



Luren Lightfinger's GEAR AND TREASURE Shop

Sean O'Connor, Connie J. Thomson and Robert W. Thomson

TABLE OF CONTENTS

Introduction	4	Chapter 4 – Prosthetics	68
Chapter 1 – Martial Gear	6	Mundane Prosthetics	69
Weapons	6	Magical Prosthetics	71
Armor and Armor Components	16	Armor for Prosthetics	74
Special Substances	21	Chapter 5 – The Back Room (Magic Items)	75
Ceremonial/Non-Combat Weapons & Armor	22	Armor	75
Chapter 2 – Adventuring Gear	24	Weapons	75
Mundane Gear	24	Staves	78
Tool and Skill Kits	28	Wondrous Items	78
Musical Instruments	29	Appendix	81
Alchemical Items	33	Luren's Shop	82
Trade Goods	35	Crossroads Inn and Tavern	88
Chapter 3 – Home and Hearth	36	Plot Seeds	97
Clothing and Materials	36	Open Game License	98
Food and Drink	48		
Jewelry and Accessories	62		
Art and Writing Supplies	62		
Toys and Games	64		
Miscellaneous Items	66		

CREDITS

Designers and Developers – Sean O'Connor, Connie J. Thomson, Robert W. Thomson

Contributors – Ryan Costello, Jr., C.J. Ruby

Design Consultant – Michael M. Casler

Editor – Benjamin Donnelly

Cover Artist & Layout – Kristen M. Collins

Cover & Logo Design – Kristen M. Collins

Interior Artists – Jason Ammons, Kate Ashwin, Kristen M. Collins,
Heather Crook, Will Rodriguez

Some artwork based on original concepts by Mathew Winkle.

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Interior Layout – Connie J. Thomson

Playtesters – Randy Carr, Michael M. Casler, Benjamin Donnelly, Greg Eitzen, Sam Hocter,
Dallas Houser, Jason Perry, Jeff Watson, Mathew Winkle, and the late Kenneth Hart

INTRODUCTION

Were adventuring a job in our modern world, it would be one that has hazard pay. Clearing out dungeons of monsters and undead often turns up great treasure; missions or jobs-for-hire are generally only taken with the promise of the work being worth one's time and risk. In battles of good versus evil, to the victor go the spoils – the pouches, weapons, and magic items of one's fallen foes are usually scooped up and carried off the battlefield. Even the most altruistic of player characters are going to end up with a significant pile of coins or unneeded items eventually, and as soon as they get to the next town, they'll be looking for a place where they can buy new gear or trade off the items they've acquired.

Instead of casually waving the characters off in various directions – to the smithy, to the clothier's, to the general store – why not instead show them to a one-stop shop, where they can buy and trade to their heart's content? The party doesn't have to split up and run all over town, and they can easily divvy up their shares of whatever coin they might get for items they've sold. In being all in the same place, they can also make decisions about party purchases, or pool their coin together to make a big purchase, without having to wait on other party members to return from their errands.

As a GM, one of the most painful parts of having the party go shopping is that all the players/characters have questions at once: “What kinds of new weapons does this place have?” “I need some new socks – do they have socks here?” “How much does a wheel of cheese cost?” A store that has a catalog of sorts would make things easier still, giving the other players something to look through (and answer some of their own questions) while the GM deals with one player and his character at a time.

Has there ever been such an establishment? There is now! Welcome to *Luven Lightfinger's Gear and Treasure Shop*! This book (which can serve as a catalog for the characters to peruse) is divided into five chapters to represent the five departments of the shop. Chapter 1 covers battle gear – new weapons ranging from the very simple to the very exotic, new types of armor and accoutrements, new substances that can be used for making weapons and armor, and even a few special pieces for ceremonies or training. Chapter 2 is full of new adventuring gear, from the mundane to the alchemical, including tool kits, trade goods, and over 40 new musical instruments. Chapter 3 is entitled “Home and Hearth”, but everything within it would be a welcome addition to an adventurer's life – new clothing, yard goods, foodstuffs, jewelry, art supplies, games, and other odds and ends.

Chapter 4 addresses one of the sad realities of

adventuring: the need to replace missing limbs. The wide variety of prosthetics provides many different opportunities for the character who has lost a body part (and none require creating a new character). Chapter 5 reveals Luven's “Back Room”, with an assortment of new magical items. The appendix details Luven's shop itself, and the attached Crossroads Inn and Tavern, including maps, security measures in place, and item availability. You can use either the shop or inn as is for your game (complete with the stat blocks for Luven, his family, and his staff) or use them as a model for a similar shop or inn of your own design. We've even included a few plot seeds related to the shop and inn.

We have not given the location of Luven's shop a name, just a description, so you can drop it into any campaign setting you wish. In choosing your location for the shop, it's your choice, as GM, to decide that some items may be too exotic to be sold for the prices listed in this book, if they're even available in your version of the shop at all. If corn would not have made it to your part of the world, even by ship trade, simply tell your players that it isn't available.

For the new items you do decide to make available to your players, it is again completely up to you how to incorporate them. The easiest way is to not even make an issue of it, and just let them know which new items are available for purchase, in addition to the equipment listed in the *Pathfinder Roleplaying Game Core Rulebook*. Alternately, if you want to address the question of why these items were not available on previous shopping expeditions, you have a number of options. Luven's shop is ideally located near trade routes, so his stock is more varied than any the characters have encountered before. Perhaps the characters have just arrived in a new land and stumble upon Luven's shop, full of wonders they've never before laid eyes upon. Or maybe these items have always been around, but for some reason they've never had the opportunity to purchase them before – the stores they went to were out of stock on these items, they didn't go to the right stores in the first place, or they just never happened to see them.

The flavor text for this book is a little bit different than in our previous releases. Luven Lightfinger, our halfling proprietor, narrates this book himself, introducing each chapter and giving additional words of wisdom along the way. He is a businessman, after all, so he's going to do his best to sell his wares!

As always, we hope you enjoy this book, and that it adds some fun and flavor to your games. Good Gaming!

Connie and Robert Thomson
4 Winds Fantasy Gaming

A WELCOME FROM LUVEN

Well met, friends! Welcome to my shop! Come on in, don't be shy. I wasn't always a shopkeep, you know. My wife, Arissa, and I were both adventurers for many years, and traveled all over this world. If you have the time, I'd love to chat and see if we've traveled any of the same roads, and maybe swap some stories. But that's all neither here nor there. The point is, I've stocked my store with the adventurer in mind. If you need it, odds are I've got it; if I don't have it, I'll do my best to find it for you.

Have a look around, and if you have any questions, just ask! I'll do my best not to bother you while you're shopping, though I'll check in on you every so often and make sure you're still doing alright.

Luven Lightfinger

HOURS AND TERMS OF OPERATION

Open sunrise to sunset year-round
Closed on major holidays and days of rest
Payments accepted: coins, gems, trade bars
Other types of payment considered on a case-by-case basis
Trading and bartering welcomed

We reserve the right to refuse service to anyone!
(though that rarely happens - just don't be a jerk and you'll be fine)



Luven Lightfinger's Gear and Treasure Shop is the best store you'll find in all your travels! I'm not just saying that - I shop there myself! Even though I don't hit the road much anymore, Luven has such fine wares that I wouldn't want anything less to supply my tower. It's too bad Luven is such a young whipper-snapper - if his shop had been around during my adventuring days, I could have had the world by the tail!

The Forgetful Wizard

CHAPTER 1 - MARTIAL GEAR

It really doesn't matter what sort of adventuring you're doing, you need to protect yourself. Unless you're a monk or a spellcaster, you're not going to last very long in a fight without weapons and armor, and if you're all alone in that fight...well, you're probably going to be in a lot of trouble in very short order if all you have on you is a dagger. But clearly, I don't need to tell you any of this. I can tell you've seen your share of adventure already, and your swords and armor are starting to show it, aren't they? Let me show you what all I've got. If you just want to replace your gear with more of the same, that's fine, but I have some different items if you're interested in a change.

Luven Lightfinger

Nearly all adventurers wield some sort of weapon to defend themselves and their allies, and wear some type of armor to protect their bodies from the blades of their foes. In his travels years ago, Luven saw many different varieties of weapons and armor than those that are most readily available. While he does stock the "standard" martial gear, he also has available a wide selection of less common arms and armor, including some made from special materials. He also stocks a few pieces for practice combat and ceremonial occasions.

WEAPONS

Weapons listed in Table 1-1 are described below.

Ahlspiess: A much larger pole-arm version of the estoc, the ahlspiess – or awl pike – is over three feet of solid steel spike with a round hand-guard at the base, a reinforced socket, and a thick wooden haft below that. It is commonly used by city guards and infantry facing armored knights. The weapon is very resistant to destruction and the tip is capable of penetrating heavy armor. While it has reach, it can also be used against adjacent enemies as a bludgeoning weapon.

Special: Sunder attempts against the 3 foot steel tip suffer a -5 penalty to CMB.

Arbalest: Also called a "stone-bow", this variant of a crossbow is in essence a hand-held catapult, launching stone or lead bullets instead of bolts. Compared to crossbows, it has a noticeable arc in the stock. It has double strings and a pocket for the stone instead of a groove for a bolt. The advantages are that it is much easier to carry a large amount of ammunition or pick up pebbles as improvised ammunition (-1 to attack and damage with stones gathered from the ground). The disadvantages are the arbalests somewhat shorter range, greater expense, and that it does bludgeoning damage instead of piercing.

Arrows, Barbed: Common in the quivers of orcs, goblins, barbarian humans, drow, and other races who indulge in cruelty, barbed arrows use specially shaped arrowheads that are extremely difficult to remove and can cause crippling wounds. For each successful hit with a barbed arrow, the target must make a Fortitude save or suffer a -1 penalty to either Strength, Dexterity, or Constitution (GM roll 1d3 to determine which). The DC of the save is equal to the attack roll. A critical hit from a barbed arrow automatically inflicts the penalty. These penalties are cumulative and represent the muscle damage and pain inflicted by the barbs lodged in one's flesh.

Even if one can resist the initial trauma, removing the arrows so healing can begin is a time-consuming process, requiring the arrow to be cut free. Ripping or pulling the arrow out will pull a large chunk of tissue out as well. It takes at least five rounds per barbed arrow and a DC 15 Heal check to safely remove, and the afflicted character is considered fatigued. The ability score penalties go away as described in the rules for ability score damage in the *Pathfinder Roleplaying Game Core Rulebook*. Magical healing, such as a *cure* spell or potion, used immediately after removing the arrow negates the fatigue as well as healing the damage.

Arrows, Bodkin: Advanced longbow arrows especially designed for warfare, these heavy arrows have finger-thick shafts that are several inches longer than normal arrows and a specially hardened 3 or 4 sided pyramidal tip meant to punch through plate armor almost as well as a heavy crossbow. While they lack the range of lighter arrows, they are quite powerful

COMMENTS FROM LUVEN

Of all the things I encountered in my adventuring days, barbed arrows were one of the nastiest. It was always bad enough to find ourselves facing orcs or goblins, but when we saw them start pulling those vicious arrows out of their quivers...I still shiver just thinking about it. I still have quite the ugly scar from one – trust me, you don't want to see it – and unfortunately very vivid memories about Stilwar holding me down while Devin, our cleric, cut it out. Of all the times not to pass out...

With those memories in mind, I debate with myself on an almost daily basis as to whether I should even stock these things. As effective as they are against vicious foes, part of me thinks they're too cruel to use, even against your worst enemy. Don't be surprised if the day comes when barbed arrows are no longer in my inventory.

Luven Lightfinger

Stone Dagger



Knife



Misericorde



Roundel



Machete



Glass Stiletto



Boar Spear



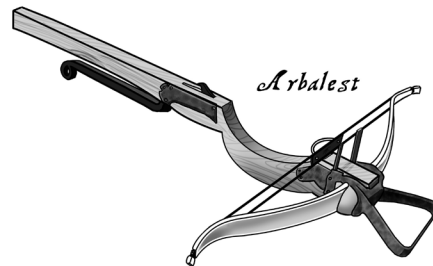
Barbed Spear



Hunting Bolt



War Bolt



Arbalest

Broadsword



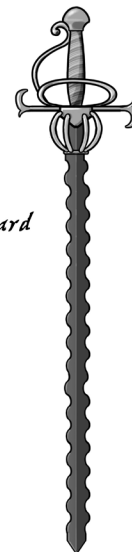
Cutlass



Dussack



Flammar



Sample file

and can be fired much more rapidly than a crossbow. Their main disadvantage is their arcing flight path, instead of the flat trajectory of a crossbow bolt, making them poorly suited for use in low-ceilinged areas.

Special: Bodkin arrows can only be used with a longbow (any type). Armored targets are treated as having an AC/shield bonus of 2 lower than normal (magic bonuses, Dodge bonuses, natural armor bonus, or any other sort of armor class modifier are not affected). The range increment for a longbow firing bodkin arrows is reduced by 10 feet.

Arrows, Steel: Steel arrows are made solely for combat, not for hunting. These arrows are made from a steel rod, with the sharpened and shaped tip and shaft being a single piece. Small metal fins take the place of traditional feather fletching to keep the arrow from tumbling in flight. These arrows cannot be fired from a shortbow. Firing these arrows from a regular longbow (including most composite longbows) significantly reduces the range (-25 feet per increment). A steel bow or a composite longbow rated for a Strength score of 16 or higher can fire these arrows to their normal range.

Special: Due to the comparatively high weight and

density compared to most arrows, steel arrows do significant damage and are very effective against armor; armored targets struck by a steel arrow suffer the same amount of damage to their armor as is delivered to the target.

Mithral arrows developed by elves, due to being lighter, receive +10 feet to their range increment. Mithral arrows cost an extra 75 gp per missile.

Adamantine arrows are heavier and suffer a -15 foot penalty to range increment. Adamantine arrows cost an extra 60 gp per missile.

Arrows, Stone: Arrows with heads made from sharp obsidian or flint, stone-tipped arrows are often the most deadly effective among a stone-age culture's weapons, and will even penetrate wooden shields and light armor with ease. The brittle stone will also often break off in the wound, making it very difficult to heal effectively (DC 20 Heal check or natural healing rate is 1/2 normal rate). However, against steel shields, medium or heavy armor, and natural armor of +4 or better, they are practically useless and shatter upon impact (only a critical hit succeeds on targets wearing medium or heavy armor or carrying steel shields).

TABLE 1-1: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Dagger, Stone	2 cp	1	1d3	x4	—	2 lbs.	S	—
Knife	1 gp	1	1d2	x2	5 ft.	½ lbs.	S or P	—
Stiletto, Glass	5 sp	1d2	1d3	18-20/x3	—	1 lb.	P	see description
<i>One-handed Melee Weapons</i>								
Cutlass	15 gp	1d4	1d6	19-20/x2	—	3 lbs.	S or P	—
Dussack	5 sp	1d4	2d3	x2	—	5 lbs.	S	—
Machete	2 gp	1d4	1d6	x2	—	3 lbs.	S	—
<i>Two-handed Melee Weapons</i>								
Spear, Barbed	5 gp	1d6	1d8	x3	15 ft.	6 lbs.	P	brace, reach
Spear, Boar	3 gp	1d6	1d8	x3	15 ft.	6 lbs.	P	brace, reach
<i>Ranged Weapons</i>								
Arbalest	65 gp	1d8	1d10	19-20/x2	90 ft.	8 lbs.	B	—
Bullets, Arbalest (20)	3 sp	—	—	—	—	5 lbs.	—	—
Bolts, Crossbow, Hunting (10)	6 gp	—	—	18-20/x2	—	2 lbs.	P	—
Bolts, Crossbow, War (10)	6 gp	—	—	x3	115 ft.	3 lbs.	P	—
Martial Weapons								
Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special	
<i>Light Melee Weapons</i>								
Misericorde	2 gp	1	1d2	x2	—	1 lbs.	P	—
Roundel	3 gp	1d4	1d6	x3	—	2 lbs.	P	—
<i>One-handed Melee Weapons</i>								
Broadsword	20 gp	2d3	2d4	x2	—	5 lbs.	S	—
Flammard	16 gp	1d6	1d8	19-20/x2	—	4 lbs.	S	—
Gouppillon	10 gp	1d5	2d4	x3	—	8 lbs.	B & P	—
Jian	17gp	1d6	1d8	19-20/x2	—	4 lbs.	S	monk
Mace-Axe	12 gp	1d6	1d8	x3	—	9 lbs.	B or P	—
Sabre	12 gp	1d4	1d6	18-20/x2	—	4 lbs.	S	—
<i>Two-handed Melee Weapons</i>								
Ahlspiess	15 gp	1d8	1d10	x3	—	15 lbs.	B or P	brace, reach
Moonspear	25 gp	1d6	2d4	x3	—	10 lbs.	S	monk, reach
Shangshou Jian	55 gp	1d10	2d6	19-20/x2	—	8 lbs.	S	monk
Staff-Mace	15 gp	1d6	1d8	x2	—	10 lbs.	B	—
(as double weapon)	—	1d6/1d4	1d8/1d6	x2	—	—	—	double
<i>Ranged Weapons</i>								
Arrows, Bodkin (20)	5 gp	2d3	2d4	x4	special	4 lbs.	P	see description
Arrow, Steel (10)	20 gp	2d4	2d6	19-20/x2	special	10 lbs.	P	see description
Flatbow	60 gp	1d6	1d8	x3	90 ft.	3 lbs.	P	—
Arrows, Barbed (20)	10 gp	1d6	1d8	18-20/x2	—	4 lbs.	P	—
Arrows, Stone (20)	2 gp	1d4	2d3	x3	—	2 lbs.	P	—
Hurlbat	5 gp	1d3	1d4	x4	15 ft.	1 lb.	P or S	—