

Pool of Genasi

Besides the creatures described in the BoEM III, there are others hanging out at the two pools of Genasi. Here are some of the items they offer for sale.

Fugur, the Red Dragon

Fugur is a huge red dragon who likes to hang out at the dark pool. He enjoys selling flawed items to unsuspecting customers, knowing that they will always hope for the advantages to offset the curses.

- **Bottomless Bag:** A bag of devouring, sold for 5000 gp
- **Chain of the Screaming Skulls:** This +1 *undead bane* spiked chain has a small metal skull at each end. When fighting against beings recognisable as undead, the skulls will start screaming. *Price: 18325 gp*
- **Cursed Necklace of Fireballs II:** This necklace is made of black pearls which seem to glow inside if observed carefully. While the necklace is worn all saves vs. fire effects are made at -1. *Price: 2400 gp*
- **Hornet:** This +1 returning dagger has a hornet engraved on the side of the blade and is an intelligent item. When XPs are invested, the item will work to obtain the ability to turn into a wasp, become poisonous, or gain some extra damage type (sonic most likely).
Perception: Intuition
Communication: An angry buzzing sound in one's head
Abilities: Int 4 Wis 6 Cha 5
Personality: angry and aggressive
Level: 1
Saves: Fort +2 Ref +2 Will +0
Spell-Like Abilities: 1/day resistance
Skills: Intuit Direction +2

Feats: Weapon Ability (Returning)

Price: 8425 gp

- **Orc Hunter:** This +1 short sword is *creature detecting (orcs)* and *rogue friendly (+1d6 sneak)* (both BoEM III), *Price: 8310 gp*
- **Screaming Mace:** This +1 thundering mace (+1d6 sonic damage, +1d8 on a critical hit) has a head shaped like a screaming face. It makes the wielder effectively deaf for the duration of the combat plus 1d4 rounds afterwards, however. *Price: 16000 gp (regular: 18312 gp)*
- **Screaming Shield:** This large +2 black metal shield has a face on the outside that looks as if in agony. Whenever the shield is struck, it lets out a howl of pain. *Price: 4170 gp*
- **Screaming Plate:** This +1 full plate armour look like a body with many wounds and its helmet visor is an angry shouting face. The armour bleeds and screams when hit. Also the armour can be used to *cause fear* as a first level wizard (DC:11). This ability is command word activated and has 50 charges *Price: 3550 gp*

Krysalis, the Elven Mage

Krysalis is old and wise yet looks middle aged at best. He seems to be kind and friendly, yet he is only looking for a good deal on his items. He also sells potions up to level 2 in limited quantities.

- **Bocob's Blessed Book:** *Price: 9500 gp*
- **Chalice of Healing:** This golden chalice turns wine poured into it by a divine spellcaster to *potions of cure light wounds* of the same caster level. This ritual takes 1 minute. The chalice has 50 charges. *Price: 750 gp*
- **Dust of Invisibility:** When applied to a medium-sized creature or item

(2 full round actions), it turns it and its equipment invisible as a potion of invisibility. The dust can only be used once. *Price: 280 gp*

- **Elemental Javelins:** These 5 javelins are basically javelins of lightning, however the elemental damage dealt is different for each one, i.e. one deals fire damage, one acid etc. *Price for the set: 4750 gp*
- **Flower of Agony:** This beautiful flower has 10 petals. As a standard action a petal can be ripped off the flower and be thrown at an enemy, effectively acting like a *Melf's Acid Arrow* (caster level 5), except for the fact that *negative energy damage* is dealt - which makes this item very ineffective against undead. *Prerequisites: Craft Wand, Melf's Acid Arrow, Caster Level: 5, Price: 1800 gp*
- **Glowing Leaf of Power:** This 3rd level pearl of power looks like a crystal leaf that glows lightly, illuminating a 1 foot radius. *Price: 9000 gp*
- **Staff of Purity:** This white wooden staff has a golden ankh on top. While it can be used as a quarterstaff, it also works like a wand of *colour spray* with a save DC of 13. Also, the spell effect is pure white light. *Prerequisites: Craft Wand, Colour Spray, Caster Level: 5th, Price: 5625 gp*
- **The Red Cape:** This red hooded cape grants a +1 armour bonus as well as fire resistance 10. *Price: 13100 gp*
- **Throwing Axe of Sleep:** This +2 throwing axe can affect its target with *sleep* as cast by a first level wizard (DC: 11) once per day. *Price: 8710 gp*

Gamsmos, the Satyr

Gamsmos is a satyr with shaggy hair and a stoned facial expression, constantly surrounded by the smell of dreamweed. He makes magical instruments and items which influence the mind. The satyr is constantly laughing while selling things which makes his customers nervous. Still, he does not care as many people know the worth of his creations.

- **Demon Drums:** These beautiful black drums have strange symbols written on their sides. They produce a hypnotic, rhythmic sound and grant a +6 *competence bonus to perform*. *Price: 1540 gp*
- **Elemental Drums:** While these drums are played, the musician and all others within 10 feet are protected from one type of elemental damage (depending on the song). Each round of use, the drummer must make a perform check (vs. DC 15). If he made the check, the resistance level is 5 for that round, otherwise there is no resistance. For each 5 points over the DC, the resistance increases by 2. The drum can be played for as long as desired but can only be used five times a day. *Price: 6000 gp*
- **Horn of Blasting:** *Price: 12000 gp*
- **Lyre of Building:** *Price: 13000 gp*
- **Pan Pipes of Chaos:** These pipes function similar to a horn of goodness / evil, but apply the same effects to *law*. The effect lasts for as long as the instrument is played but still is only useable once per day. *Price: 6000 gp*

Pierre, the Devils' Tailor

This handsome red-skinned tiefling with tiny horns is impeccably dressed, totally in black with a white ruff and red shoes. He prides himself in making the best

clothing in the multiverse and is very touchy on the subject. Many of his items have magical properties but some are just sold for good looks and are almost as expensive. He can be found at the dark pool.

- **Fiend Suit:** This suit is entirely made of black leather which after closer examination appears to be made out of the skin of a monstrous humanoid. It comes with gloves and a cap that covers head and neck, only exposing the face. It is a +1 studded leather armour which grants those with claws a magical +1 bonus when using them as if they were magic weapons. The armour is a unique intelligent item imbued with the spirit of an imp to further the goals of hell in the world.

Perception: Hearing

Communication: Empathy

Abilities: Int 11 Wis 7 Cha 12

Personality: Wants owner to be become a tyrannical ruler, dislikes good more than chaos, will learn abilities that enhance wearer, LE

Level: 1

Saves: Fort+2 Ref+2 Will+0

SA: Resistance (1/day)

Feats: Blindsight

Price: 6225 gp

- **Red Suede Shoes of Haste:** These fancy shoes work just like boots of speed but can only be used for a total of 30 rounds before losing their power for ever. Price: 4000 gp
- **Regal Black Cloak with White Fur Collar:** This *razor cloak* (BOEM III) looks pretty harmless until used. The extra price is for the magic that keeps it clean from blood. Price: 14000 gp
- **Robe of Metal:** Upon a command word, the robe turns into tiny linked plates of metal. While active, it has the same effect as a mage armour (+4 armour bonus). There is no limit

to its use and it can be turned on and off as a full round action. Price: 16000 gp

- **Royal Vest of Glory:** This vest makes a wearer look handsome and dignified, giving him a +10 competence bonus on diplomacy checks. Price: 8000 gp (instead of 2000 gp)
- **Rusty Robe of Metal:** This robe is old and damaged. After each hit that passes the armour, the bonus is reduced by one, until the magical property is lost forever. Pierre will not tell this, of course. Repairing this defect and making it a normal *robe of metal* requires a magic user with the appropriate item creation feat and costs 3000 gp. Price: 14500 gp

Isaq Thornebeard

Isaq is a Duergar of particular grumpy disposition who dislikes everything and everybody. There is one exception - those who talk well about his craftsmanship can even manage to get a discount of 10%.

- **Breath of the Dragon:** This +1 *flaming burst* great sword is shaped like a flame and made of the same red metal as all the other dragon items. Price: 18350 gp
- **Claws of the Dragon:** These +1 *fire resistance crushing* spiked gauntlets roughly resemble the claws of a dragon and are made of a red metal. Price: 4305 gp
- **Dragon Shield:** This +1 *fire resistance* large shield is made of a red metal and is shaped like a single scale of a dragon's hide. Price: 16170 gp
- **Dragon Helmet:** This helmet is shaped like a dragon's head and can be used to breathe fire (treat as *burning hands* caster level 4). The helmet has 25 charges and can be

used as a standard action. *Price:*
2000 gp

Po-Lun, the Wandering Merchant

Po-Lun is a small Asian with a long pig tail and shaven head. He wears elaborate silk robes and has massive martial arts at his disposal (monk lv 15). He himself is not a crafter of goods but works for a lawful eunuch warlock who makes lawful items to spread all around the world to fend off the influences of chaos.

- **Bandana of the Dragon:** This green bandana has a dragon printed on it all around. It can only be worn by lawful beings and grants a *+1 natural armour bonus*. *Price: 1800 gp*
- **Great Armour of Law:** This armour made of a greenish steel is engraved with symbols of law and honour. Despite its samurai look it is a *+1 full plate* with the ability to affect the wearer with a *protection from chaos* as cast by a 8th level cleric. This power can be used at will and is activated with a full-round action involving ritual tai chi-like movements. After using it, the armour needs 10 minutes to regain this power. *Price: 9850 gp*

New Weapon Abilities

- **Resistance Crushing (chose):** This ability exists for all types of elemental resistance. For each hit the weapon deals, a specific resistance type is lowered by 1d4 points for 24 hours. For example a *fire resistance crushing* weapon lowers the fire resistance of a creature it hits. *Caster Level: 7th, Prerequisites: Spell Focus (Abjuration), Craft Magic Arms and Armour, Market Price: +1 bonus*

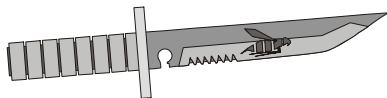
Intelligent Magic Items

This section contains information on the various *intelligent magical items* found in the inventories above as well as in some of the adventures. They are described according to the rules found in the BoEM III (which you might not necessarily need to understand how the items work). Also, a subplot is provided in some cases.

Hornet

Overview

This *+1 returning* dagger has a hornet engraved on the side of the blade and is an intelligent item. It was created in Vabrin's Forge and has been sent out into the Nexus to prove its worth and one day return to its maker with a higher level. However, Hornet likes its freedom and the conflict it becomes involved in and has little desire to be part of a "collection" of items again.



Statistics

Perception: Intuition

Communication: An angry buzzing

sound in one's head

Abilities: Int 4 Wis 6 Cha 5

Personality: angry and aggressive (CN)

Level: 1

Saves: Fort +2 Ref +2 Will +0

Spell-Like Abilities: 1/day resistance

Skills: Intuit Direction +2

Feats: Weapon Ability (Returning)

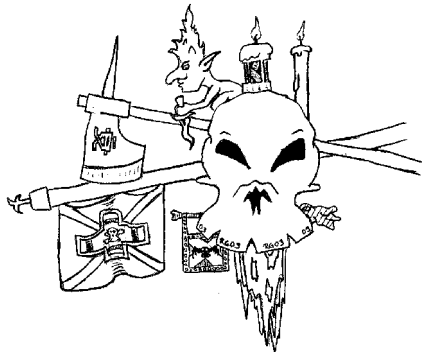
Price: 8425 gp

Level Progression

When XPs are invested, the item will work to obtain the ability to turn into a wasp, become poisonous, or gain some extra damage type (sonic most likely).

1. see above.
2. Saves: Fort +3 Ref+3 Will+1
Spell-like Abilities: 1/day resistance, 1/day bless weapon
Skills: Intuit Direction +3
Feats: Weapon Ability (Returning), Empathy
3. Saves: Fort +3 Ref+3 Will+1
Spell-like Abilities: 2/day resistance, 1/day bless weapon
Skills: Intuit Direction +4
Feats: Weapon Ability (Returning), Empathy
4. Saves: Fort +4 Ref +4 Will +2
Spell-like Abilities: 2/day resistance, 1/day bless weapon, 1/day summon swarm (hornets only)
Skills: Intuit Direction+5
Feats: Weapon Ability (Returning), Empathy, Unique Magical Ability (??)

Flaming Skull of Lord Grath



Overview

This intelligent magic item looks like a skull covered with bright red runes, probably written in blood. When touched, the eyes start to glow red and the skull starts to talk. It is quite intelligent but somewhat insane, constantly laughing and making comments about the beauty of fire.

Statistics

+4 on spellcraft and knowledge (arcana),
+1 luck bonus on all saves (The skull must be held with at least one hand for these boni to be effective.)
Senses: hearing and sight
Communication: speech
Abilities: Int 11 Wis 15 Cha 16
Saves: Fort +2 Ref +2 Will +4
Skills: Knowledge (undead) +6,
Knowledge (evil outsiders) +6
Personality: hysterical pyromaniac (CN)
Level: 1
Hit points: 15
Hardness: 5
Feats: Telepathy
Spell-Like Abilities: Flare (1/day, DC: 13)
Price: 5050 gp

Level Progression

When gaining levels, the skull will "reawaken" dormant powers, most of which are related to fire in some way. It will be easy to find out about these

powers as the skull will start bragging about them.

1. see above.
2. Saves: Fort +3 Ref +3 Will +5
Spell-like Abilities: Flare (1/day, DC: 13), Burning Hands (1/day, DC: 14, 2d4 damage, 20 feet semicircle)
Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +6, Knowledge (aberrations) +3
Feats: Telepathy, Enlarge Ability (Burning Hands)
3. Saves: Fort +3 Ref +3 Will +5
Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (1/day, DC: 14, 3d4 damage, 20 feet semicircle)
Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +4
Feats: Telepathy, Enlarge Ability (Burning Hands)
4. Saves: Fort +4 Ref +4 Will +6
Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (1/day, DC: 14, 4d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 17)
Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +6
Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics)
5. Saves: Fort +4 Ref +4 Will +6
Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (2/day, DC: 14, 5d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 17)
Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +8
Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics)
6. Saves: Fort +5 Ref +5 Will +7
Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (2/day, DC: 14, 5d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 17), Fireball (1/day, DC: 18)

Skills: Knowledge (undead) +7,
Knowledge (evil outsiders) +7,
Knowledge (aberrations) +10
Feats: Telepathy, Enlarge Ability
(Burning Hands), Ability Focus
(Pyrotechnics), Float (10 feet)

The Fiendsuit

General Info

This suit is entirely made of black leather which after closer examination appears to be made out of the skin of a monstrous humanoid. It comes with gloves and a cap that covers head and neck, only exposing the face. It is a +1 studded leather armour which grants those with claws a magical +1 bonus when using them as if they were magic weapons. The armour is a unique intelligent item imbued with the spirit of an imp to further the goals of hell in the world.

Statistics

Perception: Hearing
Communication: Empathy
Abilities: Int 11 Wis 7 Cha 12
Personality: Wants owner to become a tyrannical ruler, dislikes good more than chaos, will learn abilities that enhance wearer, LE
Level: 1
Saves: Fort+2 Ref+2 Will+0
SA: Resistance (1/day)
Skills: Diplomacy +5, Knowledge (Religion) +2
Feats: Blindsight
Price: 6225 gp

Level Progression

The armour will try to enhance its protective value to the wearer, to make him rely more and more on it as well as its advice. Later on, it will try to gain the ability to influence the user.

1. see above.
2. Saves: Fort +3 Ref +3 Will +1
Spell-like Abilities: Resistance

(1/day), Cure Light Wounds (1d8+1, 1/day)

Skills: Diplomacy +6, Knowledge (Religion) +2, Bluff +2

Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet)

3. Saves: Fort +3 Ref +2 Will +1
Spell-like Abilities: Resistance (2/day), Cure Light Wounds (1d8+3, 1/day)

Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +3

Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet)

4. Saves: Fort +4 Ref +3 Will +2
Spell-like Abilities: Resistance (2/day), Cure Light Wounds (1d8+4, 1/day), Protection from Arrows (1/day)

Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +5

Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead))

5. Saves: Fort +4 Ref +3 Will +2
Spell-like Abilities: Resistance (2/day), Cure Light Wounds (1d8+4, 2/day), Protection from Arrows (1/day)

Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +7

Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead))

6. Saves: Fort +5 Ref +4 Will +3
Spell-like Abilities: Resistance (3/day), Cure Light Wounds (1d8+4, 2/day), Protection from Arrows (1/day), Dispel Magic (1/day)

Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +7

Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead)), Armour Enhancement Bonus (+1, making the suit a +2 studded leather armour)

Subplot

The fiend suit will try to encourage its wearer to become a tyrant, dominate others and generally further the goals of law and evil. Initially, it will gain abilities which help the wearer but eventually it will work on ways to influence the wearer by altering his dreams. Usually, a fake herald of the character's god appears to him and suggests certain courses of action. While these will often benefit the character, they will corrupt him to evil and help prepare the arrival of a duke of hell to the prime material. Eventually, the character might want to destroy the suit or at least find ways to break its power over the wearer. Some side quests are:

- Kill a champion of the cause of chaos, most likely somebody who is in the way of the character anyway.
- Bring harsh order to a chaotic settlement to "help those people".
- Build a shrine to the duke of hell, most likely in some disguised form.

The Golemsuit

This bizarre armour was created by the demented philosopher-mage Lustros Mechanoides, who was then literally on his deathbed, as a cruel joke on those who would eventually find it.

Lustros bound the spirit of an earth elemental into the suit giving it special reinforcement and a stubborn mentality.

The suit looks like a small iron golem from the outside, save for its head which resembles a classical greek helmet. It is covered with dents and marks from its long and conflict-laden history.

The character wearing this suit will soon find that it has some distinct disadvantages. First of all, it cannot be taken off any more without causing the character to explode. Secondly, the spirits of all those who vanquished inside the golem are still bound into it and at times will take control over the

suit. It takes opposed strength checks to halt these actions and the suit may overcome the character as well in the same way.

On each day, roll 1d6 to determine the currently dominant person (the wearer feels this due to the empathic link and can therefore prepare for it):

| | |
|---|----------------------------------------------------------------------------------------------------------------|
| 1 | Pebble, the earth elemental, who is phlegmatic and stubborn (N) |
| 2 | Attalos Megalomeidas, warrior-priest of some barbarian god with a <i>very</i> short temper (CN) |
| 3 | Abdul al Kazha, a paladin of Jann'ih with a desire for martyrdom (LG) |
| 4 | Kwar Bun, a tribal shaman who feels responsible for the safety of the armour's current owner (CG) |
| 5 | Peter and Franz, two halflings who hid in the armour from a dark fey. The two can never agree on anything (CN) |
| 6 | Enkilith, a dark fey trickster with a deadly sense of humour (CE) |

However, those wearing the golem suit are not entirely defenseless. The suit is a +2 full plate with several nice effects being added over the levels.

Statistics

Perception: Hearing

Communication: Empathy

Abilities: Int 11 Wis 7 Cha 12

Personality: Wants owner to become a tyrannical ruler, dislikes good more than chaos, will learn abilities that enhance wearer, LE

Level: 1

Saves: Fort+2 Ref+2 Will+0

SA: Resistance (1/day)

Skills: Diplomacy +5, Knowledge (Religion) +2

Feats: Blindsight

Price: 6225 gp

Level Progression

The armour will try to enhance its protective value to the wearer, to make him rely more and more on it as well as its advice. Later on, it will try to gain the ability to influence the user.

1. see above.

2. Saves: Fort +3 Ref +3 Will +1

Spell-like Abilities: Resistance

(1/day), Cure Light Wounds (1d8+1, 1/day)

Skills: Diplomacy +6, Knowledge

(Religion) +2, Bluff +2

Feats: Blindsight, Detect Creature

(Good Outsiders, 60 feet)

The Claws of Kālī

These gloves with claws are an exotic weapon usable by monks. While their damage is less than that caused by bare hands for more powerful monks they offer a number of nasty effects and in addition can be retracted as a full action to allow unarmed combat.