

Magical Item Policy for Sunndi

Important Note

This document only covers purchases made either during, or in between, modules set in Sunndi. Purchases of items out of region should be handled as described within the Living Greyhawk Campaign Source Book unless the PC is adventuring in a land which has its own Magical Item Policy.

Scenario writers are encouraged to check this policy to see if any magical items they use are appropriate for the region.

It should be noted that these are general guidelines. Specific guidelines within a module supersede these. For example if a regional module has an item worth, say 20,000 gp, then that item is available only during the running of that module. Similarly if a module takes place in a remote village which is specifically described as having no wondrous items for sale then the PCs are unable to purchase items until they reach a locale that does have items available.

The Purchase of Magical Items

The Living Greyhawk Campaign Source Book grants PCs the ability to purchase a very select number of items from the PHB or DMG. The exact list is determined by the items that the PC encounters in his adventures. Aside from items encountered, a character can buy potions and scrolls of up to 500 gp, as well as +1 weapons and armor, and a number of specific, low-cost items.

Finally, the source book supplies rules for crafting magic items.

Now, Sunndi is in a pretty unique situation:

1. It has been only three years since it has been free of the influence of Ivid the Undying and the peace with the Kingdom of Ahlissa (formerly the Great Kingdom).
2. The nation lacks any big cities or major trade routes that attracts wealth and powerful people.
3. Many of the great and the good of Sunndi have perished during the Greyhawk Wars and much has been destroyed in the towns during that time.
4. Some items are simply unavailable in Sunndi either because there are no people to craft them or because they are illegal. A list of these appears below.
5. There is a sizable population of both elves and dwarves within Sunndi.

Against this background it is pretty illogical to assume that every item in the DMG and PHB is directly available for purchase within Sunndi. The guidelines below indicate the maximum value of items available within Sunndi.

Maximum Value of Items Purchasable by Named Settlement

Designation	Population	GP Limit
Pitchfield (large town)	3800	5000*
New Keep (large town)	2700	3000

*Pitchfield is the vast growing capitol of Sunndi and home to both the crown and the Congress of Lords. This attracts business. Hence the increased limits from the DMG table at page 137.

Generic Settlement

There are many smaller villages and settlements within Sunndi. If the settlement does not appear in the list above simply determine the settlements population and use the table below to determine the maximum GP limit for a single item - see the DMG page 137.

Note that there are small towns or bigger within Sunndi that have not yet been detailed. There are a lot of villages spread out over Sunndi, some of which have the potential to grow.

Banned Items

The following items are unavailable for purchase in Sunndi. The first list of items are illegal and additionally may not be crafted. Crafting or owning these items can have serious repercussions.

1. Any item that permanently affects the free will of people (e.g. *potion of love, rod of rulership*)
2. Any item over which the owner does not have full control what will happen when its power is invoked (e.g. *wand of wonder, mirror of opposition, well of the worlds*)
3. Any item that clearly invokes unholy powers (e.g. *dark skull, horn of evil, mask of the skull, robe of the archmagi (black), unholy weapons, assassin's dagger, life-drinker, nine lives stealer, sword of life stealing*)
4. Items made out of the remains of sentient creatures (e.g. *hand of glory, hand of the mage*)

The following items are not illegal, but they are simply impractical in Sunndi and therefor never crafted within Sunndi (and thus unavailable).

5. Items associated with the sea (*folding boat, cloak of the manta ray*).
6. Items associated with cold weather (*boots of the winterland*) - The sole area in Sunndi where it can get really cold is at the tops of the Glorioles. This is hardly a place were people go.

DMG Errata

The most widely available edition of the DMG contains some errors in regards to certain Wondrous Item's cost. Although the errata is freely available on the Wizards of the Coasts website the relevant portions of it have been reproduced below.

Item Price

1 flaming burst longsword 18,315 gp
boots of striding and springing 6,000 gp
bracers of armour +7 49,000 gp
wings of flying 22,000 gp

Items Available For Purchase in Sunndi

See the list below. If it isn't on it, you can't buy it. Items with a (*), or the marked versions thereof, are only available in Pitchfield, the rest can be bought in New Keep or from our travelling merchant Kellard, should the DM be so kind and have the time to spare. Items marked (E) are elven made and can also be bought in the elven communities in Esparithen and Lonrathen. Items marked with a (D) are dwarven made and can also be bought in the dwarven communities in the Glorioles and Hollow Highlands.

Exceptions: items that come available during an adventure can be bought at the end of the adventure. If you do not buy it at the end of the adventure, you can buy it later only if it also is on this list (though you may still buy it while in another region).

Shields and Armors

Shield or Armor +1

Shield or Armor (up to half-plate) +2 (*)

Armor, Light +1/+2/+3 (E only)

Armor, Heavy +1/+2/+3 (D only)

In Pitchfield, +1 Shields and Armor can be enchanted with light Fortification, Glamer, Slick, Shadow, or Silent Moves. Elven +1 or +2 Armor can be enchanted with Glamer, Shadow, or Silent Moves. Elven +1 Armor can be enchanted with Spell Resistance (13). Dwarven +1 or +2 Shields and Armor can be enchanted with light Fortification.

Specific armor available

Adamantine Breastplate (D only)

Dwarven Plate (D only, only sold to dwarves)

Elven Chain (E only, only sold to elves or half-elves, Grey Scouts and Solar Shields)

Mithral Shirt (E only)

Specific shields available

Adamantine Shield (D only)

Caster's Shield (*)

Darkwood shield (E)

Mithral Large Shield (D only)

Spined Shield

Weapons

Weapon +1

Bows (not crossbows) +2 (E only)

Dwarven Weapons +2 (D only) Dwarven weapons include: battle axe, light hammer, handaxe, dwarven urgrosh and dwarven waraxe and warhammer

Weapons in Pitchfield can be enchanted with Elven +1 bows can be enchanted with one of Holy or Chaotic and the list given for the +2 bows. Elven +2 bows can be enchanted with one of Returning, Distance, or Shock.

Dwarven +1 weapons can be enchanted with one of Holy, or Lawful, or two of Defending, Frost, Shock, Keen, Mighty Cleaving, or Throwing Dwarven +2 weapons can be enchanted with one of Defending, Frost, Shock, Keen, Mighty Cleaving, or Throwing

Special weapons

Adamantine Dagger (D only)

Dwarven Thrower (D only, only sold to dwarves, see below)

Javelin of Lightning

Oathbow (E only, only sold to elves, see below)

Screaming Bolt

Sleep arrow (E)

Sylvan Scimitar (E only, only sold to elves, Grey Scouts and druids, see below)

Notes: The Dwarven Thrower, Oathbow and Sylvan Scimitar are very expensive, but still, possibly available.

Potions

any except : Ghoul Touch and Potion of Love.

Rings

Climbing

Counter Spells (*)

Feather Falling

Jumping

Protection +1

Sustenance

Warmth

Rods

Immovable Rod (*)

Scrolls

Any 1st-5th (or 1-6th in Pitchfield) level spell except:

Circle of Death

Contagion

Dispel good

Magic circle against good

Mass suggestion
Phantasmal killer
Polymorph other
Slay living
Unhallow
Vampiric touch

Note: Take care when using scrolls containing spells like feeblemind and geas/quest. Using these spells can easily lead to breaking the law.

Staves

none

Wands

all 1st level spells (or 1st and 2nd level in Pitchfield), except: Ghoul touch.

Miscellaneous Magic Items

Amulet of Health(*)	Goggles of Minute Seeing
Amulet of Natural Armor +1	Hat of Disguise
Bag of Holding - bag 1 / bag2(*)	Headband of Intellect +2 (*)
Bag of Tricks - gray or rust	Helm of Comprehending Languages and Reading Magic
Bead of Force	Heward' s Handy Haversack
Boots of Elvenkind (E)	Horn of Fog
Boots of Striding and Springing	Horseshoes of Speed
Bracelet of Friends (*)	Horseshoes of a Zephyr
Bracers of Sarmor +1 / +2 (*)	Ioun stones - dull gray/ dusty rose (*) / clear (*)
Brooch of Shielding	Keoghtom' s Ointment (*)
Candle of Truth	Lens of Detection (*)
Chime of Opening	Necklace of Prayer Beads - blessing / karma (*)
Circlet of Persuasion (*)	Pearl of Power - 1st level / 2nd level (*)
Cloak of Charisma +2 (*)	Periapt of Proof against Posion (*)
Cloak of Elvenkind (E)	Periapt of Wisdom +2 (*)
Cloak of Resistance +1 / +2 (*)	Phylactery of Faithfulness
Dust of Appearance	Pipes of the Sewers
Dust of Dissapearance (*)	Pipes of Sounding
Dust of Dryness	Quaal' s Feather Token all
Dust of Illusion	Quiver of Ehlonna (E)
Dust of Tracelessness	Rope of Climbing
Everburning Torch	Scarab, Golembane - all
Eyes of the Eagle	Slippers of Spider Climbing
Figurine of Wondrous Power - Silver Raven (*)	Sovereign Glue
Gauntlets of Ogre Power (*)	Stone of Alarm
Gloves of Arrow Snaring (*)	Stone Salve (*)
Gloves of Dexterity +2 (*)	Universal Solvent
Glove of Storing	Vest of Escape

Note: at the moment the Grey Scouts and the Solar Shields are nothing more than ideas. Perhaps that this will change in the future. The possibility to buy certain elven items will then be a minor benefit to these groups.