

**FOLK
LÖRIC
GEMS**

*Treasures
of the Sidhe*

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The Treasures of the Sidhe

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**This product utilizes updated material from the v.3.5 revision.*

Treasures of the Underhill Court

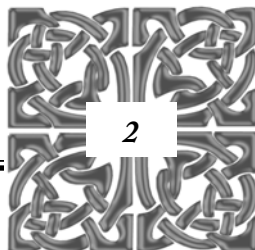
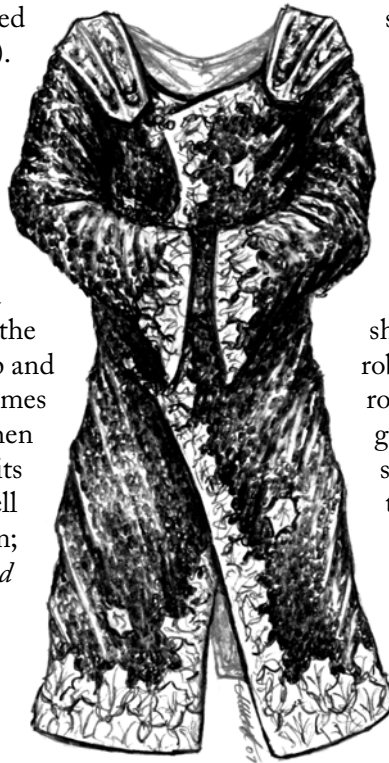
The halls of the Underhill Court are filled with objects of interest to the scholar, the warrior, and the mage, and though most of these items on closer investigation prove to be no more than illusion there are many treasures as well. Some of these marvels survive from the days when the sidhe ruled as Tuatha De Danann, some are little more than the ornaments of a magical race, all however are rare and wonderful to those who discover them.

Sidhe Half Robe: Traditionally worn by sidhe mages these knee length silk garments are very similar to conventional wizards robes save that they leave the wearer's right side fully exposed from the waist up (there is no right sleeve). The left sleeve however is oversized with a long flowing cuff/pocket this cuff. This cuff is decorated with a stylized wave in various shades of blue, green, and grey, as is the robes base (this pattern is more pronounced on the left side). These robes are lined and trimmed with fine brightly colored silk. To use the left hand, the sleeve needs to be hiked up and tied back (there is a braided cord that comes with the robe for this purpose). When worn these garments confer the benefits of the eschew components and spell penetration feats. Weak transmutation; CL 13th; Craft Wondrous Items, *limited wish*: 10,000 gp; Weight 5 lbs.

Sidhe Long Coat: Typically worn by sidhe heralds during court functions, these ankle length black coats are gathered in at the small of the back and split for riding. The sleeves bear wide cuffs, with gold shoulder guards reminiscent of armor. The edges of sidhe long coats are detailed with gold maple leaves. These leaves are thick at the bottom and thin up the sides and around the collar. Sidhe long coats have no buttons but are joined across the front by three gold chains attached by gold maple leaf mounts. The jacket is subtly enchanted so that every few seconds a leaf appears

to fall from the collar to the bottom where it blends into the pattern. Sidhe long coats are worn to impress others and are enchanted to support that objective, any bardic knowledge or gather information check made to learn the history of the individual wearing the coat is made at +5. In addition, the wearer of a sidhe long coat makes diplomacy and intimidate checks at +2. Weak transmutation; CL 13th; Craft Wondrous Items, *limited wish*: 12,500 gp; Weight 5 lbs.

Sidhe Meditation Robes: These robes are actually thirteen light robes (one for each 28 day lunar cycle in the year) layered and joined to form a single garment. The under most robe is exceptionally long cascading along the ground as a train, each subsequent layer is shorter, as are the sleeves all the way out to the final layer which is a sort of loose vest that stops just above the waist. These robes can be any color with each layer one shade darker than the last. Each layer is trimmed in a cord a few shades darker than the darkest robe. These robes are worn open. Sidhe meditation robes carry a subtle enchantment that guide how they drape when the wearer stops moving. When the wearer is still, the robes adjust so they spread artfully from the body, the enchantment is such that the robes appear to ripple with each breath. This effect is extremely conducive to meditation, in any environment where the wearer has sufficient time and calmness to take 20 on a concentration check, wearer the robe confers a +5 bonus. In calm surroundings were the wearer can take 20 on concentration checks, the wearer can triple his casting time and raise his effective caster level by 3 levels. Weak transmutation; CL 13th; Craft Wondrous Items, *limited wish*: 16,500 gp; Weight 5 lbs.



Four Seasons Cape: These capes could be described as the opposite of "cloaks of elvenkind" in that they capture what is most

dramatic in the nature of the season and highlight it. Four seasons capes are subtly enchanted so that one cape serves all seasons (though mundane equivalents are available for each season). These capes are highly prized not only as garments but as decorative items to mount on walls or special display racks. Sidhe four seasons capes change on the solstice and the equinox taking on the most vibrant images of the new season:

Summer: A riot of large green leaves, with traces of silver grey/brown branches and an occasional flash of brilliant color from a glimpse of plumage. The pattern is slightly animated so that the leaves rustle softly, and the birds are never quite seen.



Autumn: A sheet of gold leaves, punctuated by occasional orange, brown, and mottled green, at the right shoulder there is a mass of leaves in the deepest red the autumn offers. Occasionally a leaf appears to break loose and fall through the pattern.

Winter: A network of black leafless winter branches, sheathed in ice, as the wearer moves the ice picks up the pale blue of the winter sky and flashes with sunlight.

Spring: Black branches with cherry blossoms and the luminous green leaves of spring. The petals from the cherry fall down to the hem of the cloak in an endless slow cascade.

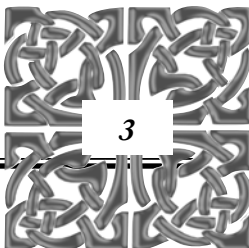
The power in these cloaks confers +4 protection (armor bonus) versus fey creatures, animals, and magical beasts. In addition the cloak confers a +4 bonus on any saves related to attacks (magical, venom, spell like abilities, etc.) from these creatures. Moderate abjuration; CL 13th; Craft Magic Arms and Armor, Craft Wondrous Items, *mage armor*, *silent image*: 16,500 gp; Weight 5 lbs.

Sidhe Rhyton: These enchanted drinking vessels are crafted in a variety of forms, stein, bowl, drinking horn, etc. and can be shaped from any material, though generally they are richly ornamented. A sidhe rhyton is enchanted so that hot drinks remain hot, cold drinks remain cold, and any beverage poured into them is endlessly replenished until the contents are poured out onto the ground or the night ends. These vessels are much prized by the sidhe as they allow for a great number to enjoy rare and ancient vintages throughout an entire night of revelling. Weak universal; CL 5th; Craft Wondrous Items, *prestidigitation*: 12,500 gp; Weight 1/2 lb.

Hunter's Flask: Much coveted by those sidhe who engage in the hunt for wild beasts for the fighting pit, these flasks can be crafted from any material metal, bone, glass, or leather. They are enchanted so that no matter how often they are raised to the lips they are always full of sweet pure water. A hunter's flask produces enough water for 3 men and 6 horses each day. Weak evocation; CL 5th; Craft Wondrous Items, *create water*: 5,000 gp; Weight 1 lbs.

Courtier's Sash: Tailored from the richest fabrics and embroidered with patterns of sidhe knot work, once per day when donned the power in the sash flows through all of the wearer's clothing making it whole, clean, and lightly perfumed. Weak universal; CL 3rd; Craft Wondrous Items, *prestidigitation*: 500 gp; Weight -- lbs.

Dragonstone: These small dice sized stones are carved with runes inlaid with silver. When placed into (or against) combustible material and a command word is spoken they start a fire. Lighting a torch with a dragonstone is a standard action (as with a tinder twig). A



dragonstone will start a fire even if the wood is green or damp, however starting a fire in those conditions could take up to five minutes. Weak universal; CL 3rd; Craft Wondrous Items, *prestidigitation*: 100 gp; Weight -- lbs.

Cormac's Bedroll: Made from fine light cloth and richly embroidered these items were first created to serve Sidhe warrior's in the field during the winter months. These bedrolls are enchanted so they keep the user warm and dry even in heavy rains or cold down to -50 degrees. When rolled out these bedrolls are large enough to shield one backpack as well as a single occupant. Weak abjuration; CL 5th; Craft Wondrous Items, *endure elements*: 1,500 gp; Weight 3 lbs.

Dancing Stars: These small stars (or dragons, faeries, etc., of about the size of a coin) usually crafted from amber, jade, or some other translucent material flit about providing illumination equal to one torch each. Dancing stars are crafted in sets of 3 to 8 (1d6+2). The stars are bound to the pouch they are stored in. A dancing star never ranges further than 50 ft. from their pouch. If the possessor moves with the pouch the stars move along with him, creating a cloud of light that seems to hover about the bearer. Weak evocation; CL 5th; Craft Wondrous Items, *dancing lights*: 500 gp. per star; Weight -- lbs.

Sidhe Hunting Lodge: It is rumored that in the days of old when the Tuatha de Danann still wielded their full power these enchanted shells grew into large rustic halls with thick ornately carved beams and many rooms. Halls suitable for sheltering the royals of the Tuatha de Danann and their entourages on the hunt in high style. However, since the power of the sidhe has diminished so has the grandeur of the shelter these items provide.

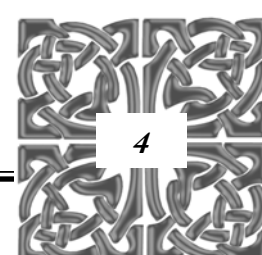
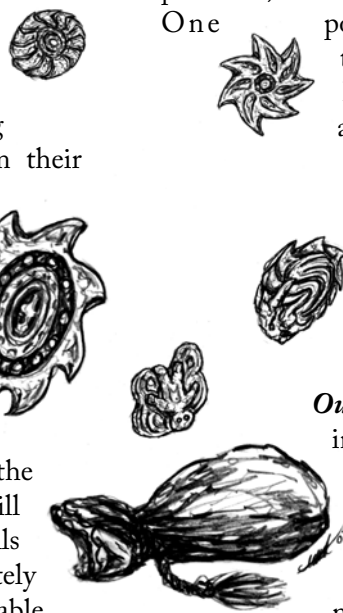
These tiny wonders are crafted from the shell of a single walnut and inlaid with a delicate tracery of silvron. When placed on the ground and a command word is spoke these shells grow and transform into large strong tents that can resist virtually any weather. Inside a sidhe hunting lodge there is room for 2 men and their packs. When transformed into tents sidhe hunting lodges hold 2 simple beds with blankets and a small brazier sufficient to heat and light the interior. These tents are a comfortable place

to sleep in weather up to 120 or down to -50 degrees, and can withstand winds up to 75 miles per hour. Any item left inside a sidhe hunting lodge is expelled when it transforms back to a shell. A sidhe hunting lodge can only be raised and lowered twice in one day and cannot remain up for more than 2 days without at least four hours to recharge. Medium evocation; CL 10th; Craft Wondrous Items, *tiny hut*: 18,000 gp; Weight -- lbs.

Sidhe Warbread: It is rumored the key ingredients in warbread are bonemeal and blood harvested from enemies. This is untrue. However, what actually does go into Sidhe warbread is a secret closely guarded in the Underhill's kitchen. Warbread has a fine taste to mortal palettes (though most sidhe consider it course stuff suitable only as a food of last resort in times of great privation). Warbread is however extremely nourishing. One pound of sidhe warbread is sufficient to sustain a man in combat (or at hard labor) for a fortnight. Further a creature on a diet of warbread heals as if the quality of his rest was one category better. Warbread does not however eliminate the need for water. Weak transmutation; CL 3rd; Craft Wondrous Items, *bear's endurance*: 200 gp per pound.

Outrider's Bag: Usually richly ornamented in horse motifs, these feedbags are of tremendous value to horseman in barren lands. Outrider's bags are ensorcelled to produce enough feed each day for one horse (or similar mount) and keep it healthy and strong. Weak conjuration (creation); CL 5th; Craft Wondrous Items, *create food and drink*: 5000 gp; Weight 2 lbs.

Sails of the Sidhe Windriders: The sidhe no longer craft these items, and those remaining are relics from the days when sidhe adventurers would pursue their enemies upon the open seas and well into their own lands on vessels of war. These sails are typically crafted from cotton with ancient sidhe war songs in flowing script embroidered along each of the sails edges. These sails are enchanted to respond to a series of five command words, the actual words can be anything but the five effects the words produce are:



Sail: This command deactivates the magic and lets the sail function naturally.

Zephyr: In calm water with no wind when this command is spoken the sail fills with wind sufficient to move a vessel at a rate of 30" indefinitely.

Speed: When this command is given the sail will move a vessel at a rate of 60" for eight hours (after which the magic in the sail lays dormant for 8 hours – though it is still a functional sail).

Stormwinds: When stormwinds are summoned the sail moves the vessel at 150" for two hours after which the magic in the sail must lay dormant for 24 hours.

Luff: When the command to luff is given all wind works to anchor the vessel moving at all. The vessel will not move in winds/or currents of less than 10 miles per hour.

Conjured winds are always in the most favorable direction to take the vessel where the user wishes to go. Actual weather and currents may impact the utility of *sails of the sidhe windriders*, and the sail does not guarantee the sea worthiness of the vessel from which it is flown. These sails are typically sized to fit vessels that fly single sails and are suitable for carrying up to 8 men on journeys of several days. *Sails of the sidhe windriders* have the ability to adjust to fit smaller vessels (down to one man skiffs), however sails for larger vessels must be crafted specifically for those vessels (the cost is the same, but the sails are not transferable). Weak evocation; CL 7th; Craft Wondrous Items, *gust of wind*: 25,000 gp; Weight 50 lbs.

Scoundrel's Die: Gaming with the sidhe is a dangerous pastime for unsuspecting mortals and these enchanted die are but one of the reasons why. These dice are linked to an enchanted magic ring. The enchantment on both ring and die is so subtle that if detect magic is cast upon them they fail to radiate even a faint mystic aura. The ring wearer gains a bonus in all games of chance that use these die. If the dice are rolled and the ring wearer does not win, he then rolls percentile dice, if the roll is 70% or less it is assumed the initial roll is one that would have won the toss. Weak illusion; CL 3rd; Craft Wondrous Items, Forge Ring, *magic aura*, *prestidigitation*: 2,500 gp; Weight -

Storyteller's Cloth: This ensorcelled cloth is much loved by the nightly guests to ornament their garb. Storyteller's cloth is typically found only on existing garments and usually only as an accent or border though full cloaks and robes

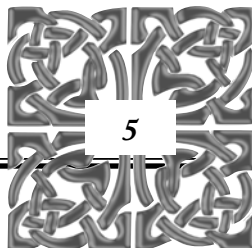
have been found on rare occasions. The enchantment on this cloth makes it appear as if the pattern within moves, thus waves roll and crash, flames leap and snap, geometric patterns flow and swirl, and wheat dances in the wind. Weak illusion; CL 3rd; Craft Wondrous Items, *silent image*: 500 gp; Weight -

Unicorn Stone: Usually crafted from polished bone (often described as an actual slice of unicorn horn), or glass, these stones are imbued with the power to make even the foulest water clean. Once per day a unicorn stone may be dropped into a container of water of up to 8 gallons. Purifying water takes 10 minutes after which it is sweet, pure, and suitable for drinking or cooking. Weak transmutation; CL 3rd; Craft Wondrous Items, *purify food and drink*: 500 gp; Weight -

Vintner's Stone: These small wine colored garnets are enchanted so that if they are place in a bottle of water (one gallon or less) the water looks, smells, and tastes like fine wine. However the water consumed is still only water, and has no power to intoxicate. If a vintner's stone is used in water that carries a drug or poison that substance becomes undetectable by taste of smell though detect poison will function normally. Weak universal; CL 3rd; Craft Wondrous Items, *prestidigitation*: 500 gp; Weight -

Wanderer's Tablecloth: Created to serve sidhe warriors away on campaigns, these tablecloths are worked with magic to produce three hearty meals a day for the possessor. When a command word is spoken and the tablecloth laid out these richly embroidered cloths produce hot, varied, high quality board sufficient to feed a sidhe warrior and up to three servants. When folded up the leftover food and utensils (even if removed) vanish until the next meal. Weak conjuration (creation); CL 5th; Craft Wondrous Items, *create food and drink*: 8,000 gp; Weight 1 lb.

Sidhe Gameboards: A favorite item among the sidhe, the skill to create these game boards has long been lost. As such the surviving boards are guarded jealously. All such boards are well above masterwork quality, crafted from the finest materials; platinum, gold, pearl, gems, adamantium, and exotic woods. The material cost alone puts most sidhe gameboards out of the reach of all but most the wealthy nobles. These boards are most commonly chess sets. However, though chess is the



most common layout for these boards (and the most popular game among the sidhe) they come in a variety of configurations. Auberón's personal favorite is an octagon comprised of one hundred forty four spaces carved from red and black coral, inlaid with platinum, and set with pearls.

Sidhe gameboards carry a variety of enchantments. The most common of these is to animate the pieces so they respond to the players' verbal (or mental commands) and move and fight. Some few of these boards however carry a more exotic enchantment, the pieces are moved by hand, however the contact with the pieces reveals the game as an actual battle from the perspective of the piece, allowing the player to participate in the game as if it were real. Even rarer are boards that can on command recreate the great battles of sidhe history and folklore from the perspective of each character represented on the board. If one of these "history" boards is played often enough in a short enough span, the player gains a +5 bonus on knowledge history related to that battle and the characters in it.

One such board a bit plainer than the rest sits in the library, with sidhi of silvrón, and milesians of black onyx. This board represent the battle of Tyrsmorren, one of the epic battles in sidhe lore. Tyrsmorren was lost a generation later in a milesian assault. This assault and the dark magics invoked destroyed both the sidhe and milesian armies, collapsed Tyrsmorren into the sea, and even blanked out memories of the city (particularly its location) from the minds of those who survived. The enchantments invoked were so powerful that it is hard to think about or research the lost city even today. This board survives from before the time of that great battle. If each of the originally enchanted pieces is played a character can gain enough information to find the original site of the lost city. Further if a piece is held or retained on the characters person they can think about the city normally. Tyrsmorren, the Citadel of Waves, was reputed to be a city of incredible wealth and ancient magic, in the days before the fall when the sidhe still walked the world as the Tuatha de Danann. The discovery of those ruins would make the adventurer who found it famous (possibly

wealthy as well). Strong transmutation; CL 20th; Craft Wondrous Items, *animate objects*, *dream*: 100,000 gp; Weight 20 lbs.

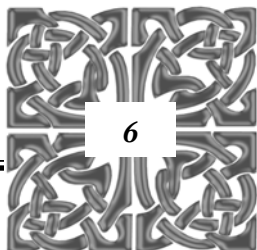
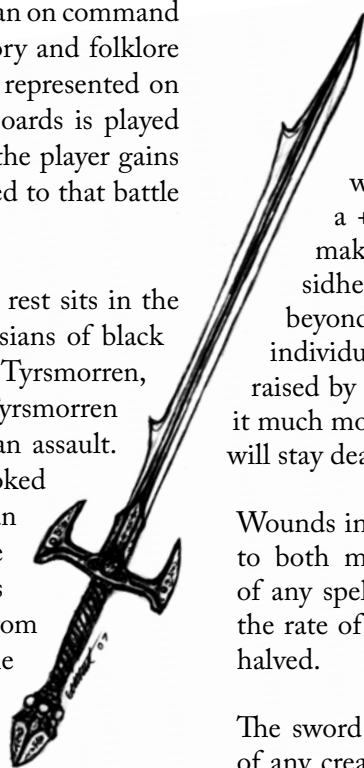
Sages Tapestry: When a command word is spoken the scenes on these extraordinary tapestries come alive with magic, as bardic oratory and music fill the viewer's mind and the image animates. These tapestries can communicate the histories of specific events, legends, or myths. Weak illusion; CL 9th; Craft Wondrous Items, *magic mouth*, *silent image*: 9,500 gp; Weight 50 lbs.

Sword of Ygrim: The sword of Ygrim is one of the most feared weapons in the possession of the sidhe.

Originally crafted by the milesian jarl Ygrim to serve the milesians in their war against the sidhe, the original wielder was slain in battle and the blade captured. The sidhe have kept the fearsome weapon hidden in their vault away from the world. Engraved with milesian runes the sword of Ygrim is a +4 cold iron longsword. This alone would make the fearsome weapon an anathema to the sidhe. The magic of the blade however goes far beyond its basic bonuses. It is rumoured that any individual slain by the sword of Ygrim cannot be raised by any means. While this is not entirely true it much more likely that a creature killed by the sword will stay dead. The true properties of the blade are:

Wounds inflicted by the sword of Ygrim are resistant to both magical and natural healing. The efficacy of any spell, potion, etc. is cut in half. Additionally, the rate of natural healing from time and rest is also halved.

The sword of Ygrim consumes the soul or life force of any creature it kills. As a result, no conventional means to raise a creature slain by the sword will work including such spells as *wish* or *miracle*. However, if the spell caster who wishes to raise the sword's victim actually has the blade in hand and makes the attempt to bring the person back within one month of their being killed it becomes possible to bring that individual back. The corpse must be specially prepared in a process that costs 10,000 gp and requires a knowledge (arcana) check with a DC of 50. For each week beyond the one month window the DC of the knowledge arcana check goes up by 5, and the cost of the materials required for the ritual goes up by 1000 gp. After this process is completed,



it requires two castings of *wish* or *miracle* to restore the person to life; one casting to separate the soul from the weapon and one to restore the soul to the body. After this the target creature is alive and at zero hit points. For one month after the target creature is raised, healing requires either 10 times the normal time, or 10 times the magic for each hit point recovered. After this one month period has passed the creature is back to normal (with the standard experience loss for being resurrected).

A character is considered killed by the sword of Ygrim if either the last 10 hit points of damage or a coup de grace is delivered by the weapon. Strong transmutation; CL 20th; Craft Arms and Armor, *soul bind*: 74,000 gp; Weight 3 lbs.

Arras of Sidhe Heralds: Woven in ancient times to aid in communication between the various courts of the Tuatha de Danann, the power of these great items has faded. However a shadow of their original power remains, once per day a message of up to 200 words can be spoken to one of these magic weavings and a single image (a map for example) presented. Over the course of the next hour the two arras reweave themselves to reflect the message and the image, the one the character speaks to and one in a distant location. The words and the image remain until the next time the arras is used to send a message. Weak divination; CL 5th; Craft Wondrous Items, *whispering wind*: 5,000 gp; Weight 50 lbs.

Sidhe Captains' Carpet: Created to facilitate communication and coordination between sidhe commanders in the field these carpets come in sets (usually of 6). When all of the carpets in the set are rolled out and knelt upon, all of those so kneeling can speak to one another clearly as if they were in the same room. These carpets allow communication over any distance, and even across the planes. Strong divination; CL 15th; Craft Wondrous Items, *telepathic bond*: 40,000 gp. per carpet; Weight 5 lbs. per carpet.

Egelyn's Arras: These masterful tapestries recreate scenes of distant places. When a command word is spoken the images on

these wall hangings transform into magical portals to the location represented in the tapestry. Each arras is fixed to a single point and is useable five times per month. The destination location can be on another plane. These portals are one way and there is rarely a provision made for the traveller to return. A number of travellers can pass through the portal equal to the charisma bonus of the character that speaks the command word. Strong conjuration; CL 20th; Craft Wondrous Items, *plane shift*, *teleport*, *greater*: 75,000 gp; Weight 50 lbs.

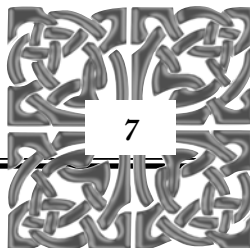
Mural of Aifa: These large finely wrought murals appear to be nothing more than maps rendered and painted in exquisite detail. When a command word is spoken the paintings rework themselves to display different maps from around the world. The mural can produce an incredibly detailed map of any location the Underhill Court has visited. The borders of the mural also describe certain details about the areas illustrated (populations of villages, key buildings, historic sites, etc. Weak illusion; CL 5th; Craft Wondrous Items, *silent image*: 5,000 gp; Weight -



Torc of Bryccriu: These incredibly rare but beautiful torcs are crafted from braids of gold and copper. It is said then in the ancient times these incredible torcs made the Children of Dana nigh invincible. Even with their power faded and dim these items are much coveted by the sidhe mages for the power of the torc grants them the ability to heal or injure with a touch. When worn, a torc of Bryccriu allows a mage to channel any spell through

the torc as a *healing* or *inflict* spell of the same level. For example a sidhe sorcerer could channel one of his daily uses of a first level spell and produce an effect identical to that of a *cure* or *inflict light wounds*. Channeling a spell through the torc in this manner requires 3 full round actions. Strong transmutation; CL 18th; Craft Wondrous Items, *limited wish*: 100,000 gp; Weight 1 lbs.

Spear of the Sidhe Masters: An elegant, beautiful weapon the spear of the sidhe masters appears, upon examination, to be a +2 spear with the keen special weapon



property; however it is in fact much more. When the weapon is held aloft and a command word is spoken (a full round action that invokes an attack of opportunity) the spear conjures forth 6 sluagh servants. These sluagh are always liveried to match their summoner. In non combat situations they serve their summoner as attendants. In battle however, these sluagh fight to protect the wielder of the spear in spite of any risk to themselves. In addition, the wielder's attack rolls and armor class receive a situation bonus of +2, as if the sluagh were using the aid another combat option. Further, while these sluagh are present the spear wielder is always considered to be flanking his melee opponents. The sluagh however do not have to roll, take specific positions, or allocate their attacks to confer these benefits. If the spear wielder is incapacitated the sluagh attack using their normal abilities, their appearance notwithstanding. Strong transmutation and conjuration; CL 20th; Sidhe, Craft Arms and Armor, *keen edge, summon monster IX*: 200,000 gp; Weight 3 lbs.

Sidhe Foecleavers: These silvrion longswords were developed by the sidhe to put their warriors on a par with those of the giants they warred against. Foecleavers are treated as +2 longswords but do damage as if they were two size categories larger (3d6). Strong transmutation; CL 15th; Craft Arms and Armor, *enlarge*: 25,000 gp; Weight 3 lbs.

Orb of the Lord High Judge: Grafted from pure water bound into a liquid sphere that appears much like a crystal ball. When held forth the orb of the lord high judge creates a *zone of truth*, exactly as the spell cast by a 15th level cleric. In addition, when the orb is in hand it confers a +10 bonuses on sense motive checks. Strong divination; CL 15th; Craft Wondrous Items, *zone of truth*: 75,000 gp; Weight 3 lbs.

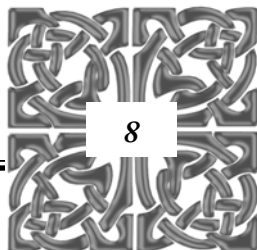
Talkenn's Harp: Carved from exotic wood and inlaid with designs in brilliant green blue mother of pearl Talkenn's Harp is the reason for much of the lore surrounding the potency of sidhe bards. The enchantment laid into the harp confers a +10 bonus to all perform checks made using it however that is but the beginning of these instruments power. If a bard elects to play the harp in combat, in lieu of participating directly in the fight himself the effect of his bardic music with regards to inspire courage and inspire greatness are doubled. For example an 8th level bard

using his bardic music to inspire courage would confer a bonus of +4 rather than +2 to his allies. In addition, the effective radius of bardic music for these effects is increased to 100 feet. Lastly, while calling on the power of the harp, the bard cannot move more than a five foot step, cannot fight, and cannot defend. However, while playing (and using bardic music to create either the inspire courage or inspire greatness effects) the bard is wreathed in protective energy; this aura confers the benefits of *protection from arrows*, and a spell resistance of 20. For the purpose of melee attacks however the bard loses his dexterity bonus and is considered flat-footed. Strong transmutation and abjuration; CL 15th; Sidhe, Craft Wondrous Items, Bardic Music class ability; *protection from arrows*: 45,000 gp; Weight 5 lbs.

Sentinels' Throne: Though sidhe typically do not stray far from the Underhill Court, some few have developed tools to see beyond the confines of their halls. One such item is the sentinel's throne. Typically carved in a griffon motif from dark polished wood and upholstered in rich leather, these potent items confer the ability to see other places as through a *clairaudience/clairvoyance* spell had been cast on the one seated. In order to activate the power of the throne the viewer must be seated for at least five minutes. The area viewed can be shifted every ten minutes. Strong divination; CL 15th; Sidhe, Craft Wondrous Items, *clairaudience/clairvoyance*: 90,000 gp; Weight 300 lbs.

Sidhe Braid Leaves: Though the power of the sidhe has waned since the days of the Tuatha de Danaan, the warriors of the Underhill Court have developed tools to provide themselves with an edge on the battlefield. Some of these tools appear to be nothing more than simple personal ornaments crafted to look like leaves. When affixed to a braid these leaves confer the benefits of a virtual feat. If the feat conferred has other feats as prerequisites, the wearer must either have that feat, or possess an item that confers it (for example another sidhe braid leaf). A braid leaf occupies the item slot normally associated with a hat, however up to 5 braid leaves can be worn by the same character simultaneously. The feats conferred are typically those a sidhe would select (relating to skill or magic use).

Weak transmutation; CL 10th; Sidhe, Craft Wondrous Items, the feat being duplicated: 5,000 gp; Weight -



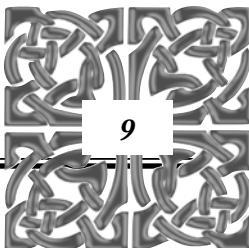
Grimwand: Traditionally wielded only by the highest ranking sidhe officers, these +2 silvrn swords are much coveted by Auberon's court. The dark runes engraved into the blades carry great power to inspire fear in the enemies of the sidhe. When drawn and held with the blade exposed, the bearer of a grimwand gains a +10 circumstance bonus on all intimidate checks on creatures within 10'. In addition, when wielded in combat, the blade creates an aura of *fear* forcing all enemy creatures within a 30' radius have to make a will save (DC 20) or take a penalty of -2 on all of their attack and damage rolls for as long as they are within the grimwand's area of effect. Should an enemy creature pass outside of the area off effect they must make a new save in the event they re-enter. However, the most potent aspect of a grimwand's power is its ability to poison its victims with fear. On a successful hit, the victim makes a will save (the DC of the save is equal to the total to hit roll of the attack including bonuses); if the save fails the victim is overcome with fear. This fear causes the victim to either flee at their best rate of speed (20% chance), cower without hope (-10 to AC, cannot attack, cast spells, or do anything beyond taking a 5' step) (30% chance), or surrender and ask for mercy (50% chance). Spell resistance applies and the effect is treated as a 4th level spell from a caster of one half the wielder's character level. Strong transmutation and conjuration; CL 20th; Sidhe, Craft Arms and Armor, *fear*: 54,000 gp; Weight 3 lbs.

Harp of Kandell: Carved from sidhe glimmerwood and inlaid with silver, the harps of Kandell are treasured as much as objects of great beauty as they are for the abilities they confer. However, when played by skilled hands these instruments are also repositories of great power. The music of the harps of Kandell weave songs of magic with a number of wondrous effects. The music of the harp can produce a magical effect identical to that of a *silent image* spell cast by a wizard with levels equal to the musician's ranks in perform. It takes 5 rounds of play to activate this ability. If the musician plays for 10 rounds he can duplicate the effects of a *minor image* spell. If the musician possesses bardic music as a class ability and chooses to channel his music through the harp he can produce a magical effect equal to a *major image*. Use of this ability takes 2 minutes of play to activate. For each of these abilities the effect lasts for as long as the harp is played plus 1 round per rank in perform. In addition, these harps confer a +5 bonus on

perform checks. Weak illusion; CL 10th; Sidhe, Craft Wondrous Items, *minor image*, *silent image*: 8,750 gp; Weight 5 lbs.

Sidhe Bards' Harp: Often mistaken for harps of Kandell by those who are unfamiliar with sidhe craft, bards' harps are even more prized. Crafted from polished glimmerwood, and richly ornamented with precious stones and metals these harps are among the most precious items the sidhe still have the power to create. Their most mundane attribute is to confer a +10 bonus on perform checks made using the instrument. As the name suggests, in the hands of a bard these amazing instruments come into their full power. When a musician with the bardic music class ability channels his daily uses of bardic music through the harp he can duplicate any spell on the bard's spell list. Duplicating a spell with the harp requires 3 uninterrupted rounds of play plus additional play time equal to the casting time of the spell. During this play the musician cannot cast spells, fight, or move more than a 5 foot step. Duplicating a spell of a level the musician can actually cast requires one daily use of bardic music per spell level. It is possible to cast spells of a higher level than the bearer of the harp can cast, however doing so requires two uses of bardic music per spell level. Strong transmutation; CL 20th; Sidhe, Craft Wondrous Items, Bardic Music class ability: 160,000 gp; Weight 5 lbs.

Nellak's Lute: Named for the sidhe healer who enchanted the first such instrument, Nellak's lutes are one of the principle reasons the sidhe have survived even though their power has faded. These instruments are fonts for great stores of healing energy. When played for at least ten minutes a Nellak's lute heals an amount of damage equal to the player's perform check. When using this ability the wielder of the lute cannot move (other than a 5' step), cannot fight, cast spells, defend (the wielder is effectively prone), or even speak, all of his efforts and concentration have to go into calling on the power of the instrument to heal (these restriction apply to all of the healing powers of the lute). Nor can the beneficiary of this healing do anything other than remain still and receive the healing. In addition to the ability to heal damage, Nellak's lute can, with a full hour of play, duplicate the effects of the *remove blindness/deafness*, *remove curse* or *remove disease* spells. In order for this ability to function the wielder's perform



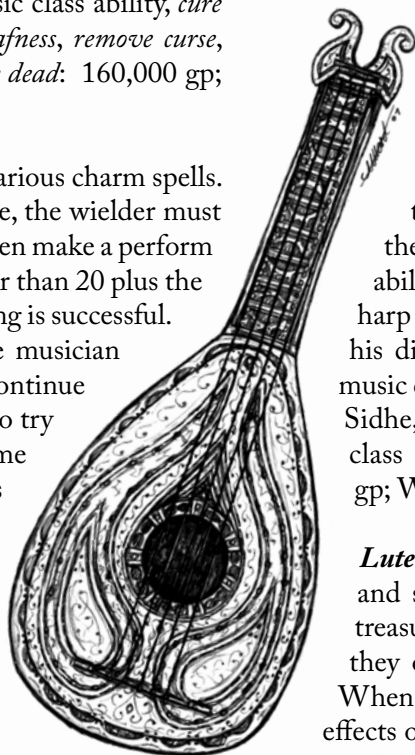
check must exceed the level of the caster who created the affect being cured. If the wielder of the lute has the bardic music class ability he can channel his daily uses of bardic music through the lute to produce an effect equal to the spell *lesser restoration*. Use of this ability requires 5 of the wielders daily allotments of bardic music, and at least two hours of play. Lastly, Nellak's lute can even bring back the dead, its music acting as a *raise dead* spell. Using this ability is exceptionally taxing, and activating this ability take 15 of the wielder's daily allotments of bardic music. In addition, using this ability causes the wielder to sustain 25 hit points of damage and become exhausted. Use of this ability requires four solid hours of play. Strong conjuration; CL 20th; Sidhe, Craft Wondrous Items, Bardic Music class ability, *cure serious wounds, remove blindness/deafness, remove curse, remove disease, lesser restoration, raise dead*: 160,000 gp; Weight 5 lbs.

Flute of Jannrin: These flutes cast various charm spells. In order to cast a spell with the flute, the wielder must play for a minimum 5 rounds, and then make a perform check. If the perform check is greater than 20 plus the level of the spell being cast, the casting is successful. If the casting is not successful, the musician can either abandon his attempt, or continue playing. If the musician continues to try to create the same spell on the same target, this second attempt requires 10 rounds of additional play, the third 15, the fourth 20, etc. The caster level of spells created by the flute are equal to the perform check (including bonuses) minus 10. Metamagic feats cannot be applied to spells cast by the flute. After a spell effect is created, or an attempt to create one abandoned, the magic in the flute must rest for a number of rounds equal to the perform check before a new spell effect can be created. The spells the flute can duplicate are, *charm person, hypnotism, hideous laughter, deep slumber, suggestion, and charm monster*.

In addition, the flute has the ability to fortify spells so that they are more difficult to dispel. One hour of play raises the effective caster level of the spell being enhanced by the perform check (including all bonuses) for the purpose of resisting dispel attempts, though no other variables effected by caster level are modified.

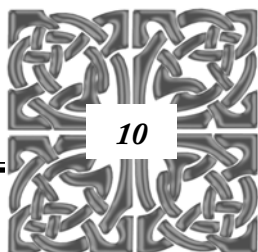
After using the flute in this manner the musician is fatigued. If the flute is used a second time the effects stack but the character is exhausted and the flute cannot be used again for 3 days. Moderate enchantment; CL 15th; Sidhe, Craft Wondrous Items, Bardic Music class ability, *charm person, dispel magic, hypnotism, hideous laughter, deep slumber, suggestion, charm monster*: 64,000 gp; Weight -

Harp of Avin: When a harp of Avin is played, magic items are revealed as such (though no indication as to the nature of the item is revealed), illusions are seen as such, as are individuals under the influence of charms spells, protective magics, etc. Activating this ability requires 3 rounds of play and lasts for as long as play continues. In addition, a harp of Avin has the ability to *dispel magic*. Using this ability requires 5 rounds of play, the effective caster level of the dispel attempt is equal to the musician's perform check -10. If the musician has the bardic music class ability, he can channel that music through the harp and increase the effective caster level of his dispel attempt by 5 for each use of bardic music channelled. Moderate abjuration; CL 12th; Sidhe, Craft Wondrous Items, Bardic Music class ability, *detect magic, dispel magic*: 24,000 gp; Weight 5 lbs.



Lute of Marelyhn: Crafted from glimmerwood and set with ivory pegs, these lutes are much treasured, for they remind the sidhe of the power they once wielded as the Tuatha De Danann. When played a lute of Marelyhn duplicates the effects of the various *summon monster* and *summon nature's ally* spells. Calling on the power in the lute requires 3 rounds of play plus 1 round for each level of the spell being duplicated. The lutist can cast any of the *summon monster* or *summon nature's ally* spells he would be able to cast were he a druid or wizard equal to his character level. Strong conjuration (summoning); CL 20th; Sidhe, Craft Wondrous Items, *summon monster IX*: 125,000 gp; Weight 3 lbs.

Spell Reaper: It is rumored that in the days of the Tuatha De Danann these +2 rune carved silvrion blades would destroy any creature with the power to wield magic. The power in these blades has since faded and the secret of their creation has been lost, however they



are still greatly feared by their spell wielding enemies. On a successful hit a sidhe spell reaper not only inflicts physical damage but also destroys the victim's ability to cast spells that day. For every point of damage inflicted by the blade (actual weapon damage and enchantment bonus but excluding damage from ability bonuses, feats, or class abilities) the blade also destroys one unused level of spells. Thus an attack that inflicts 6 points of weapon damage +2 points of enchantment bonus would destroy eight levels of the target creatures unused spells for that day. The sword targets the highest level spells first, as an example the spell hits a 10th level wizard who has not yet cast any of his prepared spells, total weapon damage would result in the victim losing a 5th and 3rd level spell. Sidhe spell reapers affect all spell casting classes equally. Moderate transmutation and moderate necromancy; CL 15th; Sidhe, Craft Arms and Armor, *dispel magic*, *feeblemind*: 38,000 gp; Weight 3 lbs.

Crown of Stars: These sidhe headpieces are some of the most beautiful of the treasures of the Underhill Court. Crafted from 16 diamonds, each set brilliantly in platinum, when adorned the stones leave their settings and hover in a slow orbit around the wearer's brow (in a manner similar to that of ioun stones). When worn, a crown of stars confers a +4 bonus to all charisma based skill checks. In addition a crown of stars grants the wearer unique perception that manifests as a +2 insight bonus to armor class, uncanny dodge (as a rogue of the wearer's character level), and the ability to *detect evil*, *detect undead*, and *see invisibility* as the spells. Moderate divination; CL 16th; Sidhe, Craft Wondrous Items, *detect evil*, *detect undead*, *see invisibility*: 35,000 gp; Weight -

Sidhe Hunter's Dust: Typically stored in small leather pouches, as the name suggests this fine powder is a great boon to hunters. When a dose is sprinkled on the trail of a specific creature the individual who spread the dust can track the creature that set that trail perfectly for a full day. This allows the user of the dust to move normally and not have to slow down to make skill checks to stay on the trail. Sprinkling a dose of sidhe hunter's dust is a standard action that invokes an attack of opportunity. Sidhe hunter's dust is typically found in pouches with 5 doses. Weak divination; CL 7th; Sidhe, Craft Wondrous Items, *locate object*: 100 gp. per dose; Weight -

Raider's Dust: Used by sidhe patrols to mask their movements, this magical dust

is identical in appearance to hunter's dust, but has the opposite effect, obliterating the users trail so that tracking him by normal means becomes impossible. A single dose spread on the trail and it is users movements for the last 24 hours are masked as if he were using the pass without trace class ability the entire time. Sprinkling a dose of raider's dust is a standard action that invokes an attack of opportunity. Sidhe raider's dust is typically found in pouches with 5 doses. Weak divination; CL 7th; Sidhe, Craft Wondrous Items, *locate object*: 100 gp. per dose; Weight -- lbs.

Sceptre of the Lord Ambassador: In ancient times before their fall from power the sidhe sent forth emissaries and ambassadors to other lands. They armed these agents with weapons suitable to the tasks with which they were charged. One such weapon was the sceptre of the lord ambassador. Crafted from exotic woods and wrapped in leather these items were much more than symbols of position and authority; when wielded these sceptres confer a +10 bonus to diplomacy checks, and a +5 bonus to knowledge (local) and knowledge (history) checks made regarding the lands upon which the bearer is standing. In addition, with the sceptre in hand the bearer can speak and understand the language of any sentient creature he is trying to communicate with. Weak divination; CL 12th; Sidhe, Craft Wondrous Items, Bardic Knowledge class ability, *eagles bearing, tongues*: 42,000; Weight 1 lbs.



The Sluagh

Excerpt from The Underhill Court by Alexander Bennett:

These ghostly apparitions are servants to the sidhe, cooking their food, serving the masked guests and tending to the nightly running of the Underhill Court. The sluagh look something like ethereal, elongated sidhe, but their faces are blurred and distorted to the point where it is impossible to tell one sluagh from another.

Some speculate that the sluagh are the ancestor-ghosts of the sidhe, serving their brethren in the afterlife. Others postulate that they are the shades of people defeated by the Tuatha de Danann in ancient times. Whatever the truth, the sluagh do not seem capable of speech and the sidhe will not talk about them, barely even acknowledging their presence. If any humans were to go beyond the great ballroom into the deepest parts of the Underhill Court – a rare occurrence, as sidhe warriors vigilantly guard the exits of the ballroom – they would discover an ever-changing maze of vaults and chambers tended to by the sluagh. There is a garden of exotic plants growing miraculously underground, kept healthy by their sluagh gardeners, a vast music room where the sluagh carefully polish ancient instruments, and even a library filled with ancient sidhe knowledge, kept dust-free by dutiful sluagh. The truth is that the sluagh are, in fact, the ghosts of an entire city of Milesians. Ages ago, the city surrendered to an army of the Tuatha de Danann and its entire population was ritually slain during the casting of a massively-powerful spell. This is one of the reasons for which the surviving Milesians still hound the Underhill Court; they wish to release their ancestors from eternal servitude. The Underhill Court has many enemies. Wherever it goes, the eerie magical events that accompany it can stir up angry mobs of irate, pitchfork-wielding humans. Luckily, the forest beings known as woodwose have appointed themselves as protectors of the hill that contains the great sidhe Court.

Sluagh

Medium-size undead (incorporeal)

Hit Dice: 3d10 (16 hp)

Init: +5

Speed: 40 ft., fly 80 ft.

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 13

Base Attack/Grapple: +3/-

Attack: Incorporeal touch +4 melee (1d4 plus magic drain)

Space/Reach: 5 ft./5 ft.

Special Attack: Magic drain

Special Qualities: Darkvision 60 ft., incorporeal traits, undead traits

Saves: Fort +2, Ref +4, Will +6

Alignment: neutral

Abilities: Str –, Dex 16, Con –, Int 10, Wis 10, Cha 14.

Languages: Sidhe, Milesian.

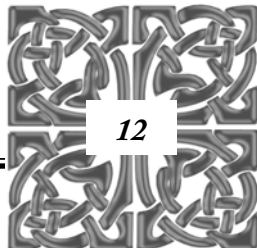
Skills: Hide +9, Intimidate +8, Listen +10, Search +8, Spot +10.

Feats: Blindfight.

Challenge Rating: 4

Combat: A sluagh will only strike in self-defense. It targets magic-users first with its magic drain. If outnumbered, sluagh will retreat and seek help.

Magic drain (Su): If a sluagh's incorporeal touch hits a magic-using creature, that creature must pass a Will save (DC 20) or immediately lose one of its spells per day or memorized spells (chosen randomly).



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Init: +5

Speed: 40 ft., fly 80 ft.

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 13

Base Attack/Grapple: +3/–

Attack: Incorporeal touch +4 melee (1d4 plus magic drain)

Space/Reach: 5 ft./5 ft.

Special Attack: Magic drain

Special Qualities: Darkvision 60 ft., incorporeal traits, undead traits

Saves: Fort +2, Ref +4, Will +6

Alignment: neutral

Abilities: Str –, Dex 16, Con –, Int 10, Wis 10, Cha 14.

Languages: Sidhe, Milesian.

Skills: Hide +9, Intimidate +8, Listen +10, Search +8, Spot +10.

Feats: Blindfight.

Challenge Rating: 4

Combat: A sluagh will only strike in self-defense. It targets magic-users first with its magic drain. If outnumbered, sluagh will retreat and seek help.

Magic drain (Su): If a sluagh's incorporeal touch hits a magic-using creature, that creature must pass a Will save (DC 20) or immediately lose one of its spells per day or memorized spells (chosen randomly).

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