

Treasury of the Kingdom

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Welcome to ADVENTURE PATH PLUG-INS!

THIS PRODUCT IS A PART OF OUR LINE OF SUPPORT MATERIALS FOR EXTENDED ADVENTURE Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Kingdom-Building Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and **Make Your Game Legendary!**

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WHAT YOU WILL FIND INSIDE TREASURY OF THE KINGDOM

THIS SUPPLEMENT BRINGS YOU A BEVY OF MAGICAL ITEMS PERFECT FOR THE FREEHOLDER lords of a newborn kingdom hacked out of the wilderness. Here can be found tools of war like the shield of the encroaching forest and battle standard of the fallen, but also implements of exploration to blaze trails through forest and field, hill and vale like the survivalist's arrow and scout's spyglass. As befits the Kingdom-Building Adventure Path for which it is designed, you will also find items that interact with the kingdom-building rules described in Pathfinder Roleplaying Game Ultimate Campaign and expanded in Ultimate Rulership from Legendary Games, like instant signal towers, crown of affirmation, and the plow of the abundant harvest. Finally, since explorers in the deep wild are not moving into lands uninhabited, but rather places that are haunted by the magical and mysterious fey and monstrous tribes alike, from the burning skull mace and hag's eye to the staff of the fey queen! In all, you'll find over 40 magic items, from single-use ephemera to a pair of mighty artifacts; everything you'll need to stock your wilderness kingdom campaign with an array of awesome items to intrigue your players and enrich their enemies. If it's fantastical items that delight and excite, your PCs will love what they find in the Treasury of the Kingdom.

THE LEGENDARY GAMES TRADITION IS TO COMBINE RICH STORY AND BACKGROUND, INNOVATIVE layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



TREASURY OF THE KINGDOM

The *Treasury of the Kingdom* is full of items designed to fit right into a campaign where exploration, kingdom building, and contact with fey are strong themes. You'll find items that will suit everyone from adventurers delving into the wild unknown to established rulers commanding armies in a cutthroat war. Whether you need clever items for lowly bandits to use in their unsuccessful quest to defeat the PCs, a battle standard to summon an army of fallen warriors, the personal treasury of an insane fey queen, or even a way to make a city fly, this book contains the items you need to make your campaign memorable. Some items may be in the hands of the PC's foes, such as crafty kobolds, scheming hags, or even an ancient lich. Others may have been left behind by individuals who fell victim long ago to unknown dangers.

The items are listed by price in the table below, and their descriptions are broken up by item type thereafter.

Item Name	Price
bottled wisp	200 gp
hag's eye (green)	200 gp
survivalist's arrow	400 gp
hag's eye (hazel)	500 gp
hag's eye (brown)	600 gp
black dragon's spit	900 gp
hag's eye (red)	1,000 gp
wolfsbane tonic	1,000 gp
hag's eye (blue)	1,200 gp
dragon statuette	1,500 gp
owlbear dander	1,500 gp
gloves of the deft pickpocket	2,400 gp
fairy ring mushroom	3,000 gp
rod of feytouched summoning (lesser)	3,000 gp
skittering centipede scout	3,500 gp
drowning rat charm	3,750 gp
faerie flute	4,000 gp
map of the trailblazer	4,200 gp
feareating ring	5,000 gp
instant signal towers	5,000 gp
scout's spyglass	5,000 gp
boots of the false trail	6,000 gp

quickstep boots	6,000 gp
cyclops monocle	7,500 gp
dryad's wreath	8,000 gp
stickytongue mask	9,000 gp
rod of feytouched summoning	11,000 gp
beast talisman	17,000 gp
war trident of the lizard king	23,320 gp
burning skull mace	24,312 gp
rod of feytouched summoning (greater)	24,500 gp
battle standard of the fallen	25,000 gp
shield of the encroaching forest	28,430 gp
plow of abundant harvest	36,000 gp
war god's greatsword	34,050 gp
falling star	42,324 gp
frumious frock	50,000 gp
crown of affirmation	51,270 gp
scepter of forgotten time	96,240 gp
staff of the fey queen	132,900 gp
aeromancer's heart	—(artifact)
fractured phylactery	—(artifact)

ARMOR AND SHIELDS

SHIELD OF THE ENCROACHING FOREST PRICE 28,430 GP

Slot none CL 11th Weight 45 lbs.

Aura moderate illusion and transmutation

This *+1 greenwood^{UE} tower shield* is covered in vines and looks more like a thriving plant than a tool for battle. The shield quietly creeps along the ground, and its armor check penalty does not apply on Stealth checks. Once per day as a standard action, the shield's wearer can command these vines to provide additional protection for 1 minute, during which time the vines automatically deflect the first ranged weapon attack each round that targets the wielder or any adjacent creature. The wielder cannot suppress this deflection to save the effect for a possible later ranged attack; however, ineffectual ranged attacks, such as throwing non-damaging objects, do not trigger this deflection. The vines cannot deflect spells or attacks from unusually large ranged weapons, such as siege weapons.

In addition, the shield also allows the wielder to appear as assume *tree shape* once per day, and once per day the wielder also can disguise himself and his allies as trees as if using *veil* (DC 19).