

SO WHAT'S FOR SALE, ANYWAY? IV

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Julian Neale



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SO WHAT'S FOR SALE, ANYWAY? IV

A Pathfinder Roleplaying Game GM'S RESOURCE supplement by Julian Neale

Your PCs have emerged from a forgotten dungeon buried deep in an ancient forest. Low on resources and needing somewhere to rest, they head toward the nearest elven settlement. Once they've rested and sorted their loot, the inevitably ask "So what's for sale in this place, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they visit an elven town).

So What's For Sale, Anyway? IV banishes these problems by providing 107 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign. Also included are sample dwarven settlements to serve as a handy backdrop to the sales. Buyers should be beware, however, for among the hundreds of magic items for sale lurk 48 cursed objects...



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Thank you for purchasing *So What's For Sale, Anyway? IV*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's For Sale, Anyway? IV* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to *Dragon* magazine and the *Kingmaker Adventure Path* for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

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FOREWORD

Last month's *So What's for Sale, Anyway? III* presented lists of items for sale in dwarven settlements. It should come as little surprise, therefore, that *So What's For Sale, Anyway? IV* presents lists of items for sale in elven communities.

Elves and dwarves are arguably the most popular fantasy races after humans – and in most game worlds are the most established. Both races have a rich heritage of crafting magical items, but magical items that are different in character from one another. Where the dwarves prefer axes, crossbows and warhammers, elves favour rapiers, longswords and bows. It makes perfect sense to generate such lists, then, as the items for sale in a city can go a long way toward setting the mood and theme of the place.

Alternatively, a GM could use these lists to represent items for sale by elven merchants or from human cultures that hold similar values to the elves.

Using this supplement is simplicity itself. Simply head over to

C U R S E S

Of the hundreds of items listed in this book, 48 are cursed. Having cursed items can add to the fun of a roleplaying game, and/or provide interesting (and amusing) roleplaying opportunities.

Each of the items is described as known or unknown; this applies to whether the particular curse is known or unknown to the seller. Except in the most unusual cases, known curses will always be explained to potential buyers. In regards to cursed scrolls, the curse only takes effect if the spell is cast from the scroll; it does not apply if the scroll is scribed into a spellbook.

Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook* presents more information on curses including how to spot and remove them.

the relevant settlement section and roll on the table to determine which set of magic items are for sale. Once you've used a set of items, cross them off the list.

In my own campaign I reroll every month to see what new items are for sale so that the PCs' don't become too bored or frustrated with the lack of items for sale.

Also remember, taking a more simulationist view toward buying and selling magic items is all well and good, but the GM should be very careful placing monsters with powerful resistances or abilities in a campaign using such a system. If a creature – for example, a golem – has powerful immunities that can be

overcome with specific items, it is rather unfair to place such monsters in the game if you don't give the PCs a chance to acquire the relevant items in some way. However, acquiring such a handy item should be more than just popping down to the shops. Perhaps, an NPC will lend them the item in question in return for a favour or they must convince a skilled crafter to make it for them. In this way, the acquisition of magic items becomes an important, vital part of the campaign and not just a shopping trip.

I hope you find this product useful. It would be great to hear which items your players purchased (or how they dealt with a cursed item they accidentally purchased) – drop me a line at creighton@ragingswan.com.

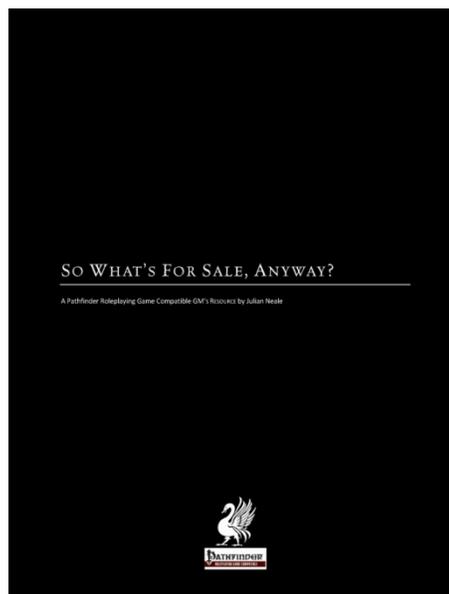


SO WHAT'S FOR SALE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prised from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What's For Sale, Anyway? banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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