changed by speaking a command word while the chest is open. Any key can be used in the lock, but whenever a key is inserted, the fanged mouth closes on the hand holding it (or on the device holding it, if some contraption is used to insert the key) and deals 1 point of damage. If the bitten hand is that of the owner attuned to the chest, the chest opens. If the hand belongs to anyone else, or no hand is present to bite, or the hand is not damaged by the bite, the chest doesn't open. If the lock is picked with a successful DC 50 Disable Device check, the teeth don't close.

CONSTRUCTION REQUIREMENTS	COST 21,000 GP
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Craft Wondrous Item, *arcane lock*, *vampiric hunger* (*Pathfinder Player Companion: Faiths of Corruption* 29), *wall of force*

CHEST OF DEFENDING		PRICE 29,300 GP
SLOT none	CL 12th	WEIGHT 100 lbs.
AURA moderate transmutation		

This appears to be a complex wooden chest of immense size—at least 5 feet long and 3 feet wide and tall, with numerous drawers, side-compartments, hatches, and lids and ornately carved feet and scrollwork trim. In spite of its size, a *chest of defending* has an interior volume of 6 cubic feet. It has permanent *alarm* and *arcane lock* spells cast on it, which can be set to acknowledge a specific creature as the effective caster of the spells with a command word (thus allowing that creature to determine the details of the chest's spells as if she had cast them). This password is normally carved in one of the small drawers. All the compartments of the chest have average quality locks, and can be further locked with padlocks (not included).

If the chest's *alarm* spell is triggered, the chest's most impressive magic property comes into effect: it alters shape and composition to become a Medium wood golem (the chest's contents are unharmed by the transformation). Unless given different instructions by someone who uses the chest's command word, the golem attacks the creature that triggered its *alarm*, then folds back into a normal chest once the trespasser is defeated. All the items within the chest count against the golem's encumbrance.

CONSTRUCTION REQUIREMENTS	COST 14,800 GP
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Craft Construct, Craft Wondrous Item, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, creator must be at least caster level 12th, creator must succeed at a DC 17 Craft (carpentry) check

CHEST OF THE MERCANE		PRICE 30,000 GP
SLOT none	CL 9th	WEIGHT 250 lbs.
AURA moderate conjuration		

This beautiful, gem-encrusted golden chest measures 4 feet long, 2 feet wide, and 4 feet tall. The *chest of the mercane* is engraved with symbols of wealth and trade, and comes with an equally ornate key. Even without its magic properties, the chest is worth 5,000 gp. The chest is bonded to a traveling mercane (*Pathfinder RPG Bestiary* 2 188) that makes its living trading magical items throughout the planes. The chest acts as if affected by the *secret chest* spell (CL 9th), except it allows the key wielder to retrieve the chest once per day and send it back to its mercane master once per day. The chest's ornate key functions as the small replica chest does in *secret chest*.

Each time the chest is sent back to its mercane master, there's a chance the mercane decides to buy any new magic item in the chest. If the mercane buys the item, it may pay slightly less than, equal to, or more than the standard market value (normally 50% of its total value). The mercane's interest and payment is determined by the table below. If the mercane does buy an item,





the payment is always in gold pieces that take the item's place in the *chest of the mercane*.

d%	Mercane's Trade
01–10	40% of the item's total value
11–50	Item is not purchased
51–90	50% of the item's total value
91–99	60% of the item's total value
100	75% of item's total value

It's also possible to send notes to the mercane connected to the chest, but such notes never receive a response through the chest. If an owner of the *chest of the mercane* finds the mercane connected to it, she can use the ability to pass notes to pay in advance (with magic items) for objects she wishes the mercane to purchase on the owner's behalf. Such objects are never sent via the chest; the mercane requires that they be picked up in person.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
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Craft Wondrous Item, *contact other plane*, *secret chest*

CORSAIR'S COFFER		PRICE 24,000 GP
SLOT none	CL 11th	WEIGHT 250 lbs.
AURA moderate transmutation		

This huge-sized lacquered chest is bound in gold-plated steel, with three hasps for securing locks and spade-shaped feet. The chest is airtight when closed, and can be commanded to bury itself in dirt, loose soil, or sand. Once per day, the chest can burrow down between 10 and 30 feet. The process takes 1 minute for every 10 feet the chest travels. The chest stops digging once it reaches the desired depth, if it encounters solid stone, or if its path is blocked by any other obstruction. A buried chest can be commanded to dig back to the surface by a creature standing within 5 feet of the location beneath which it buried itself. The chest doesn't leave a usable tunnel, nor does it dig any direction other than down or back up.

The chest opens into an extradimensional space: its inside is larger than its outside dimensions. This allows the chest to hold a large volume of material, to a maximum of 3,000 pounds and 500 cubic feet. The contents of the chest don't change its weight. Any effort to overload the chest fails, and items must be drawn from the chest intentionally; it's not possible to tip the chest over and spill its contents. Retrieving a specific item is a full-round action. As with the *secret chest* spell, magic items placed inside a *corsair's coffer* don't offer any benefit to characters carrying it. The chest is treated as a *bag of holding* for the purpose of determining what happens if placed in another extradimensional or nondimensional space. There's enough air for living creatures placed within the chest to survive for 20 minutes, after which time they begin to suffocate.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
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Craft Wondrous Item, *move earth*, *secret chest*

FLYING CHEST		PRICE 19,000 GP
SLOT none	CL 10th	WEIGHT 100 lbs.
AURA moderate transmutation		

These chests most often appear as hinged, reinforced wooden barrels with saddles. Upon close inspection, a keyhole is visible on the side of the barrel, where a good lock is inset. The chest's interior can hold up to 6 cubic feet of material. The chest can be ridden by a single Medium creature or two Small creatures, and is able to fly through the air as if affected by an *overland flight* spell (with a +5 bonus on Fly checks) for up to 10 hours per day, split up as its owner desires. The chest can carry up to 300 pounds at a speed of 40 feet, or up to 600 pounds at a speed of 30 feet. Only the weight of riders and materials strapped to the chest's exterior counts for this limitation, not the weight of material stored within.

CONSTRUCTION REQUIREMENTS	COST 8,500 GP
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Craft Wondrous Item, *animate object*, *overland flight*, *permanency*

TIDY TRUNK		PRICE 1,000 GP
SLOT none	CL 1st	WEIGHT 25 lbs.
AURA faint universal		

This small-sized trunk is bound in polished metal and lined with velvet fabric. While the trunk is latched, items contained within are kept free of mold, moths, water damage, and other undesirable effects of long-term storage, though perishable items still eventually decay. If the trunk is kept latched for at least 8 hours, the items inside are neatly cleaned. The trunk folds and presses clothing, polishes crystalline and metal tableware, removes stains from items, and so on. Items are not repaired of any preexisting damage; they're simply kept clean and organized.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Items, *prestidigitation*



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## Lost Treasures

“The search for magical and historic treasures—that, my friends, is what truly drove Keraza, what fired her blood like nothing else. The ever-alluring possibility of majestic acquisition led her across mountains, deserts, and forests. She braved ruins, forgotten temples, and vaults of the dead, going wherever the lore took her. Ultimately, it was her obsessive search for the trophy sash of Champion Hixung that brought her to her end.

“I know we all share her passion for the fantastical. There’s nothing quite like recovering an artifact thought lost to time and revealing it to the world. Let us, kindred spirits of this eternal seeker, lift a toast to Keraza Dermas, Pathfinder and treasure hunter extraordinaire. May she find more and greater treasures in the Great Beyond!”

—Pathfinder Elgen Hazri’s eulogy to a fallen friend





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The following chapter provides a collection of distinct lost treasures from throughout the Inner Sea region and beyond. While most are magical, none are artifacts, and they're thus not truly unique from a rules perspective. Nevertheless, each has a legend or history that ties it to the world of Golarion, and can serve as inspiration for countless adventures, either after being found in a treasure hoard, or as a lost relic to be sought and rediscovered. Several of the items are mundane and cost significantly less than magical counterparts, meaning that they can fit into even low-level campaigns.

## Making Ordinary Treasures Special

Some GMs may wish to use the following items not as direct hooks for their campaigns, but rather as inspiration for designing strange treasures that fit the adventures and interests of their campaigns' player characters. A treasure needn't be mechanically unique to have an interesting backstory or serve as the catalyst for an adventure. Standard items from the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder Campaign Setting: The Inner Sea World Guide* can be made unique without changing their mechanics by adding flavorful descriptions or backstories. Alternatively, making an item intelligent or cursed, combining two items into one, or adding an unusual power to an existing item are all perfectly good changes that can make items more memorable.

Consider the following suggestions for making the mundane exciting in your campaign.

**Family Relic:** Similar to providing a historical background for an item, creating a story that directly connects the item to one or more player characters in the game allows a GM to spin a fascinating story—possibly one that is directly connected to a story feat (*Pathfinder RPG Ultimate Campaign* 66). For example, the tapestry that once hung over the throne of a PC's grandfather's castle may be the proof the group needs to recover to convince the land's subjects of that character's right to rule.

**Haunted:** A restless spirit haunts the item. This lingering spirit might be something that evokes sympathy from the PCs, such as a young child who died in a tragic way or a grandmother who was killed by her family so they could gain her fortune. Such spirits may be benevolent, allowing the characters to use the item without complication, but appearing upon the item's use, reminding the party of the object's brutal history and asking them to help grant the spirit peace. Alternatively, a nasty spirit could inhabit the item, in which case each use might require a battle of wills. In this case, the party might then seek the means to exorcise the spirit so that they could gain unfettered use of the item's powers.

**Historical Significance:** An item doesn't need to be magical to be valuable. A mundane sword wielded by a famous war hero or a suit of leather armor crafted by artisans of a long-lost civilization could provide adventure

hooks involving the historical figures or cultures associated with the item. Historians and collectors alike would prize such items simply to study or own, and may send PCs on adventures to retrieve them. Bards in particular may be interested in tracking down such pieces, as the recovery could earn the lore masters prestige as procurers of museum-worthy items.

**Intelligent:** Give an item a spark of intelligence to make it more intriguing. Certainly the player characters are used to intelligent weapons, but what about an intelligent *folding boat*? Once an item is imbued with intelligence, its use can no longer be taken for granted, instead requiring a diplomatic encounter or battle of wills. Can the PCs convince the boat to unfold? If so, can they then persuade or cajole it to allow them aboard to make their journey? Using an intelligent item can prove problematic if the PCs don't appease it in some way—and woe to the adventurer to whom it takes a disliking.

**Named:** When you name an item, many players automatically think of it as something special. Proper names pique interest, and you may find players asking to research the named item at various libraries and taking notes about the discovered references. Admittedly, a name may just be a trick to interest the party in a relatively simple *ring of protection* +2, but referring to it as the *Ring of the High Priest Zorothaz* certainly makes the item more intriguing in the story. Your players will think fondly on their efforts to recover the item—even if it's no different from any other magical ring.

**Adventure Prerequisite:** Sometimes, finding an item is necessary before a larger adventure can commence. Though required, such an item may have no further importance beyond being necessary to achieve another goal. For example, suppose the PCs need to find the key to an otherwise impenetrable vault. The key, they learn, isn't a traditional key, but rather a +1 *longsword* lost somewhere in the Mwangi Expanse. The search for the sword thus becomes part of a larger campaign.

**Cosmetic Variation:** Who says every *rod of rulership*, *cloak of the mountebank*, or *flying carpet* has to look exactly the same? Where's the fun in that? Sure, the item works the same as the other ones, but making a small variation, even if just a minor or superficial change, opens a tremendous host of possibilities for making treasure more wondrous. Artisans take pride in their work, so infuse items with some of their creators' personalities! For example, a quirky, insect-loving mage may have created a *feather token* whose "bird" looks like a fly, mosquito, or pesky flying termite—there's no reason it has to specifically look like a bird.

**Valuable Material:** To make a fairly mundane item more prized, alter the materials used to craft it. For example, a *rope of entanglement* could be coveted because it's made of spun gold, or was woven from the thick locks of a golden-haired azata or the mane of a unicorn, rather than from the usual hemp fibers.

## Astralabe

Overlapping bands of wood and metal wrap this complex armillary sphere with minute measurements and strange pictograms.

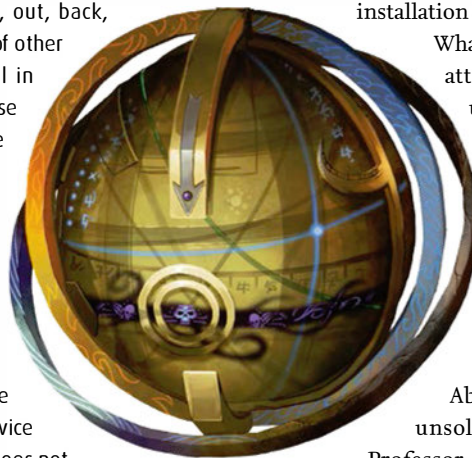
ASTRALABE		PRICE 16,000 GP
SLOT none	CL 8th	WEIGHT 3 lbs.
AURA strong divination		

An *astralabe* is essentially an extraplanar compass, a device that explorers of the planes can use to orient themselves in realms without shared cardinal directions or physical laws. The devices create an abstraction of north, east, south, and west, as well as up, down, in, out, back, forward, past, future, and a variety of other “directions” that can prove helpful in navigating the planes. Despite diverse cosmetic differences, *astralabes* share a uniform internal design and, by and large, give consistent, shared directions. As such, many—if not most—planar cartographers utilize *astralabes* when creating maps, allowing travelers to navigate lands without magnetic poles or with malleable terrains as though there were one consistent “north.” The device keeps a constant orientation, but it does not adjust or circumvent hazards or show particular paths. Any creature not on the Material Plane who employs an *astralabe* while attempting a Knowledge, Survival, or similar skill check to navigate gains a +4 bonus on that check.

Additionally, an *astralabe* can aid a traveler in preparing to travel to another plane. The device can read emanations from portals, gates, and other connections between the planes and display them upon its surface. These displays can be interpreted with a successful Knowledge (planes) check. Those who succeed learn the name of the plane beyond the portal, though not the portal’s exact location upon that plane—it doesn’t reveal tiers, layers, or subrealms in the case of planes divided into multiple parts. Those who fail are unable to tell what plane lies beyond. Those who fail by 10 or more incorrectly identify what plane lies beyond, with results determined by the GM. Users must typically succeed at a DC 25 Knowledge (planes) check to correctly read an *astralabe*, though demiplanes and stranger realms might require a higher DC or yield inconclusive results.

*Astralabes* generally don’t function on the Material Plane, shutting down and emanating an aura of faint divination. However, should one be brought within 20 feet of a portal or similar passage to another plane, it activates for as long as it remains nearby. An *astralabe* activates and continuously operates while on any plane other than the Material Plane.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>know direction</i> , cannot be created on the Material Plane	



## History

Doctor Liseng, Assistant Curator of Cryptohistory at Forae Logos in Absalom, had a long but passing curiosity about the unidentified sphere of brass and marble displayed in the library’s Arnsen Reading Room. Dusty under its glass dome in a way only the most thoroughly neglected relics were, the device accompanied a yellowed card with the description “Unidentified; Ninshabur Origins, Circa < –1000 AR” and the only slightly less cryptic title “Astralabe.” Liseng kept her interest limited to idle musing until, during a speaking visit to the Museum of Ages in Magnimar, she discovered an almost exact duplicate incongruously displayed in an installation of Azlanti relics.

What began as a mystery of dating and attribution quickly escalated, as the unnamed Magnimarian device did indeed bear faded Azlanti markings, while deeper investigation of the Forae Logos relic revealed ancient Kelish and Auran symbols. Neither, however, corresponded in design to other relics of the associated ancient empires.

Only days after returning to Absalom, Doctor Liseng received an unsolicited letter from a scholar called Professor Ro. Without further introduction, Professor Ro directed her toward the *Gospel of Maelissikek*, Vainward’s *Beyond Stars*, and the contents of storage lot #116 at the nearby Blakros Museum. The following year’s effort culminated in her discovery of a third sphere-like device bearing D’zirriak symbols etched in obsidian.

Since then, aided by infrequent letters from the mysterious Professor Ro, Doctor Liseng has discovered two more *astralabes*. Similarities suggest some mechanical and faintly magical nature, though those she has encountered have proved inoperative. Currently Liseng seeks agents willing to help her test a number of theories.

## Legacy

Relics from mysterious realms, *astralabes* are keys to the planes and, as such, rarely fall into mortal hands.

**Planar Variety:** Aside from basic *astralabes*, numerous variations are speculated to exist, such as those enhanced by *ioun stones* or that serve as floating vessels for the consciousness of arbiters, cassisians, imps, or other lesser outsiders. Such variants are usually forged and employed by agents of the Stylite—the observatory-labyrinth floating near the planar metropolis of Axis.

**Terrestrial Rarity:** Few *astralabes* exist on Golarion, but those that do are coveted by those who seek to unravel the secrets of the planes. Aside from those held in Absalom and Magnimar, others are held in the collections of Caliphas’s Quarterfaux Archives and the College of Dimensional Studies in Katapesh.





## Atavistic Splinter

This tough piece of bark is the size of a large, thin tome, and is charred as though it survived a fire.

ATAVISTIC SPLINTER		PRICE 37,000 GP
SLOT none	CL 6th	WEIGHT 2 lbs.
AURA moderate transmutation		

This sheet of charred bark is 2 feet long, 10 inches wide, and 1 inch thick. The *Atavistic Splinter* imbues its owner with a primal authority over beasts, providing a +4 insight bonus on wild empathy checks.

Once each day, the owner can touch the *Atavistic Splinter* to a humanoid creature to force an animalistic transformation. Using this ability against an unwilling target requires a melee touch attack. A target touched by the *Atavistic Splinter* must succeed at a DC 16 Fortitude save or acquire the bestial simple template (see below) for 24 hours. After this period, the target must succeed at a DC 14 Fortitude save or retain the template for an additional 24 hours, except the Intelligence and Charisma ability score penalties from the template each increase to –4. Each day it retains the template, the target must attempt another Fortitude save; on each successive day, the Fortitude save DC decreases by 2, and the Intelligence and Charisma penalties increase by 2. These penalties can't reduce either ability score below 2. This effect can't be dispelled, but can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. If the target's Intelligence and Charisma scores both reach 2 as a result of this effect, the template becomes permanent and can't be removed except with *miracle* or *wish*. A target that succeeds at a saving throw against this effect can't be affected by the *Atavistic Splinter* for 1 year.

CONSTRUCTION REQUIREMENTS	COST 18,500 GP
Craft Wondrous Item, dominate animal, polymorph	

## History

Tales of the halfling folk hero Nolly Peltry, a good-hearted but dim-witted trapper, are popular throughout Avistan. According to one tale, Nolly climbed atop a gargantuan dire bear known as One Fang, mistaking the beast for a hill. One Fang shook Nolly off and gave chase, roaring with a rage that shook the earth. Nolly climbed the tallest pine tree she could find, forgetting that bears—even large ones—can climb just as well. From the top of the tree, Nolly prayed for salvation. From the clouds above, Gozreh reached down to pluck One Fang from the tree; whether this was to save the foolish Nolly or to apotheosize the great bear as an exemplar of natural fury, none can say. One Fang resisted, digging his claws into the bark, but not even a bear as mighty as One Fang could withstand the power of a god. A slab of bark

tore away, brushed aside as easily as a splinter by Gozreh's hand as he lifted One Fang into the clouds.

Nolly recovered the piece of bark to use as a fleshing board, unaware that One Fang's ferocious nature had been imprinted into the wood. For the next year, each animal that Nolly skinned added its primal imprint to the keepsake.

Months later, Nolly showed off her memento in a rough-and-tumble frontier village, but when several townsfolk experienced bestial transformations, the village condemned Nolly as the harbinger of a terrible curse. Vengeful locals set fire to the hayfield in which Nolly was camped. Nolly made a lucky escape—a folk tale in its own right—but lost the *Atavistic Splinter* in the process, valuing her life over a memento whose true power she never suspected.



## Legacy

The *Atavistic Splinter* imparts a primitive transformation that is equal parts curse and blessing.

**Druidic Relic:** Gozreh-worshiping druid circles consider the Splinter a sacred relic; at best, these druids want to recover it for safekeeping, but some sects want it to regress civilized folk. If the PCs recover the *Atavistic Splinter*, opposing groups of druids

hound the PCs in order to obtain it. The PCs can thwart these attacks by turning the druids against each other.

**Found and Lost Again:** In 4711 AR, a team of Pathfinders recovered the *Atavistic Splinter* from the Briar Henge druids of the Verduran Forest. The Pathfinders planned to return the treasure to Absalom, but a gang of quicklings (*Pathfinder RPG Bestiary* 2 227) robbed them, replacing the *Atavistic Splinter* with a nonmagical sheet of bark. The quicklings have begun transforming hunters throughout the western Verduran Forest with the Splinter, sparking rumors of lycanthropic invasions in Sauerton and Carpenden.

## New Simple Template

Bestial is an acquired simple template that can be applied to any humanoid that doesn't possess the wild empathy class feature. Humanoids afflicted with this template gain traits of a random wild animal from the waist up, appearing much like a lycanthrope in hybrid form. Common animal forms include those of bears, boars, rats, weasels, and wolves.

## Bestial Creature (CR +0)

Humanoids with the bestial simple template are resilient and develop rudimentary natural attacks, but the transformation dulls the mind and imparts a brutish demeanor.

**Rebuild Rules:** AC increase natural armor by 1; **Attacks** gain 2 claw attacks and 1 bite attack (all primary natural attacks), which deal damage as though the creature were one size category smaller (see Table 3–1 on page 302 of the *Pathfinder RPG Bestiary*); **Ability Scores** +2 Con, –2 Int, –2 Cha.

## Bamboo Palace

A shallow celadon pot holds a stand of miniaturized bamboo, cunningly trained into the form of an ornate Tian palace.

### BAMBOO PALACE

PRICE 1,000 GP  
WEIGHT 10 lbs.

The Bamboo Palace is a bonsai group planting of bamboo that has been shaped to resemble Hwanggot's royal palace in Haseoung. The bonsai is nonmagical, but in its pristine state is a magnificent representation of the art of bonsai. Though the planting is regrettably overgrown, the frame of a brilliant bonsai is still visible to those familiar with the art form. Beneath the shaggy foliage, one can see that the stems part and interweave again to form windows and doors, and the side branches gracefully curve out to mimic tiered roofs. The bonsai sits in a graceful celadon-glazed pot engraved with the seal of the Yeon dynasty.

The Bamboo Palace's price reflects its current neglected state mixed with its aesthetic potential. If an experienced bonsai gardener tends to it once a week for 1 year, the Bamboo Palace reassumes its earlier manicured form, and its value to a collector increases to 8,000 gp. Restoring it requires successful DC 15 Knowledge (nature) and Knowledge (engineering) checks each week during that time.

If the Bamboo Palace is restored to its full glory, a character who spends 15 minutes tending to it and succeeds at DC 20 Knowledge (nature) and Knowledge (engineering) checks gains the favor of Upaskuma, the fukujin kami (*Pathfinder Adventure Path* #52 84) who lives within the bonsai. For 24 hours, whenever the favored character begins a round within 15 feet of the Bamboo Palace, the kami's aura of luck grants the character a +2 luck bonus on all skill checks. Only one character can gain this favor each day.

## History

The Bamboo Palace was the masterwork of Aum Jae-min, a bonsai artist in the royal court of Hwanggot, Kingdom of Flowers. She planted the grouping's rhizomes in 5376 IC (2876 AR) to honor the birth of Prince Mu-gyeok, and presented the mature bonsai to him upon his ascension to the crown. Recognizing the supreme artistry of Jae-min's work, a fukujin kami—guardian spirit of ornamental shrubs and plants—named **Upaskuma** (LN female fukujin monk 6/ninja<sup>UC</sup> 2) adopted the Bamboo Palace as her ward, and mentored generations of the bonsai's caretakers as they guided the planting's further refinement.

When Hwanggot surrendered to Lung Wa in 6804 IC, shortly after the fall of Bachuan, the Bamboo Palace was

carted off as spoils and given to Bachuan's recently installed military governor, who was a known collector and scholar of bonsai. Seeing that her beloved ward was cherished in its new home, Upaskuma opted to remain with it in Ten Thousand Summer Palace, though she revealed herself to few. The governor's successors, however, cared little for bonsai, and left the estate's collection to the care of hired gardeners. These gardeners became the only mortals aware of Upaskuma's presence.

Over the centuries, the situation in Bachuan steadily deteriorated, as the Lung Wa-imposed government squeezed the land to extract every ounce of wealth.

Upaskuma considered leaving in judgment of the cruelty and greed surrounding her, but ultimately she wavered too long. In 7106 IC, Lung Wa collapsed and the peasants of Bachuan rose under the leadership of Grandfather Pei. When the peasant army reached the Ten Thousand Summer Palace, the palace was sealed—with Upaskuma and the Bamboo Palace trapped inside.

## Legacy

While the Bamboo Palace itself is not magical, its guardian possesses valuable knowledge gleaned over her centuries of warding the bonsai.

**A Nation's Pride:** Hwanggot's government would be grateful for the return of the bonsai. Not only is the Bamboo Palace a symbol of continuity between the pre- and post-Lung Wa dynasties and its fukujin guardian a symbol of luck, but the militant Princess Geon-ji would relish demonstrating that Hwanggot's agents could accomplish something their Bachuan rivals could not—entering the magically sealed palace. Bachuan's government, on the other hand, cares little about the bonsai, but wants to crush the pocket of Lung Wa resistance in the sealed palace, and might also suspect that the bonsai's kami has information about the fate of Hwanggot's Yeon dynasty that could throw doubt on the legitimacy of the nation's current rulers.

**Magical Prison:** The Bamboo Palace is known to have been in Ten Thousand Summer Palace when that stronghold was sealed. Though the garden where the bonsai is kept isn't under particularly heavy guard, the Lung Wa palace's grounds and buildings are defended by arcane and divine spellcasters, magical traps, fanatical warriors trained in powerful martial traditions, and (if rumors are true) even a few oni allies. However, Upaskuma has learned much about the stronghold's defenses in the time she's been trapped inside, and can convey key details if potential rescuers enter the range of her telepathy and agree to help her and her ward escape.







Introduction

Hunting  
for Treasure

Lost Treasures

## Beacon of the North

This large bullseye lantern is made of heavy cast iron and dull blue glass. The iron is engraved with frost-themed scrollwork.

BEACON OF THE NORTH		PRICE
		90,000 GP
SLOT none	CL 17th	WEIGHT 4 lbs.
AURA strong conjuration		

The *Beacon of the North* is a ship's lantern that appears to be an unusually large bullseye lantern. Activating any of its powers requires a special lamp oil made only by the White Witches of Irrisen. It can hold enough oil to burn for 8 hours. When lit, the lantern burns with a cold light, and if the burning oil is used as a weapon, it deals cold damage instead of fire damage.

As a standard action, the wielder can focus the lantern's beam of light on a single living creature as a ranged touch attack. Doing so consumes 1 minute's worth of oil and creates a small portal from the frozen north to the interior of the target's body. The target takes 1d6 points of cold damage and suffers frostbite and hypothermia (treat the target as fatigued until all nonlethal damage is healed; see page 442 of the *Pathfinder RPG Core Rulebook*). Any creature that dies from the cold damage caused by the Beacon rises the following midnight as a draugr (*Pathfinder RPG Bestiary* 2 110).

Also as a standard action, the beacon's user can focus the lantern's light on a depiction of a specific ship, which creates a 5-foot-wide portal connecting the depiction to the main mast of the ship itself. Any creature that touches one side of the portal instantly appears at the other. These portals appear as shimmering, blue-white patches of light; it's impossible to see what is on the other side. The portals remain open as long as the lantern is lit, even if it no longer shines directly on the depiction.

Finally, if the *Beacon of the North* is lit and hung on the prow of any ship, a ship-sized portal appears before the ship, allowing the ship to sail through it. This portal always leads to Whitethrone harbor in Irrisen. This function immediately closes any other portals previously opened by the lantern.

Creating a portal of any size consumes 10 minutes' worth of oil.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP
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Craft Wondrous Item, chill touch, teleportation circle

## History

The *Beacon of the North* was created centuries ago by a cabal of White Witches known as the Frost Floe Coven, who were dedicated to maintaining Irrisen's access

to the sea. The beacon allowed the witches' ship to instantaneously travel hundreds of miles, effectively halving the time needed for the witches to strike targets in the Lands of the Linnorm Kings, the Ironbound Archipelago, and the Steaming Sea. Meanwhile, the crew and their allies in Whitethrone used the smaller portal in the ship's mast to resupply, pass information back and forth, and otherwise travel without hindrance between their headquarters and the vessel.

In 4698 AR, Queen Elvanna, angered by a perceived betrayal, ordered the Frost Floe Coven disbanded and its members executed. Only low-ranking member Natalya Yagevna survived the purge, fleeing Whitethrone with the *Beacon of the North*, and heading west to safety in the Lands of the Linnorm Kings. Despite her hated status—White Witches are anything but welcome in the Linnorm Kingdoms, even those in exile—Natalya found a place among the crew of the longship *Saltspray*, under the command of Haldyr Bjornsson, whom Natalya later married. Natalya never learned to make the unique oil that fueled the *Beacon of the North*, and it served merely as decoration on the ship's prow except in times of dire need, when its cold light was used as a weapon.

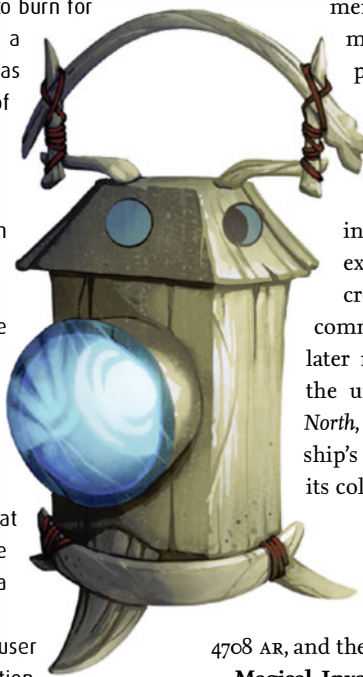
## Legacy

*Saltspray*, its crew, and the *Beacon of the North* have not been seen in port since 4708 AR, and the fate of the relic is currently unknown.

**Magical Invasion:** The *Beacon of the North*'s ability to instantly teleport a ship to Whitethrone harbor makes it an ideal weapon with which to mount a surprise attack upon the city. While a single ship is unlikely to be enough to take Whitethrone, a well-trained and efficient strike force with swift and secret access to the harbor could cause the Iron Guard and their Jadwiga masters considerable trouble. Although such a journey would be a one-way trip, well-timed backup could turn the assault into a successful sacking of Whitethrone.

**Funeral Ship:** Word on the street in Kalsgard is that Haldyr Bjornsson is dead and the *Beacon of the North* was hanging from the bow of his funeral barge when it was set aflame, drifting west toward Valenhall. If such rumors are true, the relic may well rest at the bottom of the Arcadian Ocean.

**Search for the Formula:** Given the secret nature of the oil needed to fuel the *Beacon of the North*, a party that happened upon the legendary lantern could find themselves embroiled in a reconnaissance mission deep into the heart of Irrisen, seeking the former headquarters of the Frost Flow Coven and the recipe for the cold-burning oil recorded somewhere within.



## Bell of Obedience

An inscription written in a long-dead language circles this ancient but sturdy bronze bell.

BELL OF OBEDIENCE		PRICE 157,500 GP
SLOT none	CL 15th	WEIGHT 2,000 lbs.
AURA strong enchantment		

The *Bell of Obedience* is a 4-foot-tall bell cast from high-tin bronze that's capable of transmitting a powerful compulsion to those who hear it. To function, the bell must be suspended from a yoke and sounded either with a mallet or a clapper. All creatures within 1,000 feet of the bell other than the user must succeed at a DC 20 Will save or be affected by a compulsion effect (determined by the yoke's composition) for 1 hour.

Material	Effect
Bronze	<i>Good hope</i>
Iron	<i>Rage</i>
Oak	<i>Calm emotions</i>
Stone	<i>Crushing despair</i>

In most conditions, the bell is audible to a range of 1 mile, though it has no effects on listeners farther than 1,000 feet away. Humanoids with the human subtype are particularly vulnerable to the compulsion effect, and take a –2 penalty on saving throws to resist the effects.

Normally, the compulsion doesn't impart any special instructions, so those affected by *rage* might participate in wanton acts of violence, and those affected by *good hope* might simply become more cheerful. If the user succeeds at a DC 25 Perform (percussion) check when activating the bell, he can transmit simple secondary instructions with the compulsion, such as directing enraged listeners to hate a particular object or inspiring the hopeful to attribute their positive emotions to a particular cause.

The bell can transmit a compulsion once every 8 hours.

CONSTRUCTION REQUIREMENTS	COST 78,750 GP
Craft Wondrous Item, Widen Spell, <i>calm emotions</i> , <i>crushing despair</i> , <i>good hope</i> , <i>rage</i>	

## History

When the event later known as Earthfall rained devastation upon Golarion, it didn't just shatter the empire of Azlant; it also scattered the survivors across the world in a desperate exodus to flee the cataclysm. One such group carried with it a large brass bell—a magical relic and a memento of the survivors' ruined homeland. They eventually settled in what is now Taldor, where they struggled against indigenous tribes but eventually united with the local people to found a new empire.

Since then, the ruling elite have employed the *Bell of Obedience* to quell rebellion and stir up patriotic fervor as needed, though the instrument has gained a mixed reputation over the years. For many, the artifact represents Taldor's enduring dominion and proud legacy, due in part to the government's use of the bell to rouse the patriotic emotions of those who hear it. Others view the bell with quiet suspicion, for although it is capable of quashing uprisings, the bell's riot-suppressing powers show the monarchy's willingness to compel obedience through any means necessary. In fact, several minor rebellions throughout Taldor's history grew larger once the manipulated discontents shook off the bell's effects.

In the light of relatively recent popular uprisings in Andoran and Galt, the royal family transported the bell to Cassomir's Swift Prison, where it hung for several decades as a symbol of Cassomir's growing importance and a tool to keep the prisoners in line.

## Legacy

The *Bell of Obedience* is a powerful instrument capable of bending thousands of listeners to the user's will, and its recovery could have wide-reaching consequences if it were used in a populated area.

**Prison Break:** The *Bell of Obedience* resided in a chapel dedicated to Abadar in Swift Prison, a penitentiary located in Cassomir, until 4710 AR, when it disappeared during an attack on the prison

by the derro who live beneath the city. Most who know of the bell's disappearance blame the Pathfinder Society—specifically Venture-Captain Hestia Themis—for the relic's loss. Themis, however, insists that agents of the Aspis Consortium absconded with the bell while the guards were busy fending off the subterranean invaders. If her claims are to be believed, the Aspis agents responsible must have coordinated their efforts with the derro and bankrolled the derro's attack to serve as a distraction. Pathfinder intelligence suggests the bell has exchanged hands several times since, and there's no telling what tyrant or power broker might have it now.

**Recovering the Bell:** The Pathfinder Society—Venture-Captain Themis in particular—would pay dearly to recover the *Bell of Obedience*. Not only did its theft represent the loss of a priceless historic relic, but it also wounded the Pathfinder Society's pride and reputation in Taldor.

**Undiscovered Yokes:** Taldor's esteemed scholars know of four different yoke materials that affect the bell's powers, but it is entirely possible that yokes of differing construction would create entirely different effects. Trial and error could reveal more, but there may be a forgotten material known only to the Azlanti that could unleash other powers hidden within the bell.







## Bloody Mantis

This crimson mask has two enormous insectile eyes, a mouth with short mandibles, and two thick, shorn-off antennae.

BLOODY MANTIS			PRICE 52,500 GP
SLOT head	CL 11th	WEIGHT 1 lb.	
AURA moderate divination, enchantment, and illusion			
ALIGNMENT lawful evil		SENSES 30 ft.	
INTELLIGENCE 12	WISDOM 15	CHARISMA 10	EGO 12
LANGUAGE speech (Common, Infernal)			

The antennae on this *mask of the mantis* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 298) have been truncated. *Bloody Mantis* has three charges per day, which replenish automatically every 24 hours. Each charge grants the wearer two of the following abilities for 30 minutes: darkvision to a range of 60 feet, the effects of *see invisibility*, the effects of *deathwatch*, or a +5 competence bonus on Perception checks. Additionally, three times per day the wearer can also use *disguise self*, although he always retains the mask's nublike antennae and must cover them with her hair or a hood to conceal them. Finally, if the wearer strikes a target with a melee attack during a surprise round, the target can't speak or cast spells with verbal components for 1 round.

*Bloody Mantis* contains the spirit of a haughty assassin lord, and has the special purpose of slaying insurrectionists, traitors, and other challengers to rightful monarchs. *Bloody Mantis* can use *geas/quest* once per day, but it rarely does so at the behest of its wearer. Instead, the mask targets its wearer with the effect whenever it dominates the wearer in a personality conflict, tasking the wearer to assassinate a target appropriate for its special purpose. So long as the wearer pursues this goal, *Bloody Mantis* uses its abilities to aid the wearer. The mask can spend its charges to improve its own senses rather than the wearer's, and is likely to waste charges in this way if its wearer resists its will.

CONSTRUCTION REQUIREMENTS	COST 26,250 GP
Craft Wondrous Item, <i>darkvision</i> , <i>deathwatch</i> , <i>disguise self</i> , <i>geas/quest</i> , <i>see invisibility</i>	

## History

In 4333 AR, the pious half-elf Akemi Nektekit became one of the Vernai, or high masters, of the Red Mantis assassins. Although the identities of the Vernai are secret, Akemi was distinguishable among the Vernai because of her gaunt frame and the dark nubs atop her mantis mask, the mask's antennae having been shorn off during a sword fight with a stubbornly resilient target in the city of Absalom.

Akemi served as an effective and ruthless leader for several decades, organizing a sect within the Red Mantis called Sedition's Foil. Akemi's sect specialized in eliminating demagogues, insurrectionists, and other threats to legitimate rulers. Akemi considered this work to be the highest possible calling within Achaek's clergy, although her focused fervor sometimes put her at odds with other Vernai.

By 4400 AR, Akemi's reflexes and eyesight had started to degrade. Although she should have had decades of vitality remaining, her physical body began failing her at an alarming rate. Opponents whispered that her debilitation was a manifestation of Achaek's displeasure with her sect. Deaf to these rumors, Akemi grasped at any solution to arrest her physical decline. When divine magic failed her, the desperate Akemi paid a Vudrani mystic to perform a ritual the man promised could extend her youth.

The duplicitous mystic planned to steal Akemi's spirit rather than save her body, but the ritual failed, instead depositing Akemi's spirit into her mask. Although desperate, Akemi was no fool; she had left orders to have the mystic executed if the ritual failed, and the man didn't survive the hour. The

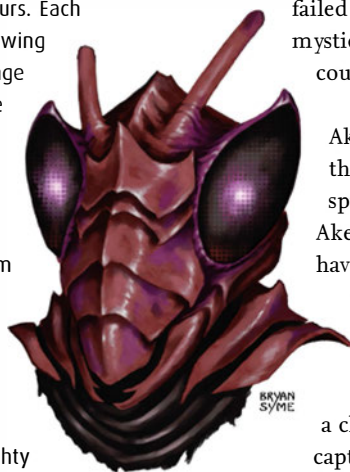
Red Mantis assassins weren't aware that Akemi's spirit had survived in her mask, and the item was enshrined in a chapel in Ilizmagorti. In 4466 AR, a pirate captain named Gharzelk Manyfingers looted the shrine and carried away Akemi's mask along with the chapel's other valuable and exotic treasures.

## Legacy

Although *Bloody Mantis* provides an array of abilities useful for surprise attacks, it has its own agenda and uses the wearer as a pawn toward those violent ends.

**The Indolent Ghast:** Although it's not clear how *Bloody Mantis* ended up discarded in a mausoleum in western Isger, a prowling ghast named **Rotbreath** (NE male ghast rogue 11) discovered the mask a year ago and donned it. Akemi found Rotbreath wholly immune to her compulsions. Rotbreath's preferred pastime of ambushing easy targets (such as lone farmers or straggling travelers) frustrates Akemi's spirit to no end, and she's anxious to find another owner.

**Sedition's Foil as Allies:** The sect Akemi founded several centuries ago is still active within the Red Mantis assassins. If the sect's members learn that the spirit of their founder lives on, they ambush *Bloody Mantis*'s current owner. Rather than simply assassinate the owner, the assassins attempt to communicate with the mask to learn Akemi's desires. If necessary, the assassins will subdue and sequester the wearer until the mask is able to successfully impose its will.



## Champion of the Gilded Host

*This towering humanoid creature is made almost entirely of gold and radiates a warm light.*

CHAMPION OF THE GILDED HOST		PRICE 500,000 GP
SLOT none	CL 14th	WEIGHT 600 tons
AURA strong abjuration and enchantment		

Individually, the component pieces of the *Champion of the Gilded Host* have the same strong magic aura as the intact construct, but possess no noteworthy abilities of their own. Any piece with a joint may flex occasionally, but without any purpose or significant force. When the pieces are brought within 100 feet of one another, they reassemble themselves to create a golden colossus. Long-forgotten command words keyed to each piece are able to shrink it to a fraction of its full size.

CONSTRUCTION REQUIREMENTS	COST 250,000 GP
Craft Construct, Mythic Crafter <sup>MA</sup> , <i>antimagic field</i> , <i>good hope</i> , <i>remove fear</i> , <i>vengeful outrage</i> <sup>UM</sup> , <i>wish</i> , creator must be at least mythic rank or tier 7th	

## History

For perhaps a thousand years, the imperial phalanxes of Ninshabur conquered and controlled immense swaths of Casmaron. The independent state of Paramdav, one of many kingdoms that would later consolidate to form Vudra, watched Ninshabur's rise to power with growing discomfort. Its rulers began building its armies to repel the seemingly inevitable invasion, but in -632 AR, the Tarrasque emerged from the Pit of Gormuz in central Casmaron and laid waste to Ninshabur.

Rather than rejoicing at the news of his rival's demise, the rajah of Paramdav feared that a Spawn of Rovagug might visit the same cataclysm upon his kingdom. He issued incentives of wealth and power to lure the brightest minds to his capitol; hundreds of sages answered his call and concluded that only a comparably large guardian could repel a Spawn's attack. Pointing to Rovagug's destructive power, the scholars informed the rajah that only the purest, most infallible and incorruptible material would do: gold.

With study and divination revealing no weakness to the Tarrasque, the rajah desperately clung to the idea of a powerful golden guardian and turned his powerful army against his other neighbors in order to fund this ambitious construct. Within 5 years, the form of the colossus was complete, a dozen kingdoms were under the rajah's control, and a great army—known as the Gilded Host—stood ready to fight alongside its golden champion. Despite the construct's tremendous might, further divination determined that the *Champion of the Gilded Host* was still incapable of defeating a Spawn of Rovagug. The rajah continued to spend money to improve the construct, unwilling to abandon a weapon that had already consumed such vast resources. However, the Tarrasque never came.

Without a great victory to justify its leader's aggressive policies and reckless spending, Paramdav was unable to hold onto its new territory. It collapsed into bankruptcy, and its vassal kingdoms attempted in vain to melt down the colossus but succeeded only in breaking it into five virtually invulnerable sections: two arms, the head, the torso, and its articulated serpentine tail. A different kingdom claimed each one as spoils of Paramdav's folly.

Nearly a millennium later, these same kingdoms had managed to reunite three of the pieces when Unyielding Kothogaz arrived in Vudra, but the Spawn of Rovagug attacked and scattered the pieces far and wide in its rampage. Ultimately, it was not a golden champion but an army of hero-priests that defeated Kothogaz.

## Legacy

Although its individual components bear but a fraction of the construct's power, the *Champion of the Gilded Host* is a tremendously potent tool of destruction capable of leveling a kingdom.

**Current Location:** Of the three pieces of the *Champion of the Gilded Host* scattered by Kothogaz, only the left arm has turned up in the millennia since the attack. Local priests built a temple around the partially animate arm, which sometimes responds to questions by tapping its fingers in strange patterns that these priests claim to have deciphered and now use to predict the future. Of the two pieces untouched by Kothogaz, the head resides in one of the maharajah's palaces in Vudra, though this component seems lifeless.

**Interested Parties:** The rajahs of any of Vudra's many mahajanapadas would pay a considerable sum to secure one or more pieces of the golden colossus, for they could in turn give it as a gift to the maharajah and earn favor, boons, and wealth. Were the maharajah to unite all of the pieces and return the colossus to life, he would wield an incredible weapon that he could use to conquer any one of his neighbors.

**Perilous Servant:** The fully assembled golden colossus has never seen combat, and no original documentation of its creation has survived the ages. Once awakened, it's unclear whom the construct might consider its master—it might simply lash out randomly at anything in sight. Worse yet, the colossus's devotion to defeating the Spawn of Rovagug may be so strong that it would find and awaken one of the hibernating beasts, which would then destroy whole nations before it could be defeated.

**Ramifications of Destruction:** When Paramdav built the colossus, it sealed an enormous quantity of gold into an unbreakable construct, increasing the material's rarity and raising the value of gold across Casmaron and beyond. Were the champion destroyed, the gold that makes up its body could be turned into enough coins to finance an empire for years, eventually devaluing the price of gold to the point of crashing other countries' economies.





## CHAMPION OF THE GILDED HOST

CR 18/MR 7

XP 153,600

N Colossal construct (colossus<sup>BA</sup>, mythic<sup>MA</sup>)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +11

**Aura** blazing courage (30 ft.), selective antimagic (30 ft.)

### DEFENSE

**AC** 32, touch 3, flat-footed 31 (+1 Dex, +29 natural, -8 size)

**hp** 273 (19d10+169)

**Fort** +6, **Ref** +7, **Will** +7

**DR** 10/epic; **Immune** construct traits

### OFFENSE

**Speed** 50 ft., climb 50 ft., swim 50 ft.

**Melee** 2 slams +30 (3d8+19/19-20) or

stomp (6d8+28 plus pinning stomp and suppressing stomp)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** mythic power (7/day, surge +1d10), mythic quickening

**Spell-Like Abilities** (CL 14th; concentration +14)

3/day—extended *good hope*

1/day—extended *vengeful outrage*<sup>UM</sup> (DC 16)

### STATISTICS

**Str** 48, **Dex** 13, **Con** —, **Int** 7, **Wis** 12, **Cha** 11

**Base Atk** +19; **CMB** +46; **CMD** 57 (can't be tripped)

**Feats** Cleave<sup>M</sup>, Combat Reflexes<sup>M</sup>, Critical Focus, Great Cleave, Improved Critical<sup>M</sup> (slam), Improved Vital Strike, Power Attack<sup>M</sup>, Stand Still, Toughness, Vital Strike

**Skills** Climb +27, Intimidate +9, Perception +11, Swim +27

**Languages** Vudrani

**SQ** alternate form, blessing of the Gilded Host, mythic creation, mythic resilience

### ECOLOGY

**Environment** any land

**Organization** solitary or legion (1 plus 10–100 human fighters of 5th–8th level)

**Treasure** none

### SPECIAL ABILITIES

**Alternate Form (Ex)** As a full-round action, a gold colossus can take the form of an immense war monument. Its DR in this form increases to 20/epic, and its aura of blazing courage's radius increases to 1,000 feet. While in this form, it can't attack.

**Aura of Blazing Courage (Su)** A gold colossus constantly radiates a warm aura of bravery. Allies within 30 feet of a gold colossus gain the benefits of *bless* and *remove fear*.

**Blessing of the Gilded Host (Su)** Once per week, a gold colossus can bless an army using the rules for mass combat (*Pathfinder RPG Ultimate Campaign* 234), granting the army a +2 bonus to its Offensive Modifier and on Morale checks until the end of its next battle or for 1 week, whichever comes first.

**Selective Antimagic Aura (Su)** Spells with the compulsion or teleportation descriptor are unaffected by this field.

**Suppressing Stomp (Su)** Whenever a gold colossus deals stomp damage to a target, it reduces the target's damage reduction and spell resistance by 2 for 1 minute.

Each stomp thereafter increases the reduction by 2 (maximum reduction of 10) and resets the duration.

## Gold Colossus Construction

Although the *Champion of the Gilded Host* is made almost entirely of gold, most gold colossi are alloys of gold and less precious metals that cost 100,000 gp to build. Such lesser constructs lack the *Champion of the Gilded Host*'s suppressing stomp ability (which was added after the colossus's initial completion) though they retain the stomp attack and pinning stomp special attack. Gold colossi are MR 6.

## GOLD COLOSSUS

CL 14th; **Price** 100,000 gp

### CONSTRUCTION

**Requirements** Craft Construct, Mythic Crafter<sup>MA</sup>, *antimagic field*, *good hope*, *remove fear*, *vengeful outrage*<sup>UM</sup>, *wish*, creator must be at least mythic rank or tier 6th



## Dossal of Salt and Tears

This damp, ornately embroidered tapestry depicts the dead god Aroden performing a series of miracles, and drips water as if weeping.

DOSSAL OF SALT AND TEARS		PRICE 50,000 GP
SLOT none	CL 10th	WEIGHT 10 lbs.
AURA moderate abjuration and transmutation [lawful]		

When rolled out from the bolt, the dimensions of this banner are 3 yards by 1-1/2 yards. It has the properties of a magic altar (*Pathfinder Campaign Setting: Inner Sea Gods* 246) of Aroden. Praying at the altar grants a +2 competence bonus on all Knowledge checks, or one of the following weapon special abilities (worshiper's choice) to one magic weapon carried or wielded by the worshiper: *axiomatic* or *bane*. This effect is suppressed if the weapon leaves the worshiper's grasp, but resumes if the weapon is returned to the worshiper. Additionally, if a day's worth of the water that drips from the dossal is collected, it acts as a vial of holy water. These abilities function only for characters who worship Aroden or Iomedae, and last for 24 hours. They are granted as a function of the magic of the altar itself, not the power of the dead god.

As a result of Iomedae's blessing, when the dossal is used as an altar, it also allows any cleric of Iomedae who prepares his spells in its presence to prepare domain spells from one of the following domains: Community, Knowledge, Law, or Protection. These are the four domains once granted by Aroden that are not also granted by Iomedae. The cleric doesn't gain any of the other abilities of the domain.

While most altars lose their abilities if moved, the dossal regains its power as an altar once it has been securely hung for 24 hours. The dossal has hardness 30, 100 hp, and the ability to regain 5 hit points each round.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
Craft Wondrous Item, <i>commune</i> , <i>hallow</i> , <i>order's wrath</i> , <i>summon monster I</i> , creator must worship Aroden.	

## History

It's said that on the day Aroden died, a single raindrop fell through the roof of the Basilica of the Last Man in Oppara—arguably the greatest cathedral to the god of humanity. This raindrop fell upon a tapestry depicting many of Aroden's most famed miracles, and when it soaked into the fabric, the tapestry glowed, giving off a warm light until the sun set.

Seeing this as the final act of their dying god, worshipers of Aroden flocked around the dossal, praying to him. As they did so, the dossal began to drip, as if shedding tears. Later, Iomedae appeared at the site, blessing the relic and paying her respect to the slain god whose mantle she inherited. This act granted a unique property to the tapestry beyond that of a normal Arodenite altar—while Aroden himself could no longer answer prayers, the clerics of Iomedae who prayed before the *Dossal of Salt and Tears* could prepare spells from the domains he once granted.

Years later, as the church of Aroden began to falter in the absence of a living patron, Father Basri set the *Dossal of Salt and Tears* on the path that would end in its disappearance. Knowing that Aroden had played an instrumental role in banishing Deskari from Golarion, Basri believed that the dossal could be used in the Worldwound to once again channel the Last Azlanti's powers against the Lord of the Locust Host. By this point, the Basilica of the Last Man had been converted into a museum and the dossal was considered just another one of its exhibits. Going against his lawful nature for what he believed to be the greater good, Basri had the tapestry smuggled out of Oppara 49 years ago. It was destined for Nerosyan, but never arrived. Its couriers were ambushed just west of Storasta, and the dossal was lost. No one had the heart to tell Basri that the relic went missing, and he believes to this day that it's being used to combat the demon hordes.



## Legacy

The *Dossal of Salt and Tears*, like all things in the Worldwound, has an

uncertain fate.

**Failing Hopes:** Basri believes that the dossal reached Mendev safely and has contributed to the war effort, but the lack of word or thanks wears at his faith. Time and again he has sent heroes to act on his behalf and journey to the Worldwound to verify his gift is safe and being used. Every party he has sent thus far, however, has simply disappeared.

**Grotto of Tears:** When the dossal was lost, it floated among the flotsam of its bearers' shattered ship along the shore of the Sellen River. An ambitious hezrou named Velixiys discovered it not long thereafter, and returned it to her grotto lair. In the decades she's possessed the relic, Velixiys has been unsuccessful in corrupting the altar or damaging it in any way. She hopes to eventually defile the dossal and use it as a bargaining chip to gain more power and influence in the Worldwound, but until she can find a way to mar the weeping tapestry, she has kept its existence to herself.





Introduction

Hunting for Treasure

Lost Treasures

## Draddeth Edge

This hefty warhammer appears to be carved from gleaming white stone and has metal braces bolted skillfully to its surface.

DRADDETH EDGE			PRICE 58,312 GP
SLOT none	CL 10th	WEIGHT 5 lbs.	
AURA moderate conjuration and transmutation			
ALIGNMENT lawful neutral		SENSES 120 ft.	
INTELLIGENCE 12	WISDOM 14	CHARISMA 10	EGO 14
LANGUAGE empathy			

This +1 *defiant*<sup>UE</sup> *transformative*<sup>UE</sup> warhammer houses the mind of a cunning schemer and brilliant military tactician. The weapon has a deep sense of patriotism for the nation of Molthune, and it seeks to help its owner rise through the ranks of that militant nation. The weapon never willingly reveals its name until it feels its job as a military tutor is nearing completion.

The Draddeth Edge enjoys listening to military strategies, and empathically communicates its feelings on tactics to its owner. It evaluates its owner's underlings and despises incompetent or untrustworthy comrades, generals, and commanders, urging its owner to dismiss them from service. When dealing with a well-meaning but tactically inept owner, *The Draddeth Edge* attempts to exert its ego during military matters.

The weapon has a +12 bonus on Profession (soldier) checks, and a +7 bonus on Sense Motive checks. It can cast *magic aura* on itself at will (Will DC 13 disbelieves) and *teleport* on itself once per day. *The Draddeth Edge* can read and understand Common and Varisian.

Owners who think too highly of Molthune's rival nations (especially Nirmathas), or who frequently argue with the weapon, find *The Draddeth Edge* missing at critical moments. The warhammer uses a combination of its *transformative*, *magic aura*, and *teleport* abilities to evade service to these potential owners, and to leave its current owner when it feels its purpose is complete.

CONSTRUCTION REQUIREMENTS	COST 25,562 GP
Craft Magic Arms and Armor, <i>magic aura</i> , <i>major creation</i> , <i>summon monster I</i> , <i>teleport</i> , creator must have at least 10 ranks in Profession (soldier) and 5 ranks in Sense Motive	

## History

The first historical mention of this weapon is in the memoirs of General Lord Draddeth, who was known for achieving victory over superior forces through tactical advantage. Draddeth attributed many of his successful military campaigns to a magical hammer that he commissioned during the Molthuni Cessation from

Cheliox and that he named for the tactical advantage he claimed it gave him in battle. The hammer again offered him counsel during the rebellion in Nirmathas. Draddeth willed the hammer to the Imperial Governor upon the occasion of his death, but the weapon was never recovered from among his possessions.

There is a saying in the region that some people have "The Draddeth Edge," meaning an innate talent for strategy or a hidden advantage. Most of these stories are superstition or excuses for having lost to a supposedly inferior foe, but *The Draddeth Edge* does in fact assist many young captains rise quickly through the ranks, and turns even lawless bandits into professional soldiers. Owners of this weapon give conflicting descriptions of it but a few details remain consistent: *The Draddeth Edge* offers tactical advice, promises military power, and then vanishes when its owner's career starts to plateau.

Several bandits and military officers claim to own *The Draddeth Edge*, using the legend of the weapon to rally support for their cause. And one can usually find a weapons dealer selling fakes to naive and ambitious soldiers in any major Molthuni city.

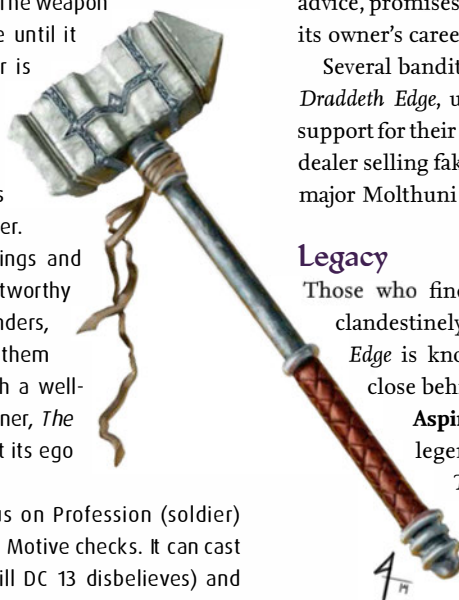
## Legacy

Those who find glory with *The Draddeth Edge* do so clandestinely, for once the location of *The Draddeth Edge* is known, an army of troubles often follows close behind.

**Aspiring Owners:** With legendary items come legendary troubles, and owning or seeking *The Draddeth Edge* comes with a host of potential allies or enemies. The station of Imperial Governor of Molthune claims the weapon by right of law, but many corrupt Molthuni officers seek

the weapon to gain personal glory for themselves. Nearby nations seek the weapon, hoping to cripple the morale of Molthuni soldiers by destroying the legend of *The Draddeth Edge* once and for all. Phastomal, a Pathfinder Society agent, also hunts for the legendary item, despite the Society's current standing as enemies of the Molthune.

**Lost in Plain Sight:** *The Draddeth Edge* seeks worthy owners while masquerading as any weapon it can conceivably transform into, teleporting from place to place within the borders of Molthune. At any one time, it could just as easily be located in a weapons locker at the local barracks, in the hoard of a forest monster, on the belt of a bandit, or in the stock of a con man who is unknowingly hawking the genuine article. *The Draddeth Edge* keeps its nature hidden until it judges its owner to be worthy. It reveals itself to different owners in different ways: a wielder could start getting an uncanny feeling about tactics and strategy as the weapon subtly tutors her, discover that her ordinary mace has gained magic properties, or might find just the weapon she needs suddenly lying at her side.



## Ebon Thorn

This suit of fire-blackened full plate features thorny barbs along its gauntlets, its helm, and many of its joints.

EBON THORN		PRICE 60,500 GP
SLOT armor	CL 7th	WEIGHT 6 lbs.
AURA moderate enchantment and necromancy		

This suit of +4 *bolstering*<sup>UE</sup> *grinding*<sup>UE</sup> *adamantine full plate* bristles with long thorns and barbs along the edges of its heavy plates. These are gained from the *grinding* special ability, and also act as +1 *cruel*<sup>UE</sup> *armor spikes*. As a swift action whenever *Ebon Thorn's* spikes damage an opponent, its wearer can attempt a *Intimidate* check to demoralize that opponent. The wearer doesn't take the normal -4 penalty on *Intimidate* checks made against larger opponents.

CONSTRUCTION REQUIREMENTS	COST 38,500 GP
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Craft Magic Arms and Armor, *cause fear*, *death knell*, *heroism*, *keen edge*

## History

Amid the confusion and chaos of the Chelish Civil War, multiple factions fought for control, and internal strife plagued even the most iron-fisted organizations. Such was the case among the famed Hellknights. Each Hellknight order operates with a large degree of autonomy, and during the Chelish Civil War, some orders backed the monarchical claims of House Thrune, while others insisted on neutrality.

For the first time since the group's inception, Hellknights turned on each other in battle. The bloodiest clashes took place in 4635 AR at Citadel Demain on the outskirts of Egorian, when the Order of the Pyre besieged the pro-Thrune Order of the Thorn. The siege lasted for weeks, ending in an inferno that annihilated both sides. Among the losses were hundreds of Hellknights, the citadel itself, and the famed suit of Hellknight armor known as *Ebon Thorn*.

Custom-made for the leader of the Order of the Thorn, Lictor DiLavos, *Ebon Thorn* was designed to capitalize on the ferocious appearance and reputations of the Hellknights. As much a weapon that affected opponents' confidence as it is armor, *Ebon Thorn* was coveted by Hellknights of every faction. Unfortunately,

DiLavos perished along with the rest of his order, and his famed armor was lost in the inferno. Most agree the full plate was hidden somewhere in the citadel during the siege to prevent it from falling into enemy hands, and was overlooked in the aftermath. Treasure hunters speculate that *Ebon Thorn* is still secreted somewhere in the now-rebuilt Citadel Demain.

## Legacy

*Ebon Thorn* remains a potent symbol of the Order of the Thorn. Its reappearance would be a rallying point for either Chelish loyalists or anti-Hellknight agitators.

**Armor Entombed:** Many people suspect that *Ebon Thorn* was purposely hidden during or after the Siege of Demain in order to discourage Order of the Thorn sympathizers. Some theorize that anti-Thrune forces buried the suit of armor deep within the crypts beneath the fortress, along with the restless bodies of hundreds of slain Hellknights. Others hold that a secret Order of the Thorn sympathizer hid the full plate somewhere in the citadel's walls during its reconstruction and embedded secret clues to its location within the building's architecture.

### Seekers of the Thorn:

Forces within the Chelish establishment would love to see *Ebon Thorn* worn by a pro-Thrune Hellknight commander once again, but Chelish spies are understandably reluctant to poke around the autonomous Hellknight fortress. Those same spies might task a third party with the armor's retrieval, in an effort to retain plausible deniability of the mission.

Also seeking *Ebon Thorn* are a variety of anti-Hellknight forces, most of whom have a grudge against the infernal House Thrune. These seditionists would love to see the famed suit of Hellknight armor turned against the authoritarian paramilitaries. These anti-Hellknight groups include the graveknights of the Order of the Crux in Nidal; Varisian nationalists, who resent continued Chelish influence in their lands; and Andoren freedom fighters, who are constantly on the verge of conflict with Cheliah-backed militants.







## Eternal Egg

Intricate runes cover this large, gleaming ovoid case, and gold wires humming with power connect it to a circle inscribed into the floor.

ETERNAL EGG		PRICE 240,000 GP
SLOT none	CL 15th	WEIGHT 100 lbs.
AURA strong enchantment and transmutation		

This device is an arcane engine that draws on the spell-like abilities of the couatl egg trapped within to power a beacon that specifically calls to the lost mage Nex. The beacon continually sings out across the dimensions to Nex in an attempt to arouse his interest and draw him back to Golarion.

Additionally, once per day the user can activate the device to teleport herself, the *Eternal Egg*, and up to 8 willing creatures holding hands to or from Afareen Astabhan's private extradimensional retreat (which acts as a permanent demiplane created with *lesser create demiplane*<sup>UM</sup>). This functions as *plane shift*. When teleporting from the extradimensional retreat, the item and its passengers are returned to a location within between 5 and 500 miles (determined randomly) of the last location the *Eternal Egg* occupied on the Material Plane.

Should Nex ever respond to the *Eternal Egg's* beacon, it can be used to transport the user and anyone else standing in the 10-foot-radius magic circle inscribed on the floor to Nex's location. 24 hours later, the user and her companions can follow the beacon back. This use exhausts the *Eternal Egg's* powers.

CONSTRUCTION REQUIREMENTS	COST 120,000 GP
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Craft Magic Item, *plane shift*, *temporal stasis*

## History

Afareen Astabhan was an ambitious Arclord of Nex during the time of the Arclords' exile on Jalmeray. She grew up venerating the lost mage Nex and chafing at her people's exile, and was determined to be the one to find Nex and bring her people home. She secretly planned to create a beacon that would call Nex home, and transport her to his side to aid him if he responded but failed to return. To that end, she crafted a laboratory high in Katapesh's Brazen Peaks, and sought a potent, stable power source for her beacon. She determined that the source best suiting her needs was a couatl. Unsure that she could control such a creature in the long term, she went to capture one still nascent in its egg and trap it in that state.

After much plotting and tinkering with a containment device, Afareen was able to kill a couatl on the western edge of the Mwangi Expanse. When the creature birthed an egg as its dying effort, Afareen managed

to trap the egg in her containment device in the bare moments before it could hatch. She then transported the device back to her laboratory and used it to power not only her beacon, but also transportation to her own private extradimensional retreat.

Despite decades of calling, Afareen's beacon yielded no response from Nex, and she began to lose hope and interest in her project. When her fellow Arclords cajoled the arcanist into joining their attack on Absalom, she left outsider servitors to monitor the beacon, but was killed shortly thereafter. Her hidden lab was lost to time, its entrance buried in an earthquake centuries later; within, the embryonic couatl still slumbers on in its cage.

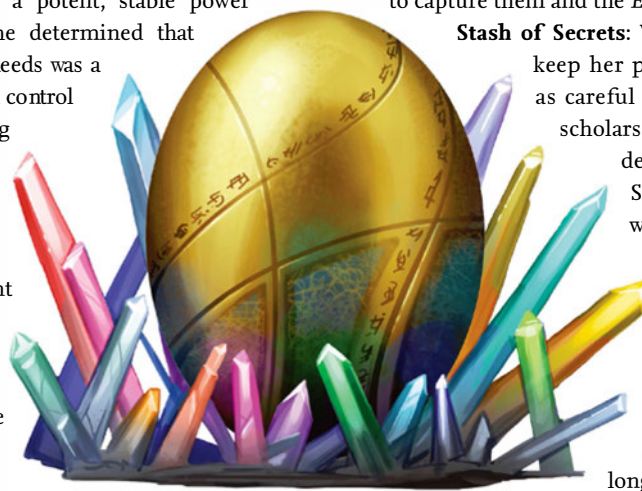
## Legacy

Those who know of the relic might be interested in either rescuing the couatl trapped within the *Eternal Egg*, or in claiming its power for their own.

**Dreaming Protector:** The couatl that Afareen Astabhan captured was the guardian of a tribe from the eastern edge of the Mwangi Expanse. Their descendents, now known as the Ixolo, still tell stories of a legendary guardian who taught the value of unity, freedom, and self-determination—stories that continue to inspire the tribe's resistance to colonialist incursions. Spiritually sensitive members of the Ixolo occasionally receive fragmentary visions that they believe are messages from their guardian, who reaches out from its enforced sleep—sometimes offering warnings of potential threats, sometimes begging to be freed. The PCs might receive such a plea, or perhaps hear tales of a noble creature in need of rescue while passing through Kibwe.

**Listener in the Night:** In the millennia during which the beacon has been active, Nex has never answered its call—but a mysterious force from the dark spaces between the stars has heard its song, and listens with interest. Should the PCs survive Afareen Astabhan's traps (and the enslaved planar guardians) and somehow awaken the *Eternal Egg's* powers—perhaps using it to teleport to her private retreat—this menace studies the PCs carefully, then sends agents to capture them and the *Eternal Egg*.

**Stash of Secrets:** While Afareen aimed to keep her project secret, she wasn't as careful as she thought. Arclord scholars have discovered enough details to become intrigued. Some want to find out whether Nex has responded to the beacon in the intervening time, while others desire access to Astabhan's notes and private retreat. Both groups would hire bold adventurers to secure the long-lost site.



## Feathered Galley of Ataylos

This sleek galley features sails made of feathers. The figurehead depicts a beautiful harpy flying above the jaws of a snapping sea drake.

### FEATHERED GALLEY OF ATAYLOS

Colossal ship

**Squares** 4 (20 ft. by 130 ft.); **Cost** 63,500 gp

#### DEFENSE

**AC** 2; **Hardness** 10

**hp** 3,120 (oars 1,400, sails 320)

**Base Save** +8

#### OFFENSE

**Maximum Speed** 60 ft. (muscle), 60 ft. (wind), or 120 ft. (muscle and wind); **Acceleration** 30 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

#### STATISTICS

**Propulsion** muscle, wind, or current

**Sailing Check** Diplomacy or Intimidate (muscle); Profession (sailor) (wind or current)

**Control Device** tiller (hp 50, hardness 10)

**Means of Propulsion** 140 oars, 80 squares of sails (2 masts)

**Crew** 200 (60+140 Medium rowers)

**Decks** 3

**Cargo/Passengers** 165 tons/275 passengers

#### EQUIPMENT

**Large Siege Engines** 30 light ballistae (3d8 19–20/x2) (2 banks of 15 each on port and starboard sides)

**Modifications** increased cargo capacity, magically treated hull, magically treated tiller

### SPECIAL QUALITIES

**Airborne Sailing** The *Feathered Galley of Ataylos* is enchanted with the ability to fly for short distances, giving it an edge in evading pirates and sea monsters. The *Feathered Galley* can fly for a total of 10 non-consecutive rounds per day, as the *fly* spell. This total includes ascent and descent from the surface of the water. This is considered a magical transmutation effect. If the *Feathered Galley* is airborne when its flight duration ends, or if an effect causes airborne sailing to fail, the galley floats downward at a rate of 60 feet per round for 1d6 rounds. If it reaches the surface of the water in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 10d6 points of damage per 10 feet of fall. While the *Feathered Galley* is airborne, it's considered to be using magical propulsion, thus all sailing checks to control the vessel automatically succeed.

### History

Iblydos is a trading nation located on a small archipelago in the Obari Ocean. One of only a few stops by sea between Vudra and Garund, the tiny nation is perfectly situated as a mercantile center. It's no surprise, then, that Iblydan traders are renowned throughout the Inner Sea region for facilitating trade between the inhabitants of Garund, Northern Casmaron, Vudra, and Tian Xia. These merchants transport exotic spices, weaponry, textiles, magical beasts, and arcane secrets, making them popular with wealthy consumers across Golarion.

However, the prestige held by Iblydan traders doesn't come without considerable risk. The Obari Ocean is plagued by gargantuan sea dragons, carnivorous islands, demon storms, and a host of other dangers. Of course, piracy is always a threat, since the rare treasures transported by Iblydan traders represent the score of a lifetime for most buccaneers.







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In short, Ibydan sailors risk more than most in their transcontinental voyages, thus take precautions accordingly. Chief among these is their choice of vessel. Some Ibydan ships are designed to repel danger with overwhelming firepower, while others are built to evade threats with effortless grace. No ship in the latter category was more widely respected than the *Feathered Galley of Ataylos*.

Ataylos was one of the most famed Ibydan traders of his day. He was renowned not only for his extraordinary vessel, but also for his uncanny ability to forge new contacts from all around Golarion. Ataylos was a gifted linguist, a shrewd merchant, and a natural charmer, making him welcome in high courts throughout Garund. It was during one of Ataylos's many forays into northern Garund that he first came into contact with Taldan soldiers, who were travelling south with what is now known as the doomed Sixth Army of Exploration. From conversations with the soldiers, Ataylos learned of the rapacious decadence of the Taldan nobility. Sensing a fascinating opportunity, he sailed directly to Oppara.

Predictably, Ataylos's visit was well received by the opulent Taldan courtiers, who traded a huge amount of precious minerals, weaponry, and magical items for the merchant's remaining goods. Laden with the haul of a lifetime, Ataylos turned his *Feathered Galley* southward once again. Unfortunately, the Ibydan trader's visit made such a stir that all of Taldor learned of his presence... including the Inner Sea's most dangerous pirates. As soon as the *Feathered Galley* left Taldor's territorial waters, several buccaneer crews gave the magical ship chase. Legend has it that the *Feathered Galley* eluded raiders for weeks, making for one of the longest open-water chases in pirate lore.

Unfortunately for Ataylos, just as he gained the relative safety of the open ocean, his plumed vessel attracted the attention of a treasure-hungry brine dragon. The dragon's attacks forced the *Feathered Galley* to veer toward a small island just south of Jalmeray. With the dragon beneath him and the pirates quickly closing in, Ataylos resorted to desperate measures—the magical ship took to the air and floated over the island. The *Feathered Galley* was last seen slowly descending into the jungle, never to be seen again.

## Legacy

Many have searched the islands around Jalmeray for the lost *Feathered Galley of Ataylos*, to no avail. However, some think that the jungle canopy still holds the famed ship, as well as its invaluable cargo.

**Landing Spot:** Contemporary scholars postulate that the reason multiple expeditions have failed to recover the *Feathered Galley* is that the treasure hunters may simply have failed to look up. They hypothesize that the ship landed not on the ground, but high in the canopy of an island's dense foliage. The ship could conceivably still be suspended in the embrace of a massive tree, amid a tangle of vines, creepers, and foliage. If this is the case, then

anyone who hopes to find and recover the galley will have to scale the trees and figure out a way to get the ship back into the water. It's also likely that damage from the crash landing, compounded by centuries of decay, significantly debilitated the galley. If that's the case, the ship will likely need substantial repairs before it's seaworthy.

**Island Guardians:** Those approaching the island by sea seeking the *Feathered Galley* must contend with a variety of obstacles—more dangerous things than pirates darken the Obari Ocean. Jalmeray's suspicious naval forces patrol the waters, and Brisaswaithe, the old brine dragon (*Pathfinder RPG Bestiary* 294) treats the surrounding shoals as its home. Once ashore, explorers encounter the natural threats of the island itself, including deadly mantises (*Pathfinder Campaign Setting: Inner Sea Bestiary* 30) and viper vines (*Bestiary* 2279). The locals in Jalmeray's fishing villages also believe that the isle is populated by a small colony of outcast rakshasas (*Pathfinder RPG Bestiary* 3224), prompting them to shun the island.

**Precious Cargo:** Ataylos's final haul is rumored to have been the richest of his career. The *Feathered Galley* was laden with items from Avistan, Vudra, and Tian Xia. The ship's manifest is purported to have included a variety of eastern weaponry, countless jewels, an *efreeti bottle* (*Pathfinder RPG Ultimate Equipment* 294), a *pistol of the infinite sky* (*Ultimate Equipment* 158), *eyes of the dragon* (*Ultimate Equipment* 225), and a *dragon staff* (*Ultimate Equipment* 192), among other treasures.

## In Your Campaign

The *Feathered Galley of Ataylos* can serve as a memorable and mobile base of operations for a group of adventurers in a campaign that involves a great deal of travel. Adventures that send characters to numerous far-flung destinations can make it difficult for players to feel connected to a campaign. Without a city or stronghold to serve as a home for the characters, there's little opportunity for clerics to establish shrines, fighters to build rooms to hold their trophies, and wizards to set up studies and libraries.

The earliest it makes sense to give PCs access to the *Feathered Galley* is at 5th or 6th level, when the ability to fly is becoming increasingly common and a group of four PCs could conceivably afford such a ship if they combined their total character wealth. Of course, the PCs need not own the *Galley* to be able to operate from it. A GM could have PCs find the vessel for a patron, who in return loans them use of it when it's not needed elsewhere. This allows the party to get involved in social encounters with the crew, but still leaves the ultimate use of the ship in the hands of an NPC (and thus the GM). Because the *Feathered Galley of Ataylos*'s ability to fly is limited, it isn't likely to cause major problems in a typical campaign. Its banks of siege weapons could be problematic—but those are difficult to use outside of naval encounters, where any well-armed ship would have the same options.

## Fiendsplitter

This sturdy battleaxe is finely made, and its wide blade is carved with the symbol of a rune-encrusted hammer.

FIENDSPLITTER		PRICE 28,715 GP
SLOT none	CL 7th	WEIGHT 6 lbs.
AURA moderate conjuration and evocation		
ALIGNMENT lawful good	SENSES 60 ft.	
INTELLIGENCE 10	WISDOM 14	CHARISMA 12 EGO 10
LANGUAGE empathy		

This well-made weapon acts as a +1 *demon-bane battleaxe* and constantly emits a susurrus of faint, overlapping voices. In the presence of demons, this murmur increases to a cacophony of angry cries. These voices are individually unintelligible; the item communicates by empathy rather than speech because its intelligence is a collection of several dozen essences rather than a single powerful personality. The battleaxe has the destruction of demons as its special purpose and the dedicated power to detect demons within 60 feet, even when the demons are hidden or in disguise.

*Fiendsplitter* is embossed with the symbol of Torag and can be used as a holy symbol by followers of that stern dwarven god. Three times per day, *Fiendsplitter* can affect itself with *bless weapon*. Additionally, to combat the foul poisons and life-sapping magic employed by many demons, *Fiendsplitter* can affect its wielder with *lesser restoration* three times per day.

CONSTRUCTION REQUIREMENTS	COST 14,357 GP
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Craft Arms and Armor, *bless weapon*, *lesser restoration*, *summon monster I*

## History

Centuries ago, Ulfen blacksmith Njali Janisdottir returned from a trading mission to find her village under attack by a horde of demons. Njali fought alongside her kinfolk as best she could, but the vicious demons overwhelmed and destroyed the town. Njali awoke under rubble, assuming the demons had left her for dead. Swearing vengeance on their monstrous ilk, Njali returned to her forge to craft the finest axe she had ever made. While she was working, another villager, wounded but shaking with rage, stepped into Njali's forge, touched the axe, and turned to leave without a word. Njali was glad to see another survivor, but did not stop her work. Soon other furious villagers came to her forge to silently touch the axe and depart. Finally, the leader of the village—a wise priest of Torag—arrived to touch the axe. As he did, the symbol of Torag appeared on the blade. Njali realized then that the villagers were merely spirits, blessing the axe as she forged it and imparting their righteous anger into the weapon. As Njali finished the axe and held it aloft to evaluate her work, she could not see herself reflected in

the gleaming blade. Njali knew then that she, too, was only a spirit of vengeance, and the axe clattered to the floor of the empty forge.

A dwarven paladin discovered the battleaxe in the ruined village and named it *Fiendsplitter*. The paladin carried it for decades before passing it to a younger warrior. *Fiendsplitter* has since passed through the hands of several paladins and warrior-priests over the years.

*Fiendsplitter* encourages its bearer to seek out areas suffering from demonic attacks, such as the Worldwound,

Tanglebriar, or specific locations within these regions. If the battleaxe's bearer dawdles in taking the fight to demonkind, its faint muttering grows into surly grumbles. If weeks pass without the bearer seeking out demonic activity, *Fiendsplitter* attempts to assert control or find a more suitable wielder.

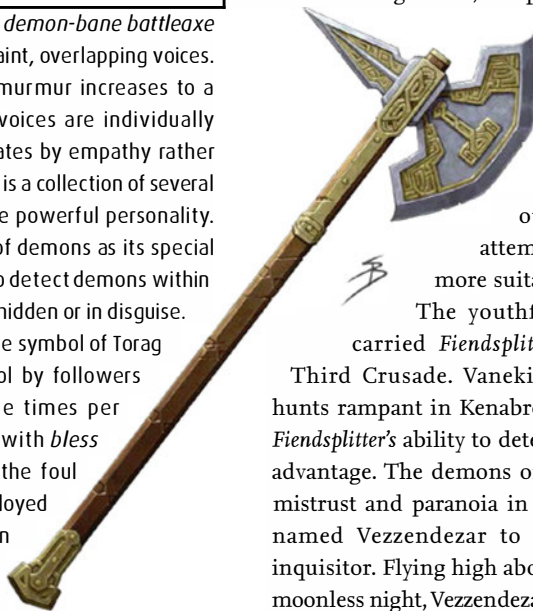
The youthful inquisitor Vanekin Stell carried *Fiendsplitter* to Mendev early in the Third Crusade. Vanekin participated in the witch hunts rampant in Kenabres at the time, where he used *Fiendsplitter's* ability to detect disguised demons to great advantage. The demons orchestrating the campaign of mistrust and paranoia in Kenabres dispatched a vrock named Vezzendezar to eliminate the troublesome inquisitor. Flying high above Kenabres and cloaked by a moonless night, Vezzendezar telekinetically lifted Vanekin from the street, murdered the inquisitor in midair, and carried the corpse back to his aerie to feed.

## Legacy

Heroes who recover *Fiendsplitter* gain a valuable weapon against demons, but they become a target for demonic assassins and thieves.

**Demon-hunted:** The demons of the Worldwound know of *Fiendsplitter's* abilities and will go to great lengths to keep it out of the hands of champions or crusaders. A PC bearing the powerful weapon must contend with demons attempting to steal or destroy it. Because the battleaxe easily identifies hidden demons to its wielder, these attempts will likely be forthright assaults rather than subtle machinations.

**Raging Treasure:** *Fiendsplitter*, along with the rest of Vanekin's equipment, now lies discarded in Vezzendezar's nest on a high pinnacle of rock several miles west of Kenabres. The vrock is amused and comforted by the ceaseless cries of rage emanating from the battleaxe. Travelers through the desolate area occasionally overhear *Fiendsplitter's* indecipherable roars of anger carried by the wind from atop the lonely aerie. If they investigate these strange, interminable howls, the PCs will have to overcome the wily vrock to claim the powerful battleaxe.







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### Garden of Sulesh

This translucent blue glass bottle bears a great seal of silver and wisps of smooth glass that give it an almost fluid appearance.

GARDEN OF SULESH		PRICE
SLOT genie seal		CL 15th
AURA strong enchantment		WEIGHT —

This magic metal imprint is a genie seal, a special type of item that must be crafted onto a receptacle that holds a genie via the minimus containment effect of a *binding* spell. *Binding* usually has an ending trigger condition set by the binder, such as services the genie must perform before the spell can come to an end.

When applied to an appropriate receptacle that contains a bound genie, the *Garden of Sulesh* gives a measure of freedom to the bottled genie in exchange for a greater demand from the binder. The genie can freely leave and return to its bottle whenever the bottle is not physically sealed. The genie is unable to move its bottle on its own, and is prevented from moving more than 300 feet from the bottle by indestructible golden chains of force.

While crafting the seal onto a genie's receptacle, the crafter can edit the ending trigger conditions of the *binding* spell used to trap the genie. The new trigger condition must be a task that the genie could feasibly accomplish (though a bound genie's nigh-immortal lifespan can allow for far-reaching demands). Each year that the genie fails to complete this task, it must grant one *wish* to the binder if able. A genie under this seal is otherwise unable to grant *wishes* until its task is complete.

If the genie is restrained or prevented from working on its task, there is a cumulative 1% chance each round that the genie into a berserk state because it can't engage in its all-consuming task. A creature actively working against the genie's task increases this chance by an additional 1% every round it remains within the genie's sight. A berserk genie attacks any creature within 300 feet of its bottle. A genie that has no further targets for its fury exits its berserk state and returns to its task after 1 minute, resetting the berserk chance to 0%.

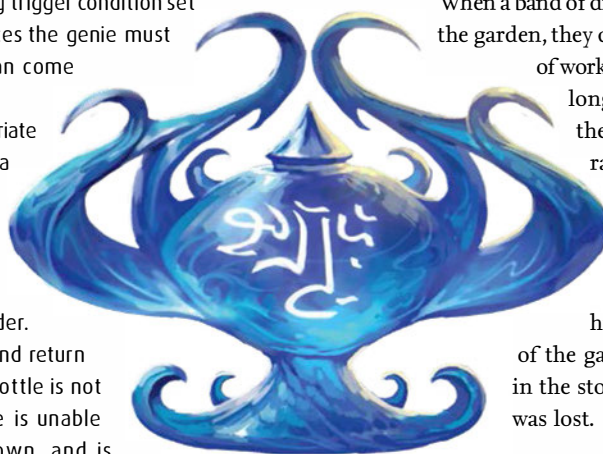
Only one genie seal can be crafted onto a container; if a second seal is crafted onto a genie's container, the genie is immediate freed from service. If a seal is destroyed or removed, a new one can be crafted onto the receptacle.

CONSTRUCTION REQUIREMENTS	COST 28,000 GP
Craft Wondrous Item, <i>binding</i> , <i>geas/quest</i> , creator must have personally bound the genie contained within the receptacle upon which the seal is to be placed	

### History

The great genie binder Sulesh crafted this seal when the service of his favorite noble marid was nearing completion. Sulesh placed her decanter at the bottom of a dry well along a trade route, telling the marid that he would not be free until the Meraz Desert was as lush as a garden. The marid was infuriated, but still performed his duty, using his water magic to create a garden. Each year, Sulesh would return, admire the garden, remind the marid that his task wasn't complete, and demand a wish in return.

When a band of divs followed Sulesh's caravan to the garden, they destroyed the marid's decades of work. The magic of Sulesh could no longer contain the anger within the genie's heart. The elemental raged through the night, and magical storms washed the garden's inhabitants away in a deluge of water. When morning came, Sulesh and his caravan could find no trace of the garden. The desert had shifted in the storm, and even the trade route was lost.



### Legacy

The *Garden of Sulesh* is more than just the name of the item. It's a physical location where an entire adventure could take place—a lush paradise in the desert that has grown around the marid's imprisoning bottle.

**Acolytes of Sulesh:** Modern-day genie binders revere Sulesh and his work as paramount to divinity and scour the globe for the master genie binder's lost seals. Near the top of this list is the misplaced *Garden of Sulesh*, and adventurers seeking it or happening upon it may find allies or rivals among the powerful binders also looking for it.

**Claimed by Dunes:** The shifting sands of the Meraz Desert make it virtually impossible to pinpoint the garden's location, and the magic of the marid has enhanced the mirages of the area, veiling the garden from prying eyes, desert divs, and divination spells. Travelers tell tales of finding an ornate garden while lost in the desert, only to be chased away by an enraged elemental spirit.

**Ecology of an Oasis:** The garden regularly goes through periods of death and burgeoning, and isn't always in the same configuration upon return visits. It could be a few yards of grass recovering from one of the marid's berserk episodes, or a veritable fortress of vegetation. Its magic twists the oasis's flora and fauna into creatures capable of defending themselves from destructive forces; elementals coalesce in the garden, drawn by the power of the marid, and fey move into the oasis over time. If the genie is slain or freed, the garden quickly withers away, and its inhabitants die shortly thereafter.

## Gaspodar's Signet

*This small glass jar of honey preserves a human's severed finger wearing a signet ring emblazoned with the emblem of Cheliah.*

### GASPODAR'S SIGNET

PRICE 5,900 GP

WEIGHT 1/2 lb.

Gaspodar's signet ring still encircles the severed finger of this long-dead king of Cheliah. Clipped from his hand almost a century ago by an unknown assassin, both ring and finger are preserved in a small glass jar of honey that's sealed with solder. The ring itself has a thick gold band, etched into the inside of which is an Azlanti phrase that reads, "Hail Aroden, Bringer of the Age of Glory." The ring's large bezel is engraved with the seal of Cheliah.

The craftsmanship of the signet is so intricate that it's extremely difficult to create a duplicate capable of convincing those familiar with the original. A creature who has closely observed Gaspodar's signet receives a +4 circumstance bonus on any Appraise skill check to detect a forgery of the relic.

## History

King Gaspodar was sovereign ruler of Cheliah until his unsolved murder in 4622 AR. Gaspodar was a devout follower of Aroden, and used the divine mandate preached by the clerics of Aroden to justify an aggressive foreign policy and the use of paramilitary forces abroad. He was also a staunch believer in the Starfall Doctrine, which held that Aroden would return to Golarion, ushering in an Age of Glory, and place Cheliah at the forefront of world affairs. However, Aroden's death in 4606 AR robbed Cheliah of its divine mandate, plunged it into civil war, and emboldened the state's peripheral holdings to secede. Gaspodar was assassinated during this period of disarray while in a purportedly safe location in his Westcrown palace. Missing from his body were his left ring finger and the royal signet that adorned it.

The signet, though nonmagical, is nevertheless a potent treasure. Only the true king or queen of Cheliah is eligible to wear the signet, making it a symbol of resistance against House Thrune since winning the Chelish Civil War in 4640 AR. The reappearance of Gaspodar's Signet after nearly a hundred years of obscurity would be a rallying cry for all the latent enemies of Cheliah's infernal monarchy, for the wearer of the signet would have a legal right to challenge the legitimacy of the Thrune government. Naturally, unless the wearer were a descendant of King Gaspodar, she would not have a legitimate claim to the throne, but the mere reemergence of the murdered king's symbol would be enough to embolden the country's many

hidden seditionists. The holder of this signet would immediately become a major player in Avistani politics, as well as an instant target for Thrune agents.

## Legacy

Gaspodar's Signet is a potent political tool sought both by the Chelish government and by the House of Thrune's many enemies.

**Enemies of Enemies:** Anyone able to lay hands on Gaspodar's Signet would immediately make an enemy of House Thrune and the entire Chelish state. Fortunately, that person could also find powerful allies among Her Infernal Majestrix's many foes. Chief among these is Codwin I, Supreme Elect of Andoran, who would love to see Abrogail's tyrannical hold weakened. Codwin is also a paladin of Iomedae, and regards Gaspodar's ring as a holy Arodenite relic. Though he cannot publicly condone any attempts to reclaim the signet, he would handsomely reward anyone able to deliver it to him in secret.

**Hiding Place:** It's widely suspected that King Gaspodar's assassination was carried out by a devil summoned on behalf of House Thrune. If true, then the Church of Asmodeus was likely complicit in the assassination, if not involved directly. Those who hold to this theory suspect that Gaspodar's killer was dispatched from the Midnight Temple, an Asmodean temple in Egorian. If so, the theory goes, the assassin may have returned Gaspodar's Signet to the temple after the King's murder as proof that the deed was done. Many believe that the dead ruler's finger is still kept as a blasphemous trophy somewhere inside the Midnight Temple.

**Servants of the First:** The Midnight Temple is the center of Asmodean worship in Golarion. Those wishing to infiltrate the temple must be prepared to evade extremely dangerous infernal forces, as well as the cunning agents of House Thrune. The temple is headed by **Grand High Priestess Aspexia Rugatonn** (LE female human cleric of Asmodeus 19), guided by high clerics of Asmodeus (fire diabolists; *Pathfinder RPG NPC Codex* 61), and staffed by dozens of gifted acolytes (diabolical charmers; *NPC Codex* 172). Additionally, if House Thrune hears of any break-in attempts, its leaders immediately dispatch a cadre of their most gifted special forces (infernal champion; *NPC Codex* 95), as well as several assassins (blade lords; *NPC Codex* 159) to capture or exterminate intruders. Any party that penetrates deep into the temple also likely encounter several bound fiends, including immolation devils (*Pathfinder RPG Bestiary* 2 87) and pit fiends (*Pathfinder RPG Bestiary* 80).







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## Ghoul Stone

The shining mica set into this bronze amulet is marred by a smear of dried blood.

GHOUL STONE		PRICE 5,400 GP
SLOT neck	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		

No matter how vigorous the attempt to clean it, this amulet is perpetually bloodied. Once per day, if the wearer eats a pound of flesh from a creature of its own race, the amulet grants the wearer a +2 enhancement bonus to Strength for 24 hours. If the wearer goes 24 hours without consuming such flesh, however, this bonus to Strength ends and the wearer takes 2 points of Strength damage. Every day the wearer doesn't eat such flesh, he takes 2 additional points of Strength damage. This damage can be healed normally. Eating such flesh again temporarily negates the Strength damage from this effect and restores the bonus to Strength, but all damage that hasn't been healed returns if the amulet is removed or a cannibalistic meal is missed. Removing the *Ghoul Stone* prevents further Strength damage, but does not negate any previous damage. A creature reduced to 0 Strength by the amulet dies and rises 24 hours later as a ghoul, or possibly a ghast (10% chance).

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Craft Wondrous Item, *undead anatomy*<sup>UM</sup>



and sentient beings to feed the cultists' dark appetites. The cultist who enforced these demands was a huge man known as Amir. He was given the *Ghoul Stone* to aid him in this task, and with it around his neck, it was said that he was unstoppable. However, greed overcame him, and one night Amir stole away with a pack full of treasures, the *Ghoul Stone* still around his neck.

Unfortunately for Amir, Rashana hadn't told him about the true nature of the amulet that he wore; what he thought was a sign of Kabriri's favor was in fact a magical item that required constant sacrifice. Once away from the cult, Amir no longer ate human flesh, and the amulet began to consume him. Convinced that this was a curse from Kabriri himself, Amir tried even harder to escape the demon lord's influence as the cultists dogged him at every step.

In little more than a week, the once-proud warrior was a shuddering wreck of his former self. Cornered and with no one to turn to, Amir took refuge in a cave not unlike that of his former cult. Stumbling and dragging his ever-weakening body, Amir sought the safety of the darkness—descending further and further into the cave, never to see the light of the sun again.

## Legacy

The *Ghoul Stone* is one of the last relics of a ghoulish cult. Particularly in the atheist nation of Rahadoun, this means that there are many who would give much to find the amulet and see it destroyed.

**Let No Man Be Beholden to a God:** Pathfinder Irdris Quardama has long been in search of religious artifacts in Rahadoun. The Pure Legion, however, isn't ignorant of her purpose, and Irdris has been playing a polite game of cat-and-mouse with the Legion for years. Her current goal is the successful recovery of the *Ghoul Stone*—and the Pure Legion is only a step behind her.

**Birthplace of a Cult:** Legends tell that the cult of Kabriri was based in the desert east of the Napsune Mountains. If their temple-cave could be found, it might reveal clues—not only about the nature and origin of the *Ghoul Stone*, but also about its possible location.

**Sands of Rahadoun:** The first dangers that protect the *Ghoul Stone* are the vast expanse and unrelenting heat of the desert itself. A less obvious concern is the remnant of the cult itself. While the mortals among them are now long dead, those who eat the flesh of their own kind don't always remain mortal. Amir himself eventually succumbed to the amulet, and his body twisted into that of a ghast. Whether he still wears the *Ghoul Stone* is unknown.

## History

Long ago, a ghast named Rashana received a calling from the demon lord Kabriri, He Who Gnaws. It came as a whispering in the night, and it told Rashana of a way to bring greater glory to Kabriri and the ways of the ghouls. At Kabriri's command, the ghast set about creating a series of unholy items, the most infamous of which came to be known as the *Ghoul Stone*. Rashana then carried her foul goods up out of the Darklands and into the world above, finally coming to a mountainside cave in Rahadoun holding a shrine once dedicated to the Dawnflower.

Rashana gleefully desecrated what was left of the shrine, carving Kabriri's symbol—a skull filled with maggots—on the walls. For a month, she performed vile rituals, denying her ever-growing hunger in the service of her lord. Finally, during the gibbous moon, they came as Kabriri had promised: a group of humans led by a cleric driven mad by the whisperings of He Who Gnaws and bringing in tow a line of slaves as sacrifice.

The nascent cult of Kabriri slowly extended its influence to the surrounding tribes, demanding tributes of riches

## Golden Carriage of Gaspar Longfellow

This gilded coach is splendidly adorned with elaborate molding, scrollwork, and carved depictions of landscapes.

GOLDEN CARRIAGE OF GASPAR LONGFELLOW		PRICE
		114,000 GP
SLOT none	CL 12th	WEIGHT 1,200 lbs.
AURA strong conjuration		

Crafted from the finest materials, the *Golden Carriage of Gaspar Longfellow* is a vehicle fit for royalty. Larger than an average carriage, the *Golden Carriage* can accommodate six occupants in the interior, as well as two drivers and a footman on the exterior. The interior is lavishly furnished and magically maintained—occupants are protected from extreme heat and cold as if under the effects of *endure elements*, and are treated as acclimated creatures for altitudes up to 15,000 feet (see altitude zones, *Pathfinder RPG Core Rulebook* 430). Both doors of the carriage are secured against intruders with *alarm* and *arcane lock* spells, and an invisible driver can control the reins as *unseen servant* if no living driver is controlling the carriage.

The most prominent features of the *Golden Carriage* are the four spectral steeds that pull it. Adorned in beautiful scarlet leather harnesses, these gray horses pull the carriage tirelessly over nearly any terrain. These horses function as *phantom steed* cast by a 12th-level caster, and grant their *air walk*, *water walk*, and other abilities to the carriage.

CONSTRUCTION REQUIREMENTS	COST 57,000 GP
Craft Wondrous Item, <i>phantom steed</i> , <i>secure shelter</i>	

## History

Gaspar Longfellow was born Gaspar Harfast, a member of the Galtan nobility long before the Red Revolution. An impetuous young man, Gaspar asked for his portion of his inheritance early and—against his family's warnings—

used the funds to commission a fine coach in which to travel across Golarion. The carriage was a shining example of Galt's artistry, and splendid to behold as its four gray horses whisked young Gaspar out on his first adventure.

Time soon proved that Gaspar had more enthusiasm than sense. While traveling through the River Kingdoms, the carriage was waylaid by bandits, who stripped Gaspar of all that he had and slew his faithful team of horses. Abandoned by his driver and gravely injured, Gaspar was rescued by a small group of travelers, and it was then that his true journey began. During his travels with his new companions, the young noble took a new name and studied the arcane arts under many masters, applying the fruits of his labor to recreating his beloved carriage. Finally, after much trial and error, his carriage was finally reborn, pulled by phantom steeds in the image of his ill-fated grays. Now the coach could move across rough ground, marshy paths, and even across water and through thin air with equal ease.

With Gaspar at their head, the adventuring group (which eventually became known as the Longfellow Irregulars) used the carriage's unparalleled ability to cover hazardous terrain to explore previously unreachable areas and ancient sites. Eventually, the group became accomplished Pathfinders, and when Gaspar finally returned to his beloved Galt, he was given a hero's welcome. Upon his retirement, Gaspar, now known more for his discoveries than his noble pedigree, gifted his *Golden Carriage* to the country itself, saying that it represented Galt's skill, ingenuity, and spirit of adventure.

The carriage left the country only once more—to carry King Regus of Galt through the River Kingdoms on his own fantastic journey—before it was given over to the Pathfinder Lodge to preserve and protect. The fanatics of the Red Revolution had other ideas, however, and the *Golden Carriage* vanished in the chaos of the revolution.

## Legacy

As an ostentatious and well-known national treasure, the *Golden Carriage of Gaspar Longfellow* manages to attract attention wherever it is taken.

**Sought by the Society:** To the Pathfinders, the carriage is not only a powerful magic item, but a piece of history. Perhaps more importantly, it was officially under their protection when it was lost. Their honor sullied, the Pathfinders have a vested interest in finding and retrieving it.

**Symbol of a Country:** The *Golden Carriage* is well known throughout Galt, and serves as the subject of many a children's tale. It also represents the ideals of a people concerned with art and beauty rather than false justice and bloodshed. While revolutionaries felt that it represented the decadence of corrupt nobles, others see it as a reminder of a bygone golden age.







## Iron Road

This spherical iron talisman is etched with pictographs of chains winding in and out of mouths and eyes.

IRON ROAD		PRICE 50,000 GP
SLOT neck	CL 18th	WEIGHT —
AURA strong conjuration		

The *Iron Road* is a melancholic talisman (*Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Volume 1* 40), a potent magic item that contains a bound hellmouth devil (a portal to Hell crafted from a devil). Once per day the wearer can activate the talisman to summon a hellmouth, which takes the form of Jyangzipao, an eyeless, amphisbaenic underworld dragon with corroded iron scales. Each of Jyangzipao's two mouths forms a 10-foot portal to Hell; one connects to Avernus and the other to Dis. Only one portal can be used each time the talisman is activated, remaining open for 10 minutes (or until the wearer dismisses it) and functioning as the spell *gate*. The portal cannot connect to any other locations, so should the wearer of the *Iron Road* pass through the gate and linger in Hell for more than 10 minutes, the hellmouth closes behind him and traps him in Hell. Jyangzipao currently exists only as a portal, and is not an independent creature with his own desires or needs.

The hellmouth maw that connects to Dis always connects to the Souk Sinister, an auction house in the city of Dis operated by Hasharizi, a heavily tattooed contract devil (*Pathfinder RPG Bestiary* 3 76). Hasharizi happily offers her services as a fence for stolen goods, and she is willing to search the markets of Dis for rare treasures for a commission (typically 10% of the item's cost), providing the talisman's wearer a portable means of liquidating wealth and securing otherwise unavailable goods. It usually takes at least a day for the devil to fence or find the requested items. For those requiring more immediate boons, Hasharizi is always willing to tailor an infernal contract to meet her patron's needs.

Jyangzipao's other maw opens just outside Seventh Spire, a lead-brick fortress surrounded by a moat of rusty quicksand in Avernus. The ambitious cornugon Ulkruoth commands the keep and its ever-growing garrison of warmonger devils (*Princes of Darkness* 60) and bearded devils. For a fair price—much as though the wearer had cast *planar ally*—he sells his troops' services as mercenaries. For particularly glorious assignments likely to hasten his eventual transformation into a malebranche, Ulkruoth is known to halve his price or waive it entirely.



## CONSTRUCTION REQUIREMENTS

COST 25,000 GP

Craft Wondrous Item, *gate*, *greater planar binding*, ability to conjure and bind a greater devil

## History

Decades of chaos and violence followed the fall of the empire of Shu before its lands were reunited as Lung Wa, and during this dark time independent warlords fought for dominance in western Tian Xia. Like many of his contemporaries, Lord Gua Shao Wei attempted to annex his neighbors' land to create a new kingdom, and like so many before him, his efforts failed and left his territory vulnerable to the depredations of his contemporaries.

Within a year, his enemies had laid siege to his castle and began starving Gua Shao Wei into submission.

Too ambitious and desperate to give up, the harried warlord called upon Hell itself to save him in his time of need. At great cost, he negotiated with the devil who answered and received an iron pendant that would grant him the wealth and power of a true dragon. One week later, the doors to Gua Shao Wei's castle burst open, releasing a regiment of ironclad, insectile warriors that broke the siege and scattered the invading troops. The enemy's scouts were too shaken to approach for days, but when they did so, they found the castle empty except for a mad Gua Shao Wei and the *Iron Road*.

## Legacy

The *Iron Road* is a boon to adventurers and warlords alike, so long as they accept the risk involved.

**In the Hands of the Hobgoblin Hordes:** The talisman resided in the treasury of what is now Kaoling, but it is believed to have fallen into hobgoblin hands. Should they discern its full potential, the hobgoblins might hire an infernal army to crush the Successor States. It's possible they already know of its power and are biding their time, or fell prey to the intricacies of a devil's contract whose far-reaching implications have yet to make themselves known.

**Trapped in Hell:** Both Hasharizi and Ulkruoth are keen entrepreneurs and understand the implications of the brief lifespan of the *Iron Road*'s portal. Those who cannot complete their transaction before the gateway closes are stuck in Hell—and may be enslaved and sold by their infernal ally. Hasharizi delights in explaining her contracts' subclauses in lengthy detail so her clients find themselves trapped, and then generously offering to alter the terms to secure them a way home. She even possesses a 15-minute hourglass that she flips over when entertaining guests from the *Iron Road* to set them at ease and trap them more easily.

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## Kiss of Noctura

This pair of feminine humanoid lips look sumptuous and inviting despite being separated from the face to which they once belonged.

KISS OF NOCTURA		PRICE
SLOT none		56,000 GP
CL 15th	WEIGHT —	
AURA strong conjuration [evil]		

This flap of leathery skin was flayed from the face of the succubus Noctura. In order to attach the skin graft, the new user must make several lacerations around his own mouth, cheeks, and chin, dealing 1d6 points of Constitution damage to himself. Once the skin scrap is placed over this area, the user's blood revivifies the flesh, causing it to fuse with his face. Once the scrap is attached, the user's face looks identical to how it did before the graft, except that his lips constantly appear plump and lush.

The wearer of the *Kiss of Noctura* inherits a measure of Noctura's succubus abilities. Whenever the wearer kisses another creature, he imposes 1 negative level on that creature. If the victim is unwilling, it must be grappled first. Negative levels imposed by the *Kiss of Noctura* can be removed with a successful DC 16 Fortitude saving throw after 24 hours. Any creature that already has 1 negative level from the *Kiss of Noctura* does not take additional negative levels from subsequent kisses.

Additionally, the wearer can communicate telepathically with any creature he's kissed within the past 24 hours. This telepathic link isn't limited by distance or planes, and can be terminated by the wearer at any time. Unwilling creatures can prevent this link from forming by succeeding at a Will save (DC = 10 + the wearer's Charisma modifier).

The *Kiss of Noctura* can be removed by cutting the flap of skin away, which deals a further 1d6 points of Constitution damage to the wearer and leaves the wearer's face permanently scarred.

CONSTRUCTION REQUIREMENTS	COST 28,000 GP
Craft Wondrous Item, <i>enervation</i> , <i>regenerate</i> , creator must have a Charisma score of at least 18	

## History

The succubus Noctura was once a denizen of the Abyssal archipelago called the Midnight Isles. Ruled by Nocticula, demon lord of darkness and lust, each of the Midnight Isles is administered by one of her most trusted aides. Noctura was such a lieutenant, and one of her liege's chief emissaries. In 4665 AR, when demonic battlefield commanders called for infiltration specialists to penetrate the ranks of the Mendevian Crusaders and sow dissent among their ranks,

the Lord of the Midnight Isles dispatched Noctura, her most trusted assassin.

Disguised as an alluring camp follower, the succubus quickly gained access to the crusaders' bivouac. Using a mixture of seduction and compulsion, Noctura gained control of a low templar commander, who wholly fell under her demonic influence. Noctura was in the process of poisoning the commander's mind against his comrades when utter coincidence put her in range of an inquisitor's *detect magic* spell. Once her true nature was revealed, she was quickly cornered and slain, and her head was put on a pike at the edge of the encampment.

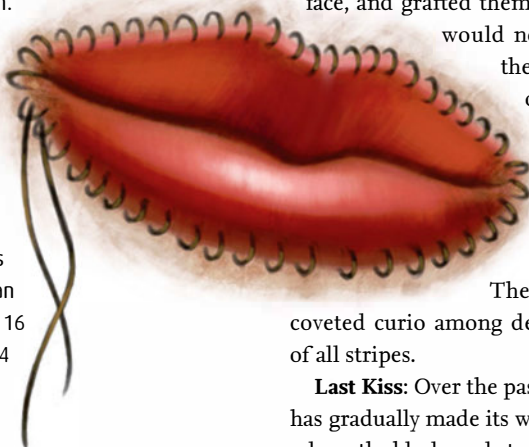
The low templar commander Noctura had so successfully enthralled could not relinquish his obsession with his demon lover. In dead of night, the commander stole her severed head from atop the pike, flayed her lips from her face, and grafted them onto his own face so their lips would never be parted. Since that time, the *Kiss of Noctura* has been grafted onto half a dozen faces, and each wearer gains a small measure of power from the fiendish realm of the Midnight Isles.

## Legacy

The *Kiss of Noctura* has become a coveted curio among demonologists, spies, and rogues of all stripes.

**Last Kiss:** Over the past few decades, the *Kiss of Noctura* has gradually made its way south. It was last rumored for sale on the black markets of Daggermark. Though nobody is willing to confirm it, rumors claim that the *Kiss* ended up in the hands of the Daggermark Assassins' Guild. Suspicions are that the *Kiss* is part of an unofficial armory—a collection of useful espionage items passed around by members of the guild as a matter of professional courtesy. Those seeking the *Kiss* would do well to lurk around the taverns of Daggermark and look for guild members with scars around their lips, cheeks, and chins.

**Potential Suitors:** The *Kiss of Noctura* is useful for any organization that relies on infiltration and subterfuge. There's no shortage of shady groups that would pay handsomely to obtain the *Kiss*. Foremost among these is the Red Mantis, which would like nothing more than to see its competitors lose control of such a useful item. Second is the Aspis Consortium, which sees the *Kiss* as both a valuable trade commodity and a tool for influencing key discussions. Finally, numerous demonic cults, especially those loyal to Nocticula, would literally kill to possess a piece of their lord's right-hand assassin. While many such cults are centered around the Worldwound, others can be found in Taldor, in Katapesh, and among the drow of the Darklands. While the *Kiss of Noctura* is primarily sought by Nocticula's faithful, demon worshipers of all ilks could make use of the relic.







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## Lady Ninahu's Doll

This rag doll is threadbare, with frayed yellow yarn-hairs and a patched lace dress. Its bright button eyes gleam with a knowing look.

LADY NINAHU'S DOLL			PRICE 28,500 GP
SLOT none	CL 10th	WEIGHT 2 lbs.	
AURA moderate transmutation			
ALIGNMENT neutral		SENSES 60 ft., blindsense	
INTELLIGENCE 10	WISDOM 16	CHARISMA 12	EGO 10
LANGUAGE empathy			

This well-worn doll is 18 inches tall, and its floppy limbs and fine clothing are patched in several places. Pressing the doll's left button-eye causes it to become preternaturally rigid and affix itself in space, as an *immovable rod*. While in this state, the doll has hardness 20. The doll can maintain this state for 1 minute before returning to its usual plush composition; pressing the doll's right eye causes it to return to its original state immediately. Pressing either eye is a move action. *Lady Ninahu's Doll* has the protection of children as its special purpose and particularly prioritizes the protection of its owner if its owner is a child. *Lady Ninahu's Doll* does not impose a negative level on an owner who is a child, regardless of the child's alignment.

*Lady Ninahu's Doll* is satisfied to lie inert most of the time, watching its owner's environment carefully for threats (Perception +13). The doll rarely attempts to communicate other than to encourage feelings of calm and safety. If danger presents itself, the doll is able to move up to 10 feet under its own power, become immobile as above, or take the aid another action to grant its owner an AC bonus. Once per day, the doll can act as if it had the *In Harms Way*<sup>APC</sup> feat. Aware that its immobility is temporary, the doll empathically urges its owner to escape while it holds the menace at bay. *Lady Ninahu's Doll* can move under its own power, but only to block a perceived threat.

CONSTRUCTION REQUIREMENTS	COST 14,250 GP
Craft Wondrous Item, <i>shield other</i> , <i>telekinesis</i>	

## History

Ninahu Audrexia was born in 4660 AR, the first child of a Chelish envoy in Isarn. The family's oldest retainer, a halfling witch with cataracts named Gerta, fashioned the rag doll for the baby girl, and it became her favorite toy and closest companion. Gerta certainly infused the doll with a spark of protective magic, but none can say whether the doll gained sentience upon its creation or during the years Ninahu cherished it.

In 4667 AR, helmed by the philosopher Hosetter and the poet Jubannich, the Red Revolution cleansed Galt of the

Chelish aristocrats who had ruled the nation for centuries. Although the Revolutionary Council had good intentions, the raging mobs were indiscriminate in their slaughter. The enchanted guillotines known as *final blades* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 300) were erected in town squares throughout Galt, and countless aristocratic lines were severed by their thirsty blades.

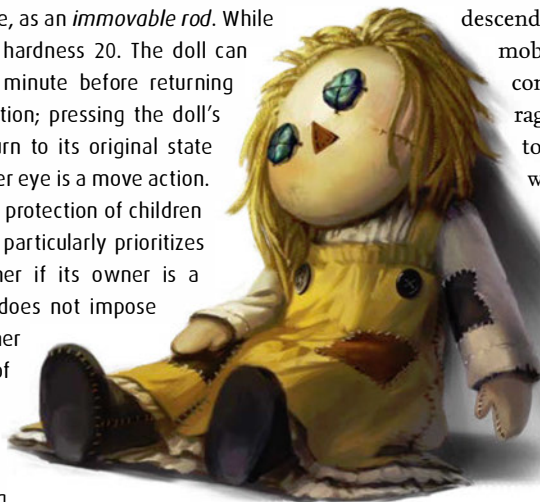
The Audrexia family was among the first wave of Chelaxians to be executed. The envoy's entire family was gathered in a crowded public square and executed one at a time beneath the blade of Hungry Maria. Little Ninahu Audrexia was the last of her family to be led to the blade, clutching her rag doll. Just as the blade fell, *Lady Ninahu's Doll* animated to defend her. Hungry Maria's descending blade cracked, showering the mob with shards of metal. In the resulting confusion, a tanner's son picked up the rag doll, believing it to be a discarded toy and keeping it for himself. Ninahu wriggled to safety and lost herself in the crowd, eventually escaping to Taldor, where she lives today, now in her mid-fifties.

## Legacy

*Lady Ninahu's Doll* is no mere toy, but a watchful guardian of the young or helpless.

**Discarded Treasure:** *Lady Ninahu's Doll* has since passed throughout Galt, protecting children from abuse and kidnapping. Because the doll must remain rigidly in place to allow its charge to escape danger, it's often left behind and thrown away. Despite days or weeks on a trash-heap, the doll is always eventually noticed and picked up by another child. Today, *Lady Ninahu's Doll* is quite ragged and frayed, closely resembling the refuse in which it sits in a scrap yard outside of Woodsedge. Living in the yard is a shrewd half-elven orphan named Pitch who considers the doll his friend.

**Pursued by Tattercoat:** The secretive Gray Gardeners, Galt's masked executioners, maintain the *final blades* and take sabotage of the magical guillotines very seriously. When *Lady Ninahu's Doll* broke Hungry Maria's blade, few in the mob realized that little Ninahu's doll was to blame. But one of the Gray Gardeners—a hulking man known only as **Tattercoat** (CN male half-elf fighter 8/rogue 2)—witnessed the doll's sudden animation. Tattercoat was unable to grab the doll due to the chaos of the mob, and he has sought it ever since. Humorous rumors of the huge Gray Gardener tracking a rag doll circulate through Galt, but these tales have a decidedly dark twist: Tattercoat's investigation has left a trail of murdered adults and terrorized children in its wake. Anyone seeking the doll is certain to run afoul of the dangerous Tattercoat.



## Lasirro's Staff

This darkwood staff is shod with cold iron, but despite its sturdy appearance, hair-thin cracks spiderweb across its length.

LASIRRO'S STAFF		PRICE 240,000 GP
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong varies		

*Lasirro's staff* is a variant *staff of power* (Pathfinder RPG Ultimate Equipment 199) that allows the wielder to cast a wide range of spells.

- *Fireball* (heightened to 5th level; 1 charge)
- *Flame arrow* (1 charge)
- *Invisibility* (1 charge)
- *Knock* (1 charge)
- *Nondetection* (1 charge)
- *Widened fog cloud* (1 charge)
- *Break enchantment* (2 charges)
- *Greater dispel magic* (2 charges)
- *Repulsion* (2 charges)
- *Wall of force* (in a 10-foot-diameter hemisphere around the caster only; 2 charges)

*Lasirro's Staff* is a +2 *quarterstaff* that grants its wielder a +2 luck bonus to AC and on saving throws. Like a *staff of power*, it can be intentionally broken by its wielder as a retributive strike. Doing so is a standard action. All creatures and objects within 20 feet of the broken staff take 20 points of damage per charge, those within 40 feet take 15 points of damage per charge, and those within 60 feet take 10 points of damage per charge. Anyone affected who succeeds at a DC 17 Reflex save takes only half damage, though the wielder is always destroyed.

The retributive strike destroys the staff, although it reforms on the anniversary of Lasirro's death 10d10 years later somewhere on the Material Plane within 100 miles of one of Lasirro's descendants.

CONSTRUCTION REQUIREMENTS	COST 120,000 GP
Craft Magic Arms and Armor, Craft Staff, Heighten Spell, Widen Spell, <i>break enchantment</i> , <i>fireball</i> , <i>flame arrow</i> , <i>greater dispel magic</i> , <i>invisibility</i> , <i>knock</i> , <i>nondetection</i> , <i>repulsion</i> , <i>wall of force</i>	

## History

During the Age of Enthronement, Taldor dispatched eight different Armies of Exploration, massive legions whose purpose was to explore nearby lands, pacify neighboring peoples, and claim territory for the expanding empire. The seventh such army traveled to what is now Isgar and clashed with the namesake Isgari tribe of Kellids that dwelled there. Strategically, this conquest would secure a clear land route from Taldor to the rich markets of Druma, but not everyone in Druma supported Taldor's bid for economic gain at the Kellids' expense.

The Druman archmage Lasirro had spent the 2 decades preceding the expedition studying and cataloguing the neighboring Kellids' culture and magical traditions in the belief that he might unlock greater arcane secrets by comparing this data to his formal training. When the Army of Exploration first met with the Kellids and demanded their surrender, Lasirro joined the tribal leaders to negotiate a peaceful resolution that would not threaten their way of life. The Taldans rebuffed these attempts and mobilized for war.

Lasirro had no desire to participate in the ensuing battles, but the Taldans had identified him as a powerful Kellid ally whom they needed to neutralize. The assassins they sent to kill him only stoked the archmage's

anger, and he pledged his magic to the Isgaris' cause. A few weeks later, he broke his staff in a sacrificial bid to keep the Taldan cavalry from outflanking his allies; the ensuing explosion caused both sides to withdraw.

For all his fervor and devotion during his final days, Lasirro never earned more than fearful respect from those he fought for. In fact, the Kellids who survived Taldor's invasion spread stories of Lasirro's curious behavior and catastrophic end, and his is one of many cautionary tales about the dangers of magic told among the tribes who now reside far from Isgar in the Realm of the Mammoth Lords.

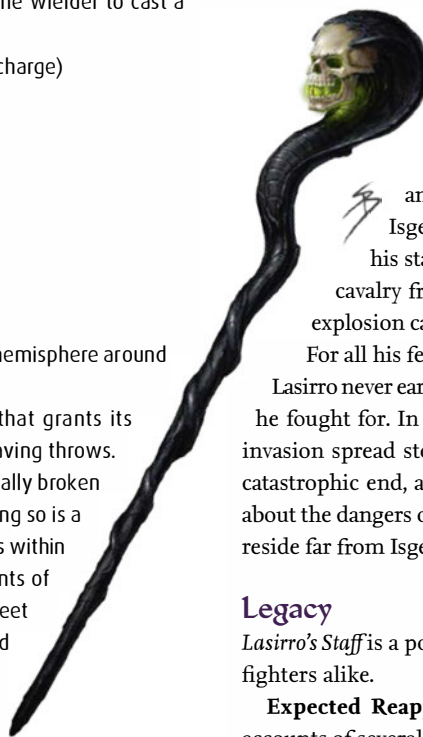
## Legacy

*Lasirro's Staff* is a powerful aid to researchers and freedom fighters alike.

**Expected Reappearance:** The staff has appeared in accounts of several martyr-driven rebellions over the span of 2 millennia, but it's rarely possible to prove whether the rebels have made a clever imitation or if *Lasirro's Staff* has reformed of its own accord. Its last confirmed appearance was in Sargava in 4217 AR, when the Kalabuta tribe revolted against colonial efforts to forcibly convert its people to the worship of Aroden. As the event's 500th anniversary approaches, scholars and tyrants alike are watching to see whether the staff reappears.

**Plans of the Everbloom:** The faithful of Milani have divined that *Lasirro's staff* is expected to reappear sometime in the next several years, and the Everbloom's priests have kept a close watch on eastern Isgar, where Lasirro's familial line remains strong. They hope to find the staff and use it to lead the nation in revolt against Chelixa. These revolutionaries have taken care to avoid notice, but it's only a matter of time before the Order of the Godclaw and the Sisters of the Golden Erinyes learn of their plans.

**Tyrant's Bane:** Although one needn't wield *Lasirro's staff* in the name of revolution, it tends to turn up in a freedom fighter's hands soon after reforming. A tyrant who learns what he's up against would take great pains to stop the wielder—or bribe her into betraying her allies.







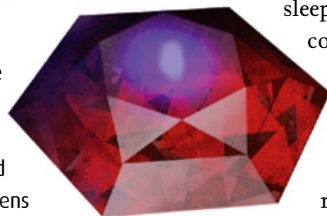
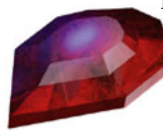
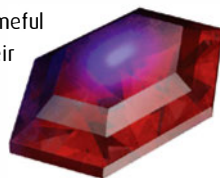
## Leng Ruby

Glittering with an inner fire, this flawless, thumbnail-sized, blood-red gem is unnaturally symmetrical.

<b>LENG RUBY</b>	<b>PRICE</b> 500 GP
	<b>WEIGHT</b> —

Leng rubies are red gemstones all identical in size and appearance, distinguishable from ordinary rubies by their complete lack of imperfections or inclusions. Mined on the desolate Plateau of Leng—an outer plane connected to the ever-shifting Dimension of Dreams—these rubies are used as currency by the sinister denizens of Leng (*Pathfinder RPG Bestiary* 2 82). These denizens travel the planes, bartering Leng rubies for goods, slaves, and assistance in their inscrutable schemes. Possession of these rubies is seen as suspicious and shameful by scholars who understand their origin, as the rubies mark the owner as someone willing to deal with enigmatic foes of light and life.

A small number of Leng rubies (10%) can be used as the focus of a *plane shift* spell, though it is impossible to determine what location a particular ruby is attuned to before the spell is cast. Some Leng rubies are substantially larger than the common size, and can fetch prices of 50,000 gp or more. The denizens of Leng trade these larger rubies for armies of slaves or as part of nation-ending plots.



## History

The denizens of Leng have sailed across the planes from the Plateau of Leng in their night-black ships for longer than humanity has walked the surface of Golarion. Even in those ancient days, the denizens traded flawless rubies for slaves, information, and cryptic treasures.

The Plateau of Leng contains many slave-worked ruby quarries hidden among its rolling hills. Several quarries near the mountains of Leng lie abandoned after their slaves and overseers were slain by the massive scarlet Leng spiders (*Bestiary* 2 176). Scholars debate whether these attacks are mere skirmishes in the ancient rivalry between the denizens of Leng and the spiders, or whether the spiders have a particular interest in restricting the trade of Leng rubies.

Once quarried, the gems are cut and polished in the denizens' remote monastery workshops, where complex machinery that belches smoke and emits a curious piping sound grinds the rubies into their perfect form. The flawless rubies are then distributed to those denizens who range across the planes for trade.

## Legacy

Leng rubies are as much a source of mystery as are the inscrutable denizens that trade them.

**Dark Plots:** A denizen of Leng may offer a ruby in exchange for information or service. Invariably, the mortal who accepts the gem believes the arrangement to be for one purpose, only to find a darker purpose served instead. For example, in a city under quarantine, the denizens of Leng might bribe a harbormaster with a Leng ruby to allow their black-hulled ship to slip out of the harbor blockade in the dark of night. Only once the ship is gone does the harbormaster learn that the city's stores of medicine have left with it.

Alternatively, Leng slavers could purchase information on a prison's guard contingent and patrol schedules, with the implication that they intend to abduct the prisoners to serve in Leng's quarries. The denizens infiltrate the prison and abduct the prison's staff instead, leaving the now-unguarded prisoners behind.

**Dreaming Deeply:** Although Leng rubies are not inherently magical, they create a strange resonance in sleeping mortals. When held in the hand of a sleeper, many Leng rubies inspire dreams of cold, windswept plateaus or abandoned, claustrophobic cities. Planar scholars and oneiromancers posit that each ruby is anchored to a particular spot in the curious geography of Leng. While a single ruby provides a dreamer access to a specific, limited area, sleeping while holding several rubies anchored to adjacent areas allows the dreamer to range far throughout the Plateau of Leng. The proper assortment of Leng rubies might allow a dreamer quite lengthy travel across the plane, perhaps even into the city of Kadath.

**Mysterious Consequences:** Denizens of Leng trade rubies for conceptual or esoteric goods, with supernatural and often malign effects. In one tale of such a trade, a spurned woman offered to trade all of the gifts from her unfaithful lover in exchange for a Leng ruby. She lost all memories of her erstwhile lover's existence, including the time he saved her from a wagon accident; her leg had been amputated, but she didn't remember why. In another tale, a denizen of Leng traded a palace servant a ruby for a key to the prince's bedchamber. The denizen was gone the next morning, but the once-kindly prince became distant and cruel. In later years, his heirs shared his cruel demeanor and were said to have unusual internal physiology.

**Revisionist Inventories:** Despite the long history of the Leng ruby trade on Golarion, records of these rubies in ancient treasure hoards are few. As Leng rubies imply that the owner prospered through nefarious or suspicious means, well-meaning historians and archivists often omit itemizing suspiciously flawless rubies so as to preserve the owner's reputation. If the PCs find Leng rubies in the lost vault of a popular historical figure, they may run afoul of zealous academics or devotees looking to keep their hero's reputation from being tarnished by the rubies' stigma.

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## Lorestone

Weathered carvings of constellations, suns, and planets cover the surface of this ancient, melon-sized stone sphere.

LORESTONE		PRICE varies
SLOT none	CL 9th	WEIGHT 15 lbs.
AURA moderate divination		

*Lorestones* are dense encyclopedias of natural lore carved in stone. The surface of a *lorestone* is engraved with constellations and celestial markers, such as the orbits of planets. This astronomical information is only the first gateway to the knowledge encoded upon the sphere. Creatures who study the stone and succeed at a DC 20 Knowledge (nature) check identify inconsistencies and unusual prominences in the sky map, and realize that the sky map conceals information about weather patterns and seasonal changes, like a visual almanac. This climatic information also hides deeper truths; a reader who identifies this hidden information can attempt a DC 25 Knowledge (nature) check to identify omissions and emphases that indicate further concealed information. A *lorestone* might have several successive layers of information, regarding such things as plant reproductive cycles, aquatic landscapes, and druidic rituals, but the Knowledge (nature) check necessary to unlock each subsequent layer increases by 5.

A successful DC 30 or higher Knowledge (nature) check, as defined with each *lorestone*, allows a reader in possession of the stone to identify a unique path along the sphere. If the reader traces this path with a finger or other appendage, she harmonizes with the stone. After being harmonized with the user for 24 hours, that *lorestone* grants her special benefits. These benefits are retained until a new creature harmonizes with the stone, which ends all previous harmonizations. Reharmonizing requires a reader to be in possession of the stone and again succeed at the required skill check, although the reader gains a +5 bonus on the checks because of her familiarity with the stone.

CONSTRUCTION REQUIREMENTS	COST varies
Craft Wondrous Item, <i>commune with nature</i> , creator must speak Druidic, creator must have 15 ranks in Knowledge (nature)	

## History

All documented *lorestones* were crafted by the druids of the Verduran Forest. As the most recently crafted *lorestones* are centuries old, it's unclear whether the druids currently active in the region have lost the skills needed to create *lorestones* or have simply chosen to not do so.

All *lorestones* have constellation patterns concealing climatic information, but the stones' deeper layers of

knowledge—and the magical effects unlocked through harmonization—differ based on the specific *lorestone*. Three of the more famous *lorestones* are presented below.

**Granite Sphere:** This polished granite orb has more hidden layers than any other documented *lorestone*. Its cosmological layer emphasizes the moon over the sun and stars. Deeper layers present biologies of forest animals, maps of secret tunnels beneath the Verduran Forest, lore of lycanthropes and other shapechangers, and rituals designed to force a creature's inner beast to the surface. A harmonized possessor (DC 40) can use *moonstruck*<sup>APG</sup> (DC 16) at will. The stone is currently held by Brackett, Venture-Captain of the Pathfinder Lodge in Almas, but the Pathfinder Society has not yet unlocked the stone's deepest knowledge.

Price: 90,000 gp.

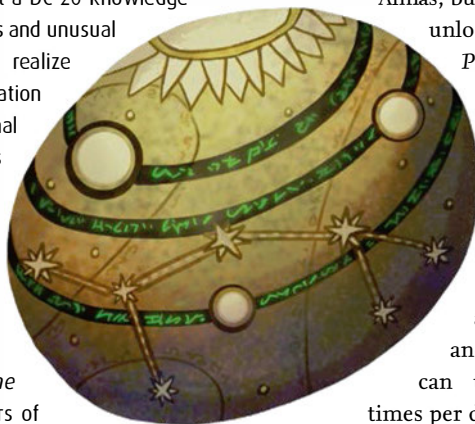
**Gravetaker Sphere:** This obsidian sphere is cool and unpleasantly clammy to the touch, feeling more like dead flesh than stone. Its layers detail processes of rot and decay, the final resting places of certain ancient druids, and rituals designed to exhume the ancient dead. A harmonized possessor can use *expeditious excavation*<sup>APG</sup> five times per day. Additionally, if the harmonized possessor (DC 35) is evil, she can use *animate dead* to animate a Medium or smaller humanoid once per day, although after 24 hours a creature animated this way collapses into carrion that cannot be animated again. This *lorestone* currently lies in the hunting grounds of a fiendish quickwood (*Pathfinder RPG Bestiary 2* 228) east of the gnome city of Wispil in the Verduran Forest. Price: 14,000 gp.

**Piscine Stone:** This smooth gray stone is constantly damp, even in the driest climate. Its deeper levels tell of ichthyological biology and rituals designed to thwart aquatic aberrations. A harmonized possessor (DC 30) can breathe underwater and use *detect aberration*<sup>APG</sup> at will. This stone is currently held in the River Kingdoms by a pack of ratfolk (*Pathfinder RPG Bestiary 3* 231), who value it as an icon of their patron deity, Hanspur. Price: 17,500 gp.

## Legacy

*Lorestones* provide a wealth of information, but only the truly knowledgeable can unlock the full potential of one of these ancient stones.

**A Druidic Tradition:** Issian explorers venturing into Iobaria returned with tales that the druids of Fangard carried large round stones carved with constellation-like patterns. The explorers were not able to examine the spheres to ascertain whether these stones are *lorestones* like those crafted by Verduran Forest druids, but some druidic connection seems likely.







## Introduction

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### The Master's Name

This crystal vial contains a small amount of silver and gold sand, and is stoppered by an elaborate silver cap bearing Irori's rebus.

THE MASTER'S NAME		PRICE
		25,000 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration and enchantment		

If the user opens this vial while chanting prayers to the Master of Masters, the sand inside this crystal vial pours out to form an elaborate, multicolored mandala in the symbol of Irori's rebus. The vial never runs empty, but pours out only enough sand to craft a single mandala at a time.

This item has two functions. Once per day, the owner can meditate while focusing on the mandala and ponder the great mysteries of the universe. After 1 hour of uninterrupted meditation, the owner recovers a number of ki points equal to half his total ki pool. The ki points recovered in this way are temporary, and go away if the user rests or meditates for 8 hours to recover. Additionally, the owner of this item cannot use it to replenish ki points in excess of his total ki pool.

Once per week, when a command word is spoken, the owner of this item can open the vial and pour out the contents, which coalesce to form a pavbagha (*Pathfinder Campaign Setting: Inner Sea Gods* 295) marked with the Master's Rebus. The pavbagha fights alongside the owner of the vial, protecting her to the best of its ability.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP
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Craft Wondrous Item, calm emotions, owl's wisdom, summon monster IV, creator must have the ki pool class feature



### History

The *Master's Name* is a relic of the Iroran faith, said to have first appeared in distant Vudra nearly 2,000 years ago. Legend states that the item was crafted by the elephant-headed empyreal lord Bharnarol at Irori's request, in a workshop on Nirvana. Bharnarol labored for 8 years to create the perfect mandala—one whose pattern is so flawless and complex that the secrets of the universe could be gleaned from looking into it. Upon completion, the *Master's Name* was given to the most prestigious monastery of Irori in Vudra.

Many laid envious eyes upon it, for it was no simple amulet, but instead a gift from the Master of Masters himself that allows those who meditate upon it to glimpse the truths of the universe. While it was Irori's intent that the rebus be used to help others along the path to enlightenment, not everyone wishes to share such knowledge. Less than a year after the rebus was gifted to the monastery, a cabal of Norgorberite thieves broke into the temple and stole the rebus, wishing to

keep its secrets hidden forever. Yet knowledge is a hard thing to hide, and throughout the following 2,000 years, the rebus has appeared and disappeared, several times in Vudra and then in Tian Xia. Only 5 years ago, the *Master's Name* was said to have been seen on a ship bound for Jalmeray, where it disappeared into the bustling markets of Niswan.

### Legacy

The *Master's Name* has a way of hiding from those who seek it, and many an Iroran devotee has spent his life searching for the mysterious relic.

**The Price of Knowing:** While every monastic order in Irori's faith hopes that the *Master's Name* one day returns to the faithful, some actively search for it. One such sect is the Sightless Sisterhood. An order made up entirely of female monks, the Sightless Sisters have seen the greater truths of the universe with their own eyes, and have each rendered themselves blind afterward because the sights of the mundane world no longer please them. The Sisterhood is led by **Ojala the Burnt** (LG female human monk 6/oracle<sup>APG</sup> 6), who threw herself into the flames of a massive bonfire in an effort to free herself from this reality but instead survived and unlocked her oracular nature. The Sisters actively seek the *Master's Name* in hopes of protecting innocents from exposing themselves to universal truths they aren't ready to cope with. Within the past year, the Sisterhood has tracked the *Master's Name* to Thuvia, but beyond that cannot tell where it currently rests. Despite their blindness, the monks are astute investigators and formidable combatants—but they would nevertheless welcome the assistance of adventurers willing to aid them in their search.

**Unknown Treasure:** The *Master's Name* currently resides in a private collection of a young Thuvian noble by the name of **Nimir Akh** (LN male human aristocrat 5/monk 2). Growing up in Lamasara as the youngest son of a family wealthy from its part in selling the *sun orchid elixir*, Akh was exposed to a number of exotic art forms in his youth. While dance and song interested him, nothing fascinated him more than the martial arts of Vudra. His parents sent him to study in Jalmeray at a young age, but he quickly learned that he lacked the patience to truly master martial arts. Though he was disheartened, his disappointment did nothing to curb his love of Vudrani art; when he returned home to his parents, he brought with him a number of treasures and trinkets to remind him of his time on the island nation. One such treasure was the *Master's Name*, which he believes to simply be a fascinating Vudrani bauble. While Akh has no idea of the ornate vial's true value, he keeps it on his person at all times, considering it a good luck charm.

## Mengkare's Shards

*The rich honey color of these crystalline shards scintillates and swirls like smoke in the light.*

### MENGKARE'S SHARDS

PRICE 6,000 GP

WEIGHT 1 lb.

These crystalline fragments are all that remains of an *orb of dragonkind* that was destroyed by the great wyrm gold dragon Mengkare at the outset of his grand experiment. The owner of a shard receives a +2 circumstance bonus on Diplomacy checks with citizens of Hermea. The individual shards are nonmagical, but many believe that were they to be reunited into a complete sphere, the item would regain its powers over gold dragons, including Mengkare himself.

### History

When the great wyrm gold dragon Mengkare started his grand endeavor on the island of Hermea, he publicly destroyed an *orb of dragonkind*—said to house the soul of his direct ancestor—in an elaborate ceremony. In doing this, Mengkare hoped to prove that he and his people posed a threat to no nation. He promised the initial citizens of his nation that Hermea would be a land of peace, growth, and order, fostering the best qualities in humanity and offering lives of comfort and security to those who were worthy of them.

Shortly thereafter, the nations of the Inner Sea took a great deal of interest in Mengkare's glorious experiment. As the gold dragon ruler of Hermea does not wish to have any outside influence taint his experiment, he has kindly turned down every diplomat and ambassador who proposed an alliance with Hermea. Ever diligent to avoid angering his neighbors, Mengkare gifted each foreigner with a piece of the orb he had destroyed—a reminder both of the peace he promised and of his complete sovereignty over his country. The shards also served as subtle warnings that any who threaten Hermea would see the utter devastation of the offending lands.

Mengkare has presented the powers of the Inner Sea with 18 shards. Several of the shards remain in the possession of their original owners, though some have been lost to time. The shard gifted to Andoran's diplomats is locked in a display case for all to see in the capital of Almas. The two shards gifted to ambassadors from Druma have taken on a value of their own among the gold-driven Prophets of Kalistrade, and have changed hands several times in the past century—each time for a dragon's ransom in gold. The elves of the Mordant Spire work tirelessly to bind their three shards back together in hopes of finding a way to forge a weapon that will guarantee protection

from their draconic neighbor, but have yet to make any progress. Mengkare sent the Taldan ambassador away with a sizable sliver, which she had crafted into a gaudy bauble that she wore as a badge of office and passed down as a family heirloom; he bestowed another upon a Taldan explorer who visited the Steaming Sea to study its fauna. Imperial Cheliax was the first nation to receive pieces of the shattered orb, which Mengkare presented to the church of Aroden in Westcrown. However, when civil war broke out and House Thrune rose to power, the shards were lost and the 10 shards presented to Aroden's clergy have not been seen since.

### Legacy

The promise of greatness reflects from Mengkare's Shards throughout the Inner Sea, and seekers both human and draconic have motivations to find and reconstruct the orb's many fragments.

#### Brotherhood of the

**Broken Promise:** Hidden deep in the forest on the northern shore of Hermea is a small band of rebels intent on

liberating the people of the island nation from their draconic master. Comprising a few runaways and "failures" in the eyes of Mengkare, these rebels have somehow managed to survive hidden away from the grand experimenter. The brotherhood has great interest in anything that could be used to free the Hermean people.

**Shards of the Last Man:** The shards that Mengkare gifted to the church of Aroden are not in fact lost, but rather hiding in plain sight. Knowing that such a treasure would be desired by House Thrune, the Bishop of Westcrown commissioned a stained glass window for his temple. While the temple and the rest of the city of Westcrown now lie crumbling, the shards remain. If a character were to look closely at the remaining stained glass windows, and in particular at one pane depicting Aroden with a radiant halo, she may realize that there is more to it than meets the eye.

**Some Assembly Required:** It may be possible to actually reassemble Mengkare's shards and once again turn them into an *orb of dragonkind*. Theoretically, the orb could be restored by trapping the soul of a draconic being directly related to Mengkare in the pieces of the shards, and then fusing the shards together with the use of a colossal surge of electricity. It is unknown, however, whether Mengkare has ever sired any offspring, although if rumors are to be believed, more than a few residents of Hermea show signs of draconic heritage. Since none have ever attempted to reassemble the extant shards, it is also unknown whether the 18 shards Mengkare has parted with represent the entire orb, or whether the gold dragon still possesses a portion of the broken artifact.







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## Mishan's Melodious Feather

*This stiff white feather's shaft is covered with miniscule writing. Its base rises from a golden pin adorned with a large green gem.*

### MISHAN'S MELODIOUS FEATHER

PRICE 2,500 GP

WEIGHT —

This white sea-bird feather is millennia old and coated with a thin, resinous substance that has rendered the feather as rigid as steel. When the feather is rubbed or struck, its barbs jangle against each other, emitting a curious polytonal hum like that of several tuning forks. The feather is firmly affixed to a jeweled turban pin.

The shaft of the feather is covered with tiny Kelish script. If read—a difficult task without magnification due to the miniscule writing—the text reveals the history of the lands of Qadira before and during the establishment of the Keleshite satrapy at the end of the Age of Destiny. This acts as a library on the history of Qadira. A character with access to the feather can attempt Knowledge (history) checks about Qadira that have a DC higher than 10, even if untrained in the skill. Characters trained in Knowledge (history) can attempt a second check after studying the feather for an hour if they fail a Knowledge (history) check on such subjects.

## History

Prior to the expansion of the Keleshite Empire to the Obari Ocean in –70 AR, the ocean's northwest shores were populated by nomadic herders whose history has been mostly lost beneath Keleshite imperial rhetoric and millennia of subsequent Qadiran history.

These nomads had a rich oral culture and a close relationship with the genies who shared their lands. One key element of this culture was the emphasis on boasting contests. These contests were serious endeavors, with each participant walking the thin line between grandiose (but believable) claims and impossible fabrications. An elderly herdsman named Mishan entered a boasting contest with noble djinni twins Espeleta and Espelon. Mishan surprised the djinn by claiming to be able to recite the entire history of his people. Espeleta countered by insisting she could write the history of Mishan's people on a single sheet of parchment. Espelon claimed to be able to write their history on a feather. In a bold move, Mishan claimed that he could write upon a single feather his people's history and their future. The djinn challenged Mishan to prove his claim. Mishan worked for years, learning to write in miniscule script despite his steadily failing eyesight. Twenty years to the day after his boast, the venerable Mishan presented his feather to the djinn. The djinn marveled at the thoroughness of Mishan's history and his prophetic descriptions of the impending conquest by the Keleshite Empire. Each djinni rewarded Mishan with a *wish*. Mishan first wished that the feather over which he had labored so

long would be preserved for all time. None know the result of Mishan's second *wish*.

As the Keleshite Empire expanded to the Obari coast in the following decades, the indigenous nomads put up a fierce resistance, bolstered by their genie allies. The Keleshite Empire splintered the tribes' alliances by inflaming ancient rivalries between them and supporting both sides with treasure and weapons, then moved in with overwhelming military might, wiping out entire nomad clans. The obliteration of these tribespeople was so complete that few histories or artifacts of these people now exist. Few of the genies present during those days survive, although their lineage survives in the genie-kin of modern Qadira.

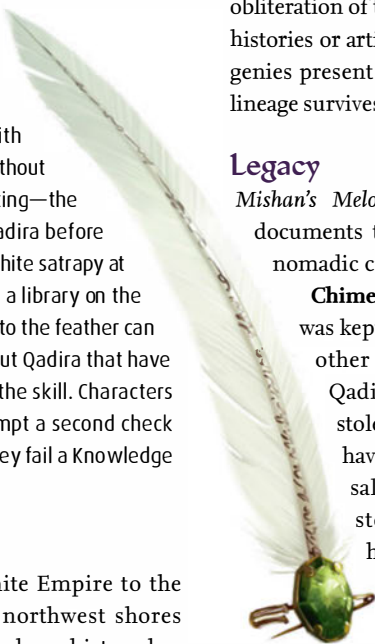
## Legacy

*Mishan's Melodious Feather* is a historical relic that documents the history and violent end of an extinct nomadic culture.

**Chime Ringers' Heist:** *Mishan's Melodious Feather* was kept in storage at the Sothis Exhibitory among other treasures brought to Osirion during the Qadiran occupation. The feather was recently stolen in an audacious heist, but the authorities have no leads. Rumors in the academies and salons of Sothis hint that the feather was stolen by a mysterious college of bardic historians called the Chime Ringers. The

Chime Ringers believe that the feather's true purpose is not as a history but as a Kelish songbook, revealing secrets of the little-known music of the elemental planes (presumably as a result of Mishan's people's camaraderie with genie-kind). The Chime Ringers further contend that the stiffened feather's odd, ringing tones provide insights into the nature of music itself. The eccentric bards are said to be studying the feather in order to discover a series of notes that will unmake the elemental underpinnings of the universe; if they are not merely deluded scholars, their success could have dire repercussions.

**Suppressed Perspective:** Qadiran history spans millennia, and the early days of Qadira's founding are often mythologized as a time when enlightened Keleshite settlers tamed the wild Obari coast. The Keleshite satrapy had no reason to value—much less preserve—the original culture of the coast's native nomads. The text of *Mishan's Melodious Feather* presents a unique outsider's perspective into Qadira's founding in treachery and blood. Though the feather's text is virtually unknown outside academic circles, certain Qadiran nationalists are aware of the negative reputation that widespread publication of the feather's text could engender. These nationalists vigorously suppress any history from the feather's perspective, even going so far as to track down historians who perpetuate this history and discourage them—with violence, if necessary—from promoting its “unsubstantiated” claims.



## Mistcaller

This ivory flute boasts silvery whorls reminiscent of gusting wind. It produces curiously low, mournful notes for an instrument its size.

MISTCALLER		PRICE 16,000 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate conjuration		

Carved from a mammoth tusk, this ivory flute is covered with delicate carvings of wind blowing over waves, which are inlaid with silver. It functions as a masterwork musical instrument, although the notes are pitched much lower than most flutes and any tune, no matter how jauntily played, carries a mournful quality.

Once per day, the user can attempt a DC 15 Perform (wind) check to summon a bank of spectral fog. This effect functions as *obscuring mist* centered on the user, except it moves with the user. The mist lasts for as long as the user continues to play, to a maximum of 5 minutes. Spectral faces appear to anyone within the mist other than the user, whispering for those within the mist to lay down their burdens and rest. Anyone within the mist other than the user can elect to fall asleep as a free action. Creatures asleep within the spectral fog heal 1 hit point per minute spent sleeping, and recover 1 point of ability damage if they spend at least 1 full minute asleep. Sleepers under this effect can be awakened normally.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
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Craft Wondrous Item, fog cloud, restoration

## History

*Mistcaller* was crafted by an Issian fisherman on the Lake of Mists and Veils in 4301 AR. When created, the flute had no unusual features other than its curiously low register, but the fisherman was proud of his flute and entertained his family with its music for many years. In 4314 AR, the fisherman returned from his day's tasks to find his family murdered by pirates in one of the many skirmishes along the shores of the lake. Wracked with despair, the fisherman threw all of his valuables, including the ivory flute, into the lake. A nereid (*Pathfinder RPG Bestiary* 2 198) immediately rose from the water with the flute in hand, curious about his despair and unfamiliar with the musical instrument. The nereid convinced the fisherman to show her how to play the flute—as she played, the lake's evening mist coalesced into a fog around the fisherman. In the fog, the fisherman saw the faces of his departed family, encouraging him to set aside his grief and rest. When the fisherman awoke the following morning, still saddened but strangely refreshed, the nereid had disappeared with his flute.

## Legacy

*Mistcaller* is a somber flute that offers succor to those standing nearby as it is played.

**One of Many:** Local legend on the shores of the Lake of Mists and Veils has it that *Mistcaller* is but one of a series of magical instruments crafted by the Issian fisherman. However, while many can corroborate the stories related to *Mistcaller's* powers, few of the tales of other flutes support one another.

**Rest for the Weary:** In the centuries since the fisherman's flute was taken, travelers along the southern shore of the Lake of Mists and Veils occasionally report encounters with a tall nereid playing the mournful bone flute. This nereid—nicknamed “**Heart's Ease**” (CN nereid bard 2) by the locals—appears only to those who have suffered recent tragedy or injury, and does not communicate other than to gesture the travelers to come close to her as she starts to play. Those who approach Heart's Ease can rarely turn back, and quickly succumb to her beguiling aura. Those who stand within the summoned mist and accept the spectral offer of sleep awake refreshed and healed, with the fey flautist nowhere in sight. Travelers who rebuff

Heart's Ease see her shake her head sadly and return to the lake.

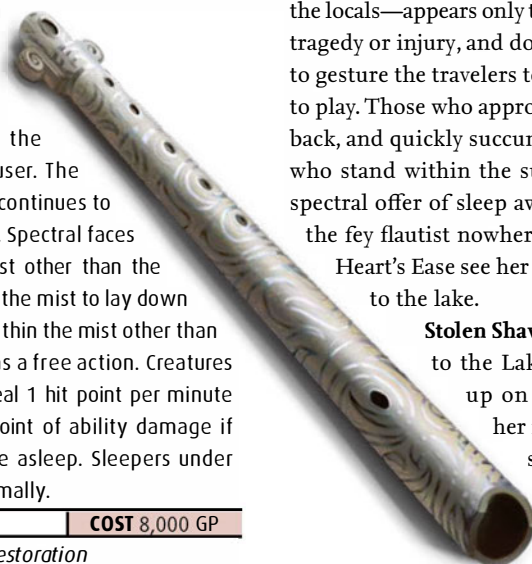
**Stolen Shawl:** If a party of adventurers come to the Lake of Mists and Veils to follow up on the rumors of the nereid and her flute, they may find Heart's Ease sobbing on an isolated beach.

The nereid's shawl was recently stolen by the greedy undead pirate **Junther Longchain**

(NE draugr captain<sup>B2</sup> rogue 8) and

his crew of ice-covered lacedons. Junther's ship, the *Lake Hound*, was wrecked long ago when it hit an errant iceberg during a particularly harsh winter, but once each year his ship rises to raid the coasts and waters of the lake again. If the heroes recover the nereid's shawl from the undead pirate and return it to her, she may reward them with *Mistcaller* as a token of her gratitude.

**Tune of Hidden Treasures:** Those sleeping under *Mistcaller's* soothing tunes often dream of standing amid the charred ruins of a fishing village on the shore of a mist-shrouded lake. A successful DC 30 Knowledge (geography) check or a diligent review of historical nautical charts reveals that the location was once a village called Lurvin's Rest on a small island in the Lake of Mists and Veils. The island has disappeared from modern charts, as it mysteriously sank into the lake's depths 200 years ago. The remains of the village—including a smugglers' cache containing an array of odd weapons recovered from the shores of Numeria—lies 20 fathoms below the surface of the water. The sunken village is the domain of two monstrous abaias (*Pathfinder RPG Bestiary* 4 7) that do not abide intruders.







## Nightglass

This inky black mirror appears to pull in the light around it, while simultaneously leaking darkness into the world.

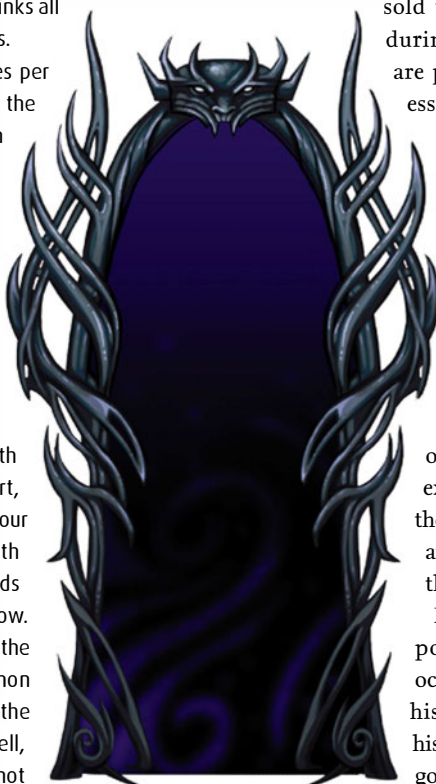
NIGHTGLASS		PRICE
		126,000 GP
SLOT none	CL 13th	WEIGHT 5 lbs.
AURA strong conjuration		

This thin sheet of opaque black stone is polished to a reflective sheen, but the center of the material drinks all light, becoming a pool of total darkness.

A *nightglass* can be used three times per day to summon various creatures from the Shadow Plane. Any effort to summon a creature requires a successful DC 15 Will save. On a failed save, the user takes 1d4 points of Strength damage and must attempt another save on his next turn. On a successful save, a shadow is summoned. This acts as *summon monster IV*, except it can be used only to summon a single shadow, and the shadow remains for 1 hour or until destroyed. If the user took Strength damage during the summoning effort, the shadow remains for 1 additional hour per point of Strength lost. Any Strength damage that is restored no longer adds to the duration of the summoned shadow.

If a user's Strength is reduced to 0 by the *nightglass* while attempting to summon a shadow, the user is trapped within the *nightglass* as if by a *trap the soul* spell, except breaking the *nightglass* does not free the trapped soul (which can be released only through a *miracle*, a *wish*, or similar powerful magic). Additionally, a creature from the Plane of Shadow emerges from the *nightglass*. This creature takes the form of the user drained to 0 Strength. It uses the same stat block as the trapped soul, but also has the shadow creature template (*Pathfinder RPG Bestiary 4* 238). The shadow creature has the memories, class levels, and abilities of the user it replaces, but is always of neutral evil alignment. A successful DC 20 Sense Motive check allows anyone familiar with the original character to realize the shadow creature is not actually the person it resembles. The shadow creature is not bound or controlled by the *nightglass* and has its own dark agenda, but may work with groups able to provide it with security and aid. Should the original user somehow manage to escape the *nightglass*, the shadow creature replacement is immediately sent back to the Plane of Shadow.

A *nightglass* can also be used once per day to communicate with creatures with the evil subtype on other planes of existence. To use a *nightglass* in this way, the user must know the true name of the creature she is trying to contact.



Communication works two ways, and the mirrored surface of the *nightglass* hazily shows the creature being contacted.

**CONSTRUCTION REQUIREMENTS** COST 63,000 GP  
Craft Wondrous Item, *shadow conjuration*, *summon monster IV*, *trap the soul*, creator must be 10th level or higher and must be a worshiper of Zon-Kuthon.

## History

First appearing after the shadow-shrouded people of Nidal sold themselves to the god Zon-Kuthon during the Age of Darkness, *nightglasses* are prevalent throughout Nidal, and are essential tools for Nidalese Shadowcallers in Cheliax, Varisia, and Absalom.

Despite their relative popularity in Nidal, there are only a small number of *nightglasses* in existence. Legend holds that each inky mirror holds a fragment of the First Shadow.

*Nightglasses* play a central role in several rituals to Zon-Kuthon, and are treated with the utmost reverence and care by his dark clergy. While no one knows just how many *nightglasses* exist, the items are valuable enough that the Umbral Court obsessively hunts down any that have fallen out of the hands of their agents.

Few *nightglasses* have escaped the possession of the Kuthites, but on occasion, an agent is slain in the field or his possessions forcibly removed from his person. Three known *nightglasses* have gone missing this way; one found its way to the black markets of Absalom, while

another rests at the bottom of Sargava's Desperation Bay—the result of the Free Captains' defeat of the Chelish Navy. The third known *nightglass* was recently lost when strix attacked a Chelish mining town in the Menador Mountains.

The exact powers of *nightglasses* vary. The example listed here is a typical *nightglass*.

## Legacy

Empowered by evil magic, *nightglasses* threaten to cloak Golarion in darkness.

**Shadow of Invasion:** A *nightglass* is a dangerous tool, a gift from a god who delights in pain and suffering, and like any blessing of Zon-Kuthon, it can easily work against its user. The shades and shadows called forth from a *nightglass* hunger to experience life, and when left to their own devices, attempt to possess weak-willed individuals. If one such creature were to escape from a *nightglass* and possess its summoner, the shadow could summon hundreds of its kind to the Material Plane using the same *nightglass* through which it first emerged.

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## Pale Maiden

This white steel longsword's blade is covered in battle scars, and looks better suited to a museum than the hand of an adventurer.

PALE MAIDEN		PRICE varies
0 wishes		32,065 GP
1 wishes		72,365 GP
2 wishes		112,665 GP
3 wishes		152,965 GP
SLOT none	CL 17th	WEIGHT 4 lbs.
AURA strong evocation		

This +3 longsword is a variant *luck blade* (*Pathfinder RPG Ultimate Equipment* 157). It grants its wielder a +1 luck bonus on all saving throws. Once per day, its possessor can reroll one d20 roll that he just made, before the results of the original roll are revealed. He must take the results of the reroll, even if they are worse. This reroll power is an extraordinary ability. Finally, *Pale Maiden* can hold up to three wishes, as a *luck blade*. When the last *wish* is used, *Pale Maiden* remains a +3 longsword, still grants the +1 luck bonus on saving throws, and still grants the daily use of its reroll power.

CONSTRUCTION REQUIREMENTS	COST varies
0 wishes	16,190 GP
1 wishes	48,840 GP
2 wishes	81,490 GP
3 wishes	114,140 GP

Craft Magic Arms and Armor, *miracle* or *wish*

## History

Wielded by the legendary Durvin Gest during his half-century career with the Pathfinder Society, *Pale Maiden* accompanied him on nearly every journey to the furthest reaches of Golarion: from his explorations of the remnants of Lost Azlant in the heart of the Arcadian Ocean to the ruined temples of Ninshabur in eastern Casmaron, and from the new cultures he discovered among the cliffs of southern Garund to the ruined siege castles outside of Absalom at the center of the Inner Sea.

Gest's contributions as a Pathfinder in the early days of the organization led to the construction of the Grand Lodge in Absalom and to the widespread fame of the Pathfinder Society. A 20-foot-tall marble statue of his likeness stands in the garden of the Grand Lodge, bearing a replica of *Pale Maiden* at its side. Durvin Gest and *Pale Maiden* decorate the first five volumes of the *Pathfinder Chronicles* with their tales of adventure and danger. The public admiration for Gest is one of the reasons the first volume of the *Pathfinder Chronicles* spread so quickly across the Inner Sea, and why countless Pathfinder agents today still clamor to see their exploits published.

The last known adventure of Durvin Gest was in 4360 AR, when he mysteriously disappeared. His final journey is

supposedly recounted in the fifth volume of the *Pathfinder Chronicles*. No copies of that edition remain in circulation, and the Decemvirate has forbidden its reprinting. Rumors suggest that Gest met with an end too gruesome for publication. Some say he joined the masked ranks of the Decemvirate, while others speculate he found the fabled fountain of youth. Curiously enough, Durvin Gest did not take *Pale Maiden* with him on his final adventure, perhaps because the blade's *wishes* were entirely used up.

For centuries the weapon hung in the Grand Lodge of Absalom, inspiring young Pathfinders and reminding veterans of the glory of the old days. Recently, the Decemvirate chose to relocate the *Pale Maiden* to Galt, placing it in the care of Venture-Captain Eliza Petulengro as a show of support for her work in restoring the formerly damaged and abandoned Woodsedge Lodge.

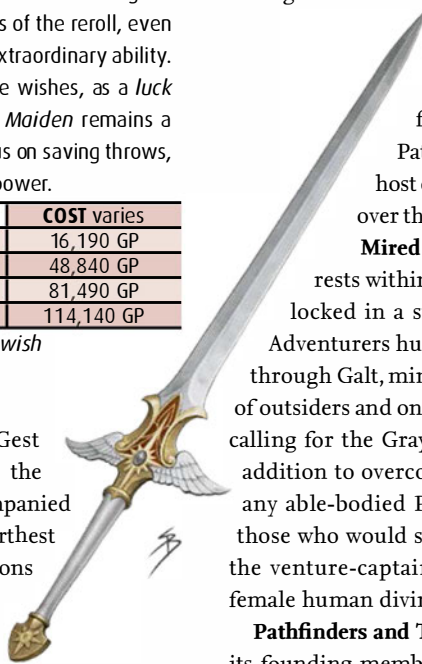
## Legacy

Those who would take *Pale Maiden* from its resting place have the entire Pathfinder Society to answer to, while a host of the enemies the Society has gathered over the centuries could well covet the blade.

**Mired in Revolution:** *Pale Maiden* presently rests within Woodsedge Lodge in Galt—a nation locked in a state of perpetual violent revolution. Adventurers hunting the sword must make their way through Galt, mindful that Galtans are very suspicious of outsiders and one wrong word could result in the mob calling for the Gray Gardeners. Once at Woodsedge, in addition to overcoming the defenses of the lodge and any able-bodied Pathfinder agents currently present, those who would seize *Pale Maiden* must also deal with the venture-captain of the lodge, **Eliza Petulengro** (N female human diviner 9).

**Pathfinders and Their Enemies:** As a relic from one of its founding members, the Pathfinder Society holds the greatest interest in maintaining possession of *Pale Maiden* and recovering it swiftly in the event of theft. Enemies of the Pathfinder Society, such as the Aspis Consortium or Golden League, would pay handsomely for the weapon if only to mock the distress of the Society's members. Those with a personal grudge against the Society or one of its members could also seek the blade to undermine the morale of the organization or use it as part of a greater plot.

**The Search for Durvin Gest:** Many Pathfinders believe that Durvin Gest is not dead, but simply missing. What fate befell him on his final adventure remains a mystery to all but those who have read the fifth volume of the *Pathfinder Chronicles*. Even the masked Decemvirate, who have sole access to the only known copy of the volume, must not know the whole truth—otherwise, these Pathfinders whisper, they would have long ago sent Pathfinders to rescue Gest. Those who believe the legendary Pathfinder is still alive may attempt to requisition the *Pale Maiden* to use in their search.







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## Phylactery of Jadis-Vel

The shattered remains of this once-magnificent jeweled silver circlet speak in disjointed voices.

PHYLACTERY OF JADIS-VEL		PRICE
		135,000 GP
SLOT headband	CL 11th	WEIGHT —
AURA moderate necromancy [evil]		
ALIGNMENT neutral		SENSES 60 ft.
INTELLIGENCE 16	WISDOM 14	CHARISMA 14 EGO 19
LANGUAGE speech (Common, Necril, Osiriani)		

This item is a receptacle for a lich's soul. It was broken into five pieces. Individually, each piece can do no more than whisper "Jadis-Vel," the name of the lich whose fragmented soul is trapped within. When the pieces of the phylactery are all gathered within 30 feet of each other, they collectively become an intelligent item with the memories and will of the lich whose soul it contains. The spirit retains only fractured memories of its former existence, but it gains an understanding of how to escape and reclaim those memories.

The combined pieces teach their owner how to find the path to lichdom, a process that is unique to each soul. They have a +13 bonus on Knowledge (religion) checks for this purpose. A prospective lich can choose the *Phylactery of Jadis-Vel* as her own phylactery, negating the gold cost of crafting a phylactery (though this does not bypass the other construction requirements for creating a phylactery). Once the prospective lich performs the necessary ritual to become a lich, the trickery of the phylactery comes to fruition: the new lich's spirit becomes trapped within the shards of this phylactery, and the soul of Jadis-Vel is released into the new lich's body. The freed lich is without a phylactery and must craft a new one, but is otherwise returned to the world intact, albeit in a different body.

CONSTRUCTION REQUIREMENTS	COST 127,500 GP
Craft Wondrous Item, creator must have at least 10 ranks in Knowledge (religion) and a caster level of 11th or higher	

## History

Jadis-Vel rose to infamy during the decline of Ancient Osirion. Obsessed with understanding the diseases that crept out of the desert, Jadis-Vel sought out lichdom as a way to continue her macabre research, as well as a way to prevent exposure to the death in which she wallowed. Her journey to becoming a lich took the form of a ghastly ritual in which she purposefully exposed innocents to exotic infections and uncaringly documented all of the stages of the sicknesses until the innocents' deaths. So engrossed was she by her years of experiments that Jadis-Vel transitioned into a lich without initially realizing it, having died to the same contagions she exposed others to and crafted a phylactery almost by chance.

The lich's obsession with diseases became a devotion to spreading pestilence far and wide. She terrorized many remote villages across northern Garund as a harbinger of illness, gaining the title of "The Desert Plague." When the Keleshites of Qadira invaded Osirion, they brought with them new maladies, which occupied Jadis-Vel for a few centuries as she researched these new tools, before returning to her work spreading pandemics.

The Cult of the Dawnflower eventually ended Jadis-Vel's centuries-long blight upon the deserts of northern Garund. The militant Sarenite order slew her and shattered her phylactery, relieving Osirion, Thuvia, and Rahadom of her villainy. However, traces of her spirit lingered on in the remnants of her sundered circlet. Sometime in the last decade, Jadis-Vel reawoke, her consciousness trapped inside the scattered fragments of her phylactery. Now she seeks to escape by teaching the path to lichdom to another and exchanging her student's soul for her own.

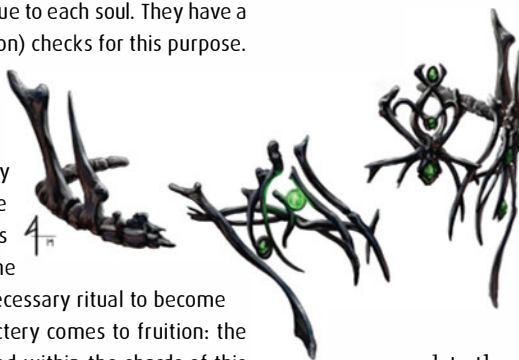
## Legacy

The *Phylactery of Jadis-Vel* can set a student on the path to immortality through undeath, but the cost of the student's morals is not the only price—or even the highest—that must be paid.

**Lichdom:** Any who seek the path to lichdom could seek out the *Phylactery of Jadis-Vel* as a tutor. The road to becoming a lich is different for each soul, though only those who shed their last vestiges of morality can fully complete the process. To this end, the *Phylactery of Jadis-Vel* is a corrupting force—a disjointed voice that constantly whispers dark secrets, goading others to commit atrocious acts of irredeemable evil in exchange for immortality. Even those who had never considered lichdom might find themselves swayed in that direction by Jadis-Vel's ego, simply as a result of possessing a fragment of her diadem.

**The Many Pieces:** The *Phylactery of Jadis-Vel* is broken into five pieces, and all of the pieces must be present for the trapped lich's soul to speak with those nearby. A grand quest could be mounted to bring all of the pieces together to commune with or free the trapped lich. If Jadis-Vel frees herself by trapping a student in her place, she may scatter the pieces of her former phylactery once more to prevent the resurgence of the student she betrayed.

**Return of the Desert Plague:** Should Jadis-Vel successfully mentor a new lich, her student's sacrifice returns her to Golarion. The ancient diseases Jadis-Vel brings back with her could wreak havoc upon the nation in which she's revived. Yet once Jadis-Vel is free, she could be destroyed once and for all if she's slain before she crafts a new phylactery.



## Praenomen

This bronze amulet consists of an oval plate engraved with an elaborate cartouche and a counterweight shaped like a cobra.

PRAENOMEN		PRICE
		64,200 GP
SLOT chest	CL 11th	WEIGHT 4 lbs.
AURA strong abjuration and enchantment		

The *Praenomen* is a two-part amulet, comprising an oval plate that covers the wearer's chest and a counterweight that hangs down the wearer's back, joined by chains. The front plate is inscribed with the cartouche of the pharaoh who is the *Praenomen*'s master; the counterweight is shaped like a cobra to honor Wadjet, protector of Osirion and Osirion's pharaohs. The *Praenomen* was traditionally worn by a pharaoh's royal envoy to signify that the envoy acted in the pharaoh's name and was under her protection. It grants its benefits only to loyal subjects of its master—the pharaoh whose cartouche is inscribed upon it.

The *Praenomen* grants its wearer a +4 bonus on Diplomacy and Intimidate checks. Once per day, the wearer can impose a *geas* on another creature, compelling the target to undertake a mission for the *Praenomen*'s master. The *Praenomen* also shields its wearer and other faithful subjects of the pharaoh from the pharaoh's enemies. Its wearer gains a +2 deflection bonus to Armor Class, and three times per day, the wearer can activate the *Praenomen* to grant the benefits of *heroism* to all loyal subjects of its master within 30 feet.

The *Praenomen* can be rededicated to a new master by replacing the front plate and engraving the name of its new master on the cartouche, requiring a successful DC 21 Craft (jewelry) check.

CONSTRUCTION REQUIREMENTS	COST 32,100 GP
Craft Wondrous Item, eagle's splendor, geas/quest, heroism, shield of faith	

## History

During the declining years of the Menedes dynasty, Rehenet II, the Verdant Pharaoh, faced the constant threat of slave rebellions, as well as the machinations of her power-hungry siblings. She crafted a number of arcane tools to secure her power, but the greatest was the *Praenomen*. This elaborate ornament was designed to bolster the diplomatic powers of her royal envoys, enabling them to impose her will on the haty-as and other officials.

When Rehenet was finally defeated by her half-sister, Menedyeb IV, the pragmatic official who had charge of the *Praenomen* traded the item for his life. Menedyeb was delighted to discover that power over the *Praenomen* could be transferred by changing the name on the cartouche.

From then on, each new pharaoh claimed control over the item as part of the transfer of power, until the final wearer, Royal Envoy Wesefor, loyal servant of Menedes XXVI, was ambushed while en route from Sothis to An by mercenaries hired by Keleshite agents. The mercenaries killed the envoy and her staff, threw the bodies overboard for the hetkoshus to devour, and sank the barge on which they were traveling. The mercenaries failed to recognize the *Praenomen* and ignored the potent bronze item in favor of gold trinkets worn by the officials; it accompanied its last wearer to the bottom of the Sphinx. Given time, Menedes XXVI might have ordered the *Praenomen*'s recovery, but the Keleshite takeover occurred only a few months later, and knowledge of its existence was lost in the chaos of the transition.

## Legacy

The nature of the *Praenomen*'s powers and the way it restricts its benefits to loyal subjects make it a desirable item for a ruler—or an aspirant to the throne.

**New Evidence:** At the Ruby Prince's behest, scholars in Tephu have been scrutinizing records from the last years of pharaonic rule so magical secrets and relics lost in the Keleshite Interregnum can be recovered. After finding mention of the *Praenomen* and its powers, they are now tracing its last-known movements. If the PCs become involved in the search, they may find mention of a payment from the haty-a of An to mercenaries based near Djefet that coincided with the last royal envoy's disappearance. Villagers living near that area also tell stories of an angry ghost who has haunted that stretch of the Sphinx for centuries.

**Pharaonic Emblem:** Ruby Prince Khemet III is eager to acquire the *Praenomen*, both as a symbol of continuity between the Forthbringer dynasty and the dynasties of Ancient Osirion, and because of its obvious utility to a ruler. He would pay PCs well for its recovery. If the PCs acquired the *Praenomen* and instead dedicated it to a new master (whether another ruler or one of their number), the Ruby Prince would not take that well—particularly if the PCs were Osirian.

**Watery Grave:** To cover their tracks, the mercenaries who killed Envoy Wesefor ambushed her barge on a stretch of the Sphinx River known to be the hunting grounds of a large nest of hetkoshus. The hetkoshus' descendents hunt the area still, and eagerly attack any who venture into the water there. The *Praenomen* itself is guarded by Wesefor's ghost. Filled with incredulous rage at the temerity of hirelings to rebel against a pharaoh and believing all who serve a ruler other than Menedes XXVI to be traitors, this ghostly bard torments any who try to claim the *Praenomen*. If her own powers are insufficient to overwhelm the PCs, she attempts to lure them into range of the hetkoshus' attacks.





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## Ring of the Weary Sky

This gem in this heavy silver ring pulses with alternating flashes of red, green, blue, and white light.

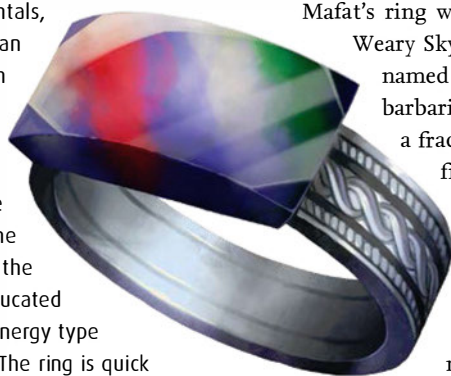
RING OF THE WEARY SKY		PRICE 14,800 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate abjuration and enchantment		
ALIGNMENT neutral		SENSES 30 ft.
INTELLIGENCE 12	WISDOM 10	CHARISMA 11 EGO 7
LANGUAGE empathy		

This ancient silver ring provides a measure of control over elemental creatures. The spirit of an ancient Jistkan elemental still echoes within the ring, issuing a sense of smug arrogance. The *Ring of the Weary Sky*'s special purpose is controlling or defeating elementals, and once per day the wearer can attempt to charm a creature with the elemental subtype (as *charm monster*, Will DC 15 negates).

Once per day, the ring can affect its wearer with *resist energy*. The ring uses this ability only when the wearer faces a hostile creature with the elemental subtype, making an educated guess about the most applicable energy type against which to ward its wearer. The ring is quick to provide this protection when the wearer tries but fails to charm an elemental creature, exuding a clear impression of patronizing disappointment.

CONSTRUCTION REQUIREMENTS	COST 7,400 GP
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Forge Ring, *charm monster*, *resist energy*



to plumb its secrets, they drew the attention of Ahriman, Lord of the Divs—a powerful force of destruction. Ahriman casually widened the planar rift to overwhelm the Citadel of the Weary Sky with elemental might. Acidic storms, fiery hurricanes, and massive hailstorms pounded the citadel. At the citadel's pinnacle, surrounded by the fierce unnatural storm, the arrogant Mafat challenged Ahriman directly. Ahriman met this hubris by blasting the wizard and encasing his corpse in a cocoon of glass. The elemental storm pulverized the citadel down to its foundations before dissipating. Mafat's corpse currently lies among the rubble of the citadel, buried beneath the deep desert sands of modern-day Rahadoum. Although the wizard is long dead, a fragment of his spirit resides within his prized ring.

Mafat's ring was recovered from the Citadel of the Weary Sky in 4712 AR by an Osirian Pathfinder named **Djoser Scouring-Sands** (N male human barbarian 8). Although the ring contains only a fraction of the prideful wizard's will, that fraction is sufficient to occasionally exert influence over the dimwitted barbarian. Djoser receives flashes of Jistkan history from the ring, as Mafat attempts to guide the barbarian to secret caches of Jistkan magic that might restore the wizard to life.

## Legacy

Whoever claims the *Ring of the Weary Sky* possesses a powerful tool to bind elemental creatures, making the relic a desirable trinket for many parties.

**Dust Daggers:** Unknown to Djoser and the Pathfinder Society, a cult of janni assassins called the Dust Daggers pursues the *Ring of the Weary Sky*. They consider Mafat Al-Hadeen an enemy of their ancestral genie clans, and they have learned of his spirit's kindling within the ring plundered from the Citadel of the Weary Sky. These secretive assassins pursue rumors of the ring's whereabouts, even stalking others (such as the PCs) who seek it. If the Dust Daggers obtain the *Ring of the Weary Sky*, they may simply destroy it to extinguish the last remnants of their ancient enemy, or they may interrogate Mafat's spirit to learn how to free the powerful, vengeful genies long imprisoned beneath Rahadoum's sands.

**On a Pathfinder's Hand:** The Pathfinder Society considers Djoser's possession of the *Ring of the Weary Sky* to be a boon, as they have been able to identify lost Jistkan ruins based on the barbarian's occasional visions. Djoser was last sighted leading a team of Pathfinders toward the headwaters of the Uta River in Rahadoum. Adventurers seeking to recover the ring from Djoser must also contend with his fellow Pathfinders, as well as three berserk flesh golems the Pathfinders inadvertently unearthed during their expedition.

## History

The Jaizun Citadel was one of several fortresses wherein conjurers and elementalists of the Jistka Imperium bound genies and other elemental creatures to fight in their war against the upstart nation of Osirion. The citadel was inadvertently constructed at a unique planar confluence; the mages there found elementals easy to summon and control, but their frequent use of elemental magic gradually wore through reality in the area. When the planar boundaries there finally gave way, the skies above the fortress opened into a planar rift roiling with unchecked elemental energy, occasionally raining stones and flames onto the citadel. Worse, previously reliable elemental magic became erratic and unpredictable beneath the rift. The Jistkan elementalists relocated to a more stable location, leaving behind a small cabal of elementalists to study the planar rift itself. These scholars renamed Jaizun Citadel the Citadel of the Weary Sky.

The leader of the remaining elementalists was a smug wizard named Mafat Al-Hadeen, whose signature possession was a ring he constructed to charm elemental creatures. As the elementalists prodded at the rift in order

## Ruby Skull of Chast

Covered with a bright red lacquer, this skull bears carvings of holy symbols and various intricate designs.

RUBY SKULL OF CHAST		PRICE 65,000 GP
SLOT none	CL 9th	WEIGHT 5 lbs.
AURA moderate evocation [good]		

This human skull covered in red lacquer bears a holy symbol of Pharasma. The area around the *Ruby Skull of Chast* is treated as though a *hallow* spell had been cast upon it, with the skull as the point of origin. Creatures that are lawful neutral or worship Pharasma gain the benefit of *death ward* while in the area of this effect. Despite its powerful effect, the *Ruby Skull of Chast* does not register to *detect good*, *detect magic*, or similar divination spells unless the caster of the divination succeeds at a DC 20 caster level check.

CONSTRUCTION REQUIREMENTS	COST 32,500 GP
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Craft Wondrous Item, *hallow*, *nondetection*

## History

Edric Chast was born into the aristocracy of Geb in 4660 AR. A prodigy of magic and politics, Chast quickly became a powerful necromancer and an influential political figure. His contemporaries found him to be affable and insightful. Although he lacked the cruelty often required for aristocratic life in Geb and preferred nimble human servants to clumsy undead chattel, Chast seemed likely to ascend to the ranks of the Blood Lords, the 60-member council of living and undead administrators governing all of Geb. Chast proposed several insightful pieces of legislation, particularly those improving the efficiency of living slaves, which garnered widespread support. In 4708, a rival of Chast's—a mohrg named **Vivix Longtongue** (NE female mohrg wizard 6)—made unsupported accusations that Chast was a traitor. When Chast's formidable political allies insisted on proof, Vivix took matters into her own claws and assaulted Chast's isolated manor with a small army of wights. Chast's few surviving servants described how Vivix slew Chast just as he obliterated the mohrg and her allies. Attempts to raise Chast as an undead creature failed, to the dismay of his admirers and allies.

In truth, Chast was a secret revolutionary working to change Geb society from within. In his twenties, Chast came across a copy of *The Bones Land in a Spiral*, the holy book of Pharasma, and became a convert to that illegal faith. Realizing that overt antagonism against the undead nation would be futile—as the crusading Knights of Ozem

had repeatedly shown—Chast used his considerable political influence to gradually reduce Geb's reliance on undead labor and encourage the use of living slaves. He envisioned a long-term political conversion of Geb into a nation ruled by and for the living, but Vivix's attack cut his plans short.

Chast's most valuable family heirloom was a red lacquered *darks skull* (*Pathfinder RPG Ultimate Equipment* 290) several generations old. Chast was appalled by the evil item, and he spent years meticulously transforming it into a symbol of his Pharasmin faith. Chast kept the skull magically concealed, knowing its powers would be considered treasonous.

## Legacy

The *Ruby Skull of Chast* is more than a powerful tool against the undead; it's a symbol of gradual but effective resistance against an oppressive regime.

**Chast's Secret Shrine:** Chast's isolated manor house outside of Mechitar remains unclaimed, as Chast's distant relatives are engaged in a protracted legal battle for the site. A few flesh golems and bone golems—creatures Chast used to mimic the undead guardians expected of a necromancer of his station—still patrol the grounds. Rumors persist that Chast hid valuable treasure within the manor, and though cursory divinations have revealed nothing, Chast's surviving servants might confide to trustworthy adventurers that the manor has a secret basement. Chast's cavernous secret cellar contains a shrine to Pharasma and the *Ruby Skull of Chast*. The shrine is guarded by a pair of iron golems and a trap designed to disintegrate those who do not worship the Lady of Graves.

**Revelation and Political Instability:** Chast's legacy and the *Ruby Skull of Chast* are particularly inspirational for Pharasmins and revolutionaries secretly operating within Geb's borders. If anyone were to publicly reveal Chast's history and nature, Arazni would demand the skull be destroyed and Chast's political allies eradicated. The Harlot Queen does not realize, however, how extensive Chast's political connections were—members of the aristocracy would publicly hurl accusations at each other while frantically destroying potentially incriminating documents and eliminating sympathizers, plunging the aristocracy into destructive paranoia. This chaos could well provide an opportunity for Geb's many enemies to strike.

**Secret Treasure:** No living person knows of the existence of the *Ruby Skull of Chast*. While exploring the Ebon Mausoleum on other business, however, the PCs might stumble upon Vivix Longtongue's notes in her abandoned office, and learn of her suspicions regarding Chast's icon of Pharasma.







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## Savith's Iron

This round iron shield is etched with concentric circles, between which are studs depicting human faces.

SAVITH'S IRON		PRICE 59,170 GP
SLOT none	CL 13th	WEIGHT 15 lbs.
AURA strong abjuration and transmutation		

This large iron shield acts as a +1 *animated light fortification heavy steel shield*. The shield's bearer is immune to poison, although poisons in effect before the shield is wielded still run their course. While *Savith's Iron* is wielded, poisoned attacks instead bolster the bearer: if the bearer is subjected by a foe to a poison that deals ability score damage, the bearer gains a +4 enhancement bonus to the ability score the poison would normally damage. This bonus lasts for 1 minute; each additional dose of the same poison extends the effect for 1 additional minute. The bearer can benefit from only one bonus at a time, but can choose to benefit from a new poison in place of an old one. For example, when the bearer of *Savith's Iron* is stung by a wyvern, she gains a +4 enhancement bonus to her Constitution score for 1 minute; if she then comes in contact with *terinav root*, she must to decide whether to maintain her Constitution bonus or swap it out for a +4 enhancement bonus to her Dexterity. *Savith's Iron* does not grant the wielder bonuses from poisons she takes willingly or those applied by an ally, and poisons that don't inflict ability score damage have no effect.

CONSTRUCTION REQUIREMENTS	COST 29,670 GP
Craft Magic Arms and Armor, <i>animate objects</i> , <i>limited wish</i> or <i>miracle</i> , <i>neutralize poison</i>	

## History

Among the legendary Azlanti generals, few are as famed as the hero Savith the Beheader. At the height of her influence, Savith declared her intention to take her people's generations-long war against the serpentfolk right to their fortress-city of Ilmurea. While Savith marshalled her armies and selected her armaments, a skilled artificer named Orlanc labored to create a shield that would render Savith immune to the poisons used by the serpentfolk and their monstrous beasts. Orlanc's skill surpassed even his own boasts: his shield, *Savith's Iron*, causes poison to empower, rather than debilitate, its bearer.

Savith stormed Ilmurea with her armies and led an elite strike force into the heart of the serpentfolk's city. *Savith's Iron* rendered the hero immune to Ydersius's threefold venom, but the god is as cunning as he is mighty. With a well-timed swipe, Ydersius disarmed Savith of her shield

and brought his poisonous fangs and toxic breath to bear. Savith survived the venomous onslaught long enough to behead Ydersius, plunging his head into a pool of lava and thrusting his body into a nearly bottomless pit to the Darklands, but she succumbed to the poison shortly thereafter. Neither Savith's followers nor her scattered serpentfolk enemies were able to recover *Savith's Iron* after the titanic battle, and both sides considered the shield permanently destroyed; it either burned in the lava into which Savith threw Ydersius's head or was crushed beneath his body as it fell back into the Darklands.

## Legacy

*Savith's Iron* is a mighty shield from the Age of Legends that transforms poisons into magical effects to bolster the shield's bearer.

**An Ancient People's Relic:** Savith's shield fell into the same pit into which, moments later, Savith would hurl Ydersius's headless body. The shield bounced into a small side-tunnel and plummeted into a dark lake in the deepest levels of Sekamina. The shield lay underwater for centuries, its powerful magic leeching into the water and slowly imparting a near immunity to poison to the lake's skum

population. The skum eventually discovered the shield, identified it as the origin of their poison resistance, and deemed it a holy relic. The tribe's greatest warrior, **Uthemtu Bonebreaker** (LE male skum fighter 7/stalwart defender<sup>APG</sup> 4), takes up the shield to defend their territory in times of great need, but always returns it to the lake. Uthemtu and the skum fight intruders alongside enormous, barely-domesticated eurypterids (*Pathfinder Adventure Path* #37 78).

**Fanatical Ire:** *Savith's Iron* stirs long-forgotten animosity within the serpentfolk. Perhaps because of the shield's presence during Ydersius's greatest defeat, worshipers of Ydersius automatically sense when *Savith's Iron* is within 1 mile. If the PCs recover the shield from the skum's isolated lake, they are suddenly beset by serpentfolk holy warriors seeking to destroy the shield and thus wipe away the stigma of their god's defeat. The greatest threat to the PCs is the zealous **Ssantha Velsk** (LE female serpentfolk<sup>B2</sup> warpriest<sup>ACG</sup> of Ydersius<sup>ISG</sup> 9) and her cadre of devotees, who ambush the PCs as they depart Sekamina.

**Tainted by Darkness:** To remove the serpentfolk's ability to sense *Savith's Iron*, the shield must be cleansed in Orlanc's foundry. This labyrinthine structure sprawls above and below the water in an Azlanti ruin in the Arcadian Ocean. Finding the site is only the first challenge, as the foundry is still populated by Orlanc's mithral golems (*Pathfinder RPG Bestiary* 2 139) and the spectral remains of various mages and smiths.



## Scepter of the Arclords

This ornate silver scepter is adorned with three blue, spherical gems, each resembling a half-closed eye.

SCEPTER OF THE ARCLORDS		PRICE 200,000 GP
SLOT none	CL 20th	WEIGHT 5 lbs.
AURA strong universal		

The *Scepter of the Arclords* is a powerful device capable of harvesting all the ambient magic from a large area and focusing it into a single powerful effect. Once per day the wielder can command the *Scepter of the Arclords* to duplicate any spell of 3rd level or lower. This automatically succeeds, but there is a 10% chance the wielder also gains a random minor spellblight (*Pathfinder RPG Ultimate Magic* 94).

Additionally, once per week the wielder can command the item to create any magic effect he desires. Roll d% to determine the effect of this command.

d%	Effect
01	The wielder gains a major spellblight ( <i>Ultimate Magic</i> 94). The GM may determine the spellblight randomly, or may design a custom spellblight based on the magic effect the wielder commanded the scepter to create. The DC to remove this spellblight (using the normal rules for eliminating spellblights) is 35 (or 40, if the target still has the <i>Scepter of the Arclords</i> in his possession), and isn't reduced with the passage of time.
02–05	The <i>Scepter</i> creates a permanently magic-dead area ( <i>Pathfinder Campaign Setting: Inner Sea Magic</i> 12) with a radius of d% × 100 feet.
06–10	The <i>Scepter</i> creates a permanent area of primal magic ( <i>Inner Sea Magic</i> 12) with a radius of d% × 100 feet.
11–80	The wielder's command is fulfilled with a <i>limited wish</i> . If a <i>limited wish</i> can't fulfill the command, the scepter comes as close to fulfilling it as a <i>limited wish</i> can (GM's discretion).
81–100	The wielder's command is fulfilled with a <i>wish</i> . If a <i>wish</i> can't fulfill the command, the scepter comes as close to fulfilling it as a <i>wish</i> can (GM's discretion). Additionally, one random creature of the outsider type learns the wielder has the scepter and just used it to gain a <i>wish</i> ; the nature of the <i>wish</i> and the location of the wielder aren't revealed. The GM secretly determines which outsider gains this knowledge.

The eye-like spheres on the *Scepter* sometimes swivel of their own accord, and although the *Scepter* isn't intelligent, it's capable of sliding on its own at a speed of 5 feet.

CONSTRUCTION REQUIREMENTS	COST 100,000 GP
Craft Rod, <i>limited wish</i> , <i>wish</i>	

## History

When Nex's territorial ambitions expanded his nation's borders to Geb's doorstep, a war began that continued for more than a millennium. Over the centuries, Geb and Nex developed increasingly powerful weapons—incantations capable of poisoning an entire city, armies of summoned creatures, and *wish*-powered genocides. One of Nex's uncompleted projects at the time of his disappearance in 576 AR was an ornate rod capable of channeling raw magic through its surroundings—a conduit intended to

power a tremendous attack against his necromancer rival. In the aftermath of Nex's disappearance, the Arclords of Nex claimed the potent device as one of their symbols of power.

Eventually known as the *Scepter of the Arclords*, the large rod accompanied the Arclords in their rise to power in Nex and their subsequent exile to Jalmeray.

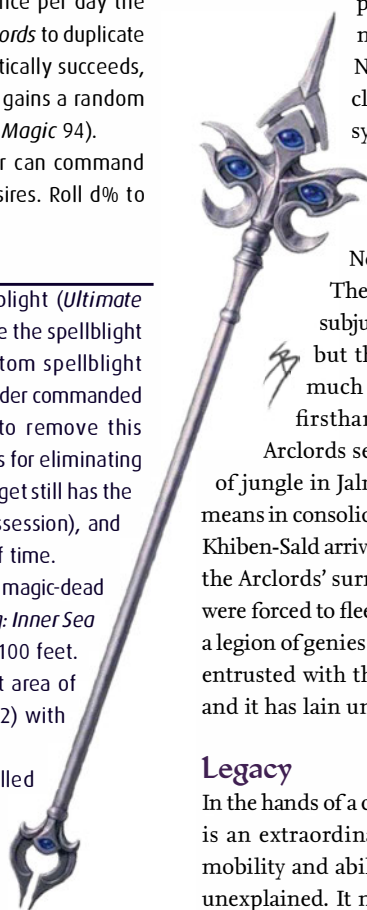
There they dared to employ the *Scepter* when subjugating the natives living on Kaina Katakka, but the massive upwelling of magic reduced much of the island to ash. Having witnessed firsthand the item's tremendous power, the Arclords sequestered the *Scepter* in a remote stretch of jungle in Jalmeray and employed more conventional means in consolidating their rule. When the descendants of Khiben-Sald arrived on the island in 2822 AR and demanded the Arclords' surrender, the arrogant wizards refused, but were forced to flee when their Vudrani assailants unleashed a legion of genies upon them. The attack killed the Arclords entrusted with the *Scepter's* whereabouts and capabilities, and it has lain undisturbed ever since.

## Legacy

In the hands of a capable spellcaster, the *Scepter of the Arclords* is an extraordinarily potent tool. The scepter's limited mobility and ability to perceive its surroundings remain unexplained. It may be that Nex can spy on the Arclords through the scepter or studies those who wield it to better know those wizards who might challenge him one day.

**Guarded by Magic:** The *Scepter of the Arclords* last appeared in public in 2755 AR as part of a state ceremony to reinforce the Arclords' rule of Jalmeray. The *Scepter* lies buried somewhere in southern Jalmeray—likely in the Segang Jungle. No doubt the Arclords left it guarded by dozens of traps and immortal guardians, such as the powerful golems for which Quantum is renowned.

**The Scepter's Blight:** Even casual use of the *Scepter* can scar the landscape for centuries, and if employed unchecked, it could ruin whole ecosystems and spawn entirely new Mana Wastes. Elementals, fey, and kami are particularly sensitive to the *Scepter's* power-gathering methods, and even using the *Scepter* a handful of times might cause such creatures to hunt the wielder for crimes against the natural world.







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## Silent Aviary

The cards of this well-worn harrow deck feature gorgeous illustrations of songbirds in place of the traditional illustrations.

SILENT AVIARY		PRICE
		195,000 GP
SLOT none	CL 20th	WEIGHT —
AURA strong (all schools)		

The *Silent Aviary* is a unique harrow deck that features beautiful artwork of songbirds on each card. Anyone who counts the cards while looking at the illustrated fronts sees that the deck has 54 cards. Counting the cards while looking at their backs, however, always produces a card count of 55. The mysterious 55th card is the accursed Cage.

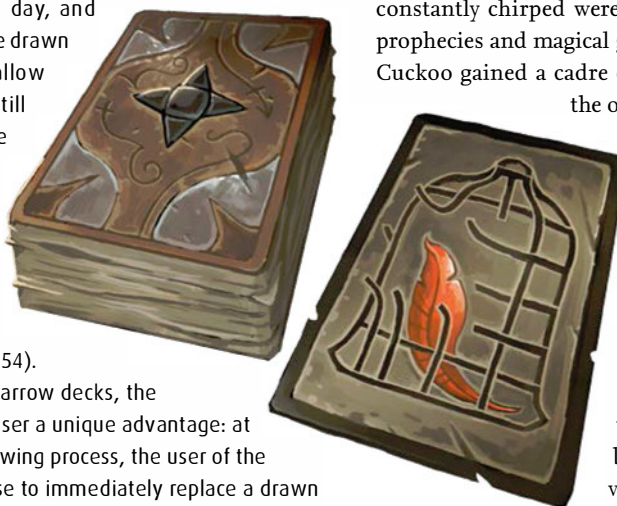
The *Silent Aviary* functions identically to a standard *Harrow Deck of Many Things* (*Pathfinder Campaign Setting: Artifacts and Legends* 24), except only a single character can draw from it each day, and only a single card can be drawn (although cards that allow or require redraws still function normally). The deck of many things from *Pathfinder RPG Ultimate Equipment* can be used to model it instead if preferred (though its total card count is 22 rather than 54).

However, unlike most harrow decks, the *Silent Aviary* offers its user a unique advantage: at any time during the drawing process, the user of the *Silent Aviary* may choose to immediately replace a drawn card. To do so, the user must simply utter a command phrase, put the rejected card back in the deck, and draw a new card to replace it. Only the effects of the replacement card are realized. However, every time a user rejects a card, he risks replacing it with the Cage card.

Every time a user utters the command phrase, he must attempt a DC 20 Will saving throw. If successful, the user replaces the rejected card as detailed above. However, if he fails the Will saving throw, the replacement card automatically comes up as the Cage. In this instance, the user is sucked into the card, as if she had fallen into a *bag of holding*. The user is then trapped in an extradimensional space that contains 250 cubic feet of space, 24 hours worth of breathable air, and over a dozen corpses.

A creature trapped in the Cage can escape by using either *plane shift* or *freedom*. If the *Silent Aviary* is destroyed or disenchanting while a creature is trapped in the Cage, the extradimensional space is immediately and permanently sealed, and becomes impossible to escape except with a *miracle* or *wish*.

CONSTRUCTION REQUIREMENTS	COST 97,500 GP
Craft Wondrous Item, <i>plane shift</i> , <i>wish</i>	



## History

The *Silent Aviary* was created several decades ago by an oracle from the small town of Cesca in eastern Ustalav. The solitary diviner was known locally as Lady Cuckoo, both for her eccentric manner and her obsession with birds. To many in Cesca, Lady Cuckoo appeared quite mad. The ancient woman lived in a rundown clapboard cottage on the edge of town, surrounded by hundreds of handmade birdhouses and the incessant chirping of countless songbirds. Some of the more superstitious locals even muttered that the old recluse was secretly part harpy, and that she soared on filthy corvid wings under the cloak of night.

Despite the rumors, the more open-minded of Cesca's population knew the truth about Lady Cuckoo: the old woman was a powerful oracle and a gifted harrower. Those willing to unravel the enigmatic riddles that Lady Cuckoo constantly chirped were often rewarded with unerring prophecies and magical gifts. Through the decades, Lady Cuckoo gained a cadre of such loyal patrons who kept the old woman in comfort and health in exchange for her unusual brand of wisdom.

One autumn day, Lady Cuckoo simply vanished. Those inquiring after her found her possessions all intact, but her songbirds uncared for. Lying her dining table was the *Silent Aviary*. Many have owned the unique harrow deck since, but the tendency of its users to vanish into thin air has prompted the townsfolk of Cesca to shun it.

## Legacy

The *Silent Aviary* is still in the superstitious town of Cesca, waiting to be rediscovered by a diviner with sufficient talent to control its awesome power.

**Resting Place:** Though only a few know for sure where the deck currently rests (see below), local rumors persist. Some think the deck is buried somewhere in the ruins of nearby Castle Azurti. Others claim that it's hidden in the attic of Riverwine Manor, home to the mayor and his family. Still others believe it to be buried somewhere on the now-overgrown property of the vanished Lady Cuckoo.

**Town Secret:** The *Silent Aviary* has entombed a dozen of Cesca's would-be diviners in the past decade. Once the town leaders discovered the source of the disappearances, they hid the harrow deck, intending for it to remain forever locked away. Only a few of Cesca's higher-ups know the current location of the *Silent Aviary*, and they're sworn to secrecy. Any renewed inquiry into its whereabouts, especially by outsiders, is likely to be met with suspicious hostility by the local elite.

## Songs of Shazathared

This lengthy papyrus scroll appears ancient, but it contains clear writing in looping, ornate script and florid images in vivid colors.

### SONGS OF SHAZATHARED

PRICE 11,000 GP  
WEIGHT 4 lbs.

Nearly 50 ancient tales and songs have been collected on this long scroll. Contrasting with the obvious antiquity of the papyrus, the illuminated images are vivid and the writing is clear (though occasionally difficult to decipher due to elaborate embellishments), as the inks used were infused with *unquent of timelessness*.

This folio is the most complete extant collection of poems by the legendary marid bard Shazathared. Most of the poems recount the binding of Rovagug by the gods and the fates of his terrible spawn, but several pieces, told from the point of view of a genie princess, speak of defending the princess's home and allies against bandit-kings, tempests, and evil magic. A bard with access to a complete copy of these poems can learn the defensive songs in the folio as the masterpiece presented below by paying the normal masterpiece cost (*Pathfinder RPG Ultimate Magic* 21).

## Ballad of the Warding Princess (Oratory, Sing)

The words of your poem weave around your allies and deflect attacks.

**Prerequisite:** Perform (oratory) or Perform (sing) 10 ranks.

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

**Effect:** The soothing words of this ballad tell of a benevolent genie princess and the shelter she extended to her allies from mundane and magical depredations. The refrain seems to hang in the air each time it is repeated. When you complete the performance, the words whirl around you like an invisible cloying buffer for the next 10 minutes, reducing your base movement to half your normal speed but providing you with soft cover against all attacks.

You can additionally affect up to one willing creature per bard level within 30 feet of you with this masterpiece, but you must expend 1 round of bardic performance for each creature other than yourself to receive the cloying buffer. Creatures that leave the area lose this bonus, and do not regain it by moving back within the area.

**Use:** 5 bardic performance rounds, +1 round per additional creature affected.

**Action:** 1 minute.

## History

Many legends tell of the marid bard Shazathared, captured by the evil efreet Jhavhul and forced to serve him as taleteller in the City of Brass. Although Shazathared

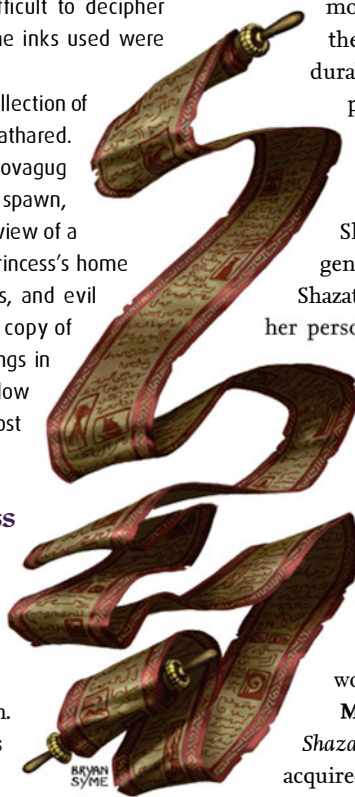
believed she was spinning her tales privately to Jhavhul, the efreeti's imprisonment of a legendary tale-spinner was no secret. Many of Shazathared's tales were overheard, either by cautious eavesdroppers or scrying mages.

Fortunate collectors may possess a standard anthology of a dozen of Shazathared's tales (*Pathfinder Adventure Path* #21 61), but the most comprehensive collection contains nearly 50 tales, poems, and songs. In 4130 AR, an Osirian scribe named Neptheta chronicled Shazathared's most compelling works and compiled them into a beautiful folio with the most durable inks she could procure. Neptheta was particularly interested in works that hinted at Shazathared's life before her capture, when she lived as a princess in a desert region similar to ancient Katapesh. There, Shazathared protected her people from evil genies, bandit armies, and supernatural storms. Shazathared was loath to express too much of her personal history to her captor, which is why a collection that focuses on her earlier life is so rare. Neptheta planned to produce several copies of this premier collection, but she fell gravely ill and died having produced only a single copy.

## Legacy

Obtaining the comprehensive compilation of the *Songs of Shazathared* is a goal of bards, genie binders, and storytellers the world over.

**Murdered Bookseller:** Neptheta's *Songs of Shazathared* recently appeared in a collection acquired by a bibliophile in Egorian named Valendar Inkstain. Valendar was negotiating sale of the piece to the loquacious diva of the Warius Opera House, Maestro Quendle Strikrunner, but Valendar was found robbed and murdered outside the opera house. The folio's discovery had been circulated only among a small group of artists, so Maestro Quendle seeks outside agents to investigate her list of suspects, which includes her chief competitors in the Egorian performance scene: the erinyes composer Elspeth Crimsonwing of the Songwright's Rookery; an unusually dour cleric of Shelyn named Evnezell Dhath of the Egorian Palace of Arts; and Aulo Showmaster, the unctuous owner of the Glimmering Theater. In truth, none of these suspects are guilty—canny investigators may learn that a disguised contract devil (*Pathfinder RPG Bestiary* 3 76) named Arctactithion had asked each suspect about unique masterpieces. Arctactithion has the *Songs of Shazathared* in his lair above a bustling clerks' office, where he has arranged to exchange it for the soul of one of Maestro Quendle's much-abused proteges. This student, **Arkrin Deblic** (NE male human bard 10), craves a unique masterpiece so he can eclipse the tempestuous maestro.







## Soul Jar

A roiling apparition silently wails from within this glass jar, whose lid is secured by six small chains.

SOUL JAR		PRICE 5,000 GP
SLOT none	CL 15th	WEIGHT 2 lbs.
AURA strong necromancy		

An empty *soul jar* can be used to contain a soul that has been successfully trapped in a black sapphire via *soul bind* by holding the gemstone against the *soul jar*'s lid for 1 full round. This action transfers the soul in the gem to the *soul jar* (which can hold the soul of a creature of up to 20 Hit Dice), leaving the black sapphire unharmed and empty of souls 50% of the time. The rest of the time, transferring the soul from gem to jar shatters the black sapphire. A creature that can use *soul bind* as a spell-like ability (and thus does not use a focus) can automatically place a captured soul in a held *soul jar* as the spell-like ability is used. A soul in a *soul jar* cannot travel to the Boneyard to be judged, but can be restored to life via *resurrection* or more powerful magic. A *soul jar* can contain only one soul at a time. *Soul jars* are fragile (hardness 1, hp 10); if a *soul jar* is broken, the soul held within immediately escapes to the Boneyard.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>soul bind</i>	

## History

Many planar historians and arcane philosophers theorize that early generations of daemons and night hags developed the soul trade in parallel with one another's needs. By this reckoning, the first daemons consumed souls and gained power from them, but in doing so they also fueled their hunger for more. In turn, the night hags surmised from the daemons' behavior how souls could serve both as food and as material components for powerful spells. The hags struggled to supply the growing daemoniac demand, for transferring a valuable soul required delicate handling of a heartstone or a gemstone worth a king's ransom. Their answer was to develop a receptacle capable of holding a fresh soul, despite souls' natural inclination to travel to the Boneyard with all speed. Although credit for the invention goes to a night hag, it's unclear which one created the first *soul jar*. Most hags attribute the invention to Alazhra the Dream Eater, the creatures' semi-divine patron, though they might make this claim out of deference to the powerful outsider.

## Legacy

Using a *soul jar*, whether to trap or to extinguish a soul, comes with heavy consequences. Likewise, wielders of these powerful items make formidable foes or valuable allies.

**Dark Valkyrie:** The warrior priestess **Irnyi** (CE female human cleric of Szuriel<sup>15G</sup> 7/fighter 1) masquerades as a cleric of Gorum, and she is familiar to many of the Ulfen captains in Bildt. She joins as many raiding parties as she can, acting as a healer and chaplain on the voyage. In battle, she reaps as many souls as she saves, stowing her victims in a trio of *soul jars* that she keeps well hidden. Irnyi makes a point of decapitating those whose souls she harvests, claiming that she is whispering the last rites to the fallen before sending them to the afterlife.

**Slave Reaper:** Stonespire Island is best known for the Okeno slave trade, but several merchants have begun purchasing the least desirable shipments—the physically weak and especially rebellious. Rather than sell these slaves in other ports, this consortium sacrifices their acquisitions in order to harvest the souls, which they store in *soul jars*. They then ship the jars to Katapesh, where there is a growing market for these illicit goods.

**Soul Artist:** Operating out of Mechitar, the devourer Agraboshal travels far and wide, searching for perfect souls that he might coax into new

bodies to create strange new undead. He has learned to transfer souls he trapped in his body into *soul jars* for later use, and those he considers inferior instead fuel his spell-like abilities. Geb's upper crust have embraced Agraboshal's creations as high art, and several Blood Lords have spent considerable sums to acquire the devourer's works.

**Soul Beacon:** A *soul jar* attracts the attention of a wide range of creatures, such as night hags who identify the bearer as a possible buyer of similar merchandise, daemons who wish to consume the jar's contents, psychopomps intent on freeing bound souls (and punishing anyone who keeps a soul from receiving Pharasma's judgment), and good-aligned outsiders. Most mortals—including many evil-aligned people—respond to the soul trade and its paraphernalia with disgust.

**Temptation's Lure:** Access to a *soul jar* is a powerful temptation for many spellcasters, for soul-infused magic is powerful indeed. Under special circumstances, trapping a soul is a necessary step to keep a criminal from causing greater harm; however, extinguishing such a trapped soul is a heinous act, even if the soul belonged to a fiend. The alignment of spellcasters who trap and employ souls quickly shifts to evil.



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## Talmandor Blade

The crossguard of this silver blade is the stylized image of a pair of feather-browed eyes. The glass pommel refracts light like a prism.

TALMANDOR BLADE		PRICE
		58,615 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration, conjuration, and evocation		
CONSTRUCTION REQUIREMENTS		COST 29,465 GP

This +2 holy mithral longsword continually sheds light as the spell. While wielded, the *Talmandor Blade* grants the wielder low-light vision (or darkvision 60 feet, if the wielder already has low-light vision) and a +4 bonus on Perception checks. Additionally, the sword grants a +4 sacred bonus on saving throws against paralysis and petrification spells and effects.

Craft Arms and Armor, *darkvision*, *holy smite*, *stone to flesh*, creator must be good

## History

Many weapons on Golarion are rumored to have celestial origins, but the *Talmandor Blade* is a weapon about which the rumors are undeniably true. The avoral (*Pathfinder Bestiary* 2 16) Talmandor wore the sword when he advised King Cullaim II in 4600 AR regarding the formation of the Eagle Knights, and held the blade aloft on the Field of Concord when he warned of the rise of House Thrune in 4631 AR. In more recent appearances, however, Talmandor has not carried the distinctive weapon.

Talmandor no longer has his blade because he gifted it to a mortal hero who lost it through hubris. In 4697 AR, hordes of goblins emerged from the Chitterwood in Andoran's neighboring state of Isger. The Eagle Knights rushed to aid their neighbor to stem the goblin tide. One of the bravest Eagle Knights, a paladin named Calidia Surmethian, knelt in prayer to beseech Talmandor's aid. She called for the avoral to provide her with his famed blade in order to fight the goblin hordes. Talmandor appeared before Calidia, holding out the glassy hilt of his sword, and told her she had earned the right to ask a boon. But he warned her he foresaw that if she took up his blade, she would never have cause to use it, and when she needed it most, it would not be by her side. Putting the needs of others before herself, Calidia took the sword and swore to put it to good use before fate claimed her.

Calidia's performance in the Goblinblood Wars was always ill timed. Either she arrived at a battle much too late to see any fighting or much too early, giving the hobgoblin commanders the opportunity to avoid a direct engagement. As the war progressed, Calidia's frustration grew. Other groups that had rushed to Isger's aid (such as Druman mercenary companies and the relentless Hellknights of Cheliaz) saw intense fighting and, in Calidia's view,

unfair opportunities for glory. Calidia sought out Lictor Resarc Ountor, leader of the Hellknight Order of the God Claw. Calidia offered to forsake the Eagle Knights and join the Hellknights if Lictor Ountor could put her in the thick of the fighting. Ountor agreed, but insisted that Calidia set aside her avoral-granted blade, leaving it in his care; it would only distract her, he claimed, from devotion to the God Claw.

In Calidia's first battle wearing the distinctive black Hellknight plate, she was lured away from the fighting by goblin skirmishers and murdered by a bugbear assassin, a fate that she would have avoided had she never accepted the sword, as she would have been unable to buy her way into the God Claw. In the end, Talmandor's prediction was accurate, and no Andoren has seen the blade since Calidia's fateful bargain with Ountor.

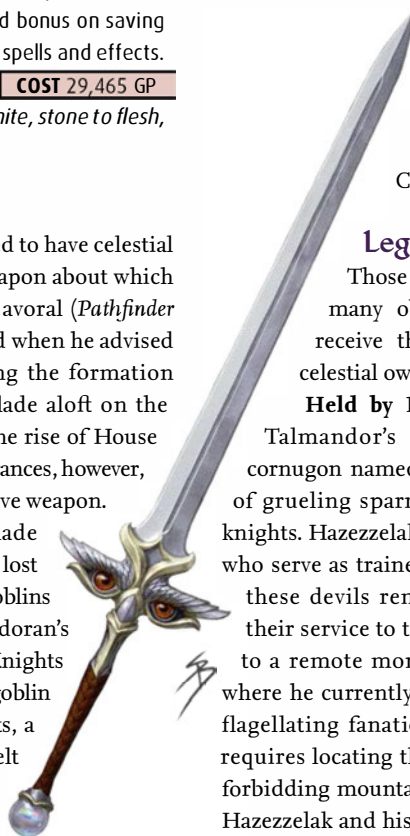
## Legacy

Those who seek the *Talmandor Blade* face many obstacles, but they may occasionally receive the subtle assistance of the sword's celestial owner.

**Held by Devils:** Lictor Ountor didn't keep Talmandor's sword for long, but gave it to a cornugon named Hazezzelak as payment for a series of grueling sparring sessions to challenge Ountor's knights. Hazezzelak provided a contingent of hamatulas who serve as trainers in Citadel Dinyar to this day, and these devils remember the transaction that led to their service to the Hellknights. Hazezzelak retreated to a remote monastery in the Menador Mountains, where he currently oversees an apocalyptic cult of self-flagellating fanatics. Recovering the *Talmandor Blade* requires locating this hidden monastery, ascending the forbidding mountain on which it stands, and assaulting Hazezzelak and his coterie of crazed devotees.

**Hellknight Property:** The recovery of the *Talmandor Blade* could lead to tension with the Hellknights. Should Hazezzelak lose it, the Order of the God Claw would see ownership of the blade revert to them and insist it returned to Citadel Dinyar. Failure to mark any who wield the blade as thieves and lawbreakers in the eyes of the Hellknights, deserving only swift, merciless justice.

**Talmandor's Aid:** Heroes determined to recover the *Talmandor Blade* might enjoy occasional assistance from Talmandor himself. The avoral is curiously circumspect in providing overt assistance in recovering the sword, however, and Talmandor's assistance is limited to aid that might seem coincidental or serendipitous to the beneficiary: the arrival of a friendly giant eagle when in the Menador Mountains, a rockslide conveniently timed to block Hellknight pursuit, or a passing traveling merchant having just the item in stock to meet the seekers' needs.







## Tigress's Strand

This long, vicious-looking bullwhip is made of a yellowed, silky material. Sharp claws protrude along its length.

TIGRESS'S STRAND		PRICE 18,305 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		
CONSTRUCTION REQUIREMENTS		COST 9,305 GP

Craft Arms and Armor, cat's grace, web

## History

Life in the Realm of the Mammoth Lords is harsh, and when Gorga Firekeeper's only daughter—an 8-year-old girl named Miria—became lost in the dangerous valley called Poisonkarst, her tribe abandoned the girl and moved on. Poisonkarst was known to be the hunting ground of fierce saber-tooth tigers and stranger creatures, so the girl surely could not survive there alone. Still, Gorga clung to hope even as her tribe continued their nomadic journey.

Though filled with dangerous creatures, Poisonkarst wasn't wholly shunned by the Kellid people. The warriors of the Jawtaker tribe regularly raided the dangerous valley to prove their worth. On one of these raids, the Jawtaker warriors attacked a small aranea<sup>B2</sup> colony and inadvertently left one of the arachnid shapeshifters, a young female, alive. She stumbled out of Poisonkarst and into Gorga's tribe, which had come back to the edge of Poisonkarst as part of their annual migration. In her humanoid form, the teenaged aranea bore a passing resemblance to little Miria, lost a decade before, and Gorga was quick to assert that the girl was her daughter. Knowing that her survival was at stake, the aranea gave a clumsy account of being adopted by the tigers of Poisonkarst for the past several years. Eager to have their kin back among them, the tribe ascribed Miria's incongruous behavior to her life among the beasts and gave her the nickname Tigress.

Tigress worked to adapt to Kellid life, certain that revealing her true form would mean losing her new family. Clumsy with traditional Kellid weaponry, Tigress left her tribe long enough to "discover" some rare silks, which she fashioned into a sturdy whip. Tigress claimed she had taught herself how to locate the rare material while

living in Poisonkarst; in truth, Tigress used silk from her own spinneret glands and enchanted the whip with her own magic. When she proved her whip the equal of any Kellid war-club—and studded it with claws and teeth—her tribemates ceased teasing her about using *Tigress's Strand*.

Tigress's tribe encountered the Jawtakers the following spring at a large communal hot spring. Recognizing the warriors that had killed her colony, Tigress immediately challenged them to ritual combat. When she defeated one after another with her natural reflexes and darting whip—subtly aided by the magic she had kept secret from her tribe—the Jawtakers swore to follow Tigress as their leader. Tigress combined the two tribes into a single following, called the Karstlash. Other tribes have joined the Karstlash under Tigress's even-tempered leadership as the rumors of her legendary whip and astonishing reflexes spread.

Despite its growing size, the Karstlash is one of the smaller followings in the Realm of the Mammoth Lords and must strive against other followings for the land's scarce resources. Like many Kellid followings, the Karstlash view outsiders as intruders who are best plundered or driven away.

## Legacy

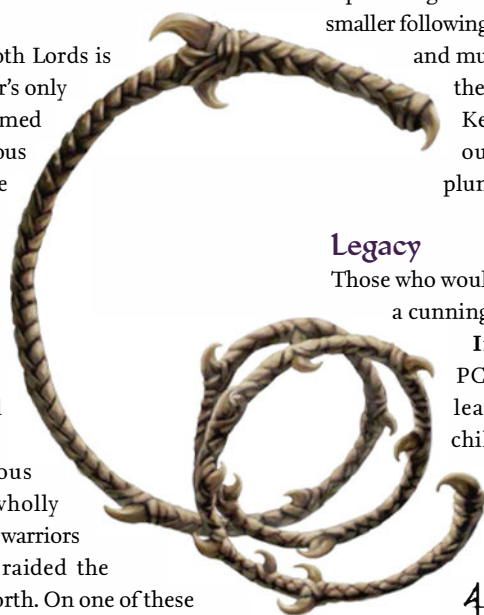
Those who would gain *Tigress's Strand* must overcome a cunning chieftain and her many followers.

**Investigating Poisonkarst:** The PCs might investigate Poisonkarst to learn about Tigress's near-mythical childhood. Poisonkarst is inhospitable, containing frost-lined sinkholes, surly aurochs, and sunken hollows where saber-toothed tigers dwell.

Determined investigators can find the abandoned home of Tigress's aranea colony, preserved because of its sturdy construction, at the center of a large grove of stunted pines. There, the bodies of the aranea, preserved by the cold—and their silken tools, reminiscent of *Tigress's Strand*—provide a clue to the mythical chieftain's true nature.

**Secret Monster:** None in the Karstlash know that Tigress is a shapeshifter, or that she uses magic. Revelation of Tigress's true nature would throw the tribes into stunned confusion. Tigress would go to great lengths—even murder—to avoid losing her only family.

**Symbol of Rulership:** The Karstlash recognizes Tigress's unique whip as an icon of their following and the symbol of Tigress's authority. Scholars or treasure-seekers attempting to investigate—or worse, to steal—*Tigress's Strand* find hardy warriors eager to protect it. Although **Tigress** (N female aranea<sup>B2</sup> rogue 4) doesn't enjoy combat, her role as leader often propels her into single combat with swaggering challengers and dangerous creatures.



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## Trailwalker

This long, bladed scarf is a patchwork affair with brightly colored patterns reminiscent of ornate symbols and looping cursive letters.

TRAILWALKER		PRICE 40,372 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate conjuration		

This +1 mithral bladed scarf (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290) is unusually long and ornate, patched and expanded over several generations into a garish collection of colors and stitching in the shapes of Varisian names and stylized map icons. Because of its extra length and magically enhanced balance and accuracy, when the wielder makes a full attack with *Trailwalker*, he can strike foes with it as if the item had the reach quality and still attack opponents adjacent to the wielder. This doesn't expand the wielder's reach for any attacks beyond those made as part of the full attack (such as attacks of opportunity).

Once per day as a standard action, *Trailwalker's* wielder can whirl the scarf through the air and teleport as though using *dimension door*. The wielder can't transport other creatures with this ability. If this ability is used to take the wielder from one spot on a road or trail to another spot on that or a connected road or trail (even if the connection is lengthy or indirect), this is a move action instead.

CONSTRUCTION REQUIREMENTS	COST 20,842 GP
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Craft Magic Arms and Armor, *dimension door*

## History

The Varisian fondness for scarves is well known, but few outside the culture truly understand the meaning and variety of their shawls. Bladed scarves are used as secret weapons; sometimes they're finely made, but generally they're as disposable as a cheap dagger. Kapenia scarves, on the other hand, have intricate embroideries that tell family histories. Kapenias are highly prized and worn only for certain ceremonies. Some Varisians believe that kapenias make the most subtle bladed scarves, for few would expect a Varisian to risk a family heirloom to the hazards of combat.

Even among the restless Varisians, the Vasilescu family was famously far-ranging. Two centuries ago, two Vasilescu brothers—Claudiu and Milosh—led their clan in a desperate flight away from rampaging werewolves in Ustalav, inadvertently leading their kin into a haunted section of the Shudderwood. In the forest, every path seemed to turn back on itself and escape

seemed impossible. Worse, Claudiu had been wounded by one of the werewolves and showed signs of rapid infection.

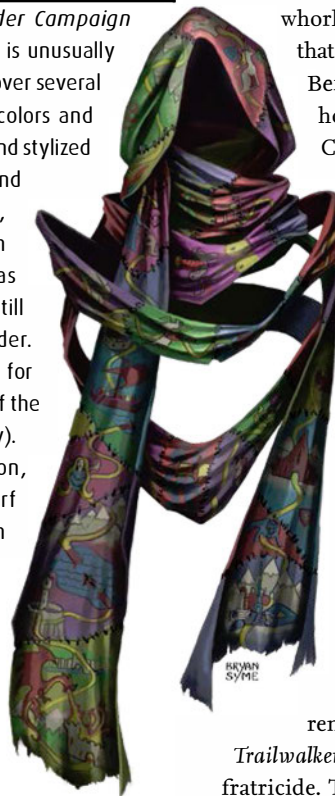
The Vasilescus beseeched their fortune-teller, Yren, for guidance. She consulted her tea leaves and made an odd request: she asked to see Claudiu's kapenia. Milosh retrieved his brother's scarf, surprised to find that Claudiu had some time ago lined it with a mithral blade, transforming the colorful kapenia into a secret weapon. In the intricate whorls of Claudiu's kapenia, Yren traced the path that would free the family from the haunted forest. Before they could walk the path to freedom, however, the bestial change finally overtook Claudiu. With tears in his eyes, Milosh slew his now-lycanthropic brother with Claudiu's own scarf. To honor his brother, Milosh added Claudiu's fate to the story of the scarf by adding a few inches cut from his own kapenia. Milosh bequeathed the bladed scarf to Claudiu's infant daughter, who, in her time, added further to it and passed it to her grandson. The bladed kapenia has been passed down among the Vasilescus for generations, their esteem imbuing it with little-understood Varisian magic.

## Legacy

*Trailwalker* bears the history of a wide-spread Varisian family, but the weapon lies under the shadow of a long-dormant curse.

**Lycanthrope Lure:** Although the Vasilescus remember Milosh as a hero who saved his family, *Trailwalker* remains stained with a curse due to his fratricide. The bladed scarf acts as a subtle beacon for lycanthropes, who can smell the acrid tang of old blood on it from miles away. By chance, the aimless path of the Vasilescu family hadn't taken them near the Shudderwood until recently, but the family is currently camped along a well-used trail within sight of that vast wood.

**Vengeful Curse:** Traveling PCs might meet the gregarious Vasilescu matriarch, Petra, at the border of the Shudderwood one evening. Petra invites friendly PCs to watch the dances commemorating the harrowing tale of Claudiu, Milosh, and Yren. Frenzied lycanthropes (human werewolf barbarian 4) make a surprise attack on the camp, and the family flees into a sheltering spur of the Shudderwood. If the PCs defend the family, the Varisians urge the PCs to follow them to safety, but doing so traps the PCs in the wood along with the Vasilescus, and each path seems to double back deeper into the wood. Petra invites scrutiny of *Trailwalker* to find an exit, just as in her ancestors' tale. Deciphering the map-like symbols leads not to escape, but to a blood-soaked den of werewolves and dire wolves led by the vengeful spirit of **Claudiu** (LE male human ghost rogue 10). If the PCs save the Varisians from this trap, the grateful wanderers will weave heroic accolades of the PCs into a new section to *Trailwalker*.







## Introduction

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### Traitor's Blade

*This dagger is at once savage and superb—a wolf's head glares from the steel blade, and the hilt is crafted of bone and ruby.*

TRAITOR'S BLADE		PRICE
		78,302 GP
SLOT none	CL 15th	WEIGHT 1 lb.
AURA strong necromancy		

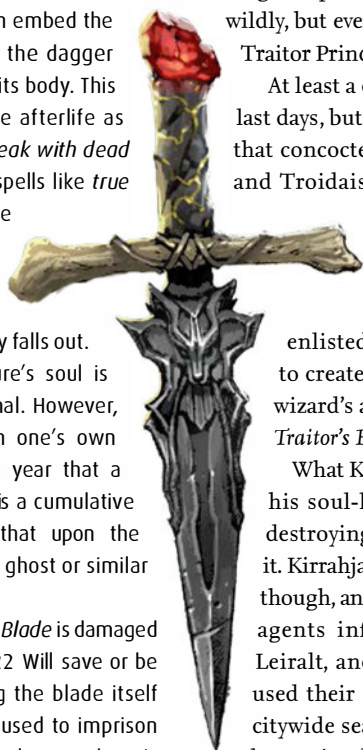
If this +2 *ghost touch* dagger is used to reduce a creature to fewer than 0 hit points, the wielder can embed the dagger in the corpse. Once embedded, the dagger imprisons the slain creature's soul within its body. This prevents its spirit from passing onto the afterlife as normal, and so prevents spells such as *speak with dead* and *resurrection* from functioning. Even spells like *true resurrection* or *wish* used to communicate with the spirit of the corpse cannot function while the blade is embedded.

*Traitor's Blade* can be removed from a body as a standard action, but never simply falls out.

If the dagger is removed, the creature's soul is freed and can be restored to life as normal. However, the experience of being trapped within one's own corpse is especially traumatic. For each year that a spirit is trapped by *Traitor's Blade*, there is a cumulative 1% chance (to a maximum of 50%) that upon the dagger's removal, the spirit emerges as a ghost or similar incorporeal undead.

If an undead creature created by *Traitor's Blade* is damaged by the weapon, it must succeed at a DC 22 Will save or be affected as the spell *trap the soul* (using the blade itself as the container). The dagger cannot be used to imprison any other spirit—in a corpse or in itself—so long as there is a spirit within the blade. The dagger's wielder can release an undead creature from the dagger as a full-round action.

CONSTRUCTION REQUIREMENTS	COST 39,302 GP
Craft Magic Arms and Armor, <i>plane shift</i> , <i>trap the soul</i>	



to do what he felt only a prince of Ustalav could do: dissolve the Ustalavic nobility.

Inspired by the revolutionary writings spreading in the south, Leiralt sought to give his nation back to its people, decapitating its mad political hydra and ending his own dynasty along with it. Unfortunately, as the day of his coronation approached, Leiralt's prudence and discretion waned, and his vision of an egalitarian Ustalav was soon being whispered of throughout the court. Accusations flew wildly, but even as Leiralt's court condemned him as the Traitor Prince, plans for his coronation marched on.

At least a dozen conspiracies were hatched in those last days, but none were more bluntly murderous than that concocted by the Ferendri, Geirais, Halboncrant, and Troidais families. Convinced that death would be insufficient to quash Leiralt and his ruinous naivete, the conspirators sought assurances that neither the prince nor his ideas could ever be reborn. They enlisted the famed wizard-showman Kirrahjah to create a weapon that would destroy a soul. The wizard's answer was the dagger the nobles dubbed *Traitor's Blade*.

What Kirrahjah never told his employers was that his soul-killing weapon was a fraud: rather than destroying the victim's spirit, it merely imprisoned it. Kirrahjah's patrons did not uncover this falsehood, though, and one bloody night, the murderous nobles' agents infiltrated Stagcrown Palace, kidnapped Leiralt, and in the shadows of the royal cemetery used their foul weapon to end his life. A sham of a citywide search followed, but Leiralt's fate was never determined. Leiralt's sister Maraet—who would infamously slaughter thousands of Sarkorians during her reign—took the throne soon after.

But Leiralt's vision of an Ustalav reborn refused to decay within its prison of bones, and his soul still plots today.

### History

One of nine killing devices crafted by Kirrahjah, the Daemon in Disguise, *Traitor's Blade* exists to end princes. Thus far, it has succeeded in its design.

The prince of Ustalav looms over the nation like the sole sated head of some voracious hydra, an image of grim pride and purpose. Beneath the ruler, though, the countless members of the viperous nobility squabble over petty and competing goals, poisoning all hope of social progress. This was the case even a century ago when Leiralt Ordranti prepared to assume the throne currently held by his father, Prince Knoldaman Ordranti.

Raised at Ardis's royal court, Leiralt came to rightly mistrust the nation's noble families. As Prince Knoldaman's countless infirmities deepened into true sickness, Leiralt came to blame the land's scheming bureaucrats for slowly murdering his father. Quietly, he began gathering support

### Legacy

Not just the weapon, but the soul it bears, makes *Traitor's Blade* a grim relic of delayed revenge.

**Prince of Ardis:** *Traitor's Blade* was recently recovered, and for a time, Leiralt was released. His vengeful ghost put an end to the modern heads of the Ferendri, Geirais, and Halboncrant families before being trapped again within the dagger (see *Pathfinder Tales: Guilty Blood*). *Traitor's Blade* now rests either in the collection of author and retired Pathfinder Ailson Kindler or in the hands of her associates.

**Prince of Rebels:** The spirit of Prince Leiralt doesn't rest easy. Although distracted by revenge, he still seeks to topple the nobility of Ustalav. This might make him an unusual but effective ally, figurehead, or leader for radicals throughout the nation. Those who conspire with the Traitor Prince, though, are likely to discover that decades of undeath and imprisonment have made him quite unmerciful.

## Wayfinder of Many Paths

This wayfinder has a spiral of stars at the center of its compass, and its housing is decorated with images of doors.

WAYFINDER OF MANY PATHS		PRICE 57,750 GP
SLOT none	CL 18th	WEIGHT 1 lb.
AURA strong conjuration		

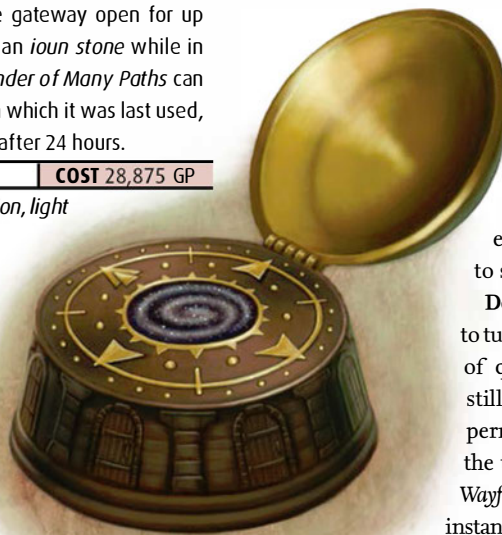
The *Wayfinder of Many Paths* behaves like a normal *wayfinder* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 299), allowing it to shine (as the *light* spell) on command and granting its user a +2 circumstance bonus on Survival checks to avoid getting lost. It has a small indentation designed to hold a single *ioun stone*, and when an *ioun stone* is placed within, the owner of the *wayfinder* gains the stone's normal benefits as if it were orbiting his head.

Once per day on command, a *Wayfinder of Many Paths* with an implanted *ioun stone* can be used to create a 5- to 20-foot-diameter gateway, similar to the spell *gate*. The exact destination depends on the type of *ioun stone* slotted into the *wayfinder*; *ioun stones* of the same type always lead to the same location. The gateway remains open for up to 18 rounds, but the user can drain the socketed *ioun stone*, rendering it dull gray and powerless, to keep the gateway open for up to 18 additional rounds. If fitted with an *ioun stone* while in that stone's attuned location, a *Wayfinder of Many Paths* can open a gateway back to the location in which it was last used, allowing its user to make a return trip after 24 hours.

CONSTRUCTION REQUIREMENTS	COST 28,875 GP
Craft Wondrous Item, <i>gate</i> , <i>know direction</i> , <i>light</i>	

## History

Since the first decades of its existence, the Pathfinder Society has used the *wayfinder* as its badge of office. Early Pathfinders reverse-engineered the technology from ancient Azlanti magic, and these innovators soon began creating variants that could tap into the resonance of *ioun stones* in different ways. One such curiosity is the *Wayfinder of Many Paths*, a *wayfinder* with the remarkable ability to create gateways on command to certain archaeological sites for easy exploration and recovery of treasures and items of academic interest. The *wayfinder* proved reliable, yet it could travel to only a handful of locations—many of them inhospitable, long ago emptied of goods, or otherwise inexplicable. Some point out that many of the destinations have some significance regarding the Society, to the point that some Pathfinder lodges are known destinations. Whether this is a matter of the variant *wayfinder* connecting to lodges or lodges arising where it travels, only the Decemvirate knows.



Known Ioun Stones	Destinations
Clear spindle	A long-since-despoiled tomb in the Alabastrine Peaks in the Crown of the World
Dark blue rhomboid	The basement of a flooded museum in Hyrantam
Deep red sphere	A third-floor room in an inn in the City of Brass's Common Quarter
Dusty rose prism	The Thuvian desert, about 150 miles west of Lamasara
Incandescent blue sphere	The roof of Farseer Tower in Katapesh
Pale blue rhomboid	A small hill in the Cairnlands outside Absalom
Pale lavender ellipsoid	The eastern precipice of a canyon in the Mana Wastes
Pink and green sphere	Miregrod Manor, the Pathfinder lodge in Karcau
Pearly white spindle	A copse of trees 1 mile west of Kalabuto

## Legacy

The *Wayfinder of Many Paths* sits in a lead-lined box in one of the Grand Lodge's vaults, unused except by those trusted by the Decemvirate. The brief duration of the gateways means that any expedition must be either painfully short or equipped to survive until return is possible.

**Doorway to Adventure:** Recent efforts to turn the *Hao Jin Tapestry* into a means of quickly traveling vast distances still rely on extensive work to set up permanent gateways into and out of the tapestry's demiplane, whereas the *Wayfinder of Many Paths* not only enables instant transportation, but also connects to unknown locations. Any Pathfinder agent would leap at the chance to use the *Wayfinder of Many Paths*, but few are actually aware it exists.

**Failed Explorations:** The most recent expedition was conducted by then-Master of Spells Sorrina Westyr, who disappeared into an untested gateway with her party of four elite agents and the *Wayfinder of Many Paths*. Inexplicably, the *wayfinder* reappeared in the Grand Lodge a week later without any clue as to how it returned, what became of Sorrina, or where the fitted *ioun stone* went. Divinations continually fail to discern the whereabouts of Sorrina Westyr and her companions or the type of *ioun stone* they had been testing at the time, but it has been only a dozen years since they disappeared. It is possible that they are still alive, though where and in what condition is anyone's guess.





## Witchmarket Coin

This worn, unremarkable silver coin has a picture of a merchant's wagon on one side and an old woman's face on the other.

WITCHMARKET COIN		PRICE 8,100 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate conjuration		

This magical silver coin opens a portal to the First World. Any time a character holds the coin in her hand while expressing a fervent desire or wish of any sort, the magical coin activates, whether or not the bearer intended it to. At some point in the next 24 hours, a portal to the First World appears in that character's immediate vicinity. Such portals are only half-visible, and form in seemingly random places—in the middle of a field, in a doorway, in the back of a closet, and so on. This portal always leads to a random location in the Witchmarket on the First World.

When the portal first appears, the triggering character must succeed at a DC 20 Reflex save or accidentally stumble through. Other creatures in the vicinity can spot the portal with a successful DC 15 Perception check, and can pass through as well. The portal allows passage both ways, and remains open for 10 minutes. The coin cannot generate more than one portal to the First World in a single 24-hour period.

On the First World, a *Witchmarket coin* allows its bearer and any designated companions to travel to the Material Plane, as if via *plane shift*, simply by expressing a deliberate wish to do so. The effect always transports the creatures to the last location in which the coin opened a portal to the First World.

A *Witchmarket coin* works only once for any given person, though someone who's already triggered the portal can still pass through portals created by other users.

CONSTRUCTION REQUIREMENTS	COST 4,050 GP
Craft Wondrous Item, <i>plane shift</i>	

## History

Of all the strange locations on the First World, none have so captivated storytellers' imaginations as the Witchmarket: a traveling caravan of fey merchants and tinkers that roams between planar breaches and portals, trading with those individuals lucky or foolish enough to find their way into the fey realm. Whether the peddlers honor their bargains depends on who you ask, but all the stories agree that wonders can be found there, often for quixotic and confusing prices such as a lock of hair, a lover's name, or the ability to see a certain color. Unlike cautionary stories of contract devils or evil genies, these tales don't always end in heartbreak, but anyone negotiating with the fey should still be very careful what she asks for.

Most legends say that Aggys, the Crone in the Cart and leader of the Witchmarket, created the first *Witchmarket coin* in order to bring in customers, though a few people blame the Lantern King, the patron of tricksters. Similarly, no one knows how many such coins exist—some legends say five, others 19, and still others that there's only a single *Witchmarket coin* that manages to turn up again and again in coin purses the world over. With dozens of fairy tales using *Witchmarket coins* as plot devices, it's difficult to know which are based on fact, and which are pure bardic invention.

## Legacy

Most people stumble across a *Witchmarket coin* by accident, and by the time they realize what's going on, they're already well on their way to adventure.

**Once is Enough:** Those who travel to the First World via the coin can use it to yank themselves back to the safety of the Material Plane if they get in over their heads—but if so, they can't use it again without finding someone else to trigger the magic. As a result, a group of adventurers might carefully pass the coin between themselves, or hire others to operate the coin for them.

**Seller's Market:** The prices that are demanded in the Witchmarket are often as interesting as the items purchased. Sometimes these are things easily given (though potentially of greater significance than the giver realizes), such as the kisses and memories and other ephemeral things that so captivate storytellers. Other times, however, the fees may lead to quests in themselves: an enigmatic fey merchant might demand that the buyer bring him the finger of a man who died unjustly accused, the scent of a queen's secret lover, or a rib from the Fishbone Crown.

**Watch Your Wishes:** While not always malicious, the fey of the Witchmarket seem to love twisted words and unintended consequences. Popular stories about deals struck in the Witchmarket include the Taldan man whose wish to be the richest man in his village resulted in a fire that consumed all houses but his own, or the Chelish woman who bought an elixir to ensure she'd bear many strong children, only to find herself host to an infestation of immense botflies. At the same time, however, other prominent stories speak of the young Mwangi girl who wanted only to feed her family and ended up a powerful queen, as well as the knight whose fey-forged sword cut through strands of time itself in order to undo an evil dragon's ruination. Despite priests' and parents' attempts to turn these stories into fables and morality plays, the truth is that the ways of the fey are never cut and dried, and virtue is no sure armor in dealings with them.



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## Xanthuun Tablets

These stone tablets, each four feet square and six inches thick, bear worn lettering on one side and astronomical diagrams on the other.

XANTHUUN TABLETS		PRICE
SLOT none		78,000 GP
CL 11th		WEIGHT 85 lbs.
AURA moderate divination and enchantment		

These striated greenstone tablets are marked with ancient writing in the Cyclops language and astronomical symbols dating from the cyclopes' ancient empire. One of the tablets emphasizes the course of the sun, another the course of the moon, and the third the dark spaces between the stars. A corroded iron ring running through a hole bored through each of the three tablets keeps them connected together.

Anyone who speaks Cyclops can read these carvings, allowing the tablets to act as a library of lore about astrology. A character who spends 1d4 hours examining these inscriptions can attempt a Knowledge check on a topic related to astrology, divination, or the Dark Tapestry. If trained, the character gains a +2 circumstance bonus on the check; if not, the character can still attempt a check with a DC greater than 10.

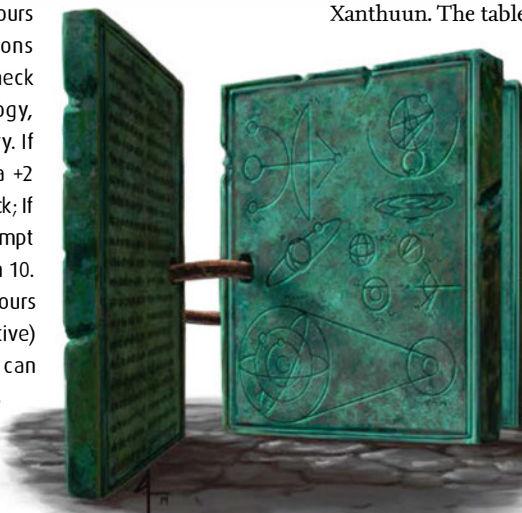
A reader who spends 24 hours (which need not be consecutive) studying one of the tablets can attempt DC 20 Linguistics and Knowledge (arcana) checks to discover deep truths implied by the abstruse markings, and becomes attuned to that tablet. Each tablet can have only one creature attuned to it at a time, but a single creature can be attuned to multiple tablets simultaneously. Being attuned to a tablet grants the reader mystic abilities, even if it's not in the creature's possession.

A creature attuned to the sun tablet gains glimpses of the skeins of fate. Once per day before rolling a d20, it can roll three times and take the highest result.

A creature attuned to the moon tablet is unnaturally calm, and can choose to automatically succeed at a concentration check. If the attuned creature is a lycanthrope, it can't be forced to involuntarily assume its animal or hybrid form.

A creature attuned to the darkness tablet can view others through the blackness of space. Once per night, it can look at the night sky to view another creature as the *scrying* spell (Will DC 21 negates). The magical sensor from this effect bores through the alien Dark Tapestry, so any creature that notices the sensor must immediately succeed at a DC 18 Will save or be confused (as the *confusion* spell) for 1 round.

CONSTRUCTION REQUIREMENTS	COST 39,000 GP
Craft Wondrous Item, borrow fortune <sup>APG</sup> , confusion, greater scrying	



## History

For many centuries the cyclopes of Ghol-Gan had one of the most advanced cultures on Golarion. During this period, a preeminent cyclops astrologer named Bagrilon distilled his knowledge of the sun and the moon onto two greenstone tablets. Bagrilon passed these tablets among cyclops astrologers, who marveled at their insights and clarity. Bagrilon also plumbed the dangerous enigmas of the dark spaces between the stars, recording his knowledge on a secret third tablet. The astrologer passed this third tablet among a different circle: a nefarious group of spies and cultists called the Void Watchers. When Bagrilon slipped into insanity, the Void Watchers stole Bagrilon's works and bound all three tablets with an iron ring.

Years later, the great cyclops patriarch Ammelon I exposed the Void Watchers and claimed their treasures—including Bagrilon's tablets—for his own vaults in the temple-city of Xanthuun. The tablets remained in the vaults after the fall

of the cyclops empire, but were recently recovered the Hellblood Corsairs (*Pathfinder Campaign Setting: Rival Guide* 28). The explorers sold Bagrilon's tablets—now known as the *Xanthuun Tablets*—to a scholar in Bloodcove. The tablets have since passed among astrologers throughout Garund. The *Xanthuun Tablets* have earned a dire reputation; diviners who handle the tablets attest that they are some sort of dark beacon, drawing malevolent alien attentions whose source grows ever nearer.

## Legacy

The *Xanthuun Tablets* are inscrutable astrological aids from antiquity that lie under a shadow of impending doom.

**Astronomer's Enemies:** The tablets are currently prized possessions of the selfish **Melkello Farglass** (LE old male human oracle<sup>APG</sup> 11), retired court astronomer of Prince Zinlo in Thuvia, who eagerly studies the Dominion of the Black. Melkello has several political rivals who would pay handsomely to eliminate him, but the wily astronomer regularly scribes upon his enemies.

**Distant Entities Arrive:** The tablets' ability to peer through the Dark Tapestry has not gone unnoticed by the creatures of that distant realm. A large pod of elder things (*Pathfinder RPG Bestiary* 4 85) has completed a long interstellar voyage to Golarion. Though originally drawn by the Void Watchers' use of the tablets eons ago, the elder things plan invasive experiments upon the brains of anyone currently attuned to the tablets. Whether these elder things are the source of the strange divinations about the tablet, or whether a powerful Great Old One watches the tablets, none can yet say.





## Zoic of the Primeval

From this necklace of dried sinew hangs a small wooden fetish in the shape of a dinosaur, with fangs serving as its horns.

ZOIC OF THE PRIMEVAL		PRICE 50,000 GP
SLOT neck	CL 17th	WEIGHT 1 lb.
AURA strong enchantment (compulsion)		

This collection of twigs and dinosaur teeth can be strung through with a length of sinew to create a necklace that offers limited protection against dangerous animals. The bearer of the *Zoic of the Primeval* gains a +1 insight bonus to AC against all non-humanoids. Against animals and outsiders, this AC bonus increases to +2.

Additionally, once per day the wearer can use the *Zoic of the Primeval* to dominate any creature of the animal or outsiders type as by *dominate monster* (Will DC 23 negates).

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
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Craft Wondrous Item, *dominate monster*

## History

In the far northern reaches of Avistan lie the tundras of the Realm of the Mammoth Lords. Frigid and isolated, these lands hold a variety of hardy creatures, such as mammoths, sabre-tooth tigers, and other megafauna. Also populating these wastes are tribes of semi-nomadic Kellids, who are renowned throughout Golarion for their resilience, the combat prowess of their terrifying berserkers, and their knack for defeating the enormous creatures that stalk their lands.

Contributing to the Kellids' ability to survive in such adverse conditions are their magical talismans called *zoic fetishes*. These fetishes are often worn as bracelets, necklaces, or leather pouches, and they're usually made of bones, teeth, and fur. Imbued with shamanic power, *zoic fetishes* confer a small amount of protection from dangerous animals, and are often awarded to influential Kellid warriors or promising explorers. The *Zoic of the Primeval* is such an item.

Created in the volcanically warmed city of Tolguth a half-century ago by a now-deceased Kellid shaman, the *Zoic of the Primeval* was the height of shamanic craftsmanship. It offered protection not just from the enormous dinosaurs that roamed Tolguth's valley, but also from the demons that were slithering forth from the Worldwound on the Kellids' eastern border. The *Zoic of the Primeval* was given to the most skilled Kellid hunter in Tolguth, a barbarian named Dulkor. Dulkor was renowned for hunting down both saurian and Abyssal threats to his walled home city.



About 30 years ago, Dulkor left in search of an especially dangerous allosaurus. The creature had been dubbed "Maiden-Eater" by the locals because it attacked two heavily guarded caravans, dragging off an adolescent girl on each occasion. Dulkor tracked Maiden-Eater to a watering hole at the north end of Tolguth's valley, and assailed his foe valiantly. Unfortunately for the barbarian, he stepped near a volcanic steam vent mid-battle and was severely burned. Seizing the opportunity, the dinosaur quickly struck, ripping Dulkor to pieces. Legend holds that the *Zoic of the Primeval* is still lodged in the gullet of Maiden-Eater, who continues to stalk the wilds around Tolguth.

## Legacy

Despite multiple attempts to slay Maiden-Eater and recover the *Zoic of the Primeval*, both the monster and the magical talisman remain at large.

**Failed Attempts:** In the decades since Dulkor's death, several hunting parties have struck out to locate Maiden-Eater and the *Zoic of the Primeval*. To date, none have been successful. Most of the parties were whittled down by simple attrition, and were forced to return empty handed. These parties often lost members one at a time to disease, small-scale skirmishes, and natural hazards. Other parties have been slaughtered by demonic scouting parties, which encroach farther west with each passing season.

**Invaders from the Abyss:** While animosity toward Maiden-Eater remains, he is no longer the biggest threat to Tolguth. The incursion of the demons makes it even more important that fighters of Tolguth recover the *Zoic of the Primeval*, as it would bolster their arsenal against the Abyssal forces. More hunting parties go missing each year, and the Mammoth Lords know that the demonic hordes will assault the walls of the city before long. Those seeking the *Zoic of the Primeval* will thus contend not only with giant dinosaurs, but also with nabasus, vrockes, and shadow demons.

**Potential Buyers:** Tolguth's nervous leaders would pay handsomely to see the legendary Kellid item returned to its rightful home. Unfortunately, the Kellids are not a materialistic people, and they don't put the same stock in gold and gems that other cultures do. Because the trinket provides such excellent protection against dangerous animals, it would be prized by big-game hunters, jungle explorers, and seafarers across Golarion. Anyone who finds the *Zoic of the Primeval* will likely field offers from parties with bloated coffers that would love to obtain it for their own purposes.

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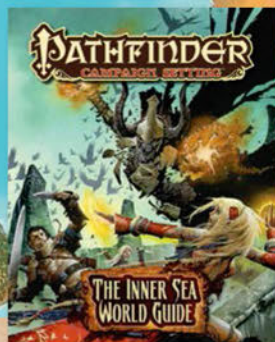
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