



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

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[NTRODUCTION

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

ell 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 Cear

I treally 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

N early 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.

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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

(6)(6)(6)(6)(6)(6)

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

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Barbed Spear

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, 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.

Adamantine arrows are heavier and suffer a -15 foot penalty to range increment.

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 and medium or heavy armor, 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: WEAPON	١S							
Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Light Melee Weapons								
Dagger, Stone	2 cp	1	1d3	x4		2 lbs.	S	
Knife	1 gp	1	1d2	X2	5 ft.	1⁄2 lbs.	S or P	
Stiletto, Glass	$5{ m sp}$	1d2	1d3	18-20/x3		1 lb.	Р	see description
One-handed Melee Weapons								
Cutlass	15 gp	1d4	1d6	19-20/x2		3 lbs.	S or P	
Dussack	$5\mathrm{sp}$	1d4	2d3	X2		5 lbs.	S	
Machete	2 gp	1d4	1d6	X2		3 lbs.	S	
Two-handed Melee Weapons								
Spear, Barbed	5 gp	1d6	1d8	x3	15 ft.	6 lbs.	Р	brace, reach
Spear, Boar	3 gp	1d6	1d8	x3	15 ft.	6 lbs.	Р	brace, reach
Ranged Weapons								
Arbalest	65 gp	1d8	1d10	19-20/x2	90 ft.	8 lbs.	В	
Bullets, Arbalest (20)	$3 \mathrm{sp}$					5 lbs.		
Bolts, Crossbow, Hunting (10)	6 gp			18-20/x2		2 lbs.	Р	
Bolts, Crossbow, War (10)	6 gp			x3	115 ft.	3 lbs.	Р	
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Light Melee Weapons								
Misericorde	2 gp	1	1d3	X2		1 lbs.	Р	—-
Roundel	3 gp	1d4	1d6	x3		2 lbs.	Р	
One-handed Melee Weapons								
Broadsword	20 gp	2d3	2d4	X2		5 lbs.	S	
Flammard	16 gp	1d6	1d8	19-20/x2		4 lbs.	S	
Goupillon	10 gp	1d6	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	
Two-handed Melee Weapons								
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	$55~{ m gp}$	1d10	2d6	19-20/x2		8 lbs.	S	monk
Staff-Mace	15 gp	1d6	1d8	x2		10 lbs.	В	
(as double weapon)		1d6/1d4	1d8/1d6	x2				double
Ranged Weapons								
Arrows, Bodkin (20)	$5\mathrm{gp}$	2d3	2d4	X4	special	4 lbs.	Р	see description
Arrow, Steel (10)	20 gp	2d4	2d6	19-20/x2	special	10 lbs.	Р	see description
Flatbow	60 gp	1d6	1d8	x3	90 ft.	3 lbs.	Р	
Arrows, Barbed (20)	10 gp	1d6	1d8	18-20/x2		4 lbs.	Р	
Arrows, Stone (20)	2 gp	1d4	2d3	x3		2 lbs.	Р	
Hurlbat	5 gp	1d3	1d4	x4	15 ft.	1 lb.	P or S	

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Light Melee Weapons								
Butterfly Swords	16 gp/pr	1d3	1d4	19-20/x2		2 lbs.	S	monk
Deer Horn Knife	5 gp	1d4	1d6	X2		2 lbs.	P or S	disarm, monk
Judges' Pen	2 gp	1d3	1d4	X2		1 lb.	Р	monk
Kard	10 gp	1d4	1d6	X2		2 lbs.	S	
Moonblade	10 gp	1d3	1d4	18-20/x2		2 lbs.	S	monk
Spider Fang	15 gp	1d3	1d4	x3		1 lb.	S	
Wind and Fire Wheel	24 gp	1d3	1d4	x3	30 ft.	3 lbs.	S	monk
One-handed Melee Weapons								
Boar Sword	350 gp	1d6	1d8	x3		6 lbs.	P or S	brace
Bow-Lance	$5 \mathrm{sp}$	1d4	1d6	x2		12 lbs.	P or S	
(as double weapon)		1d4/1d4	1d6/1d6	x2				double
Estoc	25 gp	1d4	1d6	x2		8 lbs.	Р	brace
Hook Sword	14 gp	1d6	1d8	x2		4 lbs.	S	disarm, monk, trip
Scourge	3 gp	1d3	1d4	x3		3 lbs.	S	nonlethal
Scourge, Barbed	6 gp	1d4	1d6	x3		4 lbs.	S	
Side-Sword	18 gp	1d4	1d6	19-20/x2		3 lbs.	S or P	
wo-handed Melee Weapons								
Executioner's Sword	100 gp	2d4	2d8	x4		15 lbs.	S	
Meteor Hammer	25 gp	1d6	2d4	x2		12 lbs.	В	disarm, monk, trip
Moonspear, Double	45 gp	1d6/1d6	2d4/2d4	x3		15 lbs.	S	double, monk
Podao	10 gp	1d8	1d10	x3		12 lbs.	S	brace, monk, trip
Scimitar, Two-bladed	$55\mathrm{gp}$	1d4/1d4	1d6/1d6	18-20/x2		10 lbs.	S	double
Ranged Weapons								
Atlatl	2 gp	1d4	1d6	x4	40 ft.	1 lb.	Р	
Atlatl Dart (3)	2 gp					1 lb.		
Bow-Lance	$5\mathrm{sp}$	1d6	1d8	x2	80 ft.	12 lbs.	Р	
Chakram	5 gp	1d3	1d6	x2	35 ft.	2 lbs.	S	
Slingshot, Halfling	15 gp	1d4	1d6	19-20/x2	75 ft.	1 lb.	В	
Bullets, Slingshot (10)	1 sp					5 lbs.		
Steel Bow	1200 gp	2d4	2d6	19-20/x2	85 ft.	10 lbs.	Р	STR 16+
Xistera	10 gp	1d6	1d8	x2	50 ft.	5 lbs.	В	
Pelota (5)	2 gp					10 lbs.		see description
Pelota, Glass (1)	special					1 lb.		see description

Atlatl: The atlatl is an ancient but very effective spear-thrower. It is a short, sometimes grooved stick that can hold a large dart or thin spear (somewhat like a javelin) and can be used to throw the dart with increased accuracy and power. The spear-thrower may have a small stone along its length to increase stability and power. An atlatl is a martial weapon for barbarians but an exotic weapon for all other classes.

Atlatl Dart: An atlatl spear or dart is usually constructed from semi-flexible river cane or bamboo, fletched like an arrow and tipped with a large flint or obsidian point. These spears are far too light and fragile

to be used effectively in melee combat.

Boar Sword: Unlike the workman-like boar spear, boar swords are always masterwork quality weapons. They are effectively bastard swords with specially modified blades. They have strong tips for thrusting and cutting at a safe distance from the boar, and also have a strong crossbar fixed through a hole in the blade. Behind the crossbar, the blade is generally narrowed but unsharpened for several inches, before returning to its full width shortly above the hilt. This is a weapon of the nobility and is a symbol of their courage – to face a charging boar with a sword. When using a boar



sword, it can be set to brace against charges as a polearm or spear can.

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Bolts, Crossbow, Hunting: A crossbow bolt with a flattened diamond cross-section and a solid wedgeshaped head, the hunting bolt is designed specifically for killing game. It is very accurate and stabilized with stiff fletching along the bolt. Popular for hunting large animals such as boar, elk, or bear, some assassins also prefer hunting bolts because of their accuracy and ease of acquisition.

Special: +1 bonus to attack rolls when using hunting bolts (bonus only applies when fired from a crossbow; using one as an improvised weapon provides no bonus).

Bolts, Crossbow, War: Solid, hard-tempered, spiked-shaped heads and no fletching mark this deadly missile. Meant to penetrate heavy armor, the war bolts have a flat trajectory and a slightly shortened range in exchange for power. War bolts have enough force to

rupture the links of chainmail as they pierce

them, and have been known to punch through light shields as well.

Special: War bolts can only be used with a heavy crossbow (any type). Armored targets are treated as having an AC/shield bonus of 2 lower than normal (magic bonuses, Dodge bonuses, or any other sort of armor class modifier are not affected). In addition, medium and light armor take the same amount of damage from the war bolt as the target itself takes. A heavy crossbow's range is decreased by 5 feet when firing war bolts.

Bow-Lance: A bow-lance is a barbarian weapon that is an attempt to be all things for all purposes, and generally excels at none of them. The weapon is a wooden shaft generally as long as the user is tall, slightly curved, with a long bowstring connected to each end and tipped with a short thrusting blade or a sharpened animal horn on both ends. It can be used as a spear, a short two-bladed sword, or a longbow, but is overall less damaging in any of these uses than any of the normal counterpoints.

The advantage, however, is that the barbarian warrior only needs to make and carry one weapon instead of three, a vital consideration with a scarcity of materials and lack of skilled artisans.

Special: The bow-lance is considered a martial weapon for barbarians, an exotic weapon for all others. Wielders other than barbarians suffer a -1 penalty to all attack rolls with the weapon because it is so unwieldy.

Broadsword: The broadsword is about the length of a longsword, but has a wider (and thus slightly heavier) blade. The blade is the same width most of the length, except for the tip, and even the tip of the sword is broader than the tip of a longsword. The broadsword usually has a basket hilt to protect the wielder's hand, but some are made without the basket hilt.

Butterfly Swords: Short, broad blades with 'D'shaped hand guards, these weapons are used as a paired weapon and can perform powerful chopping blows. The large hand guard makes them useful as a bludgeoning weapon, and they can be used while grappling. While not a terribly elegant weapon, they are practical and easily carried due to their small size.

Chakram: The chakram is a disc-shaped metal weapon used for throwing. The inner edge is unsharpened, allowing the wielder to grip the weapon or spin it on the fingers as a method of throwing the chakram. It has fairly good range since it is extremely aerodynamic, though not much weight or stopping power. Chakram are easy to construct and are the cultural weapon of some eastern tribes. While unlikely to penetrate heavy armor, the chakram can cause serious wounds with a direct hit.

Cutlass: This broad curved sword is somewhat reminiscent of a short scimitar, but with a protective hand guard or basket hilt. Because it is light and easily wielded with little training, yet delivers nasty wounds, the cutlass is favored by rogues, bandits and pirates.

Dagger, Stone: A very basic dagger and the most ancient of all weapons, this is nothing more than a large chunk of stone, usually flint or obsidian, that is carefully worked with the sharp edges of the broken stone forming the blade and possessing a rounded, thick grip. The grip is often wrapped with leather or sometimes mounted within a large piece of bone or antler. A stone dagger is sharp enough to saw or smash through bone, and extremely brittle, especially when contacting hard surfaces like most armor. However, it takes almost no technology to make and is extremely cheap. Some primitive barbarians still use these, even if only as sacrificial instruments. Individuals who have Survival as a class skill can make their own stone dagger with a DC 15 check. It takes about 3 hours work to make a stone dagger.

Deer Horn Knives: Also known as "twin moon daggers," these are hand weapons consisting of two

crescent-shaped pieces of metal facing each other. The crossing produces four prongs, two of which are often extended to form the "main" blade, with one side wrapped to provide a hand grip. These weapons are primarily used for trapping and breaking an opponent's weapon, but can also be lethal in close combat, including while grappling, due to their short range. These weapons are customarily used in pairs.

Dussack: A peasant's weapon or a tool for the training of men-at-arms, a dussack is a crudely-forged, broad, curved, single-edged sword. A dussack has no proper hilt, pommel, or even grip, instead having merely a keyhole or scissor-type loop at the base of the blade to grip it by. It is only capable of hacking, slashing, and slicing. Young orcs or goblins without forges of their own might take dussacks from dead victims and use them, but only when their own chopping swords aren't available. The weapons are too nondescript to even be worth anything as trophies. There are very few masterwork dussacks, and no known magical versions. However, they are extremely cheap.

Estoc: A very long two-handed sword with a narrow, rigid, solid triangular blade. The estoc is incapable of slashing but can be used for piercing through chain or plate armor. Because of the special way it is used compared to other swords, it is considered an exotic weapon. While the narrow blade may resemble a rapier, it is not used in the same fashion and is considerably heavier.

Special: Armored targets are treated as having an AC/shield bonus of 2 lower than normal (magic bonuses, Dodge bonuses, or any other sort of armor class modifier are not affected). An estoc can be set to brace against charges like a spear or polearm.

Executioner's Sword: A massive, square-tipped, double-edged broad blade meant to cleave off the condemned's head with one stroke. It is a two-handed weapon, and traditionally the strong edge (leading edge) is used for males, and the weak (trailing) edge for females, but functionally it doesn't matter. This is an exotic weapon for all classes except for fighters, paladins, and clerics with the domains of Death or Law, in which case it is a martial weapon.

Special: The massive weight and peculiar balance of the executioner's sword causes the wielder to incur a -2 penalty on all initiative rolls when using this weapon.

Flammard: The flammard is a longsword with a sinuous blade, mimicking the flickering of flames. As a normal blade, it is no deadlier and only somewhat more expensive than a typical longsword. However, the DC for creating a magical flammard with the flaming or flaming burst properties is lowered by 5 (incidentally, the DC for creating a magical flammard with the frost or icy burst properties is increased by 5).

Flatbow: A simple form of bow, having a rectangular cross-section, rather than the "D" cross-section characteristic of a longbow. It is a common form

of bow used by barbarian peoples. Compared to a shortbow, a flatbow is more efficient but more expensive to make, requiring more wood and more time. It has a range more like that of a longbow. The flatbow can be constructed from a variety of woods instead of the narrow range of woods suitable for a longbow. A flatbow is usually capable of being used while mounted, and is often very highly decorated. A flatbow cannot be made as a "composite" type, and can never allow the wielder to add Strength bonus to damage.

Goupillon: A goupillon is a steel horseman's flail with three flanges. A horseman could deliver punishing blows with little momentum, making it a useful back-up weapon for when a cavalry charge had stalled. It is also well-suited to those whom are forbidden to use bladed weapons. Each chain is tipped, not with a steel ball, but rather with a steel rod equipped with stout spikes. Unlike the morning star, this is a martial weapon.

Hook Sword: Often used as paired weapons (monks – and monks only – can do so without penalty even if they lack the Two-Weapon Fighting feat), these unusual weapons appear to be a longsword with a large metal crescent-shaped blade in front of the hilt. The pommel is flattened and extended into a dagger-like protrusion, and the last several inches of the sword are bent sharply, then bent again, forming a hook at the end. These weapons are used for slashing, entrapping an enemy's weapon, and are well-suited for defense.

Special: When used as a pair by a monk, the monk receives a +2 circumstance bonus to all disarm and trip combat maneuver attempts.

Hurlbat: A hurlbat is a small, axe-shaped throwing weapon made entirely out of a thin piece of steel. The edge of the hurlbat all the way around is sharpened to a fine edge, except at the leather-wrapped handle. No matter how it hits a target it can inflict some damage, and as such, is somewhat easier to use than a regular throwing axe.

Special: The hurlbat is so unwieldy in melee combat that attempts to do so suffer a -3 penalty – it is light and not well suited to absorb the shock of a melee blow, sending much of the impact to the user's hand and wrist.

Jian: A specially balanced longsword with a sleek hilt, sans-cross guard and a similarly styled pommel. The pommel often has a swivel for attaching a ribbon, cord, or horsehair plume, the movements of which emphasize the fluid motions of the blade or are used to distract the opponent. Anyone proficient with a longsword can also use a jian.

Judges' Pens: A simple pair of metal rods with a sharpened spear-like tip, that otherwise resemble a pair of pens or styluses. The judges' pens are fitted with rings to be worn on the fingers and can easily be concealed in a loose sleeve, slipped out and used to stab, and withdrawn in seconds. These narrow rods are

subtle, effective concealed weapons that can also be used with palm techniques and while grappling. **Kard**: A very well made single-edged knife of 12-16 inches in length, with a handle often made of wood, bone, ivory, or horn. The kard is very common in eastern lands. The hilt and back of the blade were often filigreed with golden calligraphy and the knife is typically worn on the left side of the belt. Its effectiveness as a fighting weapon was lessened by the complete lack of a guard, and very often it was a symbol of rank and wealth more than a battle implement.

Knife: A knife is essentially a small, single-edged dagger. Knives are far more common as tools than weapons, but can be deadly when used as such.

Mace-Axe: The mace-axe is a heavy mace with a wicked axe blade protruding from one side. It can be used to deal bludgeoning damage as a heavy mace or slashing damage as a handaxe. Mace-axe wielders who can make more than one attack in a round can deal bludgeoning damage for one attack and slashing damage for another. The weapon cannot be used as a double weapon; the wielder must decide what type of damage to deliver – slashing or bludgeoning – with each attack.

Machete: The machete is a large, broad leaf-bladed instrument used for digging, clearing vegetation, and as a simple intuitive weapon as well. Though heavy for its size, it is easily used in one hand and requires little skill or finesse. It is smaller than a normal short sword, but significantly larger than a dagger. It is generally not suitable for off-hand use. Weapons like the badelaire and falchion are developments from this common tool.

Special: Attempting to use this ill-balanced blade in the off hand results in a further -2 penalty beyond any penalties already in place.

Meteor Hammer: A flexible weapon consisting of a 10-pound iron ball at the end of a steel chain several feet long. Difficult to use effectively, a skilled wielder can attack, entangle, trip, disarm, and attack at reach with the weapon. It can hit enemies up to 10' away but

COMMENTS FROM LUVEN

I'd never even heard of moonblades until I met Grey Moondark. He had been a charter member of the Company of the Sunset who'd had to leave for a while, then rejoined after I'd become a member of the party (he was finally able to tell us months later that he'd been called away on a mission for the elven king!). Grey used a pair of moonblades whenever we were in close quarters, and he used them quite effectively. Every time he pulled those blades out and gracefully sliced his way through our foes, I reminded myself to never get on his bad side! Since then I've seen members of all races using these rare weapons – elves, humans, even orcs. I've recently heard of a monastery of mostly human monks who specialize in wielding moonblades.

Luven Lightfinger



can also be used against adjacent enemies. In most respects, it is similar to a spiked chain, but is a blunt weapon instead of a piercing weapon. Proficiency with the spiked chain does not grant proficiency with the meteor hammer.

Misericorde: An "instrument of mercy", this is a rigid-bladed, narrow dagger meant for dispatching crippled and mortally wounded armored knights and men-at-arms – i.e. ending their misery. The blade is shaped to slip into the gaps of chainmail or full plate armor at the throat, armpit, knee, groin, or helmet's eye-slit. Using a misericorde makes it considerably easier to execute a coup-de-grace, but as a regular fighting weapon it is decidedly lackluster.

Special: When used for a coup-de-grace, the DC for the defender to survive the attack is increased by 10.

Moonblade: Moonblades are slashing weapons usually wielded in pairs. They have a crescent- or halfmoon-shaped blade and a leather-wrapped handle roughly in the center of the weapon. Moonblades are believed to be elven in origin, but have become common in many lands. These weapons are considered monk weapons, and rogues are proficient with moonblades as well. They are exotic weapons for all others.

Moonspear: A crescent-shaped blade mounted at the end of a 5 foot to 7 foot long wooden pole. Like moonblades, moonspears are elven in origin but have become common weapons in many areas. The moonspear is considered a monk weapon.

Moonspear, Double: A double moonspear is a moonspear with a crescent-shaped blade at both ends. Like the moonspear, the double moonspear is a monk weapon.

Pelota: A large rounded munition, whether stone or leather-wrapped iron, launched from a xistera. Despite the heavy weight of the projectile, it can reach high speed when thrown and has fairly good range. The advantage of the leather wrapped projectile is that it can bounce from hard surfaces and strike more than one target with reduced damage.

Special: On a critical hit, the pelota bounces away and strikes an adjacent target for half



normal damage. This damage to the adjacent target is not multiplied for a critical strike, and the target can make a Reflex save (DC equal to the xistera wielder's critical confirmation roll) to avoid the pelota completely.

Pelota, Glass: A glass pelota is a hollow glass ball the same size as a regular stone or iron pelota. The glass pelota is filled with an alchemical or special mixture - usually alchemists' fire or holy water - and can be hurled at the ground, floor or against a wall in order to deliver splash damage to multiple targets. A glass pelota deals the same damage as a normal pelota on a direct strike, plus the damage of whatever substance is inside. A glass pelota cannot ricochet as a stone or iron pelota can. The cost of a glass pelota is equal to the cost of one flask of the substance is it filled with - for example, a pelota filled with holy water costs 25 gp.

Podao: A scimitar-like blade with a 4-foot staff for a handle, the podao is a cross between a polearm and a two-handed sword. Capable of powerful shearing blows, this quick weapon can be set against a charging attacker as well as be used against adjacent foes. Unlike

a polearm, the podao does not have a long reach.

octagonal disc for a handguard and a nearly identical pommel, which adds weight to the piercing effect of the attack. The added weight, however, also makes it considerably less useful for slashing.

Sabre: A slightly curved, single edged sword meant for use from horseback. When wielded by a mounted warrior, any feat that can normally be used while wielding a lance can also be used with the sabre (such as Unseat).

Special: Despite the sabre not being a light weapon, a sabre wielder on foot can benefit from the Weapon Finesse feat.

Scimitar, Two-bladed: The two-bladed scimitar is a wicked double weapon with two scimitar blades extending from either end of a leather-wrapped handle. The two curving blades often curve in opposite directions. A skilled wielder can be quite deadly with this weapon.

Scourge: The scourge is a multi-tailed whip, each tail being about 6 to 12 inches in length. The number of tails vary, but the most common is 9 (this variety is also known as a "cat-o'-nine-tails"). Like the whip, the scourge does nonlethal damage, but unlike the whip a scourge does not have reach, and cannot be used for disarm or trip maneuvers. The scourge is commonly

used to mete out punishment in military units, aboard sailing vessels and by local governments.

Scourge, Barbed: A barbed scourge is a scourge with sharp steel, wooden or glass barbs tied into the leather tails. A barbed scourge deals lethal damage.

Shangshou Jian: A much larger jian sword, with a grip large enough for two hands. It is similar in most respects to the smaller variety, but is much less nimble and far more powerful. Anyone proficient with a greatsword can also use a shangshou jian.

Side-Sword: Also known as a cut-and-thrust sword, the side-sword is a durable, well-made weapon that combines features of both the classic longsword and the rapier. This weapon is not as nimble as the rapier or as powerful as the longsword, but is capable of delivering thrusts and slashes with equal ease. Generally, sideswords are a few inches shorter in the blade than a rapier and have a flattened-diamond cross-section with a strong central ridge instead of a fuller. They also tend to have compound hilts with finger loops, allowing the user to loop a finger over the hilt to guide the thrust.

Slingshot, Halfling: The halfling slingshot is an improvement on one of the most ancient ranged weapons. The handle is the base of a Y-shaped piece of wood or iron. Attached by alchemically-treated sinew to the forks of the 'Y' is a leather cup. The alchemical treatment preserves the sinew and makes it stronger as well as stretchy. The slingshot is used by placing a small stone or lead ball in the leather cup, then pulling the cup back, stretching the sinew, aiming, and letting go. A stronger individual can pull the sinew back further than a weaker one can (thus allowing the user to add his Strength bonus to damage). Most halfling slingshots are Small sized (naturally), but occasionally a Medium sized creature will have one custom made. A halfling slingshot has greater range than a sling, and the ammunition deals more damage.

All halflings are proficient with the halfling slingshot, as well as all rogues. It is treated as an exotic weapon for all others.

Spear, Barbed: A long throwing spear with prominent barbs, designed to lodge into an enemy's body or shield. The barbed spear has a long iron shank making it impossible to cut, and as such an enemy's shield would have to be discarded once a barbed spear was embedded in it.

Special: Anyone wielding a shield pierced by a barbed spear loses their shield bonus, provokes an attack of opportunity from all threatening opponents, and can make only a single move or standard action each round. In addition, it takes a DC 15 Heal check and 5 rounds to safely remove a barbed spear from a target's flesh.

Spear, Boar: These are very stout spears, and, in most respects, a normal spear with one notable modification. Below the spearhead, a pointed steel crossbar several inches long is fixed through the haft at right angles to the blade. This prevents the spear

COMMENTS FROM LUVEN

Naturally, I am a fan of the halfling slingshot! I used one a lot during my adventuring days, and I was pretty darn good with it, if I do say so myself. One of the best things about the halfling slingshot, besides the facts that it's lightweight, easy to carry, and you can always use stones for ammunition if you run out of proper bullets, is that it's often mistaken for a harmless toy. At first glance it doesn't look much different than the toy version, after all. Plus, let's face it, a fair number of members of the taller races don't look at halflings as a serious threat in battle. I'm not trying to get sympathy or anything in saying that, I'm just stating a fact! Compared to creatures twice our size, we just don't look very threatening. So take a diminutive halfling, give him a halfling slingshot, and stick him in a fight...the bad guys will never see those bullets coming until they get hit right between the eues!

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from penetrating what it strikes any deeper than that bar. This makes the spear easier to retrieve, but more significantly, prevents the boar or other enraged animals from charging up the length of the spear and goring the spearman. It performs nearly as well against orc berserkers and the like.

Spider Fang: The spider fang is a small, light weapon originally developed by the drow, but common on the surface with anti-paladins, assassins and rogues. It consists of a short handle and two short, curving blades at each end of and perpendicular to the handle. It is used in much the same fashion as a punching dagger, but deals slashing damage instead of piercing.

Staff-Mace: The staff-mace is an effective combination of quarterstaff and mace. One end of the staff has a large wooden or iron head, often with metal studs or wooden knobs. The staff-mace deals more damage than a normal quarterstaff, and provides a skilled user with the opportunity to also strike with the butt-end of the staff as well.

Steel Bow: Only the most skilled of metalsmiths are capable of constructing this weapon. It is made of strong spring steel, making it capable of firing a steel arrow through the hide of an elephant or of piercing two orc warriors in one shot. While even more powerful than composite longbows, the steel bow requires very high strength to use, rendering it impossible to use by those of average strength. The bow is not as deeply curved as a composite bow and has a generally flat face, tapering at the tips and with a narrow waist in the middle to be both the grip and arrow rest. In addition to the power, the steel bow is more resilient against most environmental conditions than a composite bow, as long as it is properly maintained. The downsides 16

of this magnificent weapon are the great expense and the rarity – it can only be made where there is plentiful high-grade steel. Because of this, these are generally not popular among rangers, many elves, or any who are close to nature, but highly coveted by some warriors for their sheer power.

Some elves have created an even rarer mithral version of the steel bow, with all the normal benefits of mithral weaponry. Dwarves have attempted to craft an adamantine version of the weapon, however the highly rigid nature of adamantine has rendered it impossible to use for a bow. The dwarves have, however, had great success with adamantine arrows.

Special: The wielder of a steel bow must have a Strength of 16 or higher in order to use it. A score of 15 or lower is simply not enough to allow the wielder to draw the bow far enough to effectively fire an arrow.

Stiletto, Glass: A small, razor sharp stabbing implement made of glass that otherwise resembles a typical stiletto.

Special: On a successful critical hit, the glass stiletto may be broken off in the wound (wielder's choice), resulting in 1d3 bleed until healed.

Wind and Fire Wheels: Close in appearance to starknives, wind and fire wheels differ in that instead of having a central grip and 4 external blades, a portion of the outer rim is wrapped to provide a handgrip and the blades are stylized to look like fire, with a wavy lobed triangle, or wind, with a longer, thinner curved blade. They can be used individually or as a pair and can be thrown, or used in melee to stab, slash, or entrap an enemy's weapon.

Xistera: A very unusual weapon, the xistera is a basket scoop made from straw, wood, or metal that is used to catch, deflect, and launch large rounded stones, called pelota, at high speed. While pelota are usually just polished stones wrapped in leather, round iron shot and even glass balls filled with alchemical explosive can be used. The weapon can be used to target a specific creature or object when hurling shot, or it can be used for splash effect when hurling glass balls of holy water, alchemists' fire, or other such special mixtures.

<u>ARMOR AND ARMOR</u> COMPONENTS

Armor and armor components listed in Table 1-2 are described below.

Armored Jack: The armored jack is a cheap form of armor used by poor infantry, particularly conscripts, and peasant militia. The "jack" is a quilted jacket lined with small iron squares that are stitched into the garment. Easily constructed, it is slightly more effective than padded armor, but with each hit taken the armored jack must make Fortitude save (DC 5 + damage). If the

jack fails the save, it loses all armor bonuses and will

require 1d4 hours of repair or outright replacement after the battle. The armored jack is popular among bards as well as other arcane spellcasters with light armor proficiency. Because it contains iron, the garment is electrically conductive, affected by magnetic fields, and prone to rust.

Bishop's Mantle: Designed to protect the wearer primarily from slashing attacks from above (such as those directed at the upper body and shoulders by horsemen) this is a small, light garment of chainmail that resembles a bishop's cowl. It can be worn over other some other types of armor, usually padded or leather, and is often used by professional warriors who cannot afford plate armor or who need mobility over impenetrable defense. It is lighter than a mail shirt and cheaper, counts as light armor, and can be put on or removed extremely quickly (don – full round action; don hastily – 1 move action).

Special: The armor bonus of the bishop's mantle stacks with that provided by padded or leather armor, or with certain armor components. In addition, the weight and arcane spell failure chance stack when the bishop's mantle is combined with padded or leather armor, and the maximum Dexterity bonus is +4. The bishop's mantle provides no benefit when worn with any type of armor other than padded or leather.

Composite Armor: Typically worn by mercenaries who can't afford better, this combination of armor pieces provides fair protection at a decent price, though the sectional nature of the armor provides inconsistent coverage. Composite armor consists of a helmet, either a bishop's mantle or gorget and spaulders, and a plackart. Those wearing composite armor usually also carry a light wooden or steel shield. The armor is also occasionally known as skirmisher's armor.

Jousting Armor: Also called "tilting armor" or "tourney armor", this is a specialized suit of full plate armor that is designed for jousting and mounted combat at the expense of overall utility. It addition to the normal features of a suit of full plate armor, this armor features sabaton instead of stout leather boots, a "frog's mouth helmet", locking gauntlets, tassets instead of faulds to protect the hips and upper thighs, a lance-rest under the knight's arm to couch during a charge, and a reinforced "grand pauldron" incorporated into the shoulder in place of a shield. There is also a plackart reinforcing the breastplate, and the hips are designed to help keep the rider in the saddle after being hit with a lance. Jousting armor is extremely costly, and is among the most protective gear available. It also leaves the wearer highly encumbered, with little vision and reduced freedom of movement.

Special: The wearer receives +2 circumstance bonus to Fortitude saves (except against ingested/inhaled poisons), a +2 bonus to Ride checks, and a +2 bonus to attack with a lance. At the same time, the wearer suffers a -3 penalty to Perception checks and Initiative rolls.

		Armor/Shield	Max. Dex	Armor Check	Arcane Spell	Spe	eed	
	Cost	Bonus	Bonus	Penalty	Failure Chance	30ft	20ft	Weight
Light Armor								
Armored Jack	8 gp	+2	+7	0	5%	30 ft.	20 ft.	15 lbs.
Bishop's Mantle	65 gp	+2	+6	0	10%	30 ft.	20 ft.	18 lbs.
Leather Scale	$35\mathrm{gp}$	+4	+5	-2	20%	30 ft.	20 ft.	25 lbs.
Leather Vest	10 gp	+1	+8	0	1%	30 ft.	20 ft.	5 lbs.
She-Devil Bustier	50 gp	+2	+7	0	5%	30 ft.	20 ft.	12 lbs.
Heavy Armor								
Composite Armor	250 gp	+7	+2	-5	35%	20 ft.	15 ft.	50 lbs.
Jousting Armor	2,200 gp	+12	-1	-8	45%	15 ft.	10 ft.	75 lbs.
Valkyrie Armor	1,600 gp	+8	+1	-6	45%	20 ft.	15 ft.	50 lbs.
Armor Components								
Gorgets								
w/ Pauldrons	200 gp	+2*	+3**	-2	15%			+20 lbs.
w/ Spaulders	180 gp	$+1^{*}$	+4**	-3	10%			+18 lbs.
Helmets, Close Helr	ns							
Armet	95 gp	$+1^{*}$	+5**	-1	30%			+12 lbs.
Bascinet	$85\mathrm{gp}$	$+1^{*}$	+5**	-1	35%			+15 lbs.
Frog's Mouth	100 gp	$+1^*$	+4**	-2	40%	—-	—-	+15 lbs.
Sallet w/ Bevor	80 gp	$+1^{*}$	+5**	-1	35%			+12 lbs.
Helmets, Great Heli	ms							
Pot	150 gp	+2*	+3**	-2	45%			+18 lbs.
Sugarloaf	150 gp	+2*	+4**	-2	45%			+20 lbs.
Helmets, Open Helr	ns							
Сар	50 gp	$+1^{*}$	+6**	0	10%			+5 lbs.
Lobster-Tail	80 gp	$+1^{*}$	+6**	0	10%			+5 lbs.
War Hat	2 5 gp	$+1^{*}$	+6**	0	10%			+5 lbs.
Warrior's Cap	15 gp	$+1^{*}$	+8**	0	5%			+2 lbs.
Plackart	75 gp	+2*	+4**	-2	15%			+12 lbs.
Sabaton	15 gp	$+2^{***}$	+5**	-3	n/a	-5 ft.	-5 ft.	+10 lbs.

TABLE 1-2: ARMOR & ARMOR COMPONENTS

* Only in addition to no armor or light or medium armor. Heavy armor already includes these pieces.

** Only applicable if piece is worn individually. When combined with light or medium armor, use the armor's penalty -1.

*** Only applicable versus caltrops or blows aimed specifically at the feet.

Leather Scale: Leather scale armor looks at first glancelikeblackenedscalemail.Uponcloseexamination, the scales prove to be made of thick, hardened leather. Leather scale provides more protection than studded leather but is still light enough to be considered Light armor. A suit of leather scale includes matching leather bracers, pauldrons, thigh grieves and shin guards.

Leather Vest: A lightweight leather vest doesn't provide a lot of protection, but the well-tailored, thick, sleeveless leather vest is very light and wears

remarkably easy. It is often worn with traveling clothes and appears to be part of the outfit rather than a type of armor. Because the wearer of a leather vest can easily move about in the armor, it is popular with wizards and sorcerers, who suffer negligible spell failure chances while wearing it.

She-Devil Bustier: For female warriors who use their figure as well as the strength of their sword, this very brief form of armor is more revealing than protective, and what it doesn't cover, it

accentuates. The bustier is backed with silk and wraps around the breasts, part of the midriff, and the small of the back (everything below the shoulder blades). The silk is covered with fine light-weight metal scale armor that is usually highly polished to gleam in sunlight or is coated with red, black or white enamel (or whatever color the wearer prefers). This "armor" can turn a knife, however it is best used to shape the body and distract male opponents.

Special: The wearer receives a +2 circumstance bonus to Charisma while wearing this lightweight armor (the bonus only applies to those who would find the wearer attractive; in the case of those who do not find the wearer attractive, the +2 bonus becomes a -2 penalty). There are barbarian equivalents to this type of armor, made of leather or hide instead of metal scales. Such types are effectively the same but cost half as much.

Valkyrie Armor: A catch-all name, describing any suit of specially made full plate armor fitted for women. Valkyrie armor generally does not have a solid breastplate, instead having a sloped upper torso plate that overlaps a large plate plackart the covers the abdomen, with attached plate faulds and culets to cover the hips and a chainmail skirt below. The thighs are protected by sleek steel cuisses, with poleyns overlapping fitted greaves and durable leather shoes on the feet. The upper limbs are protected by smooth pauldrons, rebraces encasing the upper arm, articulated couters, plate vambraces, and either gauntlets or hard leather gloves. Any variety of close or open helm could be included, with some female warriors preferring to show their face, and others preferring anonymity. Like any full plate armor, each suit has to be individually fitted. While any female warrior can wear regular style full plate instead of this more form-fitting design, the modifications generally make valkyrie armor more comfortable and slightly more flexible. These advantages have, at least in one case, caused a male warrior of slight physique (reportedly an elf) to use this armor as both distraction and practical form of protection.

ARMOR COMPONENTS

Armor components are pieces of armor that when worn by themselves, provide little if any true benefit, but when combined with certain other types of light or medium armor can increase the armor bonus. The component bonus never stacks with heavy armor, as most heavy armor already includes such components.

When components are added to Light or Medium armor, the armor bonus of the armor stacks with the component bonus. The maximum Dexterity bonus listed for each component piece is used only if the component is worn by itself. If the component is added to armor, determine the new maximum Dexterity bonus

by lowering the maximum Dexterity bonus of the

COMMENTS FROM LUVEN

There have been some mixed reactions on the types of armor I stock especially for the ladies – the she-devil bustier and the valkyrie armor. Some women are a little offended that I have such offerings available, saying that by showing off the female form as they do, the armors make the wearers look like serving wenches and that men won't take them seriously. Some women simply feel that they can wear any armor designed for men. Some men snicker like 12-year-old boys at the sight of it hanging in my shop, and I usually tell them to knock it off if they want to continue to shop here.

I may be a salesman, but I don't make anyone buy anything they don't want. If you don't want to show off that much skin, you don't have to wear a shedevil bustier, but some women like to flaunt what they have, and that's their right. I've seen the effects of distraction in battle, and it can come in handy! As for the valkyrie armor, I do encourage doubtful female customers to try it on, and if they really don't think it's more comfortable than similar armor cut to fit a man, I won't mention it again.

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armor by 1. Do this for each component added to the armor. If multiple components are worn without any other type of armor, subtract one for each component worn from the highest maximum Dexterity bonus among the components.

The armor check penalties and arcane spell failure chances of armor components and armor always stack.

If only armor components are worn, one or two components are effectively Light armor, three or four components are effectively Medium armor and five or more components are effectively Heavy armor. One or two components does not effect a character's movement rate (with the exception of sabaton, see above). Three or more components lower a character's movement rate to 20 feet or 15 feet.

Bishop's Mantle: The bishop's mantle (described above) can be considered a type of armor component, but since the mantle provides enough protection on its own, and stacks with only a select few types of armor, it is included in armor types rather than armor components.

Gorget with Pauldrons or Spaulders: A gorget with pauldrons or spaulders is plate armor designed to protect the neck and shoulders. It is usually worn over a chain shirt to increase its protection, but can be worn with any type of light or medium armor. A plate gorget protects the throat and the sides of the neck from attacks that might penetrate the rings of mail. The main difference between pauldrons and spaulders is that, while both protect the shoulders, pauldrons are a pair



Gorget with Pauldrons

of large metal plates, while spaulders are overlapping segments of plate, with a slightly larger shoulder cop.

Helmets, Close Helms: The most common form of head protection worn by knights, these helmets are lighter than great helms but still completely cover the face and offer thorough protection. A major advantage is that the wearer of a close helm has less impaired vision and hearing, and the helm is able to move with the wearer. The differences

between the four common types are mostly by shape or method of opening.

An armet is one of the most popular knightly helmets and is distinct for having a visor that can raise or lower over the eyes, as well as hinged cheek-pieces that can open and shut to reveal the face. The skull of the helm often bears a comb or crest and may be richly decorated as well as serving to protect the wearer.

The frog's mouth helmet is used almost exclusively for jousting, as the narrow slit gives the knight pronounced tunnel vision. It does however allow for complete focus while jousting and gives excellent protection from lance splinters. A bascinet tends to have a pointed visor that protects the face with a sloping skull, and is often called a "hounskull" or "pig-face" helmet.

A sallet with bevor is closed except for an extended tail over the neck that tapers to a point. It has only a narrow eye slit but the slit is wide enough to allow decent peripheral vision. The bevor can be lowered and raised quickly, and a gap between the brim of the sallet and the bevor provides good ventilation to the wearer's mouth and

face, making it much more comfortable.

Special: -1 to Fortitude saves against non-lethal damage from extreme heat, -1 on Perception checks (-2 for the frog's mouth helm, but +1 to lance attacks).

Helmets, Great Helms: The largest and heaviest forms of head protection, with such styles as the "sugar loaf" and "pot" style helmets being the most common, with sloping or flat tops respectively. They are worn over a tough, padded piece of headgear called an arming cap and much of the considerable weight is borne on the shoulders, not the neck. They entirely cover the face, skull, sides of the head, and back of the head, usually with an aventail to cover the neck.

She-Devil

Bustier

Special: The main problem with great helms is that peripheral vision, sight, and hearing are all considerably impaired (-3 to all Perception checks) and in hot weather can cause heat exhaustion (-2 to Fortitude saves against non-lethal damage in hot weather). The advantage, of course, is extremely tough head protection. Great helms cannot be worn with light armor; they must be worn with at least medium armor.

Helmets, Open Helms: More commonly worn by infantry and professional soldiers, open helms do not cover the face but do cover the crown of the head and most of the skull. Many types also have a set of plates covering the back of the neck as well, often resembling a lobster's tail. They are generally comfortable, allow clear vision, offer decent protection, and come in a variety of styles.

A basic type is the conical "cap" that fit over a mail coif and features either a nasal bar or an eye-guard colloquially known as "goggles."

The "lobster-tail" helmet is much more elaborate, with a series of lames to protect the neck, ear flaps, and a bill extending from the front, which often offers a face guard of round-bar that doesn't block vision or thrusts to the face but will deflect slashing cuts.

One of the most common types is the "war hat," which is basically a metal bowl that goes over the head, lined with some padding and with a moderately wide brim to protect against glancing blows.

The "warrior's cap" (not to be confused with the conical cap) is the least expensive form of helmet. It is usually made of boiled leather rather than metal but otherwise appears similar to the conical cap or the war hat. The warrior's cap is very common amongst barbarians with little metal working skill, or among warriors and militia who can afford nothing else.

Plackart: A large curved plate covering the lower torso, a plackart helps reinforce a breastplate and provides additional protection in heavy combat. Some mercenaries who do not have a full back-and-breast type of armor also wear a plackart to protect the midsection. Indeed, many companies of professionals might wear a patchwork suit composed of an open helmet, a bishop's mantle, a plackart, and a shield. While not nearly as protective as a full suit of armor, it is much cheaper, quicker to put on and take off, easier to maintain, and still an effective form of personal defense.

Sabaton: Sabaton are a segmented form of plate armor for protecting the feet. There are various forms, often mimicking the local fashion in footwear in having either stout, broad "bear's foot" tips, normal rounded tips, or long, pointed tips. Sabaton are almost always worn by cavalry since a stout leather boot is generally more useful to infantry. They are also worn at tournaments where a skilled opponent may attempt to strike at the foot to impair their opponent. They are awkward to wear and those without heavy armor proficiency will find their movement rate reduced by 5 feet.

Generally, wearing sabaton alone provides no specific benefits, though someone on foot gains an extra +2 AC bonus against caltrops.

ARMOR COMPONENT RULES

Armor components add a new level of detail and realism to the *Pathfinder Roleplaying Game*, allowing a player to customize a suit of armor for her character. Not all players and GMs may want this level of detail, and some may think it unnecessary completely. Below are presented three options for using armor components in your game.

Option A – This option fully utilizes armor components as presented in this book. A character can add components to certain types of armor to increase his armor bonus, allowing for a fully customizable and unique armor. If Option A for armor components is implemented in your game, use the following extra rules:

- Adding one component to a suit of Light armor effectively makes the armor Medium armor.
- Adding one or more components to a suit of Medium armor effectively makes the armor Heavy armor.
- Adding two or more components to a suit of Light armor effectively makes the armor Heavy armor.
- A character MUST be proficient in the type of armor the characters armor effectively becomes after adding components. If the character is not proficient in Medium or Heavy armor, he suffers all normal penalties for wearing armor he is not proficient with.
- Armor components can be enchanted using the same rules for creating magic armor. The magic bonus of multiple magic armor components do NOT stack. A +1 gorget and a +2 sugar loaf great helm do not combine for a +3 magic bonus, but instead use the better bonus of the two (in this case, the +2 bonus of the helmet). Multiple armor components with special armor abilities can be combined, with the exception of different types of the same power, such as Light or Heavy Fortification. In a case such as this, only the more powerful ability of the two applies.

Option B – Option B is similar to Option A with the following exceptions:

• Armor components cannot be worn alone; components MUST be combined with a suit of Light or Medium armor. • A character cannot wear multiple magic armor components or magic armor and magic armor components. If multiple magic armor components are worn, the character can only benefit from the magic bonus and special abilities of the most powerful piece.

Option C – With Option C, armor components are not utilized as separate pieces that can be combined or enchanted, but the descriptions of the components are used only for their flavor in describing the various pieces of a full suit of Medium or Heavy armor. The gold piece cost of the components could be used by a GM to determine repair costs for a damaged suit of Medium or Heavy armor.

SPECIAL SUBSTANCES

Special substances can be used to manufacture weapons, shields or armor and such items manufactured from these special substances will have special properties, noted in the descriptions below.

Bronze: Bronze is an alloy of copper and tin, and a metal of wide use in antiquity for most cultures, though still in use for armor and weapons by some less advanced cultures. It is still often used in magical components and for decorations or religious icons. While bronze is harder than wrought iron, it was replaced in most cultures because iron ore was significantly easier to find than both copper and tin ores; to manufacture bronze usually requires foreign trade, while iron ore can often be found indigenously. However, in some isolated or less-advanced cultures that have not mastered the use of steel, and that have both copper and tin deposits, bronze may still be in use for weapons and armor. For decorative purposes, bronze is often used on knife or sword hilts and as accents on sheaths. Parade helmets are often made from bronze or with bronze accents. Bronze items are generally less expensive than iron or steel items, though in areas where copper or tin is not common bronze items may be valued for their rarity.

Bronze is heavier than iron or steel, less prone to corrosion (the surface corrodes in air, but the layer of corrosion prevents further reaction), and easier to smith (-5 to the DC of the appropriate Craft skill) but is much softer than steel. The weight of bronze weapons or armor is increased by 10% (minimum ½ pound) over the normal weight of the item. Bronze weapons cannot be affected by rust monsters or any magic or natural effect that causes items to rust.

Any type of metal armor or shield other than bronze receives DR 5/- (for Heavy armor or shield) or DR 1/- (for Light or Medium armor or Light shield) when defending against bronze weapons. The armor bonus of bronze armor is reduced by 3 when faced with non-bronze weapons while the shield bonus of bronze shields is reduced by 1 (which drops Light bronze shields to a +0 bonus). Items without metal parts cannot be made of bronze. For example, an arrow could be made from bronze but a club could not, and a breastplate could be made from bronze but leather scale could not.

Type of Bronze Item	Item Cost Modifier
Ammunition	x 1/2
Light Armor	x 1/4
Light Shield	x 1/4
Medium Armor	x 1/2
Buckler	x 1/2
Heavy Armor	x ³ / ₄
Heavy Shield	х 3⁄4
Weapon	x ³ / ₄

Ice: Though largely unknown outside of arctic and sub-arctic regions, ice can be used to manufacture weapons and shields. The manufacturing process is very different than the normal process for constructing such items, instead relying on the Craft (ice carving) skill (but with the same DCs for creating weapons and shields). Ice weapons can only exist in areas where the temperature remains below the freezing point - if the temperature rises even one degree above freezing, ice weapons and shields begin to melt, losing 2 hp per minute until the item melts away. Ice weapons and shields can be made permanent, capable of surviving temperatures above freezing, by magic and with some alchemical concoctions. Unless so treated, ice weapons and shields suffer 50% more damage from heat and flame (such as a dragon's breath or a *fireball* spell).

Ice weapons are virtually ineffective against metal armor, dealing a maximum of 1 hp damage on strikes against foes clad in any type of metal armor. Ice weapons must also make a DC 15 Fortitude save every time they strike metal armor. Failing the save results in the ice weapon shattering. Though ice swords are manufactured, the nature of ice does not allow for a cutting edge, so any ice weapon that normally does slashing damage will do bludgeoning instead (though the amount of damage does not change). Piercing weapons can still pierce effectively. In addition to the normal damage, ice weapons deal an extra 1d3 points of cold damage with each blow and count as Cold weapons for purposes of overcoming damage resistance or for purposes of vulnerability.

Ice shields are very effective against non-metal weapons, performing as a light or heavy wooden shield. However, against metal weapons, an ice shield has only a + 0 (light) or +1 (heavy) shield bonus. Also, with each blow from a metal weapon, an ice shield must make a DC 15 Fortitude save. Failure to save results in the ice shield shattering into worthless shards. An ice shield grants the wielder a + 2 bonus to any saving throw against Cold-based spells or attacks targeted

at the wielder. The bonus does not apply to area-effect spells, nor does it apply to ranged touch attacks.

Type of Ice Item	Item Cost Modifier
Weapon	X 1/4
Shield	X ¹ /4

Tytanite: Metal of the titans of legend, reportedly used in the weapons and armor those beings used to serve, and then rebel against, the gods. Ingots of this rare metal have been unearthed for centuries, but it was until Jaeger Krollson, a dwarven Forge-Master, developed a process to melt and shape the incredibly resilient ore that it became useful.

Appearing as a lustrous pure-white ductile metal in its processed state, tytanite is too rare and valuable to use as a pure metal. However, tytanite alloys with incredible ease with most other metals, particularly steel, making those metals much stronger, somewhat lighter, and extremely resistant to the elements, to the point of being rust-proof.

When combined with steel, the resulting alloy is easily the equal of mithral or adamantine. It is said that one of the first uses Jaeger put to tytanite, besides making himself a magnificent metal shield, was to make tokens of tytanite and copper for a bawdy house. According to dwarven folklore, when asked why he used such a precious metal for brothel tokens, Jaeger reportedly said, "Cause it's just like them girls, warm' em up and they'll go with anything!"

Tytanite is generally found in crystalline growths which are sometimes mistaken for gemstones. As such, ingots of tytanite are as likely to be unearthed in treasure hoards (5% chance to replace other gemstones found in a hoard, with an increase of 50 gp in value per gemstone) as during tunneling or mining.

To turn tytanite ingots into useable metal, one needs to acquire the services of a master smith (that is, a smith with at least 15 ranks in Craft (weapons) or Craft (armor)) with a large, well-stocked smithy, otherwise they cannot create the conditions necessary to work tytanite. Two ingots will suffice for a buckler or light weapon, or a bundle of ammunition, three for a light shield or one-handed weapon, and four for heavy shields and most two-handed weapons (aside from polearms).

Type of Tytanite Item	Item Cost Modifier
Ammunition	+100 gp per missile
Buckler	+5000 gp
Light Weapon	+5000 gp
Light Shield	+6500 gp
One-handed Weapon	+6500 gp
Heavy Shield	+8000 gp
Two-handed Weapon	+8000 gp

GM's SUGGESTION

The ice shields and weapons are perfect examples of items for which the GM needs to use their discretion. Obviously, these are not items that Luven would stock if his shop were located in an area with a hot climate. For all but the harshest of campaign settings, even permanent ice shields and weapons will be seasonal items at best, sold only during the coldest months of winter. GMs who do wish to make ice shields and weapons available may want to build an addition to Luven's shop, a cold storage room with a magicallycontrolled temperature for housing these crystalline items.

A tytanite weapon has a lustrous steel-white blade or point without any perceptible flaws, honed razorkeen, expertly balanced, and extremely resilient. It is immune to the effects of rust monsters, slimes, and corrosion-causing magic, and very resistant to extreme heat. In addition, tytanite weapons are 40% lighter than a comparable weapon made from steel. Such weapons also grant a +4 bonus to the wielder's CMD vs. Sunder attempts – the blade will flex rather than shatter – and have $\frac{1}{2}$ again as many hit points as non-tytanite weapons. Tytanite weapons have a +2 non-magic attack bonus (+1 for the tytanite and +1 for being masterwork). Such weapons receive a +5 bonus to saving throws against acid or fire.

Arguably even more desirable than a tytanite weapon is a tytanite buckler or shield. A buckler or shield of tytanite is 20% lighter than a comparable shield made of steel. Like tytanite weapons, tytanite bucklers and shields grant a +4 bonus to the wielder's CMD vs. Sunder attempts and it has $\frac{1}{2}$ again as many hit points as a non-tytanite shield. Tytanite bucklers and shields receive a +8 bonus to saves against acid and fire and provide a +2 bonus to the wielder vs electricity attacks due to the non-conductive nature of tytanite. Tytanite is so strong that a shield or buckler of the material receives a +2 non-magic bonus (+1 for the tytanite and +1 for being masterwork quality) to the item's shield bonus.

CEREMONIAL AND NON-COMBAT WEAPONS AND ARMOR

Weapons and armor that are strictly for ceremonial or other non-combat purposes are listed in Table 1-3, and are described below.

Costume Sword: Among the social elite, one can find a non-sharpened rapier or longsword-type blade with a gilded, jeweled, etched, and specially carved or cast hilt and pommel. It is a symbol of wealth and is often worn to court functions, masquerades,

TABLE 1-3: CEREMONIAL AND NON-COMBAT WEAPONS AND ARMOR

Item	Cost
Costume Sword	Sword cost x10
Page Gear	Same as normal armor
Parade Armor	Armor cost x3
Sword of Bearing	Masterwork sword cost x2
Wasters	1/4 normal weapon cost

and grand dances. The blade is given a mirror finish but isn't tempered for fighting and will break under normal sword use. Each one is unique, commissioned particularly for one client and often takes weeks of meticulous construction.

A costume sword costs ten times the normal cost of a sword or blade of its type. The increased price accounts for the precious metals, gemstones, and craftsmanship in the blade. Any such weapon deals damage as a weapon of its type one size category smaller, and shatters into useless pieces after the first successful strike.

Page Gear: Pages are youths learning the fighter's trade, including the wearing of armor and use of weapons. As such, they require special gear sized for children, up through mid-adolescence. While often this is done with leather armor to save expense, chainmail and plate armor are also used. If found in an abandoned human or elven armory, it might easily be mistaken for halfling or gnome gear, but page gear is often a bit heavier than the armor made for halflings or gnomes. It is not meant to be used in actual combat, but rather to get a young warrior used to the confinement, weight, and feel of wearing armor.

Page gear costs the same as adult armor but the weight is ³/₄ the weight of the same type of armor for an adult. The armor bonus of a suit of page gear is half the armor bonus of the same type of adult armor, to a minimum of +1. After every three blows, the armor bonus is decreased by 1. When the bonus reaches +0, the page gear falls apart.

Parade Armor: A heavy suit of full plate armor decorated with etching, hammered patterns, elaborate scrollwork, gilding, plumes, and gold chain. It is much heavier than actual combat armor and often has a unique helmet designed to intimidate or impress. It can be used for combat – it is a full suit of plate armor, after all – but is extremely expensive to repair and limits mobility to an impractical degree.

Parade armor weighs half again as much as a normal suit of full plate, and costs three times as much. It provides as much protection as a normal suit of full plate armor, but after every five blows the armor bonus is decreased by 1. When the armor bonus reaches +0, the parade armor crumbles into useless pieces. Repairing parade armor costs twice as much as repairing combat armor. The wearer of a suit of parade armor suffers a -4 penalty to Initiative and a -2 penalty to Dexterity.

COMMENTS FROM LUVEN

Don't be fooled by the construction of the wasters! They may look harmless, but I assure you they can still hurt you quite badly. When my old adventuring party, the Company of the Sunset, was holed up one winter (I'll tell you more about that later!), on nice days when we didn't have much to do, we'd spend some time sparring with wasters, to keep our reflexes sharp. One day Devin and Grey were putting a little too much into it, and the next thing we knew, Grey was nursing a broken arm. Good thing Devin was a cleric as well as a ranger...

Luven Lightfinger

In addition, the wearer's speed is reduced by another 10 feet.

Swords of Bearing: Also known as "Swords of State" or "Herald's Blades", swords of bearing are oversized two-handed swords with elaborately crafted pommels bearing the symbols of a noble house, nation, or organization. They are not sharpened, not balanced for combat, and their immense size makes them three times as heavy as a normal greatsword. They are visually quite impressive, always masterwork quality, and it is considered a special honor to be chosen to bear the sword for one's lord.

A sword of bearing delivers bludgeoning damage instead of slashing damage, and deals 2d8 damage on each blow rather than the normal 2d6 (2d6 instead of 1d10 for Small swords of bearing). However, anyone attempting to wield a sword of bearing in combat suffers a -4 penalty to initiative and a -2 penalty to Dexterity due to the unbalanced and extreme weight of the sword.

Wasters: Wasters are wooden or dull metal training weapons, usually made from hard oak or unsharpened steel. While less lethal than regular weapons, they are still fairly dangerous and are easily capable of breaking bones. These weapons are used for practice, for training apprentice warriors who are not ready for live steel, for demonstrations, and for tournaments of peace. While a stout stick might make a good improvised "dummy" sword, wasters are balanced to move much like the real weapon and have the same basic shape and reach as the genuine article. The advantage to wasters is twofold – first, that an arms master doesn't accidentally kill an apprentice (or be killed by the apprentice), and second that one's primary weapon doesn't get battered and broken in mock combat.

A waster deals the same amount of damage as the real weapon it emulates, but wasters only deal bludgeoning damage. Also, unless the wielder is specifically trying to deal lethal damage, all damage from a waster is considered non-lethal. However, even when dealing non-lethal damage, any critical damage from a waster is of the lethal variety.

Chapter 2 - Adventuring Cear

on't let my wife find out I said this, but sometimes I really miss the adventuring life. Yeah, it was hard, and dangerous, but the freedom! The fresh air and wide open spaces! All the new places to see, and people to meet, and things to do! You know exactly what I mean. So when I started stocking this shop, I thought about all the things my party and I needed or wanted when we were on the road. The adventuring gear section is full of things that are just plain handy. True, a lot of it is mundane, but I think you'll agree, things don't have to be magical to be useful - though the occasional alchemical item is a nice thing to have! And it sounds like your party's bard has already found the musical instruments. What?! That's your barbarian? Oh dear...excuse me for a moment... Luven Lightfinger

A dventurers are always on the lookout for new gear that can help them in their tasks, from hunting and preparing food, to performing religious rites, to disguising themselves. Luven stocks a wide assortment of useful mundane gear, tool kits, and alchemical items. He also has a number of trade goods for adventurers wanting an easier way to transport large sums of coin. One of the most popular features of Luven's shop is the wide assortment of musical instruments, which draws the attention of even the least musically inclined customers.

All the adventuring gear items listed in Table 2-1 are described below.

MUNDANE GEAR

Altar Cloth: Altar cloths are cotton or silk cloths, often trimmed with lace, used to cover an altar during religious ceremonies. Many adventuring priests pack one along and use it to cover whatever table, desk, stump or boulder happens to be handy when in need of an impromptu altar. It can also be used to cover the traveling altar. Altar cloths come in a variety of colors.

Aspergill: An aspergill is a morningstar-like device used by several religions in their ceremonies. The head of the aspergill is made of gold or silver, and is hollow with multiple openings. The head has a hinged lid and the user can place holy water within. Many religions use the aspergill to sprinkle holy water during ceremonies.

Adventuring clerics often carry an aspergill along, using it to target undead foes with holy water. The head of the aspergill holds up to three vials of holy water, and by making a ranged touch attack, the wielder can swing the aspergill so as to sprinkle holy water on an adjacent target. If the ranged touch attack is successful, the target takes 2d4 points of damage (and each susceptible creature adjacent to the target suffers 1 point of damage). Each "attack" with the aspergill uses one vial's worth of holy water.

Axe, Hatchet: The hatchet is a small, one-handed axe used for splitting small pieces of wood or for certain woodwork. It can also be used to break up ice in a river or pond to get to the water below. If used as a weapon, the hatchet does the same amount and type of damage as a handaxe, but because it is not weighted for combat one must have either the Catch Off-Guard feat or Exotic Weapon Proficiency: Hatchet to use it without penalty.

Axe, Woodsman's: A woodsman's axe is a large, single-headed axe designed specifically for felling trees and splitting large pieces of wood. If the woodsman's axe is used as a weapon in combat it deals the same type and amount of damage as a battleaxe, but because the axe is not weighted for combat use the wielder must have either the Catch Off-Guard feat or Exotic Weapon Proficiency: Woodsman's Axe to use it without penalty.

Bandages: Bandages comes in a 50 yard roll that weighs about a half pound. The bandages are made of soft, thick cotton gauze and are useful for patching up when a cleric isn't around.

Bandages applied to a character suffering Bleed damage grant a +1 circumstance bonus to Heal checks to stop the bleeding. Fresh bandages (those changed every 8 hours) prevent the spread of infection and disease, but do not cure such maladies.

Blowing Horn: A hollowed horn from a cow, ram, or other horned animal, with a mouthpiece at the narrow, pointed end. One simply blows into the horn to produce a loud and carrying tone, and it can be used to signal, to call orders, to start a hunt, to announce one's presence, or in some cases, to intimidate one's enemies. Many horns are well polished and often carved with important scenes or legends, like a tapestry. A blowing horn can be heard clearly by everyone within a $\frac{1}{2}$ mile radius. Distances of $\frac{1}{2}$ mile to 1 mile require a

DESIGNER'S NOTE

The blowing horn and sounden horn are included in the mundane gear section instead of with the musical instruments because of their purpose. The horns are designed to produce sounds specifically for warning, signaling, or announcing, not for melodic tones. That said, a skilled musician can certainly work toward becoming proficient with either the blowing or sounden horn. On a real-world historical note, one of the voyageurs who traveled with Meriwether Lewis and William Clark on their expedition in the early 19th century was known to be able to coax musical notes from a sounden horn, and would accompany another voyageur who played the fiddle.



DC 5 Perception check to hear the horn, while distances greater than 1 mile but less than 2 miles require a DC 10 Perception check to hear. A DC 15 Perception check allows a character to hear the horn at distances greater than 2 miles but less than 5 miles. The horn cannot be heard at distances greater than 5 miles.

A character can attempt to demoralize all opponents within hearing range by making the appropriate Intimidate check when blowing the horn.

Censer: A censer is a type of incense burner that looks somewhat like a lantern. Four or five delicate chains connect the censer to a wooden or metal handle. The priest places incense inside the censer, then by gently swinging it side to side, the smoke of the incense spreads to a larger area faster.

Chalice: A chalice is a common reward for tourney champions and is often presented by nobles to adventurers who have done some great service. A chalice is a large drinking vessel, usually made of precious metal and adorned with gems. Even a small plain chalice of silver is of considerable value, though gold is preferred since it is impervious to tarnish. Witches, druids, and priests also use chalices in certain ceremonies, though very often fashioned from gourds, wood, or other natural materials. In some religions, all chalices – even ones made from gourds or wood – are required to be lined with gold.

Drinking Horn: A hollowed ox or ram's horn, often decorated with silver or other precious metals, a drinking horn is made to hold water, or more often mead. There is a thick stopper at the open end and a leather strap for wearing the horn over the shoulder or attaching to a belt or pack. While a drinking horn has less volume than a canteen or wineskin, it is harder to puncture. Many barbarian tribal members compete in drinking by each downing full horns of mead, doing so until one or both cannot drink any more.

Finger Blade: This tiny, sharp knife blade is attached to a ring; the ring is slipped over a finger and the blade is easily hidden by the wearer's other fingers.

If used to aid in the attempt to pick pockets, the wearer gains a +1 circumstance bonus to Sleight of Hand checks. If used as a weapon, anyone proficient with a dagger or knife can use the finger blade but it only does 1 point of damage.

Firegrate: A firegrate is a small circular hoop of iron with several crossbars of iron in the center. The grate rests on three small hooks attacked to a long iron tripod. The tripod is positioned around a campfire and the grate sits above the flames and coals. In addition to the grate, a pot can be hung from a hook where the tripod joins. The entire grate can be taken apart and put together quickly.

TABLE 2-1: ADVENTURING GEAR

Item	Cost	Weight
Mundane Gear		
Altar Cloth, Cotton	10 gp	1 lb.
Altar Cloth, Silk	20 gp	1 lb.
Aspergill, Gold	20 gp	3 lbs.
Aspergill, Silver	15 gp	3 lbs.
Axe, Hatchet	4 gp	4 lbs.
Axe, Woodsman's	7 gp	8 lbs.
Bandages	2 gp	1⁄2 lbs.
Blowing Horn	25 gp	1⁄2 lbs.
Censer	15 gp	2 lbs.
Chalice, Metal	50 gp+	1 lb.
Chalice, Gourd or Wood	5 gp	1⁄2 lbs.
Chalice, Gold-lined	25 gp	1⁄2 lbs.
Drinking Horn	$5~{ m gp}$	1⁄2 lbs.
Finger Blade	5 sp	_
Firegrate	5 gp	5 lbs.
Fish Trap	15 gp	4 lbs.
Fowlers' Trap	20 gp	5 lbs.
Grooming Kit	5 gp	1 lb.
Hand Saw	10 gp	3 lbs.
Henna, Silver	120 gp	1⁄2 lbs.
Incense	5 gp+	_
Oilcloth	5 gp	5 lbs.
Magnet, Small	1 gp	_
Magnet, Medium	3 gp	1⁄2 lbs.
Magnet, Large	7 gp	1 lb.
Ranger's Spoon	2 sp	_
Rucksack	1 gp	1 lb.
Saddle Blanket	1 gp	3 lbs.
Soldier's Housewife	9 sp	_
Sounden Horn	15 gp	1⁄2 lbs.
Traveling Altar	45 gp	15 lbs.
Wig, Actor's	15 gp+	1 lb.
Wig, Powdered	25 gp+	2 lbs.
Wig, Straw	3 cp	1⁄2 lbs.
	- -	
Tools & Skill Kits		
Chirurgeon's Kit	100 gp	2 lbs.
Face Paint	5 gp	1 lb.
Face Paint, War Paint	2 gp	1 lb.
Map-Making Kit	45 gp	5 lbs.
Pyrographic Kit	55 gp	1 lb.
	55 01	

Item	Cost	Weight
Musical Instruments		0
Aulos	10 gp	1⁄2 lbs.
Bagpipe	25 gp	2 lbs.
Bell, Ceramic	5 gp	1⁄2 lbs.
Bell, Brass	10 gp	1/2 lbs.
Bladderpipe	15 gp	1 lb.
Bodhran	3 gp	1⁄2 lbs.
Castanets	8 sp	_
Cittern	5 gp	1 lb.
Clappers	2 gp	1⁄2 lbs.
Crumhorn	5 gp	1⁄2 lbs.
Dulcian	25 gp	5 lbs.
Dulcimer	25 gp	5 lbs.
Drum	2 gp+	2+ lbs.
Dwarven Stone Drum	85 gp	50 lbs.
Elven Shawm	20 gp	_
Fiddle	25 gp	1 lb.
Finger Cymbals	5 gp	_
Flute	1 gp	_
Gemshorn	5 sp	_
Halfling Tri-flute	9 gp	_
Harp, Handheld	15 gp	1 lb.
Harp, Floor	25 gp+	10+ lbs.
Harpsichord	150 gp	75 lbs.
Hurdy-gurdy	15 gp	5 lbs.
Gnomish Auto-gurdy	65 gp	7 lbs.
Kortholt	5 gp	_
Lute	10 gp	1 lb.
Lyre	10 gp	1⁄2 lbs.
Lysard	10 gp	1 lb.
Mandolin	15 gp	1⁄2 lbs.
Mouth Harp	3 sp	_
Organetto	25 gp	5 lbs.
Pan-pipe	9 sp	_
Pipe and Tabor	10 gp	2 lbs.
Psaltery	10 gp	1 lb.
Qitara	20 gp	1 lb.
Rattle	5 sp	_
Rebec	15 gp	1⁄2 lbs.
Recorder	15 gp	1 lb.
Serpent	20 gp	3 lbs.
Shawm	15 gp	1⁄2 lbs.
	- 01	

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Item	Cost	Weight
Musical Instruments continued		
Shofar	3 sp	—
Sistrum	5 gp	1⁄2 lbs.
String Set	varies	—
Tambourine	5 gp	_
Transverse Flute	10 gp	1 lb.
Trumpet	20 gp	2 lbs.
Viol	30 gp	5 lbs.
Woodwind Reed	varies	_
Zink	8 gp	_
Alchemical Items		
Dragons' Milk (flask)	45 gp	1 lb.
Dragons' Milk (reservoir)	250 gp	12 lbs.
Fire Drake	5000 gp	250 lbs.
Gnomish Sleep Gas	30 gp	1 lb.
Hunwen's Insect Repellent	2 gp	1 lb.
Incense, Calming	50 gp	_
Incense, Concentration	50 gp	_
Incense, Healing	50 gp	_
Incense, Restful	50 gp	_
No Glint	35 gp	1⁄2 lbs.
Trade Goods		
Gemstones, Uncut	varies	_
Gold Brick	500 gp	10 lbs.
Silver Ingot	400 gp	80 lbs.
Specie	varies	varies

Fish Trap: A fish trap is constructed of wood, wicker or metal. By sinking the trap into a lake or stream where fish are present, an individual can catch enough fish to feed double the number of people as normal with a successful Survival check.

Fowlers' Trap: Made of wood or metal, a fowlers' trap is used by hunters to snare game birds. By placing the trap in an area where ground feeding or ground nesting birds frequent, a hunter can catch enough birds to feed double the number of people as normal with a successful Survival check.

Grooming Kit: This small kit includes a small soapstone, a leather strop, a straight razor (which can be used as a knife), a shaving brush, a steel mirror, small scissors, a nail clipper, file, and tweezers. All the items are carried in a compact leather case.

Hand Saw: A hand saw is a small rectangular or triangular frame made of wood or iron with a serrated blade between the ends. The blade can be easily removed

COMMENTS FROM LUVEN

I'm often asked if the silver henna really will repel lycanthropes. I honestly don't know for sure. The herbalists I buy it from won't reveal their recipes, so it may or may not actually contain any silver. I'm sure many were-creatures would give pause if they saw you painted with the stuff, but I don't think I would bet my life on it!

Luven Lightfinger

and replaced if it dulls or breaks. A hand saw ignores the hardness of wood when trying to cut through a tree, branch, log, or wooden post. It is effectively useless as a weapon.

Henna, Silver: Silver henna is not true henna, but is a unique pigment with similar properties. It is common only among drow, orcs, and other dark-skinned races. This unique herbal concoction allows intricate designs like tattoos to show up where regular ink wouldn't be visible. Like normal henna, silver henna begins to fade after a few days (usually 3 + 3d6 days). Also like normal henna, silver henna grants a +1 bonus to Bluff and Diplomacy to the wearer for as long as it persists. If normal henna is expensive, the much rarer silver henna is almost outrageously so. A package of silver henna will cover most of a Medium creature's body in designs once. Some herbalists claim that lycanthropes will avoid biting people wearing silver henna.

Incense: Incense comes in a variety of scents. It is used in many religious ceremonies as well as to sweeten the air and cover the smell of odors. Many individuals also enjoy the scent and find it relaxing. Incense prices vary, depending on the type and fragrance.

Magnet: Magnets come in a variety of sizes, but all are easily held in one or two hands. They can come in handy in a variety of situations. A small magnet will pick up a metal object weighing up to ¹/₂ pounds; a medium magnet will pick up a metal object weighing up to 1 pound; a large magnet will pick up a metal object weighing up to 3 pounds

Oilcloth: Oilcloth is a piece of cloth impregnated with oil, causing it to become waterproof and impervious to weather. It can be used for wrapping delicate items or polishing steel to prevent rust. It can also be used to protect books, including spell books and scrolls, from water damage. Oilcloth is sometimes placed beneath a bedroll or tent in damp conditions to make for more pleasant sleeping conditions.

One piece of oilcloth is large enough to fit under the bedroll for a Medium character.

Ranger's Spoon: A small spoon made of some type of horn, well suited to scraping honey from a comb, or scooping a mouthful of stew from the pot over the fire. The ranger's spoon is a common piece of adventuring gear. **Rucksack**: The rucksack is a small leather bag attached to a leather belt that is worn around a person's waist. The rucksack holds about half as much as a backpack, and many adventurers wear both together, increasing the amount of gear they can keep handy.

Saddle Blanket: A saddle blanket is a thick wool blanket designed to lie across a mount's back beneath the saddle. The blanket helps protect the animal's hide from chaffing and rubbing, thus preventing (or at least delaying) the development of debilitating saddle sores. A mount equipped with a saddle blanket beneath a saddle can move at a hustle without taking lethal damage and gets to make a Constitution check for each hour of a forced march.

Soldier's Housewife: This small, simple sewing kit is commonly issued to soldiers or mercenaries before going on campaign, so that they can make minor repairs to their clothing themselves in the field. The kit is also very popular among adventurers. Each soldier's housewife contains 2 sewing needles in a small case, small spools of white and black thread, a leather or wooden thimble and 10 wooden buttons of varying sizes. The kit comes in a leather pouch that can be rolled up and tied for easy stowage.

Sounden Horn: The sounden horn developed from the blowing horn, and is primarily used by sailors and river boatmen. It is a simple device made of tin or copper, with a "reed" of the same material. Sounden horns are used on ships and boats entering foggy harbors to let others know of their presence, and on river boats (such as canoes and keel boats) to signal to shore or recall a crew from shore.

A sounden horn can be heard clearly by everyone within a $\frac{1}{2}$ mile radius. Distances of $\frac{1}{2}$ mile to 1 mile require a DC 5 Perception check to hear the horn, while distances greater than 1 mile but less than 2 miles require a DC 10 Perception check to hear. A DC 15 Perception check allows a character to hear the horn at distances greater than 2 miles but less than 5 miles. The horn cannot be heard at distances greater than 5 miles.

Unlike the blowing horn, the bleating sound of a sounden horn cannot intimidate foes. On the other hand, a skilled musician can sometimes coax a few musical notes from one, usually doing so to accentuate another musical instrument.

Traveling Altar: Traveling altars are carved of wood, with short wooden legs and a hinged lid. Inside the altar a priest can store an altar cloth, vestments, vials of holy water and prayer books.

Wigs: These hairpieces range from obviously false, powdered horsehair wigs most often worn by nobility of some nations, to straw comic or fright wigs, to carefully arranged wigs made of real hair in a variety of colors and styles. They are a valuable tool for performers, thieves, imposters, assassins, nobility, government officials and the vain. The price varies with the quality and size

of the wig.

TOOL AND SKILL KITS

Chirurgeon's Kit: A wooden case containing numerous tools for repairing injuries, even traumatic ones. A healer with practice in the art of surgery can use this kit of tools to repair badly damaged limbs, perform amputation, control internal bleeding, and treat burns. The kit contains numerous sharp implements, including a stylus with a replaceable flint or glass blade for making incisions. It also contains several clean bandages, forceps for extracting arrowheads or fragments, low strength alcohol for cleaning wounds, honey for preventing infection, and often a variety of powders made from medicinal herbs.

A skilled surgeon can make attempts to stabilize and revive the wounded who are effectively dead (negative hit points lower than the character's Constitution score), with a Heal DC equal to the negative hp total + 10. Failed attempts inflict an additional 1d4 hp for every 5 points the check fails by. For example, if the DC is 22 (-12 hit points + 10) and the skill check total is 7, the character suffers an additional 3d4 hp damage. If the new negative total is greater than twice the character's Constitution score, the character dies permanently and cannot be revived through any method short of powerful magic.

The healing is not nearly as effective as divine healing magic, but can be a potential lifesaver. Any character revived through surgery suffers a permanent -1 penalty to Charisma (due to scarring) and a temporary -4 penalty to Constitution (due to blood loss). The Constitution returns to normal through magical restoration or natural healing. Also, surgery frequently results in the loss of a limb.

Face Paint: This kit includes colored grease paint or other similar substance which are used to cover a person's face. The kit comes with base powder, puff, and 3 colors of paint per kit. The paint lasts 3 hours per application. Face paint is most often used by actors and performers, but is sometimes used by adventurers or rogues attempting to disguise themselves.

Using a face paint kit grants a +1 circumstance bonus to Disguise and Bluff checks for the duration of the application. A kit has 5 uses.

Face Paint, War Paint: This kit includes woad, ochre, grease paint, or other thick paint meant to display colors signifying death, aggression, and martial prowess. The paints are particularly popular among barbarian cultures and mercenaries displaying company livery. It is otherwise similar to a normal face paint kit.

Using a war paint kit grants the wearer a +1 circumstance bonus to Intimidate for the duration.

Map-Making Kit: The map-making kit comes in a small wooden box that easily fits on a person's lap. The lid is hinged and inside the box are stowed 15 sheets of parchment, a metal pen with five spare nibs, five quill pens, three lead styluses, five vials of ink in various colors, a drafting compass, a protractor and a straightedge or square.

Pyrographic Kit: Wood, leather, or certain other materials can be decorated by the use of a fine flame or heated tools. Pyrographic maps are common, as well as decorative pieces of art, furniture, leather goods, etc. Pyrography can be considered a Craft skill of its own, but anyone with wood- or leather working would also have skill in pyrography. A Pyrographic kit costs roughly the same as a leatherworking tool kit.

MUSICAL INSTRUMENTS

Any of the musical instruments below can be crafted to masterwork quality. A masterwork instrument adds 95 gp to the base cost, but the performer receives a +2 bonus to the appropriate Perform skill check.

Aulos: The aulos is a unique woodwind instrument that consists of two flute-like instruments with four fingerholes each, though the holes are drilled differently on each. The two pipes are joined near one end. The musician holds one in each hand and plays both at the same time. Only the most skilled musicians can master an aulos and is considered an instrument of professional musicians. Anyone attempting to play an aulos must have at least 2 ranks in Perform (wind); anything less results in an automatic failure.

Bagpipe: A bagpipe consists of a leather bag, a chanter with seven fingerholes, a mouthpipe and one, two or three drone pipes (depending on the culture that made the pipe).

Bells: Bells come in a variety of sizes and shapes and are made from a variety of materials, most commonly brass, copper or ceramic. Bells sometimes have simple loop handles and the musician holds them by the fingertips, while others have wooden or glass handles.

Bladderpipe: The bladderpipe is an ancient pipe slowly falling out of use, but retains some popularity in the countryside. It consists of a large wooden pipe topped with an animal's bladder (usually sheep or goat). A smaller mouthpiece pipe projects from the bladder at a 90° angle. The bladderpipe is a loud instrument, but not as loud as the bagpipe.

Bodhran: The bodhran is a type of hand drum that has a unique drumstick. The drumstick is short, with heads on both ends, held in one hand and played so that each head strikes the drumhead in an alternating rhythm. This gives the bodhran a unique sound most other drums cannot achieve.

Castanets: Castanets are a small, palm-sized version of the larger clappers. Castanets are carved from hardwood and joined by a string, and a musician usually holds a pair in each hand. Each pair makes a slightly different pitch when played. Dancers often play castanets as they dance.

COMMENTS FROM LUVEN

I have to admit that Arissa knows a lot more about the musical instruments than I do, so I may have to call her over from the inn if you ask questions that I can't answer. Feel free to give any instument you're interested in a test play – there's no point in buying an instrument if you don't know if it's the right one for you. I have single-use reeds available for trying the instruments out, and I thoroughly clean all the wind instruments after each person tests them. The string instruments get wiped down thoroughly as well, and if the strings are looking grimy or worn from lots of test playing, I'll replace them. You never have to worry that you're buying a dirty instrument here!

Luven Lightfinger

Cittern: The cittern may be a "missing link" between the qitara and the lute. They are lute-shaped, but with the flat back of the qitara, and generally tuned like a lute. The flat-backed body gives the cittern a sound very different from lute, however.

Clappers: Clappers are a percussion instrument consisting of a pair of curved wooden or horn pieces. The clappers are held in one hand with a finger or two between them and played by moving the hand back and forth, or slapping the hand against the leg or chest. The movement causes the two pieces to slap together, producing a loud clapping sound.

Crumhorn: A crumhorn is a long, large wooden wind instrument. The reed is protected by a wooden cap, and the end of the horn turns upward in a sweeping curve.

Dulcian: The dulcian is a large wooden instrument with some brasswork. It is about two to three feet long and as large around as a man's arm. It is played by blowing through a mouthpiece pipe which is a thin brass tube. The dulcian produces deep bass tones.

Dulcimer: A dulcimer is a small stringed instrument played by striking the strings with tiny wooden or brass hammers. The dulcimer is usually set on a table or the player's lap to play, but some models include a neckstrap so the player can stand.

Drum: Drums come in a variety of shapes and sizes, usually with a wooden or metal body covered by parchment. Small hand drums are held in one hand and played with the other, while larger drums are equipped with a sling so the drummer can walk or stand while playing. These larger drums can be played by striking the head with the hands or a wooden drumstick.

Dwarven Stone Drum: The dwarven stone drum is a large instrument, not easily portable. It is a large hollow stone tube, about 3 feet long and 1 foot in diameter, open on both ends. The drum is carved in such a way that the thickness varies, so that as



the musician strikes the outside with thick wooden drumsticks, a variety of deep notes are produced. The outside of the drums are usually carved with various scenes of dwarven celebrations.

Elven Shawm: The elven shawm is a variant on the more standard shawm (the elves say theirs is the original version) that produces a milder, softer tone than the standard shawm. In appearance, the elven shawm is similar, but instead of bell-shaped opening there is a bulge in the center of the instrument.

Fiddle: The fiddle is a step between the more primitive rebec and the sophisticated viol. It is played with a bow and held under the chin as the musician sits, stands or walks. Some musicians play the fiddle in the rural style of the rebec, while others prefer the more refined style common to the viol.

Finger Cymbals: Finger cymbals are a pair of tiny brass or copper discs that are usually played by attaching one to a thumb and the other to the forefinger, but are occasionally held one in each hand. Finger cymbals usually accompany dance music, and are sometimes worn by the dancers themselves.

Flute: The flute is the most common wind instrument, and one of the oldest. It is a simple wooden tube with multiple fingerholes (different cultures use a different number of fingerholes).

Gemshorn: The gemshorn is an ancient instrument that has largely fallen out of use by most cultures, but is still common in the less civilized areas of the world. It is made by drilling seven fingerholes and a mouthpiece in the horn of an ox, ram or similar animal, then stoppering the large end. It produces a soft, sweet note.

Halfling Tri-Flute: The halfling tri-flute may be a variant or descendant of the aulos or pan-pipe, or it may be a unique creation altogether. It consists of three short wooden flutes, each of varying lengths, connected with leather bands. There are four fingerholes on the longest pipe, three on the shortest and none on the middle pipe. A single mouthpiece connects all three pipes.

Harp: The harp is another ancient instrument, but this one maintains a place of popularity with musicians worldwide. The harp is a stringed instrument that is often played with great improvisation by a good musician. Harps come in a variety of sizes, from small handheld versions to very large standing versions that are played by a seated musician.

Harpsichord: The harpsichord is a large stringed keyboard instrument contained within a large wooden box on legs. The player sits on a stool or bench in front of the harpsichord and plays by pressing ivory or wooden keys. Striking the keys causes a quill plectrum to pluck the internal strings. Harpsichords are large and heavy, and not easily portable.



Hurdy-Gurdy: A hurdy-gurdy is an unusual stringed instrument that uses a wheel-crank and keys to produce sound. It is a small, long box that rests on the player's lap or knees and is played by turning the crank and pressing the keys. It is a very popular instrument for performing dance music. Some hurdy-gurdies are so large as to require two players – one to turn the crank and one to press the keys.

A hurdy-gurdy is so difficult to master that only a musician with at least two ranks in Perform (strings) can successfully play one. Anyone with fewer ranks automatically fails. This requirement also applies the larger hurdy-gurdies that require two players – both must have at least two ranks in Perform (strings).

Gnomish Auto-Gurdy: The gnomish auto-gurdy is a gnome "improvement" upon the hurdy-gurdy. It is mechanical in nature and only needs to be wound to produce music, with gears and levers automatically turning the crank and pushing the keys. Each autogurdy can be preset with up to five different tunes, and one does not have to be proficient in the instrument in order to wind the key and start it playing.

Kortholt: This short, thick wind instrument produces a soft, low buzzing sound as it is played. The musician blows through into the mouthpiece and over a protected reed to play the instrument. **Lute**: The lute is a popular stringed instrument and possibly the most well-known and common of such instruments. Lutes can have up to 15 strings, and the tuning keys are set at a right angle to the rest of the lute's neck. Lutes have a tendency to go out of tune quickly.

Lyre: The lyre is an ancient string instrument that may be a predecessor to the harp or the lute. It has a box made of wood or a turtle's shell, two long wooden arms and a wooden crosspiece connecting the arms. Strings run from the box to the crosspiece. It is played by plucking the strings with one's fingers.

Lysard: A lysard is an odd wind instrument shaped something like a squashed "S". Rather than being round, the pipe is octagonal, which aids the player in covering the fingerholes.

Mandolin: The mandolin is a more recent improvement on the age old lute. It is generally smaller than a lute, with fewer strings, but is played in a somewhat similar style. The mandolin is tuned similar to a fiddle, rather than a lute, however.

Mouth Harp: The mouth harp is thought to be one of the world's oldest musical instruments and many different cultures have variations on the instrument (and variant names). It is technically a percussion instrument. The mouth harp is usually made of brass, bronze or copper with a very thin piece of the same



metal, or sometimes bamboo, as a tongue. The instrument is placed against the open lips and the tongue is plucked to produce music. Mouth harps are very popular among halflings and gnomes.

OOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

Organetto: An organetto is a small, surprisingly light, portable organ. It has a neck strap so the musician can walk or stand while playing. It is played by using one hand to pump a goat- or sheep-skin bellows on the back of the instrument and pressing button-like keys with the other hand.

Pan-pipe: Also known as the pan-flute, this wind instrument consists of five or more wooden tubes side-by-side, played by blowing in different tubes and fingering the holes. Each tube is of a different length, giving the pan-pipe a lop-sided appearance.

Pipe and Tabor: The pipe and tabor is an unusual combination instrument that consists of a simple wind instrument and a small drum. The pipe has but three fingerholes, near the end of the instrument where it is held. The player holds the pipe with one hand and attaches the tabor to the arm holding the pipe with a leather or cloth strap. The tabor is then played with the other hand by striking the head with a wooden drumstick. The player needs proficiency in both percussion and wind instruments to play this instrument.

Due to nature of the pipe and tabor, any musician attempting to play one must have at least one

rank each in Perform (wind) and Perform (percussion), otherwise the attempt automatically fails. The musician can choose which Perform skill to use when playing a pipe and tabor.

Psaltery: A psaltery is a form of hand-held harp, played by plucking strings across the wooden body of the instrument. Some cultures build square or trapezoidal shaped psalteries, while others construct triangular or wing-shaped versions.

Qitara: The qitara is a hand-held stringed instrument, somewhat similar to a lute but with a differently shaped body and fewer strings (usually four to six strings). It is quickly becoming popular with traveling bards and musicians.

Rattle: A most ancient type of percussion instrument, the rattle usually consists of a wooden handle connected to a hollow box made of wood, rawhide or turtle shell. The small box is filled with pebbles, beads, seeds or beans so that a rattling sound is produced when the instrument is shaken. Many civilized cultures no longer view the rattle as a musical instrument, but instead see it as a baby's toy.

Rebec: The rebec is a small stringed instrument played with a bow. It is carved from a single piece of wood and is usually pear-shaped. Rebecs usually have three strings that are tuned with keys. Rebecs are more popular in the countryside than in cities. **Recorder:** A recorder is an ancient form of flute that survives in a variety of sizes and types today. Some recorders are small enough to fit entirely within the hand of a large human, while others require two hands and a neck strap to hold.

Serpent: The serpent is an odd-looking but pleasant-sounding wind instrument. It gets its name from the multi-curving main part of the horn, which consists of several pieces of wood shaped and glued together, then wrapped with leather. The mouth tube is made of brass.

Shawm: A shawm is a wind instrument with an open reed and a bell-shaped opening. It produces a loud, vibrant tone and is used equally in dance music and military marches.

Shofar: The shofar is a simple wind instrument that is an improvement on the non-musical blowing horn, but not as sophisticated as the gemshorn. It is primarily used in martial music and religious ceremonies.

Sistrum: The sistrum is a brass or bronze percussion instrument that consists of a handle attached to a "U"shaped frame. Slender metal crosspieces are set in the frame, sometimes with tiny rings or loops attached. When shaken or twirled, the sistrum makes a staccato buzzing or clanking sound (depending on the size of the instrument). While used in secular music, sistrums are more commonly associated with certain religions.

String Set: Depending on the type of instrument, strings can be made of steel, steel wrapped in bronze or copper, silk, or even sheepgut. Each string instrument purchased comes with one complete set of strings. Additional sets of strings may be purchased at the price of ¹/₄ the cost of the instrument. The price varies due to the differing numbers and lengths of strings unique to each type of instrument, as well as the material. A GM may rule that a roll of a 1 on a Perform (strings) check results in a broken string or strings, and the instrument cannot be played again until new strings are acquired and installed.

Tambourine: The tambourine is a type of wooden hand drum. It is covered with parchment on one side of a wooden hoop and small metal discs or bells hang loosely around the frame. Tambourines are common in many cultures and usually accompany dance music, but in some cultures are used in funeral processions.

Transverse Flute: Also sometimes called a cross flute, the transverse flute is a wind instrument that is held across the body rather than down from the body. The musician blows into an opening on one end and fingers the seven holes to produce a pleasant tone.

Trumpet: A trumpet is a large brass, silver or copper wind instrument without finger holes. It is usually used to signal troops in battle or to announce arrivals.

Viol: The viol is an evolution of the rebec, and is far more popular among the wealthy merchants and the nobility than the rustic rebec. Viols are stringed instruments played with a bow. They come in a variety

COMMENTS FROM LUVEN

If you're interested in the fire drake, I have to warn you of two things. First, I never have more than one in stock at a time. I can special-order a second one, but it'll be a while before it gets here. Second, you and I are going to have to have a **long** talk about what you plan to do with it, and I may call in a priest or witch to make sure you're telling the truth. This is a powerful siege weapon, and they can be a tremendous help in a big battle, or in defending one's ground. But you have to understand, I've seen fire drakes used in bad ways as often as good, so I can't sell them in good conscience if I don't know your intentions. That is my shop policy, and even kings have to adhere to it.

Luven Lightfinger

of sizes and are usually played while sitting, with the instrument held between the player's legs.

Woodwind Reed: Reeds are thin strips of cane or bamboo attached to the mouthpiece of some wind instruments (hence the term "woodwind"). The vibration of the reed when the musician blows into the instrument is what produces the sound. Each wind instrument that requires a reed comes with one reed upon purchase. Additional reeds may be purchased at a price of 1/10 the cost of the instrument. The price varies according to the instrument, as some require a more complex reed than others. A GM may rule that a roll of a 1 on a Perform (wind) check results in a split reed, and the instrument cannot be played again until a new reed is acquired.

Zink: A zink is a woodwind instrument that features a cupped mouthpiece and a long, left- or right-curving horn. The horn is usually of wood, though some are made from actual ox horns. The instrument features seven fingerholes. It produces a sweet sound that is often compared to voices singing.

ALCHEMICAL ITEMS

Fire Drake: A fire drake is a constructed device of bronze, leather, and steel, with a series of tubes with a manual pump, and a nozzle shaped like the head of a firebreathing dragon. Inside the fire drake is a reservoir of a special variety of alchemists' fire known as "dragons' milk" (due to its whitish color, thick consistency, and extreme volatility). Dragons' milk used outside of a fire drake functions as alchemists' fire that burns for one extra round.

The fire drake user pumps a bellows, which pressurizes the air inside the tubes, then squeezes a valve near the nozzle. A stream of the flammable chemical is then sprayed forward, igniting on



contact with the air. The dragon's milk is sticky and must be extinguished with magic or by smothering – water will not put the flame out. Dragons' milk burns for 3d4 rounds unless extinguished.

The fire drake only has a range of 15 feet, but it affects all targets in a 15-foot line, delivering 2d6 fire damage, and another 1d8 fire damage each round the dragons' milk continues to burn. Affected targets receive a Reflex save (DC equal to the fire drake users ranged touch attack) for half damage. The fire drake user makes a ranged touch attack when using the contraption. Rolling a natural 1 on the attempt results in catastrophic failure of the device, causing it to explode. The explosion deals 6d6 fire damage and 4d6 piercing damage (from shrapnel) to all within a 15-foot radius (DC 15 Reflex ¹/₂).

The fire drake reservoir holds only enough dragons' milk for five blasts. Once the reservoir is empty, it requires 3 full-round actions for one character or 2 full-round actions for two characters to refill it. All characters attempting to refill the reservoir must make a DC 10 Dexterity check. Failing the check results in spillage of the dragons' milk, which delivers 2d6 fire damage to all characters in a 5-foot radius (the character(s) doing the refilling take full damage, but other characters nearby can make a DC 10 Reflex save for half.

The wounds this device produces are so terrible that many good aligned characters, nations and organizations refuse to use it against living creatures (though many will use them against undead). The fire drake is, however, an excellent counter-siege weapon.

A fire drake has two wooden or metal wheels on an axle in the front to aid in moving the contraption. It requires a minimum of two Medium characters to move and position a fire drake, taking a single full-round action for each character for every five feet the contraption is moved. After being moved into position, the fire drake's wheels must be locked and folding braces must be lowered before the drake is used again – the dragons' milk comes out of the fire drake with such force that if the contraption is not braced the fire drake user must make a DC 25 Strength check to avoid being thrown back. If this happens, the fire drake will tip over and explode (see above for results of catastrophic failure).

Gnomish Sleep Gas: Gnomish sleep gas is an alchemical substance held in a gaseous state within a glass or ceramic flask. When the flask is broken the gas escapes and quickly fills a 10 foot x 10 foot space. Any living creature

within the area of effect must make a DC 13 Will save or fall asleep for 2d3 minutes. Because it is alchemical in nature, the gas affects creatures with an immunity or resistance to magical sleep effects. The gas dissipates quickly, and is gone 1 round after it is released.

Hunwen's Insect Repellent: This concoction is an alchemical/herbal mix of incenses and powders, mixed with a pleasant-smelling lotion. It is guaranteed to repel fleas, ticks, and other small nuisance insects. It has little effect against giant vermin or magical swarms, but makes traversing the wild much less problematic for adventurers.

If the lotion is rubbed onto exposed skin, normal insects will not bother the character for 2d3 hours. Magical swarms (such as those summoned via the *summon swarm* spell) are not bothered by the repellent. Giant vermin suffer a -4 penalty to their initiative but are otherwise unaffected by the repellent.

One jar has enough repellent for 5 applications.

Incense, Calming: Calming incense is an alchemical incense that calms the emotions of everyone breathing the sweet-scented smoke. Smoke from calming incense fills a 10 foot x 10 foot radius around the incense burner and anyone entering the area of effect must make a DC 11 Will save or fall under the influence of the incense. The smoke renders all creatures that fail their save calm, leaving them with no immediate desire to harm anyone or anything. This does not change a person's beliefs or opinions, but simply calms their emotions as long as they remain within the area of effect (plus 1 round after exiting the smoke). The smoke will instantly bring a raging barbarian out of their rage, as well as calming raging animals such as badgers and boars. Calming incense burns for 1d3 x 6 minutes.

Incense, Concentration: Concentration incense is a special alchemical incense that clears the mind, allowing those affected to better focus on a task. Smoke from concentration incense fills a 5 ft. x 5 ft. radius area around the burner. Anyone within the area of effect receives a +2 alchemical bonus to any Knowledge check or to any skill, feat or action that requires concentration (including Concentration checks for spells). The skill, feat or action must be performed within the area of effect; leaving the area of effect before performing the skill, feat or action does not grant a bonus. Concentration incense burns for 1d4 + 2 hours.

Incense, Healing: Healing incense is a special alchemical incense that aids in healing the wounded. Smoke from healing incense fills a 10 foot x 10 foot radius around the incense burner. Anyone within the area of effect recovers 1 extra hit point per character level for a full night's rest. Anyone attempting a Healing skill check receives a +2 alchemical bonus to the check. Healing incense burns for 7 or 8 hours.

Incense, Restful: Restful incense is a special alchemical incense that acts as a sleep aid. Smoke from restful incense fills a 10 foot x 10 foot area around the burner. All within the area of effect can get the effects of a full 8 hours sleep in only 6 hours. The incense smoke also protects those affected from being affected by the nightmare spell (or similar spells). Anyone suffering from exhaustion can breathe the smoke to instantly improve to being fatigued. Anyone fatigued who breathes the restful incense smoke for 4 hours recovers from the fatigue. Restful incense burns for 1d4 + 3 hours.

No Glint: No glint is an alchemical mixture, black as darkest caverns below the ground, which can be applied to metallic weapons or armor. A jar of no glint can cover 1 suit of armor, 2 large steel shields or two-handed weapons, 3 small steel shields or one-handed weapons or four light weapons (all of Medium size – adjust accordingly for equipment sized for a small or larger character). Applying no glint takes 2 minutes for a suit of armor, 1 minute for a large steel shield or two-handed weapon, or 2 full round actions for everything else.

When applied, no glint prevents the steel of the armor, shield or weapon from reflecting light, granting a +1 circumstance bonus to Stealth checks when hiding. No glint dries quickly in the air, and begins to turn to a powder and fall off in 2d3 minutes.

TRADE GOODS

Gemstones, Uncut: Raw, uncut and unpolished gemstones found in alluvial soil or in underground deposits are sometimes used as a trade good. While the uncut gemstones may be quite valuable they are usually not readily exchanged for goods except in places where specific types of gemstones (diamonds, sapphires, etc.) are more common. Outside of the areas where specific stones are common, unless one has skill in gemcutting and adequate tools, one must seek a professional jeweler to sell the uncut stones to. However, the uncut stones can be appraised as to an approximate worth (+5 to the DC to an Appraise check) and can be readily used as a magical or alchemical component.

Uncut stones are worth ¼ the value of the cut stone in areas where those types of stones are common, or worth 1/3 the value of the cut stone elsewhere. A DC 15 Craft (gemcutting) check turns the uncut gemstone into a valuable jewel. Failing the check results in a flawed gemstone worth ½ the normal value (failing with a natural 1 results in a worthless stone). A professional jeweler will usually charge the value of the uncut stone for cutting it.

Uncut gemstones are easier to fence on the black market, as they are quickly and easily cut, which makes them harder for authorities to trace. An uncut gemstone always brings 1/3 the normal value on the black market, regardless of whether that type of stone is common in the area or not. Rogues (or others with such tendencies) need only a DC 15 Knowledge (Local) check to find a fence willing to accept uncut stones.

Gold Bricks: Gold bricks are cast molten gold, often imprinted with a symbol of their nation of origin, a merchant's guild or caravan company, or the goldsmith's guild. Each brick is roughly 10 pounds, with a worth of 500 gp. While precious just in terms of metal, gold bricks of antique age or from distant lands might have increased value to certain markets, up to an additional 50% (at the GM's discretion). A treasure ship may carry hundreds of gold bricks in its cargo hold. On occasion, nations, nobles, wealthy merchants or guilds may pay for high value transactions with one or more gold bricks.

Silver Ingots: Large heavy slabs of pure silver, silver ingots are used for transporting large amounts of silver in an efficient manner. A typical ingot is a large, loaf-shaped lump of silver weighing close to 80 pounds, giving it a value of roughly 400 gp. Treasure ships will potentially carry dozens of these along with every precious cargo. A mule can carry two ingots without difficulty or haul a cart carrying a dozen. As with gold bricks, silver ingots are sometimes used as payment on high value transactions.

Specie: Gold dust, pure raw silver, electrum (a natural alloy of gold and silver), platinum-bearing rocks, and other precious commodities in their unprocessed form are referred to as specie. Generally easy to identify but often somewhat difficult to transport, specie will usually only garner 2/3 its worth in processed metals due to the expense of refining the material. Specie is often found in the hordes of certain monsters and in subterranean environments. Heavily guarded caravans often transport specie from the mining regions to refineries dozens or even hundreds of miles away.
CHAPTER 3 - HOME AND HEARTH

hat's in the home and hearth section? A little bit of everything, really. I have just about every type of clothing and shoes you could possibly want – work clothes, sleep clothes, party clothes – and I even have a jewelry case if you need some new adornments. If you want to make your own clothing, or at least be able to repair what you already have, I have all the supplies for that, too. Iron rations? Of course I have iron rations, but I'm not sure you'll ever want plain iron rations again after seeing my wide selection of foods, spices, and beverages. I have all the writing and art supplies that any bard, scholar, or mapmaker could possibly need. The toys and games over there are some of my most popular items -Iassure you, they're not just for the little ones! And then I have all the "other stuff" that you never realized you just can't live without.

Luven Lightfinger

A large portion of Luven's shop is devoted to items he categorizes as for "the home and the hearth". While some would interpret that nomenclature to strictly mean a house and a fireplace, Luven knows that for many adventurers, the road is their home, and the campfire is their warm and cozy hearth. Few of the home and hearth items are truly essential adventuring gear, but all of them can make an adventurer's life more comfortable, more pleasant, or flat-out easier.

<u>CLOTHING AND</u> MATERIALS

CLOTHING AND SHOES

Luven stocks a wide variety of clothing and shoes (listed in Table 3-1), suitable for any climate, terrain, or social situation. Where many general stores and adventuring shops sell "outfits" of clothing, Luven always preferred being able to buy individual pieces when he was adventuring, and that's how he runs his shop today. Luven provides a changing room for trying on clothing and shoes before purchase. Unless stated otherwise, all items are available for both women and men.

Apron: When you need to protect your clothes from dirty work – be it cooking, cleaning, blacksmithing, or skinning a deer – an apron is the perfect choice. Luven stocks both lightweight linen aprons for household work and heavy leather aprons to protect oneself from sharp tools and the heat of the forge.

Bathrobe: This long, open-front garment ties shut with a sash. While not especially practical for the trail, a bathrobe is a wonderful luxury when staying in an inn – it's very handy for wearing to the bathing room, or as an extra layer of warmth over your nightshirt before turning in for the night. Available in soft cotton or silk.

Belts: Luven stocks a wide assortment of belts, both practical and decorative. For holding up pants and carrying pouches, you can choose from simple canvas or tooled leather belts. If you've lost your sword belt or baldric (an over-the-shoulder sword belt, for carrying your blade on your back), you can select a replacement of excellent quality. For the handyman, the multi-pocketed carpenter's belt is the perfect way to carry tools; the sturdy steel hooks on a farmer's belt hold sacks or bags for harvesting vegetables and fruits. For the ladies, Luven stocks fine silken girdles, decorated with embroidery and glass seed beads, to accentuate the waist and hips. All belts come with buckles for easy size adjustment.

DO YOU HAVE THIS IN MY SIZE, IN GREEN?

Luven does his best to keep the clothing and shoe section of his shop well stocked with a wide range of sizes and colors. The standard colors he stocks for cloth items are white/off-white, gray, brown, black, red, blue, green, yellow, ocher, indigo, and purple; leather items are available in tan, dark brown, and black. There is a 75% chance that he has any given item in the color and size you want. If he doesn't have what you need in stock, you have a couple of options. You can simply wait about one week (GMs, roll 1d4+5 days) and the item will be in stock at no additional charge to you. If you don't have time to wait, roll percentile dice again - there is a 90% chance that there is a clothing item in stock that can be altered or dyed to suit your needs (note that shoes can be dyed, but not altered). Luven will alter an existing item in stock to meet your specifications within 24 hours, at an additional fee of 10% of the original sale price, or dye an existing stock item for the cost of the dye plus 1 sp (see the price list for fabric dyes in the "materials" section of this chapter). In the case that an item must be completely custom-made for you on short notice, the additional fee is 50% of the original sale price, as Luven will have to make arrangements for a tailor, seamstress, or cobbler to make the items for you.

Luven also provides mending, alteration, and dyeing services for your existing clothing. Mending includes replacing lost buttons and repairing small holes or tears, and costs 1 sp per item (though Luven reserves the right to charge more for badly damaged clothing). Alteration and dyeing costs are the same as if the clothing item was from the shop's stock.



Bodice: Though sometimes confused with a corset, a bodice is a piece of women's clothing designed to be worn over the top of a chemise. It is similar to a vest in its construction, and is closed by laces in the front. The bodices Luven stocks are not boned. Available in several different fabrics for everyday wear or dressing up.

Bodysuit: A favorite of rogues and other folks who need to move silently and unseen, this sleek, formfitting garment is made of pitch black silk (no other colors available). Wearing a silk bodysuit with no other clothing (except for belts, pouches, etc.) gives the wearer a + 2 circumstance bonus to Stealth checks in conditions dark enough to grant at least 50% concealment. The bodysuit can also be worn under other clothing to provide an extra layer or warmth, but with no bonus to Stealth.

Boots: The most popular footwear for adventurers, Luven keeps many different types of boots in supply at all times. All styles have a dagger sheath in each boot. High boots come up to the knee (with a wide turn-down cuff), while low boots only come up to mid-calf; both high and low boots are available in soft tanned leather, hardened boiled leather, or pelt (rabbit or sheepskin) with firm supportive soles. Riding boots are especially stiff, with firm heels that hook securely into stirrups. Mining boots, with their protective steel toes and plating in the shin portion of the boot, are excellent for dangerous work or terrain. Dwarves are especially fond of them and find the boots' weight insignificant, but any other creature wearing the heavy footwear has their base speed reduced by 5 feet. Thigh-high waders, made from oiled and pitch-sealed leather, make fishing and other water activities much more comfortable. Finally, a new fashion boot for ladies has been increasing in popularity – boots with a high spiked heel. Though their comfort is questionable, the raised heels give the legs and rear a lovely silhouette. Spike heel boots are available in high and low (just above the ankle) styles.

Bustle: The bustle is a new fashion accessory for women. This metal and cotton frame is fastened around the waist under a skirt or dress, to make the rear and hips appear fuller.

Cape: These loose sleeveless outer garments can add a perfect finishing touch to an outfit, as well as keep you warm. Half-capes are fingertip length, while the hem of a full cape falls between the knee and ankle. All capes come with a simple clasp, and are available in wool, silk, brocade, and rabbit fur (other furs are available, at higher prices – see the price list for pelts in the "materials" section of this chapter).

TABLE 3-1: CLOTHING AND SHOES

Item	Cost	Weight
Underclothes & Nightclothes		
Bathrobe		
Cotton	2 gp	2 lbs.
Silk	6 gp	1 lb.
Bodysuit	30 gp	2 lbs.
Bustle	10 gp	5 lbs.
Corset		
Cotton or Linen	15 gp	4 lbs.
Silk	30 gp	3 lbs.
Fullcloth	4 gp	4 lbs.
Garters	2 gp	—
Hose		
Linen	1 gp	_
Silk	10 gp	—
Velvet	5 gp	1⁄2 lb.
Wool	1 gp	1⁄2 lb.
Loincloth		
Cotton or Linen	3 sp	_
Leather	5 sp	_
Silk	1 gp	_
Nightshirt		
Flannel	2 gp	1 lb.
Silk	10 gp	—
Money Belt	4 gp	_
Stockings	4 sp/pair	_
Overclothes		
Bodice		
Cotton or Linen	$5 \mathrm{sp}$	1⁄2 lb.
Brocade	7 gp	1 lb.
Leather	1 gp	1 lb.
Silk	4 gp	—
Chemise		
Cotton or Linen	8 sp	—
Silk	7 gp	—
Dress		
Everyday	2 gp	4 lbs.
Fancy	20 gp	8 lbs.
Formal	75 gp	10 lbs.
Leggings		
Silk	15 gp	_
Velvet	12 gp	1 lb.

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Item	Cost	Weight	
Pants		0	
Cotton or Linen	12 sp	1 lb.	
Leather	5 gp	2 lbs.	
Silk	12 gp	1⁄2 lb.	
Wool	12 sp	1 ¼2 lbs.	
Shirt	1		
Cotton or Linen	9 sp	1/2 lb.	
Silk	7 gp	_	
Skirt	/ 01		
Brocade	22 gp	2 lbs.	
Cotton or Linen	15 sp	1 ¼2 lbs.	
Leather	7 gp	3 lbs.	
Silk	14 gp	1/2 lbs.	
Wool	2 gp		
Riding	+2gp		
Tunic	or		
Cotton or Linen	1 gp	1 lb.	
Leather	4 gp	1 ¼2 lbs.	
Silk	8 gp	1/2 lb.	
Wool	15 sp	1 lb.	
Vest	0.1		
Brocade	12 gp	1 lb.	
Cotton or Linen	1 gp	1/2 lb.	
Leather	4 gp	1 lb.	
Silk	8 gp	_	
Velvet	4 gp	1⁄2 lb.	
Wool	15 sp	1 lb.	
	-0 °F		
Outerclothes			
Apron			
Leather	1 gp	2 lbs.	
Linen	7 sp	1⁄2 lb.	
Belt	/ °P		
Baldric	2 gp	1⁄2 lb.	
Canvas	- 3P 7 sp	_	
Carpenter's	3 gp	1 lb.	
Farmer's	2 gp	1 lb.	
Girdle	- ar 6 gp	_	
Leather	1 gp	_	
Sword	2 gp	1⁄2 lb.	
Cape, Full	- or		
Brocade	2 3 gp	2 lbs.	
Fur	20 gp+	4 lbs.	
	01'	T ****	

n	Cost	Weight	Iter
pe, Full, continued			Hats/H
Silk	15 gp	1 lb.	Stocki
Wool	15 sp	3 lbs.	Тор
Cape, Half			Felt
Brocade	12 gp	1 lb.	Silk
Fur	10 gp+	2 lbs.	Turban
Silk	7 gp	1⁄2 lb.	Jacket
Wool	7 sp	1 lb.	Brocade
Capote			Cotton or Line
Double Wool	10 gp	4 lbs.	Leather
Fur-Lined	50 gp+	7 lbs.	Silk
Cloak			Velvet
Cotton or Wool	2 gp		Wool
Fur	25 gp+		Jerkin
Cravat			Brocade
Cotton or Linen	1 sp	_	Cotton or Linen
Silk	1 gp	_	Leather
Face Veil	1 gp	_	Silk
Frock Coat			Velvet
Brocade	35 gp	4 lbs.	Wool
Silk	20 gp	1 lb.	Mittens
Velvet	10 gp	2 lbs.	Knit
Wool	2 gp	2 lbs.	Sheepskin
Gloves			Glittens
Cotton	$5 \mathrm{sp}$	_	Muffler
Fur—Lined	4 gp	_	Purse
Ladies' Formal	10 gp	_	Robe
Leather	1 gp	_	Brocade
Silk	6 gp	_	Cotton or Linen
Hand Muff	2 gp+	1∕2 lb.	Silk
Iandkerchiefs	or '		Velvet
Cotton	5 cp	_	Wool
Silk	5 sp	_	Sash
Iats/Hoods	9 sp		Cotton
Bonnet/Cap			Silk
Cotton or Linen	8 cp	_	Woven Wool
Wool			Scarf
Brimmed	1 sp		Cotton
Felt	0 an		Silk
Leather	2 gp	 1⁄2 lb.	Shortgown
Straw	3 gp	72 ID.	Brocade
	8 sp		
Fur Hood	6 gp+ 2 sp	1 lb. ½ lb.	Cotton or Linen Silk

Item	Cost	Weight
Shortgown, continued		
Velvet	5 gp	2 lbs.
Wool	2 gp	2 lbs.
Suspenders	1 sp	-
Tabard	5 sp	1⁄2 lb.
Toga		
Linen	2 gp	3 lbs.
Silk	20 gp	2 lbs.
Wool	2 gp	4 lbs.
Footwear		
Boots		
High		
Hard	3 gp	2 lbs.
Pelt	4 gp	1 lb.
Soft	1 gp	1 lb.
Low		
Hard	2 gp	1 lb.
Pelt	$3~{ m gp}$	1⁄2 lb.
Soft	15 sp	1⁄2 lb.
Mining	30 gp	10 lbs.
Riding	7 gp	2 lbs.
Spike Heel		
High	20 gp	1 ½ lbs.
Low	15 gp	1 lb.
Waders	10 gp	4 lbs.
Shoes		
Brogans	2 gp	2 lbs.
Dancing	30 gp	1⁄2 lb.
Moccasins	2 gp	_
Sandals	15 sp	_
Silk	15 gp	_
Slippers		
Quilted Silk	10 gp	_
Quilted Wool	1 gp	_
Sheepskin	2 gp	_
Snowshoes	- ar 15 gp	5 lbs.
	-0 8r	0-200

Capote: For extreme winter weather conditions, a capote is your best bet for keeping warm and dry. This thick knee-length coat features a warm hood, a button-down front, and deep pockets. Luven stocks double-layered woolen capotes (stuffed with goose down). Capotes with rabbit fur lining are also available, for even more warmth (other furs are available, at higher prices – see the price list for pelts in the "materials" section of this chapter).

Chemise: These long-sleeved simple pull-over tops can be worn as either undershirts or primary garments. Chemises are loose-fitting and comfortable, with no adornments (except a bit of lacing at the neckline) or decoration. Fabric choices are cotton, linen, and silk.

Cloak: Cloaks are similar to capes, but what Luven calls a cloak is always mid-calf length, and has a hood – cloaks are more for protection from the elements than for fashion. All cloaks come with a simple clasp, and are available in cotton, wool, and rabbit fur (other furs are available, at higher prices – see the price list for pelts in the "materials" section of this chapter).

Corset: This boned woman's undergarment is worn to support the torso and back, and also to accentuate the bust. Corsets lace in the back, and can be worn loosely, or pulled tightly to cinch in the waist. Anyone wearing a tightly cinched corset suffers a -4 penalty to Swim checks made to resist non-lethal damage from exhaustion, Constitution checks made to hold your breath, and Fortitude saves made to resist damage from suffocation. Anyone attempting to run for 2 or more consecutive rounds while wearing a tightly cinched corset automatically becomes fatigued. Available in cotton or linen for everyday wear, or silk with lace trim for special occasions.

Cravat: This simple triangular strip of cloth dresses up a collared shirt when tied decoratively around the neck. While silk is a must for formal affairs, cotton and linen cravats look just as nice for daily wear.

Dress: While dresses are hardly practical for adventuring, most women still find they need to wear one at least once in a while. Luven stocks practical dresses for everyday wear (made of cotton, linen, wool, or blends), fancy dresses made of silk or velvet with a bit of embroidery and/or lace trim, and formal gowns of silk, brocade, or velvet that are often heavily adorned.

Face Veil: This small piece of silk or tightlywoven linen or cotton covers the lower half of the face, including the nose and mouth. Veils are necessary gear for sandy deserts. In some cultures, women wear the veil to hide their face, whether by social custom or as an enticement.

Frock Coat: The knee-length button-down frock coat is the height of men's formal fashion. Traditionally, frock coats are fitted, though cut with a comfortable amount of ease and a vent at the back of the "skirt" so walking and sitting are not hindered. Younger men, especially swashbuckler types, seem to prefer an even tighter fitting frock coat. A few women have begun to have frock coats altered to fit them, in finer fabrics such as silk and brocade.

Fullcloth: The ultimate in winter gear, a fullcloth (sometimes called "long johns") is a full-body garment constructed of two layers of soft cotton, quilted with a thick wool batting. Wearing a fullcloth beneath normal clothing grants a +1 circumstance bonus to Fortitude checks against exposure to cold weather.

Garters: Essentially suspenders for hose, garters are leather straps worn around the leg and attached to hose to keep them from slipping during wear. Metal buckles make them easily adjustable.

Gloves: Luven stocks an assortment of gloves. Choose from white cotton or silk gloves for formal occasions (or handling delicate library tomes), ladies' long silk gloves for balls, sturdy leather work gloves, and fur-lined leather gloves for superior warmth.

Hand Muff: If you're lucky enough to not need to work with your hands on a cold day, you can keep your hands warm by sticking them in this tube made of a double thickness of rabbit fur (other furs are available, at higher prices – see the price list for pelts in the "materials" section of this chapter). Ideal for riding in a wagon or coach, or even just walking down the street.

Handkerchiefs: Whether you need to wipe tears from your eyes or sweat from your brow (or take care of a runny nose), handkerchiefs are a daily necessity for almost everyone. Choose from super soft cotton or silk.

Hats and Hoods: Whatever kind of hat you need, Luven's got it. Work caps or ladies' bonnets are available in sturdy and breathable fabrics such as cotton, linen, and wool. To keep the sun out of your eyes choose a wide-brimmed hat in felt, leather, or straw. Turbans are essential in hot environments to beat the heat, not to mention stylish. For highly formal affairs, no man's outfit would be complete without a sleek top hat. For cold environments, Luven has several options for keeping your head warm. Stocking hats - sometimes called voyageur hats for their popularity among folks of that profession - are knit from warm woolen yarn. A wool hood with an attached mantle will keep your neck and shoulders warm as well as your head. For the coldest, windiest climates, Luven recommends plush hats made of rabbit fur, inside and out, with flaps for covering your ears (other furs are available, at higher prices – see the price list for pelts in the "materials" section of this chapter).

Hose: These tight-fitting, finely knit leg coverings clothe the legs from toe to thigh. Available in linen and wool for everyday wear, and silk and velvet for dressier occasions.

Jacket: Jackets – lightweight, long-sleeved, waistlength coats – can be worn for either warmth or style. Available in a wide array of fabrics.

Jerkin: Similar in construction to a vest, though heavier, a jerkin is commonly worn in lieu of a jacket. Jerkins can be casual or formal, depending on the fabric from which they are made.

Leggings: Also called cannons, leggings are tightfitting, lace-front men's pants, typically worn for balls or other dressy affairs. Available in silk or velvet.

Loincloth: This most basic and popular of undergarments (though in some cultures, it serves as outerwear) is available in sturdy linen or cotton, as well as silk and soft leather. **BUT I DON'T WANT THIS MUCH DETAIL!** For every player who is grinning with glee over all the items in this chapter, there is another who is cringing at the thought of buying clothing by the piece instead of by the outfit, and individual foods and spices instead of simple iron rations. There's no need to cringe. If you're happy buying clothing, rations, and other gear from the equipment lists in the *Pathfinder Roleplaying Game Core Rulebook*, you don't have to change your ways just because of the existence of this book.

You can still find uses for the items presented in this chapter even if you don't want a high level of detail in your character's equipment list. Say your character's boots are ruined by walking through some acidic slime, but the rest of his traveler's outfit is in good condition. Instead of buying a full new outfit just to get a new pair of boots, come to Luven's and buy the boots alone. Or, if your party is heading off on a mission and must travel through lands known to have poor hunting, perhaps buying a few pounds of dried meat (and nothing more fancy than that) to supplement your iron rations would be a good idea. GMs may find the items in the food and drink section of this chapter very useful for adding flavor (no pun intended) to meal and beverage offerings for the characters in inns and taverns.

Mittens: Mittens are a great choice for keeping your hands warm, provided you don't need as much dexterity of your fingers as gloves provide. Choose from knit woolen mittens or sheepskin mittens – thick leather on the outside, soft and warm fleece against your skin. Wearing mittens gives a -10 penalty to any skill checks requiring manual dexterity, such as Disable Device or Slight of Hand, and a -10 penalty to ranged attacks using a bow or crossbow. Luven also stocks both knit and sheepskin glittens – a combination of glove and mitten with a pocket over the fingers that can be pulled back (and held down with a button) to free your fingers for work (and overcome the mitten penalties) without leaving the rest of your hand exposed to the cold. Pulling back the finger pockets is a standard action.

Money Belt: This lightweight silk pouch is designed to be worn around the waist, under your clothing, to discreetly carry up to 50 coins. It has several internal pockets and a secure button closure.

Muffler: Mufflers are long strips of knit wool fabric, designed to wrap around the neck and head for warmth.

Nightshirt: Made from the softest flannel (cotton or wool) or silk for superior sleeping comfort, these kneelength nightshirts feature long sleeves and buttons or laces at the neckline.

Pants: Popular among men and women alike, Luven stocks pants in a variety of fabrics and styles, with either button or lace closure.

COMMENTS FROM LUVEN

Oh yes, it has been pointed out to me on numerous occasions that my clothing prices are higher than the outfits sold at most general stores. I'm well aware of that. Personally, I think it's worth it to pay a few more coin for clothing of the highest quality, which fits better and is constructed to last a long time. If you're short on coin, or need clothing that you can get dirty, torn, or even ruined without any guilt, I do stock some of those standard outfits, but I think once you've worn the high quality clothing once, you'll never want to wear anything else again.

Luven Lightfinger

Purse: Better than a pouch, a purse is a sturdy leather bag designed to be worn on the belt. It features a mesh wire lining to deter cutpurse thieves, and a small inner pocket for little items, making them easier to find than if they were in the main compartment of the purse. The button flap closure is secure, yet easy for you to open when you need to get to your coins.

Robe: The garment of choice for wizards and monks the world over, robes are comfortable, easy to wear, and always in style. Most of the robes Luven stocks are of standard construction (pulled over the head to put on), but some of the fancier ones open in the front and are secured by ornate buttons or clasps. Available in styles from plain utilitarian linen to fine brocade with embroidery.

Sash: A sash is a strip of brightly colored fabric that can be worn in lieu of a belt. Your choice of cotton, silk, or woven wool.

Scarf: The word "scarf" means different things to different people. The scarves Luven sells are squares of cotton or silk big enough to tie decoratively around either the neck and shoulders or the hips, over the head as a hair covering, or over the mouth and nose to protect against dust or dirt.

Shirt: More structured than a chemise or tunic, shirts typically feature lacing or buttons at the neckline, a turn-down collar, and buttoned cuffs. Full button-front shirts are also available. All styles come in cotton, linen, or silk.

Shoes: When you don't need the full protection of boots, choose from an assortment of shoes. Brogans are ankle-high, lace up shoes with smooth soles – Luven warns you to be careful on wet grass when wearing them! Dancing shoes have sturdy heels and soles, and supportive arches, to allow for hours of comfort at balls; they are very popular among bards and other entertainers. Moccasins are soft leather shoes with soft soles. Sandals – open hard-soled shoes – are popular in warmer climates. Silk shoes are a nice choice for dressy occasions, and can be dyed to match your outfit.

Shortgown: The shortgown is a long-sleeved, loosely-cut jacket for women. It closes with buttons in the front and has a drawstring at the waist for a more custom fit. Available in a wide variety of fabrics.

Skirt: Skirts allow a little more freedom and comfort than a full dress. Especially popular among female adventurers are riding skirts, which are much like a pair of very wide-legged pants. When standing, the garment appears to be a normal skirt on first glance, but its construction allows the wearer to comfortably (and modestly!) get in the saddle. Available in many fabrics; a riding skirt costs an additional 2 gp above the price of a normal skirt of the same material.

Slippers: At the end of a long day, nothing feels better than getting out of your boots and putting on warm, soft slippers. Available in quilted silk or wool, or luxurious sheepskin (with the fleece on the inside).

Snowshoes: Snowshoes strap over your boots to help you walk easily over snow by essentially floating on top of it. They are made with fine wooden frames, sturdy rawhide webbing, and strong leather straps. Wearing snowshoes allows one to move across light snow with no penalty, and halves the penalty for moving through heavy snow. However, regardless of how light the snow may be, you cannot run while wearing snowshoes.

Stockings: Also called socks, these foot coverings keep your feet warm and dry, as well as preventing your shoes or boots from smelling nasty. Available in cotton, wool, or flannel.

Suspenders: If you don't care for the cinch of a belt around your waist, but need something to keep your pants from falling down, suspenders are just the thing for you. Made from strong canvas and leather.

Tabard: This simple, sleeveless garment is usually worn over the clothing or armor as a sign of heraldry. Luven sells simple linen tabards that you can easily dye, paint or embroider an insignia or coats of arms upon.

Toga: An old-fashioned garment that is gradually falling out of fashion, the toga is still popular garb in some cultures and for some ceremonies. It is little more than a long length of cloth wrapped around the body, usually with a tunic or chemise worn underneath. Available in linen, silk, or wool.

Tunic: Tunics are similar in design to chemises, but are intended to be worn as a primary garment. As such, they are made in a wider range of materials, and usually feature some embroidery or other decorative touches.

Vest: Vests are called waistcoats in some areas of the world. They are sleeveless lightweight underjackets, worn over a shirt or chemise for style and appearance more than for warmth. The fabric determines how casual or formal a vest is, and Luven has vests for every occasion.

TABLE 3-2: FABRIC AND LEATHER (SOLD BY THE YARD UNLESS OTHERWISE NOTED)

FabricBrocade5 gpCalico5 spCanvas2 spCotlen2 spCotton3 spFelt5 spFlannel2 spCotton2 sp	
Calico5 spCanvas2 spCotlen2 spCotton3 spFelt5 spFlannel2 sp	
Canvas2 spCotlen2 spCotton3 spFelt5 spFlannel2 sp	
Cotlen2 spCotton3 spFelt5 spFlannel2 sp	
Cotton3 spFelt5 spFlannel2 sp	
Felt 5 sp Flannel Cotton 2 sp	
Flannel Cotton 2 sp	
Cotton 2 sp	
1	
Wool 3 sp	
Lace 5 gp	
Lace Trim	
1" wide 1 gp	
2" wide 2 gp	
3" wide 3 gp	
Linen 2 sp	
Linsey-Woolsey 2 sp	
Muslin 3 cp	
Sailcloth 2 sp	
Selvedge Tradecloth 5 sp	
Silk 3 gp	
Ticking 3 sp	
Velvet 1 gp	
Wool 3 sp	
Assorted Fabric Scraps 15 sp/lb.	

MATERIALS

FABRIC AND LEATHER

The woven fabrics listed in Table 3-2 are sold by the yard and are (unless otherwise noted) 60 inches wide. Two yards of fabric is enough to make a shirt for most Medium humanoids; three yards will make a pair of pants, four yards will make a skirt, and six yards will make a full-length dress. Reduce amounts by one-half to make clothing for Small humanoids, and double amounts for Large creatures.

Brocade: Brocade is a decorative woven silk fabric, produced in such a way that the pattern appears to have been embroidered onto a base cloth. It is luxurious and expensive, and is very popular among nobility, especially for formal dress.

Calico: A lightweight cotton fabric printed with a small, all-over pattern (usually floral), calico is commonly used for shirts, skirts, and dresses.

BY THE YARD UNLESS OTHERWISE NOTED		
Item	Cost	
Leather		
Pelts (each)		
Beaver	7 sp	
Bear, Black	$5~{ m gp}$	
Bear, Grizzly	10 gp	
Cow	5 sp	
Deer	8 sp	
Elk	15 sp	
Horse	7 sp	
Marten	8 gp	
Mink	12 gp	
Muskrat	5 sp	
Rabbit	$5 \mathrm{sp}$	
Raccoon	2 gp	
Red Fox	10 gp	
Sable	25 gp	
Sheep	6 sp	
Wolf	8 gp	
Rawhide		
Rolled	1 gp/sq. yd.	
Rope	8 sp/10 ft.	
Saddle Leather	4 gp/sq. yd.	
Tanned Skins (each)		
Deer	1 gp	
Elk	2 gp	
Sharkskin	40 gp	
Sheep	5 sp	

Canvas: A heavy-duty fabric woven from hemp, canvas is used for tents, bags, sails, and other items that need to be very sturdy.

Cotlen: A variation on linsey-woolsey, this fabric is a cotton-wool blend. It is easier to dye than linseywoolsey and many yeoman farmers make and wear this material for bedclothes and for durable work clothes. The main disadvantage to the material is that it degrades faster than linen or linsey-woolsey and can be quite scratchy.

Cotton: An extremely lightweight cloth made from the fluffy fibers of the cotton plant, cotton can be used for almost every sort of garment. It is generally the cloth of choice for well to do merchants and nobility. Cotton is elastic and easy to care for, as well as easy to repair, and as such can be used for a wide variety of applications.

Felt: Felt is a soft and warm fabric, produced by the matting and pressing of wet wool. It was one of the first fabrics produced and remains popular today. It can

be used for clothing and to line boots and shoes for

Flannel: Woven from loosely spun yarns, flannel is a wonderfully soft and comfortable fabric. Cotton flannel is lightweight and often used to make nightshirts and bed sheets; wool flannel is heavier and warmer, and

Lace: Lace is a delicate, open-weave fabric used for decorative purposes. It is most often made from linen,

Linen: Made from the flax plant, linen is a multipurpose fabric used extensively for underclothes, bed sheets, tablecloths, and just about every other application. It is moisture resistant, heat resistant, durable, feels cool and, with fine grade, smooth to the touch, and is well-suited to hot damp weather.

Linsey-Woolsey: This fabric is made from linen and wool, woven together. Linsey-woolsey is made as a way to stretch limited amounts of wool. The fabric is inexpensive, durable, and warm, and is thus well suited for temperate climates into cooler areas. However, it is not easy to dye and generally has a somewhat unappealing appearance. None the less, many of the lower classes wear linsey-woolsey garments extensively because of its exceptional value for money.

Muslin: Muslin is a coarse cotton fabric. While it can be used to make clothing, it is more commonly made into curtains and used for other household applications. It is also popular among seamstresses and tailors for making test garments, because it is inexpensive enough to not worry about making a mistake.

Pelts: Pelts are tanned animal skins with the hair or fur still intact. The hides of large animals such as cows or bears make excellent floor coverings (in a house or a tent). Medium-sized animal skins can be used as bed coverings or for clothing, and the pelts of small animals are often used for winter weather wear.

Rawhide: Rawhide is unprocessed animal skin. After the hide has been scraped of hair and excess flesh, it is allowed to dry into a very hard material that must later be soaked in water to make it pliable enough to work with. It is good for making shoe soles, storage containers, and drum heads. Rawhide rope, which is simply a long strip of rawhide about half an inch in width, is most often used to bind things together for an extended time - a wagoner might use it to tie a broken axel together until he is able to make a more permanent repair. Rawhide rope is also used for lacing snowshoes. Just like rolled rawhide, rawhide rope must be soaked in order to work with it; it then dries in place and holds tight.

Saddle Leather: The thick hides of cattle, pigs, and other such animals are well suited for the making of leather armor, saddles, boots, backpacks, belts, and other items for which strong and sturdy leather is

needed. This leather is specially processed for these purposes and cannot be used for clothing.

Sailcloth: Similar to canvas, but lighter in weight due to its linen composition, sailcloth is a densely woven fabric that is very popular for large sails for which hemp canvas would be too heavy.

Scraps: Luven takes all the small pieces of fabric and leather left over at the end of a bolt, or after cutting out pieces for clothing, and sells them in "grab-bag" style one-pound bundles. Scraps can be used as patches to repair clothing, to line footwear or mittens for extra warmth, etc.

Selvedge Tradecloth: A medium-weight wool fabric, selvedge tradecloth has a distinctive white edge produced in the dying process – the fabric is tightly clamped in a vise and dipped into the vat of dye, leaving the edge that was held in the clamp the natural white of the wool. Producers expected that customers would cut this undyed selvedge off, but many people – especially barbaric peoples who received the cloth in trade - found the edge attractive and would design their garments to incorporate it. Available in blue, red, green, yellow, and black.

Sharkskin: Slightly rough like sandpaper, shark hide can be used as an abrasive with little treatment. The texture is provided by dermal denticles, small tooth-like protrusions along the surface of the skin. This provides a surface that is smooth in one direction and rough or sharp along the other. Some sword smiths use sharkskin to wrap the hilt of a sword since the denticles help provide a sure grip (+1 against disarm attempts). Also, a sleek garment of sharkskin can be very helpful while swimming, as the denticles reduce drag and nearly eliminate splashing, allowing for nearly silent swimming. Shark pelts are not often harvested and are accordingly expensive.

Silk: This smooth cloth, produced from the cocoons of silkworms, is extremely strong, elastic, versatile, and very pleasant to the touch. However, it is much more difficult to clean than linen, cotton, or wool, and very difficult to repair, so it is reserved for leisure activities in most cases.

Tanned Skins: This soft leather has been de-haired and brain-tanned, ready to be made into clothing or other items. Both natural and smoked leather are available; smoked leather has a deeper color and is somewhat waterproof. The skin of a sheep is roughly equal in size to one-half yard of 60-inch wide fabric, a deer hide to one yard, and an elk hide to two yards.

Ticking: A heavy, closely woven blend of cotton and linen, ticking is used to make pillows and mattresses. The dense weave of the fabric prevents feathers or straw from poking through. Available in blue or pink stripe.

Velvet: Velvet is a plush, luxurious fabric made from silk fibers.

Wool: Sheep's wool, when woven into fabric, is one of the warmest and sturdiest materials that money can buy. It is absorbent, yet also has a slightly waterproof surface.

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SEWING, CRAFTING, AND WEAVING SUPPLIES

Fabric or leather alone isn't enough to make clothing. You also need needles, thread, a pattern... Luven stocks all the sewing implements and crafting supplies one could possibly need. The items listed in Table 3-3 are described below.

Antlers: The horns of deer and elk can be turned into many useful items in the hands of an artisan: buttons, knife handles, and nearly anything else that can be made from bone or ivory.

Awl: An awl is a piercing tool used to punch holes in leather or other heavy material prior to sewing. The sharp metal point is firmly attached to a wooden knob handle that fits easily in the hand and gives plenty of leverage for piercing through even the thickest hide.

Beads: From making necklaces and bracelets to adorning clothing, beads have a multitude of decorative purposes. Strands of assorted size beads have 50 beads, ranging in sizes from ¹/₄ inch to 1 inch in diameter. Bugle beads are tiny cylindrical glass beads, and seed beads are tiny round glass beads. Both bugle and seed beads are used more frequently in decorating clothing and needlework than in jewelry. They are sold by the hank – a bundle of 20 strands – that contains around 1,000 bugle beads or several thousand seed beads.

Boning: The thin strips of wood or bone that make a corset rigid and give it support are called boning. Sold in 12 inch lengths that can easily be cut down to shorter lengths if needed.

Buttons: These basic fasteners are made from a variety of materials. The listed price buys 10 small, 6 medium, or 4 large buttons of the same material.

Crochet Hooks: These dainty steel hooks are used to make lacy items, such as delicate curtains or lace collars, out of thread. The hooks come in a set of 16 varying sizes, for use with everything from lightweight yarn to very fine thread.

Darning Egg: This egg-shaped piece of smooth wood is a tool for repairing stockings. An egg inserted into the heel or toe of a stocking will hold it in the proper shape while being darned. You can darn a stocking without an egg, but the egg makes the job easier.

Distaff: This wooden staff is used to hold a mass of flax, wool, or other fiber for spinning.

Down: The soft underfeathers of geese is most often used to stuff pillows, but can also be used to pad a garment to make it warmer.

Dressmaker's Chalk: A wooden pencil with hard chalk at the core instead of lead, dressmaker's chalk is used to draw patterns or make notes or markings on fabric or leather. Available in white (for dark fabrics) and blue (for light fabrics).

Drop Spindle: This hand-held spindle and whorl serves as a portable spinning wheel for turning wool, flax, and other natural fibers into yarn.

COMMENTS FROM LUVEN

I know that seeing all these sewing supplies and fancy foods can be confusing for the new adventurer, or even the seasoned adventurer, who can't imagine what you'd need any of it for on the adventuring trail. Let me tell you a story about my first year with the Company of the Sunset. We found ourselves on a mission that required us to stay in one spot for months on end – in the winter. We found some abandoned barrows and set up a long winter's camp. The winter consisted of many scouting missions, brief bursts of action, and a lot of down-time back at the camp. *Our wizard, Zorra, was expecting a baby (well, two* babies, as it turned out!), and spent almost the entire winter at the camp, and I stayed with her while her husband – our ranger – was out scouting, plus I was the camp cook.

Would **you** want to sit in a winter camp for months, eating nothing but iron rations and the occasional bit of wild game, with no comforts or anything to occupy your free time? We sure didn't! We went to the nearest town and stocked up on good foodstuffs, extra clothes, some games, and sewing supplies, and had a very comfortable winter. By spring, Zorra had all sorts of quilts and clothing made for the twins, and while we were eager to get on the road again, we weren't full of pent-up cabin fever, because we'd been able to keep ourselves entertained and active even after being largely snowed in for months on end.

Luven Lightfinger

Embroidery Floss: Embroidery floss is brightly colored thread used for decorative stitching on fabric. Each hank contains 20 ft. of six-stranded cotton or silk floss; the strands can be separated for stitching.

Embroidery Hoop: This two-part wooden hoop keeps a piece of fabric stretched taut for embroidery. Available in 3 inch, 4 inch, and 5 inch diameters.

Fabric Dyes: Each vial of dye is enough to color 3 yards of fabric. Add the dye and fabric to 3 gallons of hot water, then simmer and stir for half an hour. Rinse the dyed fabric thoroughly, then wash and let dry.

Grommets: Grommets are used to reinforce holes in fabric or leather, such as the holes made for lacing a corset or shoes.

Hook & Eye Fasteners: These steel fasteners can be used anywhere buttons would be used. They are most commonly used on corsets.

Knitting Needles: Warm stockings, sweaters, mittens, and many more items can be made with just yarn and knitting needles. Knitting needles come in varying sizes, in pairs or, in the case of double-pointed needles (used most often for knitting socks and other round items), sets of five.

TABLE 3-3: SEWING, CRAFTING, AND WEAVING SUPPLIES

em	Cost	Item	Cost
Antler (each)		Fabric Dyes, continued	
Deer	2 gp	Vermillion	4 gp
Elk	4 gp	Grommets (10)	4 sp
Awl	1 gp	Hook and Eye Fasteners (10)	$3 \mathrm{sp}$
Beads, Assorted Sizes (strand)		Knitting Needles (pair or set)	4 sp
Glass	7 sp	Lacing (25 ft. spool)	
Wood	3 sp	Cotton or Linen	3 cp
Stone	10 gp	Leather	1 sp
Beads, Bugle	1 gp/hank	Silk	1 gp
Beads, Seed	2 gp/hank	Needles (10) in Needle Case	3 gp
Boning		Pins (50)	$5 \mathrm{sp}$
Bone	3 cp	Raw Fiber (per lb.)	
Wood	1 cp	Cotton	5 cp
Buttons (see description)		Flax	3 cp
Antler	7 cp	Hemp	2 cp
Bone	7 cp	Wool	2 cp
Horn	1 sp	Scissors with Leather Sheath	
Shell	3 sp	Sewing	1 gp
Wood	5 cp	Embroidery (Snips)	$5 \mathrm{sp}$
Crochet Hooks	5 gp/set	Sewing Basket	7 sp
Darning Egg	3 sp	Sewing Pattern	$3 \mathrm{sp}$
Distaff	1 gp	Sinew (100 ft spool)	2 gp
Down	5 cp/lb.	Tatting Shuttle	
Dressmaker's Chalk	1 cp	Bone	$3 \mathrm{sp}$
Drop Spindle	1 gp	Steel	$5 \mathrm{sp}$
Embroidery Floss (20 ft. hank)		Wood	1 sp
Cotton	2 cp	Thimble	
Silk	8 cp	Brass	$5 \mathrm{sp}$
Embroidery Hoop		Leather	4 cp
3 inch	3 cp	Wood	1 sp
4 inch	4 cp	Thread (per spool)	
5 inch	5 cp	Crochet (400 yd)	4 sp
Fabric Dyes (vial)		Darning (200 yd)	2 sp
Blue	1 gp	Sewing (200 yd)	$3 \mathrm{sp}$
Green	9 sp	Tatting (100 yd)	2 sp
Indigo	3 gp	Weaving Looms	
Ocher	1 gp	2 foot	6 gp
Purple	3 gp	4 foot	10 gp
Red	5 sp	8 foot	16 gp
Safflower	4 sp	Wool Carders (pair)	$5{ m sp}$
Yellow	3 sp	Yarn (200-yd hank)	3 sp



Bolts of Calico, Ticking. & Selved ge Tradecloth



Crochet Hooks



Tatting Shuttle

Knitting needles

Sewing Patterns: Paper patterns are available for all sorts of garments, and provide basic sewing instructions as well as guidelines for where to cut fabric. Patterns for clothing to fit Small, Medium, and Large creatures are sold separately, and each pattern can be adjusted for a perfect fit. Large patterns cost twice as much as Small or Medium.

Drop Spindle

Wool Carders

Sinew: There is little stronger than the tendons that hold an animal's muscles to its bones. When dried and shredded, sinew can be braided or plied into a very strong string that is the best thread there is for sewing together pieces of leather.

Tatting Shuttle: Tatting is another way of making lace, using fine thread. A tatting shuttle is an elongated bobbin, 2 to 3 inches long. The shuttle holds a length of wound thread and the tatter uses it to guide the thread as she works.

Thimble: A thimble is a protective cover for a finger or thumb while sewing.

Thread: Thread is simply a thin or fine type of yarn. Crochet thread is for making lace, curtains, and household decorations; thick darning thread is used to repair knitted or woven items (such as socks); fine sewing thread is works best on fabric; and tatting thread is used to make delicate lace.

Lacing: Lacing has many uses – from boots to clothing to simple jewelry. Leather lacing is generally used in boots, cotton/linen for corsets and other clothing items, and silk for jewelry and decorative purposes.

Awl

Needles in Needle Case: This small wooden case holds 10 needles of varying sizes – 2 dainty embroidery needles, 4 standard sewing needles, 2 blunt-tipped darning needles, and 2 sturdy needles capable of punching through leather. For an extra gold piece, you can choose to have all the needles of the same size.

Pins: Sharp as a needle, but with a knob on the other end instead of an eye, pins are an essential tool in sewing for holding fabric together. Pins come fifty to a small tin box.

Raw Fiber: All fibers are clean and ready for spinning into yarn or thread.

Scissors with Leather Sheath: While a knife or dagger will certainly get the job done, scissors make cutting leather, fabric, thread, and paper much quicker and easier. Available with 8 inch blades for sewing, and short 3-inch snips for embroidery and other, more detailed work.

Sewing Basket: This lidded wicker basket has compartments and slots for storing an assortment of sewing supplies. The inside of the lid is padded for use as a pincushion.

Weaving Looms: Looms are used for weaving yarn into sashes, blankets, and other flat items. The size denotes the maximum width of a finished woven item. Each loom comes with a shuttle for holding wound yarn and beating the woven yarn into place, and can be folded down for easier storage or transport.

Wool Carders: This pair of paddles, with numerous sharp metal points on their surfaces, are used to prepare raw wool for spinning, combing the clumps of wool into a fluff called roving.

Yarn: Warm wool fibers are spun together to make this simple yarn, ready to be knit into stockings, mufflers, or hats. Two hanks will make a pair of stockings for a Medium sized creature.

FOOD AND DRINK

SEASONINGS AND SPICES

Let's face it – food on the adventuring trail can be pretty bland. Iron rations aren't known for being very delicious. Even fresh meat or fish can sometimes use a little something extra to make it more palatable. Luven remembers his days as party cook well, and today stocks a wide assortment of spices and seasonings to solve every flavor dilemma. He will package your spices in individual paper envelopes, or you can bring your own containers.

Allspice: This spice is poorly named; it is not a combination of spices, but the dried berry of a tree that grows in warm climates. Some say it tastes like a strong combination of cinnamon, cloves, and nutmeg. It is used in savory dishes, such as soups and stews, and in pickling, as well as in desserts.

Angelica: Though known by most people as an ingredient in absinthe, angelica seeds can also be used to season eggs and fish.

Anise: Anise has a sweet, liquorice-like flavor. It is used primarily in baking, but also has savory applications in certain varieties of sausage and sauces.

Basil: Dried basil leaves make a wonderful seasoning to poultry, fish, or vegetables. It pairs especially well with tomatoes.

Borage: Though used as a soup vegetable in some areas, borage leaves and flowers can also be used in pickling, and in place of mint leaves.

Canella: Sometimes called wild cinnamon, canella is the bark of a tropical-climate tree. Its flavor and use is very similar to that of cinnamon.

Caraway: Caraway seeds have an anise-like flavor. They are used to season breads (especially rye breads), cheeses, pork, and liqueurs. Some people even like them in sauerkraut.

Cardamom: An extremely aromatic spice, cardamom has both sweet and savory uses. It is wonderful in spicy cookies and cakes, as well as in curried meat and vegetable dishes.

Chervil: A delicate, mild-flavored relative of parsley, chervil is used to season potatoes, vegetables, and fish.

Chilies: These hot peppers have a wonderful flavor, if you can handle the burn to your tongue and mouth. Whole chilies add a nice kick to pickles.

Chives: Chives have a very mild onion flavor, plus add a pretty green color to any dish they're added to.

Cinnamon: One of the kings of spices, this tree bark adds a warm sweetness to any food or drink. While it needs to be ground into a powder for most baking or cooking uses, the sticks can be left whole for mulling wine or cider.

Clary: Before hops became a common flavoring in ales, many brewers turned to clary seeds. Some brewers still use it, as do some wineries.

Cloves: A little goes a long way with cloves, the dried buds of a flowering tree. When ground, a pinch of cloves adds a strong warmth to baked goods or beef gravy; a single whole clove can season a whole pot of beef stew. Cooks for fancy inns or noble houses will stud a ham with cloves for a special meal. In areas where citrus fruits are abundant, an orange studded with cloves makes a fragrant household decoration.

Coriander: Coriander seeds have a light, lemony flavor. Coriander is used to season meats and sausages, and also in the brewing of some wheat beers.

Cubeb: Having a flavor somewhere in between allspice and black peppercorns, cubeb berries can be used in both meat dishes and pastries. It is popular in the Land of the Pashas and other eastern locales.

Cumin: Cumin is very popular for adding warmth and depth of flavor to savory dishes without adding a lot of heat. The seeds can be ground or left whole.

Dill Seed: Dill seed is a prominent seasoning in pickle-making, and is very good with fish or seafood. It is often used with other spices as a "boil" mix for cooking shellfish.

Dill Weed: The fronds of the dill weed plant are good in soups, especially a hearty vegetable soup made in cold northern lands. It is also delicious sprinkled on fish, poultry, or potatoes.

Fennel: Fennel seed has a similar flavor to anise seed, though not as strong. Like anise, it is frequently used to season rye bread and sausages.

Fenugreek: Fenugreek seeds taste sweet and savory at the same time. The ground seeds are important ingredients in many curried dishes in the eastern lands.

Galingale Root: Galingale is related to ginger and has similar culinary uses, but has a much more intense flavor.

Garlic: This pungent relative of the onion has countless uses in the kitchen. It's even delicious pickled, or rubbed raw on a piece of crusty toasted bread.

Ginger Root: Ginger is sweet, spicy, and warm. It is used in both baking and cooking.

Horehound: Horehound has a sweet, vaguely berry-like flavor. It is used to flavor candies.

TABLE 3-4: SEASONINGS AND SPICES (SOLD BY THE OUNCE UNLESS OTHERWISE NOTED)

Ite	em	Cost
	Allspice, Whole	3 cp
	Angelica, Seeds	5 cp
	Anise, Seed	3 cp
	Basil, Dried Leaves	1 sp
	Borage, Dried Leaves and Flowers	2 cp
	Canella, Stick	4 sp
	Caraway, Seeds	2 cp
	Cardamom, Pods	1 gp
	Chervil, Dried Leaves	5 cp
	Chilies, Whole	2 gp
	Chives, Dried	2 cp
	Cinnamon, Stick	9 sp
	Clary, Seeds	8 cp
	Cloves, Whole	2 gp
	Coriander, Seeds	1 sp
	Cubeb, Whole	1 gp
	Cumin, Seeds	3 cp
	Dill Seed	5 cp
	Dill Weed, Dried Fronds	3 cp
	Fennel, Seeds	1 sp
	Fenugreek, Seeds	3 sp
	Galingale Root	2 gp
	Garlic (sold by the head)	2 cp
	Ginger Root	3 gp
	Horehound, Dried Leaves	4 cp
	Horseradish, Ground	1 cp
	Hyssop, Dried Leaves	5 cp
	Juniper Berries, Whole	3 sp
	Laurel, Dried Leaves	3 gp

Horseradish: Ground horseradish, mixed with roughly an equal amount of water, makes a pungent condiment for meats, and is especially good with beef. A bit of the powder can also be added to stews or soups.

Hyssop: One of the plants often used to make absinthe, hyssop has a strong flavor similar to mint, but more bitter. It is occasionally used to season soups and meats, but is more often used to flavor various liqueurs.

Juniper Berries: Wild birds and game provide a plentiful and inexpensive meat source for many adventurers, but sometimes the meat tastes just too wild and gamey. Juniper berries (which are actually the small cones of juniper shrubs and trees) reduce that wild flavor to make the meat milder. Juniper also is the primary flavor in gin.

Item	Cost
Lemon Balm, Dried Leaves	2 sp
Liquorice Root	4 sp
Lovage, Seeds	1 sp
Mace	6 gp
Marjoram, Dried Leaves	5 cp
Mint, Dried Leaves	3 cp
Mustard Seed	
Whole	3 cp
Ground	1 sp
Nutmeg (sold individually)	2 gp
Oregano, Dried Leaves	2 sp
Paprika	4 gp
Parsley, Dried Leaves	4 cp
Peppercorns, Whole	3 gp
Pickling Spice Mix	1 gp
Poppy Seed	6 gp
Rose Hips, Whole	5 gp
Rosemary, Dried Leaves	$5 \mathrm{sp}$
Saffron	40 gp
Sage, Dried Leaves	1 sp
Salt	1 cp
Savory, Dried Leaves	3 cp
Star Anise, Whole	2 gp
Tarragon, Dried Leaves	9 sp
Thyme, Dried Leaves	1 sp
Turmeric, Ground	18 gp
Vanilla Beans (sold individually in glass vials)	50 gp
Woodruff, Dried Leaves	1 sp

Laurel: Commonly called bay, the leaves of the laurel tree impart a wonderful flavor to soups and stews. If you're out of salt, you can use laurel to enhance the flavor of a dish. The saying goes that whoever gets the bay leaf in their bowl gets a kiss from the cook, though in some adventuring parties, that isn't always a good thing.

Lemon Balm: The leaves of the lemon balm plant, while not at all related to the lemon tree, have a lemony aroma. They are used to flavor candies and other sweet treats.

Liquorice Root: Dried liquorice root can be eaten as is, as a candy, or used to flavor other candies or tea.

Lovage: Lovage seeds impart a crisp tang and lovely aroma to meat dishes, pickles, breads and crackers.

COMMENTS FROM LUVEN

All the herbs and spices I sell are for culinary purposes only. Some of them certainly do have medicinal properties, but I'm not an herbalist, and neither is my wife or anyone else on my staff. We are not knowledgeable enough on the subject to make recommendations on herbs for healing. It's pretty much common knowledge that ginger tea or crystallized ginger helps an upset tummy, but if you want more information than that, you need to see an herbalist. We won't even go as far as telling you what may have helped us in the past. I hold no responsibility for illness or injury incurred from using herbs and spices purchased here for any purpose other than flavoring or pickling food or drink!

Luven Lightfinger

Mace: Mace is the dried, lacy covering of the nutmeg seed. It has a similar flavor to nutmeg, but less intense, and also gives whatever dish it's added to a pretty orange color.

Marjoram: This herb has a citrusy, piney flavor. It is a very good seasoning for beans, vegetables, and poultry.

Mint: Incredibly fragrant, mint is used to give a sweet, cool flavor to candies, syrups, sauces, baked goods, jelly, and liqueurs. In the eastern lands, it is also a popular seasoning for lamb, wheat berry dishes, and vegetables.

Mustard: Pungent and sharp, whole mustard seed is an important seasoning in pickles, sausage, and spicy sauces for meats or vegetables. The seeds can also be crushed or ground and mixed with water, vinegar, and/or other spices to make a delicious condiment.

Nutmeg: This tree seed, when finely grated, adds a warm sweetness to baked goods and mulled drinks, and is the vital spice for good eggnog. A pinch of nutmeg also enhances the flavor of cream sauces and leafy greens.

Oregano: Said to mean "joy of the mountain" in an ancient language, oregano pairs well with tomatoes, hearty vegetables, pickles, and meats, especially mutton and lamb.

Paprika: Paprika is ground sweet red peppers. It is not overly hot, but does add a warm kick and a pretty red color to hearty dishes like stews and goulashes.

Parsley: Parsley is a mild-flavored herb that is good on just about any savory dish, and also adds a pretty green pop of color. It is especially good with buttered potatoes.

Peppercorns: With a mild heat and delicious flavor, cracked or ground pepper is quickly becoming as popular a seasoning as salt, for those who can afford

it. Whole peppercorns can be used for pickling and for seasoning in the cooking process.

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Pickling Spice Mix: Luven doesn't stock many spice blends, as most of his customers prefer to be creative with their cooking, but pickling spice is popular enough that he finds it worth his time to mix and keep on hand (plus it is a good use for all the broken bits and last dredges of spices at the bottom of each box or jar!). His blend is a highly aromatic and flavorful mix of mustard seeds, allspice, laurel, dill seed, cloves, ginger, peppercorns, star anise, coriander, juniper berries, mace, cardamom and crushed chilies.

Poppy Seed: Poppy seeds add a sweet crunch and pop of color to baked goods. They can also be used whole in savory dishes. In some parts of the world the seeds are ground into a paste for a number of cooking applications, from sweet pastry filling to vegetable dishes.

Rose Hips: The fruits of rose bushes, rose hips have a tart, tangy flavor. While fresh hips can be made into jams, jellies, and even pies, dried hips are best suited for teas and seasoning baked goods such as bread.

Rosemary: Rosemary is a good seasoning for hearty meats. It can, however, become bitter and overpowering if too much is used.

Saffron: Saffron is a very expensive spice, but those who have tasted these crocus stigmas insist they it's worth the cost. A little goes a long way – Luven is willing to sell saffron by the pinch (*his* pinch) for 2 gp. It gives whatever dish it's added to a gorgeous golden yellow color (it makes an especially stunning rice dish) and a sweet, grassy flavor.

Sage: Sage is an evergreen plant whose leaves have a peppery, piney flavor. It is most often used in poultry dishes, or in savory bread puddings served as side dishes with roasted birds.

Salt: Even the least adventurous cook keeps salt in their kitchen, and many an adventurer can eat on the road happily so long as they don't run out of salt. Salt is a flavor enhancer, and the right amount can make everything taste better. It also helps preserve other foods for storage, and is vital in pickling. Luven keeps plenty on hand and will cut you a deal if you buy a full pound and will only charge you 1 silver piece.

Savory: Savory tastes like a cross between mint and thyme. It is very good in bean or beef soups or stews.

Star Anise: Star anise is actually a completely different spice than anise seed – they do not come from the same plant. The flavor between the two is very similar, though star anise is much stronger. While it can be ground for use in baking, the beautiful star-shaped pods are usually used whole (or broken into smaller pieces) in pickling or mulling wine or cider.

Tarragon: Used most often to season chicken and game birds, tarragon is a very powerful herb. Luven suggests using a small amount to start, as you can always add more to a dish, but you can't take any back out!

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Thyme: Thyme is fragrant and woodsy. It's as delicious with chicken and pork as it is with more earthy foods like mushrooms and beef.

Turmeric: This ground root imparts a bright golden color to everything it touches. Its flavor is actually quite mild, slightly reminiscent of pepper or mustard, and it is used more often for its color than its flavor. If you want the yellow hue of saffron without the hefty price tag, turmeric is a good substitute.

Vanilla Beans: Vanilla beans are the seed pods of climbing orchids. The little extra "something" that vanilla adds to baked goods and desserts is hard to describe, but it makes them all taste better. The seeds have the most flavor, and you can scrape them out and add them directly to your recipes. To get the most bang for your coin, stick a bean in with your baking sugar and leave it alone for several weeks; the sugar will take on the vanilla flavor.

Woodruff: Woodruff leaves are used to flavor wines, beers, and sausages. Its most common use is in a drink called spring wine, made in some of the northern nations to celebrate the end of winter and the beginning of the planting season.

DRIED FRUITS AND VEGETABLES

Fresh fruits and vegetables are good for the body and spirit, but sadly only stay fresh so long, and rarely hold up well to the rough roads and trails that adventurers travel day in and day out. They also take up a lot of valuable room in a backpack or saddlebag. Drying fruits and vegetables in the sun gives them a much longer life and also makes them compact and easily portable. Luven regularly stocks all of the dried fruits and vegetables listed in Table 3-5. Dried fruits can be eaten as is, or reconstituted in a hot or cold compote. Dried vegetables will plump back up in a soup or stew. You get an extra bonus when purchasing a pint jar of dried tomatoes – the olive oil they're packed in is even more flavorful and sweet than usual, and can be used for cooking once all the tomatoes are gone.

GRAINS AND LEGUMES

Hearty and filling, grains and legumes can help stretch just a little bit of meat into a satisfying meal for the whole party. The grains and legumes listed in Table 3-6 are described below. Some of them take longer to cook than others, so plan your meals accordingly. Cook all grains and legumes with at least twice as much water as grain or legume.

Barley: Though sometimes associated only with beer, cooked barley makes a filling breakfast food, or a good addition to soups and stews – especially those with beef or other red meat. Cooking time: about 2 hours.

TABLE 3-5: DRIED FRUITS AND VEGETABLES (SOLD BY WEIGHT AS NOTED)

Item	Cost
Apples	1 gp/lb.
Apricots	10 gp/lb.
Carrots	8 sp/oz.
Cherries	5 sp/oz.
Dates	3 gp/oz.
Elderberries	1 sp/oz.
Figs	5 gp/oz.
Green Beans	2 sp/oz.
Mushrooms	3 gp/oz.
Onions	5 sp/oz.
Peaches	10 gp/lb.
Pears	4 gp/lb.
Plums (Prunes)	2 gp/lb.
Pineapple	8 gp/oz.
Raisins	1 gp/lb.
Tomatoes	1 gp/pint

TABLE 3-6: GRAINS AND LEGUMES (SOLD BY THE POUND)

Item	Cost
Barley	8 sp
Beans	3 sp
Buckwheat	$5 \mathrm{sp}$
Corn	2 gp
Chickpeas	2 gp
Lentils	8 sp
Green Peas, Split	2 sp
Millet	6 sp
Oats	6 sp
Quinoa	4 gp
Rice	4 gp
Rye	6 sp
Wheat	1 gp

Beans: A bowl of cooked beans can provide the body with the same strength and energy that meat can. Luven stocks various varieties, from black beans to lima beans. Beans dry to a nearly rock-hard state, and must be soaked in water at least 8 hours before cooking. Luven recommends either soaking beans overnight and cooking them in the morning, or putting them in a closable container to soak all day as you ride, then making them for supper. Cooking time: about 2 hours for pre-soaked beans.

GM's SUGGESTION – PRICES AND EXOTIC ITEMS

Due to Luven's shop being in a prime trade location, he stocks items from far and wide, and is able to buy in bulk and pass his savings on to his customers. It is always the GM's discretion whether a given item, be it clothing, food, or a spice, might be too exotic to be found in their campaign setting. The GM may decide that a given item is simply not available, or is available, but in small quantities and at much higher prices than are listed here.

Buckwheat: Buckwheat is not a type of wheat at all, but a flowering crop whose seeds are harvested and eaten. It makes a delicious breakfast food, and can be cooked in less time than you need to tear down camp. Cooking time: about 15 minutes.

Corn: A few years ago, corn was unheard of outside of the far western lands, but trade has brought it east, and it's becoming a popular crop. These white and golden kernels reconstitute to make a creamy porridge, or a starchy addition to soups and stews. Cooking time: about 1 hour.

Chickpeas: Very popular in the eastern lands, chickpeas are hearty, creamy-textured beans. They can be eaten as is, in soups or stews, or mashed and seasoned to make a dip/spread called hummus. Cooked chickpeas can even be roasted to eat as a crunchy trail snack. Like other dried beans, chickpeas require 8 hours of soaking before cooking. Cooking time: about 2 hours.

Lentils: Flat lens-shaped lentils are another legume from the eastern lands that have quickly spread west. They are popular not only for being tasty and hearty, but for being quicker and easier to cook than dried beans – they don't require soaking, and cook in half the time. Great as a main or side dish with onions, carrots, and sausage, or as the main ingredient in a satisfying soup. Cooking time: about 45 minutes.

Green Peas: Not to be confused with fresh garden snap peas, split green peas are hulled and (naturally) split dried seeds. Like lentils, they cook quickly for a dried legume and do not require soaking. They make very good (and thick!) soup, as well as savory puddings. A little bacon, ham, or sausage is a nice complementary flavor. Cooking time: about 45 minutes.

Millet: The small size of its kernels makes millet a quick-cooking grain. While most often used for porridge, it can also add heft to stews of meat and vegetables. Cooking time: about 30-45 minutes.

Oats: Once thought only good for feeding livestock, oats are now recognized as hearty and delicious for people, too. Luven carries steel-cut oats – oat kernels cut into smaller pieces. Oatmeal is a very popular breakfast. Cooking time: about 20-30 minutes.

Quinoa: One of Luven's newest products, quinoa is the seed of a grass-like grain. Very common in the southern lands, trade and demand have brought it north, though local farmers have yet to have success in cultivating it. It cooks quickly and has a mild, almost nutty flavor. Quinoa does need a good, thorough rinse in water before cooking, or it can cause some mild stomach issues. Cooking time: about 15 minutes.

Rice: This gleaming white grain is a staple in eastern diets. A big bowl of rice will fill you up, even with only a little meat or vegetables on the side. Cooking time: about 15 minutes.

Rye: Rye is cooked and eaten much like barley, though it has a stronger flavor. Many people prefer it ground into flour and used for bread, but it's certainly edible in its whole grain form. Cooking time: about 2 hours.

Wheat: Wheat is in the same general family of grains as barley and rye. The cooked kernels, or berries, can be eaten as either a hot or cold side dish, or as a breakfast. Luven likes wheat mixed with finely minced meat, hot spices, and tomatoes in a thick soup. Cooking time: about $1 \text{ to } 1 \frac{1}{2}$ hours.

TUBERS, ROOT VEGETABLES AND WINTER SQUASH

A few vegetables are sturdy enough to survive being carried in a sack tied to your saddle. If your party has a wagon, Luven recommends storing them in a small wooden crate partially filled with sand for an even longer shelf life. Any of the tubers or root vegetables listed in Table 3-7 will cook up in less than an hour in boiling water, soup or stew. Winter squash can be roasted right in the coals of your campfire if you don't have an extra cooking pot.

FLOURS

While only the most dedicated and skilled bakers ("Like halflings!" says Luven) will attempt baking risen bread on the trail, biscuits, flatbreads, and pancakes are all relatively easy to make in camp. The different varieties of flour available are listed in Table 3-8. Cornmeal, in addition to its uses in flatbreads and a cake-like quick bread, can be cooked with water to make a mush. Corn mush is good as a side dish to supper, or with a little honey, molasses, or sugar for breakfast.

CONDIMENTS, TREATS, AND MISCELLANEOUS

Even the most practical of adventurers sometimes finds their hard-earned coin is burning a hole in their belt pouch. None of the items listed in Table 3-9 are necessary for sustenance, but it's the little culinary pleasures that make life worth living (so Luven says).

TABLE 3-7: TUBERS, ROOT VEGETABLES AND WINTER SQUASH (SOLD BY THE POUND)

Item	Cost
Beets	1 sp
Carrots	3 sp
Onions	8 cp
Parsnips	2 sp
Potatoes	1 sp
Rutabagas	1 sp
Turnips	6 cp
Winter Squash	3 sp

TABLE 3-8: FLOURS (SOLD BY THE POUND)

Item	Cost
Barley	2 gp
Buckwheat	1 gp
Cornmeal	4 gp
Millet	1 gp
Rye	1 gp
Wheat	2 gp

Baking Soda: This leavening agent makes it possible to have hot fluffy biscuits and pancakes even in the roughest camp.

Brandied Fruit: This potent treat is made by filling a jar with fruit, adding sugar and brandywine (and possibly some spices), and letting the sealed jar sit for about three months. The fruit absorbs the sweetness of the sugar and the flavor (and the kick!) of the brandywine. Best shared with someone so you don't eat the whole jar yourself in one sitting. Nearly any fruit can be brandied; Luven always keeps cherries, spiced pears, and spiced plums in stock.

Candied Citrus Peel: The candied peels of oranges and lemons add a tangy-sweet flavor, delicious aroma, and bright punch of color to baked treats. It's very hard to resist eating it as it is, however.

Candy Drops: Luven's store is popular among the children of the town for the assortment of hard candy drops he sells. While the flavors vary, he usually has lemon, mint, anise, and horehound in stock. He prices it to sell by the pound, but most of his sales are to youngsters, for a piece (or two) for a copper piece.

Cocoa Powder: A native specialty of the southern lands, cocoa powder is mixed with hot water to make a frothy beverage that stimulates the senses in a manner similar to coffee and tea. As trade has expanded, new uses for cocoa have developed, primarily adding it to baked goods. **Coconut**: Coconuts are the seeds of tall tropical trees; when the hard outer shell is cracked a sweet, watery milk and sweet white flesh are revealed. The flesh can be dried and shredded, and that is what Luven has for sale. Coconut is very good in baked treats and candies.

Crystallized Ginger: Pieces of peeled raw ginger can be preserved in sugar, giving the spicy root a much longer shelf life. In addition to being a sweet treat – crystallized ginger can be eaten like candy, or used in baking – it can settle upset stomachs. Many people find it can even prevent (or at least diminish) sea-sickness.

Fruit Butter: Fruit butters are sweet spreads made by slowly cooking fruit down into a paste, closely resembling the consistency of soft butter. The most popular varieties are apple, blackberry, pear, quince (a hard apple or pear-like fruit that cannot be eaten raw), and rhubarb.

Fruit Curds: Curds are thick and creamy sweet spreads made with fruit juice, sugar, and egg yolks. Lemon and orange curds are always on Luven's shelves.

Fruit Preserves: Preserves are simply canned fruits. They make a sweet and easy dessert on their own, or can top cake or sweet biscuits. Currently in stock: cherry, peach, raspberry, and strawberry.

Garum: A few drops of this salty, fermented fish sauce adds a tangy punch to all sorts of savory dishes.

Jams: Jams are fruit spreads made of both fruit juice and whole fruit. Common types include apricot, elderberry, raspberry, rose hip, and strawberry.

Jellies: Jelly is a clear spread made only from fruit juice. Luven usually stocks crabapple, mint (made from apple juice, and very good on lamb!), and grape.

Marmalades: Marmalades are chunky spreads with a slightly bitter tang, and often include the peels of the fruits they're made from. Ginger, orange, and quince marmalades are in highest demand.

Mustard, Prepared: It's easy enough to mix up some ground mustard with a little water or vinegar, but the blend Luven's wife Arissa makes is so popular in the dining room of their inn that everyone who tries it wants some to take with them. She can barely keep up with the demand. While she won't reveal her recipe, at the very least it contains ground mustard, cracked mustard seeds, horseradish, and vinegar.

Olives: The fruit of the olive tree is as delicious itself as the oil it produces. Green, unripe olives have a more bitter tang, while ripened black olives have a more delicate flavor. For an extra gold piece, you can choose black or green olives stuffed with garlic or strips of pimento. Packed in a salty brine for a long shelf life.

Pickles: Many vegetables, fruits, and other foods can be preserved by packing them in salty brine with some vinegar and spices. Luven guarantees that all pickles purchased in his shop will be firm or crisp (as appropriate for the type of pickle).

TABLE 3-9: CONDIMENTS, TREATS, AND MISCELLANEOUS (SOLD BY WEIGHT OR VOLUME AS NOTED)

Item	Cost
Baking Soda	5 sp/oz.
Brandied Fruit (pint jar)	
Cherries	5 gp
Spiced Pears	2 gp
Spiced Plums	2 gp
Candied Citrus Peel	5 gp/oz.
Candy Drops	1 gp/lb.
Cocoa Powder	8 gp/oz.
Coconut	5 gp/oz.
Crystallized Ginger	4 gp/oz.
Fruit Butter (pint jar)	
Apple	$5 \mathrm{sp}$
Blackberry	7 sp
Pear	6 sp
Quince	6 sp
Rhubarb	3 sp
Fruit Curds (pint jar)	
Lemon	5 gp
Orange	5 gp
Fruit Preserves (pint jar)	
Cherry	1 gp
Peach	1 gp
Raspberry	5 sp
Strawberry	5 sp
Garum	2 gp/pint bottle
Jams (pint jar)	
Apricot	3 gp
Elderberry	7 sp
Raspberry	3 sp
Rose Hip	6 gp
Strawberry	3 sp
Jellies (pint jar)	
Crabapple	3 sp
Grape	1 gp
Mint	2 sp

Item	Cost
Marmalades (pint jar)	
Ginger	8 gp
Orange	6 gp
Quince	1 gp
Mustard, Prepared	1 gp/half-pint jar
Olives (pint jar)	
Black	2 gp
Green	5 gp
Stuffed	+1 gp
Pickles (quart jar)	
Artichoke Hearts	20 gp
Beets	4 sp
Capers	20 gp
Cucumbers (sweet or sour)	6 sp
Eggs	1 gp
Garlic	5 sp
Green Beans	3 sp
Mushrooms	5 sp
Onions	1 gp
Watermelon	5 sp
Pimento	15 gp/half-pint jar
Sauerkraut	5 sp/quart jar
Scented Water (vial)	
Jasmine	3 gp
Lavender	2 gp
Orange	3 gp
Rose	2 gp
Snuff	3 cp/oz.
Sweet Stone	1 sp/each
Tobacco	5 sp/lb.
Vinegar (quart bottle)	
Aged	1 gp
Cider	1 sp
Malt	3 sp
Wine	5 sp

Pimento: Pimento is a sweet red pepper, packed in jars with olive oil. Small strips of pimento add color and flavor to all sorts of dishes, and it's very good with just cheese and bread.

Sauerkraut: Shredded cabbage, when pickled, becomes wonderfully tangy sauerkraut. People tend to either really love it, or really hate it. Enough people really love it that Luven keeps lots on hand.

Scented Waters: Scented water is an exotic ingredient for flavoring pastries or candies.

Snuff: Snuff is finely ground tobacco, sniffed directly into the nose.

Sweet Stone: This crystalline candy is made by adding cane or beet sugar to heated water, constantly dissolving it and adding more sugar until the liquid becomes super-saturated. The sugar is then left to

crystallize on a string or thin wooden dowel, the resulting crystal looking like amber quartz if made from cane sugar, or rose quartz if made with beet sugar. A favorite of halflings, dwarves, and half-orcs with a sweet tooth.

Tobacco: Luven loves a good pipe as much as anyone, and as such sells only the finest, sweetest tobacco.

Vinegar: Vinegar, simply explained, is alcohol that has fermented to the point of being undrinkable. The transformation turns it into a tangy, acidic liquid that can be used in pickling and cooking, and as a condiment. Aged vinegar is unique among vinegars in being very syrupy and almost sweet – it starts as a fermenting mash of sweet grapes and is aged for years in oak casks. Cider vinegar is made from apple cider, malt vinegar from ale, and wine vinegar from red wine.

NUTS

Nuts are, by nature's design, a perfect food for the trail: they're compact, last a long time before spoiling, and pack a lot of filling energy into a small amount of food. All nuts (listed in Table 3-10) are sold in their shells except for cashews and pine nuts. Luven's son Meriweather will gladly shell your purchased nuts for you for the reasonable fee of 2 sp per pound.

OILS AND FAT

One of the bad things about wild game, birds, and fish, is that the meat is sometimes too lean to cook without it drying out. Even the most well-seasoned cast iron pots and pans sometimes need a little grease to keep foods from sticking. Luven stocks a variety of flavorful oils for your cooking pleasure, including a fancy olive oil infused with an assortment of herbs. He also stocks lard – rendered pig's fat – which is, as all good cooks know, the key to perfect biscuits. All oils and fats available are listed in Table 3-11. Luven's oils come in 1-quart glass bottles, and he sells lard by the pound, wrapped in waxed paper.

SWEETENERS

Many adventurers who have been on the road a long time report sweets as one of the things they miss most. Luven is a big believer in having a little taste of something sweet as often as possible. His various sweeteners (listed in Table 3-12) can dress up a piece of stale bread, turn a cup of coffee or hot tea into a dessert, and make hot cooked grains into an even more delicious breakfast. Sweeteners are also extremely important for some herbal medicines that are simply too bitter to hack down without a bit of sugar or honey.

Honey: This thick amber syrup is produced by bees, from pollen from local flowering plants. Honey stays fresh for an extremely long time – it may in time

TABLE 3-10: NUTS (SOLD BY THE POUND)

Item	Cost
Almonds	3 gp
Cashews	15 gp
Chestnuts	1 gp
Hazelnuts	$5 \mathrm{sp}$
Pine Nuts	8 gp
Pistachios	12 gp
Walnuts	3 sp

TABLE 3-11: OILS AND FAT (SOLD BY WEIGHT/VOLUME AS NOTED)

Item	Cost
Lard	8 sp/lb.
Oils (per quart)	
Almond	3 gp
Hazelnut	8 sp
Herbed Olive	3 gp
Olive	2 gp
Safflower	1 sp
Sesame	3 gp
Sunflower	1 sp
Rapeseed	5 cp
Walnut	5 sp

TABLE 3-12: SWEETENERS (SOLD BY WEIGHT/VOLUME AS NOTED)

Item	Cost
Honey	1 sp/pint
Marzipan	5 gp/oz.
Molasses	5 sp/pint
Sorghum	3 sp/pint
Sugar (per pound)	
Brown	1 gp
Cone	2 gp
Raw Crystal	1 gp
Watermelon Syrup	5 sp/pint

crystallize and solidify, but it can be turned to liquid again by letting the container rest in hot water. A piece of chewy honeycomb is included in each pint jar.

Marzipan: Marzipan is a paste made from ground almonds and sugar. It can be molded to make fancy shaped candies or icings, or as an ingredient to sweeten baked goods.

Molasses: This thick, dark brown syrup is a by-product from making sugar out of sugar cane.

Having a rich flavor of its own in addition to being sweet, it is very good in baked treats, especially in cookies and cakes containing ginger, cloves, and cinnamon. It is a popular sweetener for cornmeal mush.

Sorghum: Sorghum is a sticky syrup produced from juice from the stalks of the sweet sorghum grain. It is similar in consistency to honey, and ranges from light amber to dark brown in color.

Sugar: Sugar is produced by refining sugar cane or sugar beets. Brown sugar is soft due to its high molasses content. Cone sugar is the most refined sugar, gleaming white and packed tightly into cone-shaped loaves; it has no molasses flavor at all. Raw sugar consists of large, amber crystals with just a hint of molasses flavor.

Watermelon Syrup: This thick sweetener is produced in a long and tedious process of boiling down watermelon flesh and juice until it is highly concentrated. It is most popular in regions of the world where sugar is expensive or hard to find, but has gained some popularity among adventurers who find it travels well and does not spill as easily as honey or molasses.

MEAT AND FISH

When you have a long journey ahead of you, and the hunting and fishing opportunities are questionable, it's a good idea to take some preserved meat or fish along. All the items listed in Table 3-13 will last for months if wrapped tightly or kept in a container that can be tightly sealed. Dried or jerked meat will last the longest without spoiling, followed by salted or smoked meat or fish, sausage, ham, bacon, corned beef, pickled and kippered (smoked, then packed in oil) herring, and sardines.

BREADS AND NOODLES

Bread is nearly impossible to make on the adventuring trail. Even if you can get fresh yeast and all the other ingredients, punching down rising dough between watch rotations isn't exactly convenient, and then what are you going to use as a kneading surface? Most breads don't stay fresh long enough to travel very far. Luven stocks a few breads (listed in Table 3-14) that are more sturdy and suited to an adventurer's life. Except for the couscous, which Luven has imported, all the breads and noodles are made by Luven's wife Arissa.

Couscous: A staple food in the east, couscous looks at first glance like a fine grain or even coarse cornmeal. It is actually a fine wheat pasta that is very versatile – it can be used as a side dish, as a bed for meat, fish, or vegetables, or added to soup or stew. It can even be made into a dessert with a little milk and sweetener.

Crackers: Crackers are light and crispy flatbreads. They can be plain – seasoned only with a sprinkling of salt on the top – or can be made in a variety of flavors such as onion, garlic, or pepper. Luven charges the same price for all varieties.

TABLE 3-13: MEAT AND FISH (SOLD BY THE POUND)

Item	Cost
Beef	
Corned	3 gp
Dried	5 gp
Jerked	7 gp
Sausage	2 gp
Smoked	4 gp
Buffalo	
Dried	10 gp
Jerked	15 gp
Cod	
Salted	5 gp
Smoked	7 gp
Herring	
Pickled	3 gp
Kippered	4 gp
Salted	5 gp
Pork	
Bacon	4 gp
Ham	5 gp
Salted	3 gp
Sausage	1 gp
Salmon	
Salted	8 gp
Smoked	12 gp
Sardines	4 gp

TABLE 3-14: BREADS AND NOODLES (SOLD BY THE POUND OR DOZEN, AS NOTED)

Item	Cost
Couscous	1 gp/lb.
Crackers	2 sp/dozen
Flatbread	1 gp/lb.
Fruitcake	5 gp/lb.
Hard-Tack	1 sp/dozen
Itriyah	2 gp/lb.
Rice Cakes	5 sp/dozen
Rusks	5 sp/dozen

Flatbread: Flatbreads are made from unleavened (without yeast) dough that is rolled out, then baked or fried. Luven's wife makes two different varieties for the shop – one that is made with a blend of wheat and rye flours, water, and salt, and one that is made with wheat or rye flour, cream, and cooked mashed potatoes (which is oddly good with a bit of butter and sugar).



Fruitcake: One either loves fruitcake or hates it, but Arissa's fruitcake is one that is almost universally loved. More candied and dried fruit, nuts, and spices than it is cake, just a thin slice of this rum-soaked confection is enough to satisfy any sweet tooth.

Hard-Tack: Perhaps the blandest and most boring of foods known to mankind, hard-tack (sometimes called sailor bread) is a hard, unseasoned flour-andwater biscuit. It travels well and resists spoilage, so it has always been a popular ration on sailing vessels. Dwarves also are fond of it, finding it hearty and practical.

Itriyah: Arissa learned to make these traditional egg noodles from her grandmother. A simple flour-and-egg dough is rolled out thin and cut into strips, then the strips are allowed to dry. Drop the itriyah in a pot of boiling water – or directly into boiling soup or stew – and in just a matter of minutes, you'll have filling, delicious noodles to eat.

Rice Cakes: These lightweight little cakes are made of compressed puffed rice, with a little water to hold it together as it dries, and a touch of salt for flavor. While they are rather bland on their own (some say they're good for nothing but for using as packing material), rice cakes are good with jelly or jam, or with a bit of meat and cheese for a light meal. **Rusks**: This twice-baked bread is made by slicing traditional bread and putting the slices back in the oven until they are dry, toasty, and hard. The rusks travel well and soften back up when dunked in your bowl of soup or stew. They're also popular as weaning food for babies. Arissa makes rusks from whatever bread she has leftover at the inn, so the type/flavor varies.

CHEESES

The best way to take milk with you on the road is to take a hunk of cheese. It resists spoilage, and even if a little mold does form, you can just cut the bad piece off and eat the rest. Luven stocks a wide variety of cheeses, from the mild-flavored to the bold and pungent. The cheeses available are listed in Table 3-15.

Bocchini: The name of these chewy cheese balls comes from a halfling saying that translates to "full mouth bite". Bocchini are small, bite-size balls of fiordilatte cheese – a cow's milk cheese made by stretching and kneading the curds until the cheese is smooth and gleaming white. Fiordilatte is best eaten fresh and typically can only be kept in a salty brine for about a week, but little bocchini can be packed in oil with herbs – often oregano, rosemary, and thyme – which gives them a shelf life of up to three weeks if kept cool.

TABLE 3-15: CHEESES (SOLD BY THE POUND UNLESS OTHERWISE NOTED)

Item	Cost
Bocchini	1 gp/pint
Bleu Cheese	6 sp
Bread Cheese	1 gp
Cheddar	4 sp
Dwarven Green	8 sp
Grana	2 gp
Manorhouse	5 sp
Prosphatos	8 sp
Rodoric	6 sp
Sardo	4 gp
Smoked Cheese	8 sp
Surke	1 gp

Bleu Cheese: One of the most easily recognizable of cheeses, bleu cheese is a semi-soft cow's milk cheese with veins of blue or bluish-black mold running through it. In this case, the mold is a good thing, and is what gives the cheese its tangy, slightly bitter flavor. Despite its semi-soft nature, bleu cheese keeps well (and it's often difficult to tell when it has gone bad).

Bread Cheese: Bread cheese is a fine treat when fresh, but it's truly the ultimate traveling cheese – dried bread cheese can be stored for years. Made from the milk of cows that have just calved, or from reindeer or goats, bread cheese wheels are baked to char their outer surface. The cheese dries to near-rock hardness, and must be reheated for eating.

Cheddar: With its golden yellow color and bright red wax rind, cheddar is generally the first thing to come to mind upon hearing the word "cheese". Cheddar's flavor can run from mild to very sharp, depending on its age. It keeps well and is almost universally liked, and pairs well with everything from hard-tack to fresh fruit.

Dwarven Green: Dwarves love a bold-flavored, almost stinky cheese. After years of being unsatisfied with every bleu cheese they tried, a group of industrious dwarves decided to try their own hand at cheese making. Dwarven green cheese is the result. It's easily distinguished by the vibrant green veins running through it, its powerfully bold flavor, and its distinct "aroma" (or stench, depending on who you ask).

Grana: Grana is a hard, salty cheese made from cow's milk. It is very flavorful and a little goes a long way. Grana is good grated or crumbled into a bowl of soup or stew, or grated over noodles or rice. It also pairs well with fresh fruit, such as apples or pears.

Manorhouse: A semi-hard cow's milk cheese, manorhouse is yellowish in color and has a black wax rind. The cheese making process leaves small pockets of air in the cheese, which gives slices of it a holey appearance. Its flavor is mild, sweet, and nutty.

Prosphatos: Prosphatos is made from sheep's milk, producing a soft semi-hard grainy white cheese. The cheese is aged in a salty brine, then cut into blocks. Prosphatos is mild to tangy in flavor, depending on its age, and can be easily crumbled as well as sliced. It is very good with olives and vegetables.

Rodoric: This firm goat's milk cheese, off-white with a dark rind, is sweet when fresh, but becomes increasingly spicy with age. Rodoric is a delicious accompaniment to dark bread and dark beer.

Sardo: Sardo is a whitish-yellow hard cow's milk cheese that usually has a yellow or orange rind. It is mellow and salty, and is especially popular with children, as well as adults who prefer a very mild cheese.

Smoked Cheese: This white, semi-hard cheese can be made from any milk or combination of milks. The cheese is smoke-cured, giving it a hard yellowish-brown skin. The skin preserves the cheese and gives it a smoky flavor.

Surke: Surke is an aged hard cow's milk cheese. It is unique in that it is not formed into wheels or bricks; instead, the white cheese is formed into balls, and then rolled in powdered chilies.

BEVERAGES

While a full waterskin is an absolutely essential piece of adventuring gear, sometimes it's nice to have something else to drink at the end of a long day. For adventurers who find themselves waiting in town for a few days for whatever reason, it can get expensive to sit in the tavern every evening. Luven sells a wide assortment of fine beverages (listed in Table 3-16), in volumes suitable for sampling new drinks or for an extended celebration of a mission completed. For every empty pint beer or cider bottle returned to Luven's shop, you will get 1 cp in store credit.

BEERS

Beers are beverages made from fermenting cereal grains. It is the most common beverage in the known world, with nearly as many varieties as there are people in the world. Luven stocks a number of locally produced ales, lagers, and stouts, as well as small beer, all available in pint bottles, 1-gallon kegs, and 5-gallon kegs.

Ales: The oldest type of beer, ale was originally brewed without hops, but now usually is brewed with them. Ales have sweet, full-bodied flavors, and are very popular with halflings and gnomes. In stock: Halfling Blueberry Ale (a hopped ale, flavored with blueberries and honey), Rose Red (an unhopped ale, infused with red rose petals and cinnamon), and Southern Gold (a hopped honey ale).

Lagers: Lager is the newest type of beer, fermented in cool conditions. It has a fresher taste than ale (or a

TABLE 3-16: BEVERAGES (SOLD BY WEIGHT OR VOLUME AS NOTED)

Beers		-	
Item	Pint	1 Gal.	5 Gal.
Ale			
Halfling Blueberry	7 cp	$5 \mathrm{sp}$	2 gp
Rose Red	5 cp	4 sp	18 sp
Southern Gold	4 cp	$3 \mathrm{sp}$	14 sp
Lager			
Elvish Red	4 cp	3 sp	14 sp
Ghost Touch	7 cp	$5\mathrm{sp}$	2 gp
The High Seas	4 cp	3 sp	14 sp
Stout			
Dire Wolf	7 cp	$5\mathrm{sp}$	2 gp
Dwarfhead Dark	7 cp	$5 \mathrm{sp}$	2 gp
Midnight Blue	8 cp	6 sp	3 gp
Small Beer	2 cp	1 sp	4 sp
Ciders			
Item	Pint	1 Gal.	5 Gal.
Green Apple Cider	5 cp	4 sp	18 sp
Ice Cider	8 cp	6 sp	3 gp
Pear Cider	7 cp	$5 \mathrm{sp}$	2 gp
Red Apple Cider	5 cp	4 sp	18 sp
Non Alashalia (add bu uni	aht on volu	maganota	<i>d</i>)
Non-Alcoholic (sold by wei Item	gni or ootu	Cost	<i>u)</i>
Coffee		25 gp/lb.	
Crimson Aurochs		25 gp/10. 8 sp/pint	
Tea, Black Brick		10 gp/lb.	
Tea, Green Brick		15 gp/lb.	
ica, oreen briek		15 gp/10.	
Spirits & Liqueurs			
Item	Quart	1 Gal.	5 Gal.
Absinthe	20 gp		
Amaretto	25 gp		
Applejack	6 gp	20 gp	90 gp
Brandywine	15 gp	55 gp	250 gp

weaker taste, depending on how you look at it). It tends to be more popular with humans and elves. In stock: Elvish Red (a golden red lager with a crisp taste), Ghost Touch (a pale silvery lager infused with lotus blossoms), and The High Seas (a golden lager with a thick foamy head).

Stout: Sometimes referred to as "the beer that drinks like a meal", stouts are thick, dark, rich-flavored beers. Technically, they are hopped ales with roasted malts or roast barley. Stouts are the drink of choice among

Spirits & Liqueurs, continued			
Item	Quart	1 Gal.	5 Gal.
Cherry Bounce	10 gp		
Cherry Bounce, Spiced	15 gp		
Cinnamon Liqueur	30 gp		
Coffee Liqueur	40 gp		
Cream Liqueur	15 gp		
Crème de Cacao	35 gp		
Crème de Menthe	20 gp		
Gin	6 gp	20 gp	90 gp
Green Apple Bounce	10 gp		
Honey Whisky	10 gp	38 gp	180 gp
Potcheen	35 gp		
Raki	20 gp		
Rum	9 gp	35 gp	160 gp
Rum, Spiced	15 gp	50 gp	230 gp
Schnaps	7 gp	25 gp	115 gp
Vodka	6 gp	20 gp	90 gp
Whisky	8 gp	30 gp	135 gp
Wines			
Item	Quart	1 Gal.	5 Gal.
Dandelion Wine	5 gp		
Elderberry Wine	5 gp		
Fortified Wine			
Port	20 gp		
Sherry	25 gp		
Vermouth	30 gp		
Mead	10 gp	35 gp	160 gp
Mead, Elven	15 gp	55 gp	250 gp
Raisin Wine	40 gp		
Red Wine	10 gp	35 gp	160 gp
Sparkling Wine	65 gp		
Strawberry Wine	10 gp		
Table Wine	1 sp	3 sp	14 sp
White Wine	10 gp	35 gp	160 gp
Winter Wine	40 gp		

dwarves and orcs. In stock: Dire Wolf (a nearly black stout, with nearly twice the alcohol content of other beers), Dwarfhead Dark (a thick dark brown beer with a tan head, and a hint of molasses flavor), and Midnight Blue (a purplish-black beer, infused with blackberries).

Small Beer: Having nothing to do with the stature of the brewers or the size of the serving, small beer is a low-alcohol brew prepared for children, servants, and laborers and soldiers to drink on the job to maintain hydration levels without risking getting drunk. It is

also often served at parties to keep the guests from becoming too inebriated. In the field, it is an excellent alternative to possibly tainted water. Many inns and taverns claim to serve small beer, however it is usually ale that has been diluted rather than specially brewed. Luven sells only the finest true small beer.

Cider is produced from fermented apple or pear juice, which makes a tartly-sweet, refreshing drink. In stock: Green Apple Cider (tart and crisp), Ice Cider (a very sweet cider, made from apples that froze on the tree), Pear Cider (slightly more bitter than apple cider), and Red Apple Cider (sweet and smooth, very easy to drink). All ciders are available in pint bottles, 1-gallon kegs, and 5-gallon kegs

NON-ALCOHOLIC BEVERAGES

There are times when you want something to drink besides water, but you need to keep your head clear. Other times, you just want something hot to sip. Luven carries a few things that should do just the trick. He does not stock medicinal teas. Coffee and tea are sold by the pound; crimson aurochs is sold already brewed in pint bottles.

Coffee: These roasted beans, when ground and brewed in hot water, produce a rich, slightly bitter drink that is stimulating to the senses. Those who like the effects of coffee, but not the taste, often dress up a cup with sugar and milk, while in some areas, butter and salt are common additions. A cup of coffee can temporarily stave off the effects of fatigue for one hour; once the hour has passed, the fatigue returns, and the character must still rest the required number of hours to fully remove the fatigue. Multiple cups of coffee within an hour do not stack. Attempting to stave off fatigue with coffee for more than 2 consecutive hours will result in a "crash" and the character is immediately exhausted.

Crimson Aurochs: A slightly bitter herbal beverage said to increase one's vigor and awareness, this unpleasant tasting drink does in fact briefly boost one's energy and stimulate the senses, even more so than coffee. However, it also causes hyperactivity, impatience, and aggressiveness. After drinking a pint of crimson aurochs, the character receives a +2 bonus to Perception rolls, and ignores any effects from fatigue; they also receive a -2 penalty to Charisma and to concentration checks, and are easily provoked. The effects of crimson aurochs last for one hour after drinking. A creature can only benefit from drinking crimson aurochs twice a day. Any creature that drinks the beverage more than twice in a day must make a DC 13 Fortitude save or suffer a "crash" - a -2 penalty to Perception, the character is automatically fatigued, and their penalties to Charisma and to concentration

checks double to -4. The fatigue lasts for 8 hours

unless removed in a standard fashion. The saving throw DC goes up by one for each additional bottle drank.

Tea: These tender leaves, when steeped in hot water, make a fragrant and delicious drink. Luven carries brick tea, a full pound of tea leaves compressed into a brick for easy transport and preserved flavor – just scrape some off with your dagger whenever you want to brew a cup or pot. Available in both delicate green and fullflavored black varieties. A cup of tea can temporarily stave off the effects of fatigue for 30 minutes; once the 30 minutes have passed, the fatigue returns, and the character must still rest the required number of hours to fully remove the fatigue. Multiple cups of tea within a 30-minute period do not stack. Attempting to stave off fatigue with tea for more than one hour will result in a "crash" and the character is immediately exhausted.

SPIRITS & LIQUEURS

Luven endeavors to keep a wide variety of distilled spirits, liqueurs, and other "special" beverages on hand. As most of these beverages are imported, he cannot always guarantee that his source will be the same (one shipment of absinthe may come from the north, the next from the far south), but he does guarantee the finest quality. All spirits and liqueurs may be purchased in quart bottles; some varieties are also available in 1-gallon jugs and 5-gallon kegs.

Absinthe: Also known as "The Green Fairy", absinthe is an anise-flavored green spirit distilled from a variety of herbs, mainly wormwood. Stories persist of hallucinations brought on by drinking it, but there is no proof that it's any worse than imbibing in any other alcohol. It is very popular with elves and gnomes.

Amaretto: Amaretto is brandywine infused with almonds, and sometimes apricots.

Applejack: This strong spirit is produced by distilling apple cider.

Brandywine: Brandywine is distilled wine. It is often served after dinner or as a nightcap.

Cherry Bounce: This sweet cordial is made by steeping cherries and sugar in brandywine for a month, then straining it. A more complex flavor can be achieved by adding allspice and mace, and using half brandywine, half rum for the liquor.

Cinnamon Liqueur: Schnaps infused with cinnamon produces this fiery liqueur that warms the body on the coldest of nights. While some varieties are so spicy that they nearly burn the mouth, Luven prefers to stock cinnamon liqueur that is more about flavor than heat.

Coffee Liqueur: A relatively new drink, this liqueur is brandywine infused with coffee beans.

Cream Liqueur: This sweet, smooth liqueur is whisky infused with dairy cream.

Crème de Cacao: Vodka infused with chocolate produces this delicious dessert liqueur.

Crème de Menthe: Crème de menthe is made by steeping mint leaves in vodka.

Gin: Gin is a distilled spirit flavored with juniper berries. It has evolved from a beverage associated with poor drunks (because it was initially made with grain that was too low of quality for brewing beer, and was therefore very inexpensive) to a refined and soughtafter spirit.

Green Apple Bounce: This mouth-puckering cordial is made by steeping chunks of green apple in schnapps, with very little sugar. The resulting beverage is very tart and flavorful.

Honey Whisky: For those who don't care for the smoky burn of whisky, honey-infused whisky is just the thing. The sweetness of the honey balances the stronger flavors in the whisky, producing a smooth and just slightly sweet drink.

Potcheen: A clear distilled spirit that is fiery, potent, and smooth to drink. It is distilled in a small pot still, and the name is a diminutive of "pot", hence the occasional confusion when a halfling innkeeper asks a guest if they'd like a "nip from the little pot". It is one of the strongest beverages made by the humanoid races.

Raki: Also known as "Lion's Milk", this is an eastern drink that is unsweetened anise-flavored distilled spirits, mixed with water. While by itself, the liquor is clear, when diluted with water (as is customary) it turns milky-white. It is a strong and not-unpleasant beverage often served before a meal, especially among male warriors. Because of the high alcohol content and milky color, it supposedly makes those who drink it "as strong as lions".

Rum: A favorite of pirates and privateers, rum is made by distilling sugar cane molasses. Luven sells dark aged rum, as well as delicious spiced rum, infused with vanilla bean, cinnamon, star anise, allspice, and cloves.

Schnaps: Schnaps is a distilled fermented fruit beverage. It is usually made from apples, pears, plums, or cherries, and on rare occasion, from apricots. It is crystal clear and odorless, and has a light fruit flavor without being sweet (no sugar is added to true schnaps).

Vodka: This clear, neutral-flavored alcohol is made from distilled fermented grain, potatoes, or sugar beet molasses. Unlike most other spirits, vodka leaves little if any smell on the breath of the drinker, making it the beverage of choice for those who wish to be discreet with their drinking.

Whisky: Made from fermented grain mash – rye, wheat, corn, or barley – and aged in oak barrels, whisky is one of the most popular distilled spirits.

WINES

True wines are beverages made from fermented grape juice only. Beverages made from other fruit juices (or even flowers) are often called wine, as well, though technically they are not wine. As with his spirits and

DRINKING AND INEBRIATION

While most characters can generally handle a drink or two with few problems, each additional drink brings them closer to becoming inebriated and impaired. A "drink" is a mug of ale or cider, a glass of wine, or a shot of a spirit or liqueur. A character can safely consume a number of drinks equal to their Constitution modifier +1 without risk of becoming inebriated. For the first drink consumed after their normal maximum, a character must make a Fortitude save (see table below for the DC, which varies by type of beverage). Dwarves can add their +2 racial bonus vs. poisons to their saving throws. If they fail the save, they become impaired, suffering -1 penalties to attacks, Reflex and Will saves, and to Dexterity, Intelligence, and Wisdom. For each subsequent drink, the Fortitude save DC increases by 1.

Type of Alcohol	DC
Beer	13
Cider	14
Wine	15
Spirits/Liqueurs	16

Once a character is impaired, and they fail another saving throw, they become intoxicated. Intoxicated characters suffer -3 penalties to attacks, Reflex and Will saves, and to Dexterity, Intelligence, and Wisdom. An intoxicated character who continues to drink and fails another saving throw passes out and is unconscious for 2d4 hours. Both the impaired and intoxicated conditions persist until the character is able to get 8 hours of continuous sleep. The conditions can also be removed by *neutralize poison* or similar spells, herbal remedies, etc.

A character's Charisma may also change as they become impaired or intoxicated, but this varies from person to person – some people are happy drunks, some are mean drunks, some are crying drunks. This can be determined at the GM's discretion, possibly based on how the character's player roleplays the situation, as to whether the character gets penalties or bonuses to Charisma.

Not all alcohols are created equal; some beers are stronger than others, some wines are more potent than others, some spirits have an especially strong kick. GMs should use discretion and feel free to increase the DCs listed in the table if the characters are partaking of an especially potent beverage.

liqueurs, Luven imports most of his wines, so his sources vary. All wines may be purchased in quart bottles; some varieties are also available in 1-gallon jugs and 5-gallon kegs. 64

Dandelion Wine: Not a true wine, this pale yellow drink is made from fermented dandelion heads and sugar, sometimes with a little lemon or orange juice or peel added for tartness.

Elderberry Wine: One of the most popular of the fruit wines, elderberry wine is dark, sweet, and goes wonderfully with dessert.

Fortified Wine: Brandywine can be added to wine, resulting in a sweeter, stronger beverage called fortified wine. Luven stocks three types of fortified wine: port (a sweet, dark red wine), sherry (dry, made from white grapes), and vermouth (very dry and aromatized with herbs and spices).

Mead: Not a true wine, mead is a fermented honey beverage. The standard variety has a crisp, dry taste, and in some areas is more popular than beer as the drink of choice. Mead was one of the first alcohols ever brewed by the elves, and their variety of the beverage is heady and sweet. Elven mead is usually consumed in smaller quantities, as a dessert beverage or nightcap.

Raisin Wine: Allowing grapes to dry in the sun before pressing them for their juice results in supersweet raisin wine. Making raisin wine is labor-intensive, so the wine is more expensive than most others, but those who've had a glass with dessert say it's worth every copper.

Red Wine: Wine made from dark grapes comes in many varieties, from very dry to very sweet. Red wine pairs well with red meat, strongly-flavored cheeses, and fruit.

Sparkling Wine: Special steps can be taken in the fermentation and bottling processes to make wine bubbly and fizzy. Sparkling wine is often saved for special occasions. Available only in quart bottles.

Strawberry Wine: While not a true wine, strawberry wine's bright pinkish-red color and sweet, aromatic flavor make it very popular among those with a sweet tooth.

Table Wine: Table wine is a less expensive, lower quality wine. Some taverns and other eateries serve it as their "house" wine. While it's certainly good enough to drink, true wine connoisseurs turn their noses up at it. Table wine is a good option for large gatherings on tight budgets. Available in red or white.

White Wine: White wine can be made from either white grapes, or from some varieties of red grapes that have had their skins removed. White wine pairs well with fruit and cheese, poultry, and fish.

Winter Wine: When grapes are allowed to freeze on the vine, their juice becomes concentrated and very sweet, making for a lovely dessert wine. Making winter wine is labor intensive and tricky, so it is priced accordingly.

JEWELRY AND ACCESSORIES

Luven never set out to stock jewelry, but he always has a large and mixed selection of pieces gained in trade and bartering with adventurers short on coin. For the availability of the jewelry items listed in Table 3-17, see the Appendix of this book. In addition to common types of jewelry – rings, earrings, bracelets, etc. – Luven also often has some more unusual or exotic jewelry items in stock that are described below.

Anklet: This delicate chain fastens around the ankle, and can be decorated with jewels or charms. Anklets are very popular in climates and cultures where wearing sandals or going barefoot is the norm, and they are also favored by dancers, entertainers, and courtesans.

Belly Chain: A favored adornment for dancers who wear midriff-revealing outfits, a belly chain is similar in construction to a necklace or anklet, but large enough to wear around the waist. Some belly chains are designed to attach to a piercing in the wearer's navel.

Choker: This strip of silk or velvet fastens snugly around a woman's neck, and is highly decorated with embroidery, delicate precious metal filigree dangles, and tiny gemstones (often small pearls).

Hair Combs: While most female adventurers are content to simply tie their hair back with a strip of lacing, dressy occasions call for pretty hair accessories. A pair of lovely combs – made from precious metal or exquisite amber or ivory – will hold your hair in just the style you desire, and add an elegant finishing touch to your outfit.

Handflower: A handflower is a delicate piece of women's jewelry consisting of a bracelet and ring, connected by a web of intertwined chain links that rests on the top of the hand. Handflowers are very popular among dancers.

Toe Ring: Another piece of jewelry that is most common in sandal-wearing areas, these tiny split rings adjust to fit comfortably on any toe.

ART AND WRITING

Adventuring bards and scholars need quality supplies for making notes, writing ballads and songs, and drawing or painting pictures of what they've seen. Rare is the adventurer who hasn't at least needed to write a letter or two while on the road. Luven stocks writing and art implements and surfaces of professional quality – a few local scribes and artists have even been known to buy their supplies from Luven's shop. Available items are listed in Table 3-18.

Bamboo: Sheets of pressed bamboo fibers are prized for their superior ink absorption – ink won't bleed through a sheet of bamboo. It is favored for calligraphy, and even makes a good surface for paintings.

TABLE 3-17: JEWELRY AND ACCESSORIES

Item	Copper	Silver	Gold	Platinum
Anklet	3 sp+	3 gp+	30 gp+	300 gp+
Armband	15 cp+	15 sp+	15 gp+	150 gp+
Belly Chain	15 sp+	15 gp+	150 gp+	1,500 gp+
Bracelet, Narrow	2 sp+	2 gp+	20 gp+	200 gp+
Bracelet, Cuff	3 sp+	3 gp+	30 gp+	300 gp+
Broadbelt	3 gp+	15 gp+	100gp+	500 gp+
Brooch	45 cp+	45 sp+	45 gp+	450 gp+
Earrings (pair)	2 sp+	2 gp+	20 gp+	200 gp+
Hair Combs, Metal (pair)	3 sp+	3 gp+	30 gp+	300 gp+
Handflower	1 sp+	2 gp+	20 gp+	200 gp+
Headband	4 sp+	4 gp+	40 gp+	400 gp+
Locket	25 cp+	25 sp+	25 gp+	250 gp+
Necklace	5 sp+	5 gp+	50 gp+	500 gp+
Pendant	45 cp+	45 sp+	45 gp+	450 gp+
Ring	3 sp+	3 gp+	30 gp+	300 gp+
Toe Ring	1 sp+	1 gp+	10 gp+	100 gp+
Torc	5 sp+	5 gp+	50 gp+	500 gp+
Choker		50	gp	
Hair Combs, Amber or Ivory (pair)		50	gp	

Hair Comps, Amper or Ivory (pair)

+ indicates additional cost due to gemstones; add the value of the gemstones to the listed price

Gesso: This sticky combination of glue and powdered minerals is used to prime surfaces for painting.

Glue: Luven guarantees that the glue he sells will hold paper, fabric, leather, or wood, or your money back. Sold in a small lidded crock with a brush attached to the inside of the lid for easy application.

Journal: Smaller than the books sold specifically for use as spellbooks, these blank books measure 5 inches wide by 8 inches high, and contain 100 blank parchment pages. They are ideal for journals, diaries, poetry, and other writing needs.

Lead Pencil: Thin wooden cylinders with hard graphite cores, lead pencils are convenient and less messy than ink for writing on most surfaces. The points are easily sharpened with a dagger or knife, and you can erase mistakes with a bit of wax.

Ledger Book: The parchment pages of ledger books are marked with lines and grids for easy bookkeeping. The small journal-sized ledger is ideal for traveling caravan masters, mercenary captains, or even the party member in charge of the party funds. Large ledger books are better suited for businesses, or as a caravan master's main record (many caravan masters keep a small ledger with them on the road and transfer the notes to a large ledger when they reach their destination). Both small and large ledgers have 100 pages.

Metal Nibs and Pen: Quill pens are convenient and plentiful, but the tips wear down quickly if you have a lot of writing to do. The metal nibs in each of the sets Luven has available can be easily changed out on the included wooden pen handle (or on the end of a quill, if you desire) so you always have the perfect writing instrument for the job at hand. Each set contains ten assorted nib sizes, specifically for bookkeeping, calligraphy, or general writing and scribing.

Paint: Luven stocks oil-based art paints of only the finest quality. The price varies depending on color; if you buy a bottle of each color Luven will sell them to you for a discounted price of 9 gp.

Paintbrush (Artist's) Kit: This slim wooden case contains ten sable-hair paintbrushes of varying sizes, sure to please even the most particular of artists.

Papyrus: While papyrus – even sheets of the best quality – is not the writing surface of choice for any professional, its low price makes it popular as "scratch" paper or for children to practice drawing or writing on.

Pocket Notebook: Fifty sheets of parchment make up this small, soft-covered 3-inch wide by 5-inch high notebook. If fits perfectly into a belt pouch so you always have a writing surface handy.

Powdered Ink: If you're worried about ink spilling in your backpack (and don't want to invest

TABLE 3-18: ART AND WRITING SUPPLIES

Item	Cost	Weight
Bamboo	2 sp/sheet	_
Gesso	8 sp/pint	1⁄2 lb.
Glue	3 sp/pint	1⁄2 lb.
Journal	10 gp	1 lb.
Lead Pencil (10)	2 sp	_
Ledger Book		
Small	12 gp	1 lb.
Large	20 gp	3 lbs.
Metal Nibs (10) and Pen		
Bookkeeping	10 gp	_
Calligraphy	12 gp	_
Scribing/Writing	8 gp	_
Paint (per pint)		
Black	1 gp	1⁄2 lb.
Blue	1 gp	1⁄2 lb.
Green	$5 \mathrm{sp}$	1⁄2 lb.
Ocher	1 gp	1⁄2 lb.
Purple	3 gp	1⁄2 lb.
Red	2 sp	1⁄2 lb.
Yellow	1 sp	1⁄2 lb.
Vermilion	1 gp	1⁄2 lb.
White	2 gp	1⁄2 lb.
Paintbrush (Artist's) Kit	5 gp	1⁄2 lb.
Papyrus	15 cp/sheet	—
Pocket Notebook	$5 \mathrm{gp}$	—
Powdered Ink	2 gp	—
Rice Paper	2 sp/sheet	_
Slate	$7 \mathrm{gp}$	1 lb.
Slate Pencil (10)	$3 \mathrm{sp}$	—
Song Book	13 gp	1 lb.
Traveling Inkwell	20 gp	1⁄2 lb.
Vellum	3 sp/sheet	—

in a traveling inkwell), powdered ink is for you. Simply empty a packet of powder into a one-ounce vial, fill with water, and stir until the powder is dissolved. Please note that this ink is not waterproof – if anything written with this ink gets wet, it will wash away – but on the brighter side, it will not fade as sometimes happens with lowerquality inks. Available in black only.

Rice Paper: Also called pith paper, rice paper is made from the inner core of rice straw (and sometimes other similar plants). It is smooth and slightly translucent, and is favored for artwork and calligraphy. **Slate**: Thin sheets of slate have been used for years as writing surfaces – they're wonderful for making notes in a lab or dungeon, for children to use for practicing their handwriting, or for posting prices in a shop. Your writing, whether with chalk or a slate pencil, stays crisp and clear until you wipe it away with a cloth. Luven sells a 12 inch square slate in a wooden frame, which is small enough to pack for travel, but large enough for plenty of writing.

Slate Pencil: Slate pencils are thin rods of soft slate or soapstone. They make sharper, finer lines on a slate than chalk does.

Song Book: This journal-sized book contains 100 pages of parchment already printed with 5-line staves, making it easy for bards and other musicians to write music. There is plenty of space between the staves for writing lyrics.

Traveling Inkwell: Many an adventurer has heard the horrifying sound of an ink vial breaking in their backpack, staining (if not ruining) everything else in the pack, not to mention leaving them with no ink. This brass case solves that problem. One standard vial of ink can be tucked into a snug housing, securing it so it can't be broken easily. The housing has slots for two short quill pens (included), and the whole thing is covered by an elongated lid – no more broken ink or bent quills.

Vellum: Vellum is fine grade parchment. Some purists will argue that true vellum can only be made from the skins of certain animals, but most people agree that both vellum and parchment can come from any type of hide, with vellum simply being of higher quality.

<u>TOYS AND GAMES</u>

There comes a time in every adventure when a diversion is needed. For those nights spent holed up in a dungeon, wouldn't it be nice to be able to pull a deck of cards out of your pack and have something to help quietly pass the hours while your party's spellcasters rest and recover? When you manage to secure a room at an inn for the night, playing a game or two can help you wind down. And let's not forget all the little adventurers back home – you can't go back to them empty-handed, can you? Luven carries an assortment of amusements for the kid in everyone, and they're listed in Table 3-19.

Backgammon Set: As popular with children as it is with adults (who often play in taverns, for money), backgammon is a game of both strategy and luck. The folding case opens to reveal the wood-inlay board, 15 each black and white markers, two sets of dice, and two leather dice cups.

Balls: Crafted from sturdy rawhide and sinew, and stuffed tightly with animal hair, these balls are designed to survive many hours of active play. They are available in three sizes: small 2-inch balls, which are popular among jugglers and for pet toys; medium 4-inch balls for games such as handball or stickball; and large

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12-inch balls, which are good for kickball games and for children to play with – even babies can push a ball around on the floor to play.

Bow & Arrow Set: For the future ranger, this little bow and arrow set is just like mom or dad's, minus the chance for hurting oneself – the arrows are tipped with beanbags instead of arrowheads. The bow has enough pull that the child can actually learn good bow form. The set includes the bow, 5 bowstrings, and 10 arrows in a simple leather quiver.

Chess Set: The classic board game of strategy and skill, chess is popular among kings and commonfolk alike. This lovely set features pieces carved from ivory and ebony, stored in a padded wooden case that unfolds into a playing board.

Clockwork Toys: These intricate, delicate toys are made of fine metals, springs, and wires, shaped to resemble a variety of animals – dogs, cats, horses, fish, birds, etc. Each toy comes with a key; wind the toy up, and it will walk, swim, or fly for a short distance. Clockwork toys are tiny (only about 3 inches long) and fragile, so supervise children (or rough-handed adults!) who play with them. Not surprisingly, clockworks are a favorite of gnomes.

Cup-and-Ball: Sometimes, the simplest of toys can provide the most amusement. A cup-and-ball is just that: a wooden cup with a handle, and a small wooden ball tied to the handle with a length of string. The object of play is to get the ball into the cup, which takes practice and dexterity.

Dice: Dice can be a game all by themselves, or be part of any number of other games. Choose from a set of four six-sided dice, or a set of seven multi-sided dice, with a leather dice cup. Luven stocks only carved ivory dice – he used to stock carved bone and soapstone dice as well, but found ivory to be a much better seller and of higher quality.

Dolls: A soft, cuddly doll can be a wonderful friend for a small child. Luven stocks the finest cloth dolls, sewed with strong seams and stuffed with only the softest of materials. Both male and female dolls are available, dressed in a variety of professions - rangers, priests, princesses, wizards, warriors, and more – for maximum make-believe fun. Each doll comes with one outfit (which is removable) and fabric accessories; there is nothing hard or sharp on any doll, so they are completely safe for play and to be tucked under the arm at bedtime. Cloth baby dolls are also available at the same price. Luven no longer stocks porcelain dolls after seeing that they could not hold up to typical play without becoming damaged, as well as the fact that his own children and the children of friends, family, and customers all preferred the plush, huggable dolls.

Draughts Set: This simple, yet fun, game is also called checkers. The pieces of dark and light hardwood are stored inside a slim wooden case that unfolds into a playing board. Since draughts uses the same board

TABLE 3-19: TOYS AND GAMES

		. –
Item	Cost	Weight
Backgammon Set	8 gp	2 lbs.
Balls		
2"	2 sp	—
4"	5 sp	_
12"	2 gp	1⁄2 lb.
Bow & Arrow Set	3 gp	2 lbs.
Chess Set	20 gp	3 lbs.
Clockwork Toys	5 gp	1⁄2 lb.
Cup—and—Ball	5 sp	1⁄2 lb.
Dice	4 sp	—
Dolls	5 sp	—
Draughts Set	5 gp	2 lbs.
Pieces only	5 sp	—
Marbles	2 gp	1⁄2 lb.
Nesting Dolls	2 gp	—
Old Men's Bones	3 sp	—
Paddle—and—Ball	3 sp	1⁄2 lb.
Poppets	5 sp	—
Rocking Mounts	20 gp	10 lbs.
Rolling Animals	2 gp	5 lbs.
Stick Mounts	2 gp	2 lbs.
Tarock Cards	3 sp	_
Tops	2 gp	1⁄2 lb.

as chess, Luven also sells a set of pieces for the game separately – the pouch will fit easily inside the chess set case.

Marbles: The game of marbles is played by children world-round, and remains popular with many adults. There are many variations on marbles; Luven always teaches those new to the game the standard version of drawing a circle on the ground and attempting to knock your competitor's marbles out of the circle with your own. These beautiful tiny spheres are turned from various colors of stone, so they are less likely to chip than standard glass marbles. Each bag contains 20 standard-sized marbles and a shooter.

Nesting Dolls: A set of nesting dolls is as much a thing of beauty as it is a fun toy. Each set has five hollow wooden dolls of graduated sizes, all intricately painted to resemble lovely women, famous rulers, knights, or even animals. The dolls stack neatly within each other, making the set compact for travel – an easy way to take five toys along on a trip without taking up much room in your pack. The largest doll is about 5 inches high.

Old Men's Bones: Also called pick-up sticks, the object of this simple game is to pull individual sticks out of a pile without disturbing the rest. Whoever

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can pull the most sticks wins. The game is often (and easily) improvised with a pile of small twigs, but this nice set of carefully sanded bone slivers in a metal case is a worthwhile purchase for those who like the game and want to be able to play it anywhere.

Paddle-and-Ball: This simple one-person toy is a wooden paddle with a small ball attached to the center by a length of leather lacing. The object of playing is to see how many times in a row you can hit the ball with the paddle – though it's not quite as easy as it looks. Playing with a paddle-and-ball can hone a child's dexterity.

Poppets: For those little ones who want a soft toy, but aren't interested in dolls, a poppet is the answer. These plush toys resemble animals – bears, cats, dogs, rabbits, and the like. They are made with soft fabrics (sometimes even fur) and stuffed with fleece. While poppets are meant for children, Luven has seen more than one tough mercenary type buy one as a present for his wife or lady friend.

Rocking Mounts: Children almost always want their own horse before they're old enough and big enough to have one. A rocking mount is a good substitute, letting the little one "ride" safely for as long as they want, with daydreams full of adventure. Many mothers report that the rocking motion also helps wear them out so they are less resistant to going down for a nap. Wooden mounts are carved to resemble a variety of riding creatures, including horses, pegasi, unicorns, dragons, and griffons.

Rolling Animals: Things that move seem to fascinate young ones, and these rolling animals are no exception. Each one is about a foot long, carved from wood and mounted on four wheels. Tie a string around its neck and it's ready to be pulled along wherever its owner wants to take it. Each animal is hinged so that its head will bob up and down as it moves. Choose from horses, pegasi, unicorns, dragons, elephants, bears, and large cats.

Stick Mounts: Far more portable and affordable than a rocking mount, a stick mount is just as good for a child with an active imagination (and a lot of excess energy to burn). This short quarterstaff features a plush animal head, with a pair of reins, at one end. Choose from any type of animal available for a rocking mount.

Tarock Cards: While the tarock deck is a wellknown tool of diviners and soothsayers, it is also used to play dozens, if not hundreds, of different card games. The base deck has 56 cards; each of the four suits – wands, pentacles, cups, and swords – has cards numbered from one to ten, plus four court cards (page, knight, queen, and king). The trump suit, also called the major arcana, contains 21 numbered cards (from 1 to 21): The Magician, The High Priestess, The Empress, The Emperor, The Hierophant, The Lovers, The Chariot, Strength, The Hermit, Wheel of Fortune, Justice, The Hanged Man, Death, Temperance, The Devil, The Tower, The Star, The Moon, The Sun, Judgement, and The World, plus the unnumbered Fool card. The cards are beautifully illustrated and come in a fine silken pouch.

Tops: For the listed price, you get five assorted spinning toys: two wooden tops, two metal tops, and one metal "whistler" top, which sings when you spin it due to the holes punched through it. The wooden ones are painted with bright colors and the metal ones are polished to a gleaming shine. Each top measures about 3 inches high.

MISCELLANEOUS ITEMS

Last but not least, there are a number of objects that just don't quite fit into the other home and hearth areas.

Boxes: Some things – jewelry, mementos, and the like – are just too precious to toss into a pouch or the bottom of your backpack. Luven carries small latched boxes (about 5 inches wide, 7 inches long, and 4 inches deep) for keeping your valuables safe, in your choice of lacquer finish, silk, or hardwood. He also stocks small steel snuff boxes, which hold about an ounce of snuff (or a spice or other fine matter) and fit neatly in a pouch or pocket.

Camp Oven: A camp oven is a heavy, flat-bottomed cast iron pot with three feet and a tight-fitting lipped lid. While it can be hung by its handle over a fire like a regular pot, the feet allow it to be set directly into the hot coals, and additional coals can be scooped onto the lid. Food in a camp oven cooks more quickly and evenly; many camp cooks use these ovens to make biscuits and desserts as well as stews and soups.

Candles: Luven stocks some special candles beyond standard tapers. Graduated candles are designed to help one keep track of time – one knob melts fully away in one hour or one day. For situations where a long-burning candle is needed, sturdy pillars are a good choice – at 3 inches in diameter and 6 inches high, they will burn for a long time, and can simply be set on a heat-safe flat surface instead of having to fuss with a candlestick.

Cooking Implement Set: While a good old ranger's spoon (see Chapter 2) is good enough for most camp cooks, a few other kitchen tools can make cooking duty a lot easier. This set includes a flipper for turning pancakes or fish fillets, a two-pronged meat fork for turning steaks or chops, and a ladle for serving soups, stews, and hot cereals. All three implements have long handles so you don't have to get too close to the fire, and are made from forged iron.

Copper Water Pot: This little lidded pot is just the right size for boiling water for coffee or tea. The pot holds about 4 cups of water and has a spout for neat pouring.

Fry Pan: This heavy-duty handled pan is perfect for frying fish, pieces of meat, slices of potato, and more. At two inches deep, it can be set into hot coals, but it works

even better on top of a firegrate (see Chapter 2). Made from forged iron, the handle is hinged to fold into the pan so it will take up less room in your pack.

Gimlet: A gimlet is a small hand drill for boring holes through wood. They come in handy in the field for repairs to crossbows, short and longbows, and wooden shields. Roguish sorts find them indispensible for drilling through window panes and around locks on doors as they attempt to enter places where they're not invited.

Griddle: This flat, square piece of cast iron is the perfect surface for cooking pancakes, eggs, and other foods that need to be flipped. You need a firegrate to use one – if you set it into hot coals, the lack of a lip on the pan will let ashes into your food.

Mortar and Pestle: For crushing herbs and spices, a mortar and pestle is often the simplest tool. Place the items to be broken down in the bowl (the mortar) and pound and grind them with the heavy stick (the pestle).

Nutcracker: This pliers-like instrument lets you crack open even the hardest nut shell to get at the meats inside.

Pipes: To go with the fine tobacco he sells, Luven carries a selection of fine pipes, carved from your choice of ivory, soapstone, or hardwood. With proper care and cleaning, a good pipe will last for years, if not a lifetime.

Pot Scrubber: No one likes scrubbing out the cooking pot, but it's even worse when you have nothing but your bare hands or maybe a rag to help you. This tight bundle of broom straw makes easier work of an unpleasant job.

Sachet: Whether you carry your clothes in a saddlebag, backpack, or a chest, after some time they will start to get a storage smell to them. A sachet of spices and dried herbs and flowers will keep your clothing smelling sweet and fresh. Assorted scents available.

Spice Box: This small metal box contains six tiny glass vials with cork stoppers. Each vial holds about one ounce of the seasoning or spice of your choice, so you can carry your favorite flavors wherever you go. Luven will always fill one vial with salt for free.

Spice Grinder: Very hard spices, like peppercorns, can be broken down with a mortar and pestle, but it takes a fair amount of time and elbow grease. A grinder makes the job easier. This grinder can also be used for grinding coffee – Luven recommends running a bit of bread or biscuit through the grinder to clean it before switching to a different item to grind, unless you like your coffee to taste like pepper.

Sugar Nips: Many a novice cook has sliced their fingers or hand while trying to break pieces of a sugar cone with a knife or dagger. Make the job easier and safer with a pair of sugar nips. These strong pliers will break off "nips" of sugar with no trouble at all.

Tea Infuser: Keep your tea clear by placing the leaves in an infuser. The holes in the infuser let the water reach the tea for steeping, but the loose leaves

TABLE 3-20: MISCELLANEOUS ITEMS

Item	Cost	Weight
Boxes		
Lacquer	8 gp	1 lb.
Silk	5 gp	1 lb.
Snuff	3 gp	_
Wood	5 gp	1 lb.
Camp Oven	5 gp	10 lbs.
Candles		
Graduated, Hour	3 cp	_
Graduated, Day	4 cp	_
Pillar	2 cp	_
Cooking Implement Set	3 sp	1⁄2 lb.
Copper Water Pot	1 gp	1 lb.
Fry Pan	2 gp	3 lbs.
Gimlet	1 sp	—
Griddle	1 gp	2 lbs.
Mortar and Pestle	$5 \mathrm{sp}$	1⁄2 lb.
Nutcracker	1 gp	1⁄2 lb.
Pipes		
Ivory	1 gp	_
Soapstone	2 gp	—
Wood	5 sp	_
Pot Scrubber	8 cp	_
Sachet	3 gp	_
Spice Box	35 sp	1⁄2 lb.
Spice Grinder	3 gp	1⁄2 lb.
Sugar Nips	1 gp	1⁄2 lb.
Tea Infuser		
Bamboo	1 sp	_
Copper	5 sp	_
Towels		
Bath	1 gp	1 lb.
Hand	3 sp	_
Kitchen	2 sp	_
Washcloth	1 sp	_

don't float around in your cup. Choose a bamboo infuser (which can be set in a cup or a copper water pot), or a small copper ball.

Towels: Inns and bathhouses usually provide towels for drying off, but you need your own for washing up in creeks and streams along the road. Choose from fullbody bath towels, hand towels, and washcloths in plush cotton, or sturdy linen kitchen towels for cleaning up the pots and pans in camp.

CHAPTER 4 - PROSTHETICS

Couldn't help but notice that your friend over there seems awfully glum. Is everything alright? Oh dear, she lost a hand to a landshark? That's a plenty good reason to look glum. Oh, you don't have to explain it to me, I know how it goes when you're in the middle of nowhere and your healer can only do so much. Has she looked into a prosthetic? You know, a false hand? I have a few different kinds in stock, and I know people who can make even more specialized kinds. Bring her over here and let's see what we can do to help her.

Luven Lightfinger

he adventurer's life is not an easy one, and odds are that sooner or later, someone is going to be missing something. While magical healing is an amazing thing, the truth is that most parties aren't going to have a healer of sufficiently advanced level to cast *regenerate* and replace a missing limb. At lower levels, the amount of money required for such healing may be unattainable. In short, there are going to be times when someone's going to need an artificial replacement for their own flesh and blood, at least in the short term.

There are many ways in which a character can lose a limb, but not all are described in detail. It is mentioned that someone who is turned to stone, damaged, and then turned back to flesh suffers the same "deformities" that were suffered while petrified. Presumably this would mean a missing arm or leg. Others are more vague, but the description of the *regenerate* spell clearly states that it regenerates lost limbs, indicating that such a thing can happen. There are also products available from other companies, usually products that detail critical hits and fumbles, that specify the loss of limbs on occasion.

PROSTHETICS

There are several different levels and types of replacements for a missing limb, from the incredibly basic to mechanical and magical replacements that are nearly as capable as the genuine article.

TYPES OF PROSTHETICS

Prosthetics come in two types: mundane and magical. Mundane prosthetics are further categorized into Basic, Cosmetic, Intermediate, Mechanical, and Combat.

Basic prosthetics, such as the gaff hand, peg leg or crutch, are very simple prosthetics that do not resemble the actual lost limb at all and have the most basic functionality. Basic prosthetics do grant a character

some sense of wholeness and capability. Basic prosthetics are the least expensive of prosthetics.

Cosmetic prosthetics are sculpted, high quality replacements that look life-like (at least at first glance) but aren't actually functional. In this sense, cosmetic prosthetics are not as functional even as basic prosthetics but do more for a character's self esteem and hide his injury from the eyes of others.

Intermediate prosthetics are partially functional replacements capable of grabbing and releasing objects, or allowing one to walk stiffly but at a reasonable pace. Intermediate prosthetics include hinged forearms and calves, to which other types of prosthetic can be attached.

Mechanical prosthetics are fully articulated prosthetics with multiple moving parts, such as clockwork arms and hands capable of grasping and holding most everyday objects, even up to and including weapons, or clockwork legs capable of walking and running. Other mechanical prosthetics include clamps and haft locks, which make holding and gripping things much easier. Mechanical prosthetics are often extremely expensive.

Combat prosthetics are technically a basic prosthetic in the form of a weapon, an artificial limb that sacrifices appearance and function for lethality.

Magical prosthetics are just that - a variety of prosthetic types that provide the full function of the missing limb, and sometimes more. Magical prosthetics are the most expensive of all prosthetics.

Standard magical prosthetics perfectly mimic the body part they are replacing, except they may be dispelled, which leaves them useless but still attached. More advanced magical prosthetics offer new abilities superior to the limbs they are replacing.

All prosthetics, mundane and magical alike, can be sundered, and the hardness and hit points of each prosthetic is noted in the description.

DESIGNER'S NOTE

This book on gear and equipment is not the place in which to include rules for severing limbs. However, our upcoming release, *Strategists and Tacticians*, will include detailed rules for severing limbs and penalties suffered by characters missing limbs. Once that book is released, look for a free "web enhancement" featuring the prosthetics in this chapter and how they can benefit a character with a missing limb.

In the mean time, GMs can treat limb loss in their games as they have in the past, whether with house rules or strictly roleplay. Some benefits of prosthetics are obvious even without rules: a sense of balance restored to the body, less reliance on others for help, and a boost in self-confidence and appearance.

MUNDANE PROSTHETICS

The mundane prosthetics listed in Table 4-1 are detailed below.

Blunt Fist: A blunt fist is a type of combat prosthetic. It is a solid ball of metal, or sometimes it is shaped like a fist or hammerhead. It can be used as a tool, but it's most practical application is as a weapon. A blunt fist does 1d6 bludgeoning damage per strike. It is considered a light martial weapon.

Hardness: 10; Hit Points: 10

Blunt Foot: This solid wooden sphere, with the base shaved flat, allows its wearer to move at a normal rate. The wearer may not run, charge, bull rush, or overrun.

Hardness: 5; Hit Points: 10

Clamp: A spring-loaded, metal, crab-like claw originally designed by gnomes to improve their grip. It can be used as a gauntlet attack. In all other ways it is identical to the sculpted hand.

Hardness: 10; Hit Points: 10

Clockwork Arm: The clockwork arm appears to be a normal arm sleeved in plate armor, but when one listens closely the sound of gears whirring and clicking can be heard whenever the arm moves. First perfected by gnomes, clockwork arms are now built by several master smiths. The clockwork arm provides a near-perfect semblance of full functionality, but is quite expensive. Wearing a clockwork arm grants a character a + 2 bonus to Strength.

Hardness: 10; Hit Points: 30

Clockwork Leg: Similar to the clockwork arm, the clockwork leg appears to be an armored leg that clicks and whirs as it moves. The clockwork leg was another gnomish invention. The leg provides a near-perfect return to full functionality and mobility for the wearer, but is very expensive.

Hardness: 10; Hit Points: 35

Combat Prosthetics: Combat prosthetics are weaponized replacements for a character's hand or arm, designed for bludgeoning, slashing, or piercing. Piercing hands are generally a sturdy steel spike or dagger-like blade, slashing hands are either an array of knives or one large, often curved blade like a kukri, and bludgeoning hands are often solid metal fists or mace heads. None are suitable for manual tasks but are too well-secured to be disarmed in combat. As a rule of thumb, any light melee weapon can be made into a weapon hand at 1 1/2 times the weapon's cost. The wearer must be proficient in the type of weapon in order to use the combat prosthetic without penalty. Combat prosthetics - and those who wear them - are impressive to behold. Any character wearing one receives a +5 circumstance bonus to Intimidate checks.

Hardness and Hit Points: as weapon type

Note: A few specialized combat prosthetics are individually detailed in this listing. Many other prosthetics can be used in combat, but are not specifically combat prosthetics.

TABLE 4-1: MUNDANE PROSTHETICS

Type of Prosthetic	Cost
Basic Prosthetics	
Blunt Fist	50 gp
Blunt Foot	50 gp
Crow's Foot	65 gp
Crutch	5 gp
Fork Hand	35 gp
Gaff Hand	25 gp
Hoof, Animal	45 gp
Hoof, Steel	55 gp
Peg Leg, Metal	55 gp
Peg Leg, Wooden	35 gp
Cosmetic Prosthetics	
Sculpted Arm	100 gp
Sculpted Foot	80 gp
Sculpted Hand	80 gp
Intermediate Prosthetics	
Hinged Calf	75 gp
Hinged Forearm	75 gp
Pocket Shaft	120 gp
Shin Sheath	120 gp
Talon	65 gp
Wooden Leg	95 gp
Mechanical Prosthetics	
Clamp	65 gp
Clockwork Arm	500 gp
Clockwork Leg	800 gp
Haft Lock	150 gp
Combat Prosthetics	
Crossbow Arm	110 gp
Spiked Limb	75 gp

NOTE: Weights are not listed for the prosthetics as they are assumed to roughly equal the weight of the lost limb they are replacing. They are thought of as part of the body, not as carried equipment.

Crossbow Arm: The crossbow arm is a light crossbow designed to be loaded and fired with one hand. It is out of the way when at rest. Bolts fired from the crossbow arm deal 1d8 (19-20/x2) piercing damage. It is considered a light simple weapon.

Hardness: 5; Hit Points: 5



Crow's Foot: Y-shaped with built in stump grip, the wooden crow's foot returns the feel of a normal foot to the wearer. In all other ways it is identical to the blunt foot.

Hardness: 5; Hit Points: 5

Crutch: A Y- or T-shaped implement of wood used to help support one's weight when one's leg cannot. A character's speed is reduced by 5 ft. while using a crutch. The crutch can be used as an improvised melee weapon, but without the Catch Off-Guard feat, wielders suffer a -4 penalty to attack rolls.

Hardness: 5; Hit Points: 5

Fork Hand: A pair of straight or slightly curved tines like those on a pitchfork, mounted on a harness that fits over the character's stump. It is otherwise similar to a sculpted hand. A fork hand can be used for melee attacks, delivering 1d4 piercing damage on a successful strike. It is considered a light simple weapon for combat purposes. The character wearing a fork hand also receives a +5 circumstance bonus to Intimidate checks, if the hand is used as part of the intimidation.

Hardness: 10; Hit Points: 2

Gaff/Hook Hand: A simple metal gaff hook, like those used by sailors and longshoremen, mounted on a harness that fits over the character's stump. It is only capable of the crudest manipulation and does

not have a grip. It is impossible to hold a tool or

weapon with this hand, but it can be used for opening doors or loosely holding onto things. It is otherwise similar to a sculpted hand. A hook hand deals 1d4 (19-20/x2) piercing damage when used in combat, and is considered a light simple weapon. The character wearing a gaff hand also receives a +5 circumstance bonus to Intimidate checks, if the hook is used as part of the intimidation.

Hardness: 10; Hit Points: 2

Haft Lock: A vice that provides a great deal of grip, but unlike the clamp, the haft lock must be adjusted manually to achieve the proper tension. As a prosthetic, it allows the wearer to wield a weapon two-handed. Adjusting a haft lock takes one full round. In all other ways it is identical to the sculpted hand, and like the clamp, it can be used to make a gauntlet attack.

Hardness: 10; Hit Points: 10

Hinged Calf: This tight jointed prosthetic mimics the knee-to-ankle area of the leg. Ankle/foot prosthetics can be attached to its ankle end. The hinged calf is made of leather and metal.

Hardness: 5; Hit Points: 10

Hinged Forearm: This tight jointed prosthetic mimics the elbow-to-wrist area of the arm. Wrist/hand prosthetics can be attached to its end. The hinged forearm is made of leather and metal.

Hardness: 5; Hit Points: 10

Hoof: Sometimes made of steel and designed to look like a horse's foot, other times these are real animal hooves. Dense, durable, light, and aerodynamic, the hoof allows the wearer to run, overrun, and bull rush normally. In all other ways it is identical to the blunt foot.

Hardness: 10 (steel), 5 (animal hoof); Hit Points: 10

Peg Leg, Metal: A higher quality peg leg than the standard wooden peg. Like the wooden leg, it includes a leather cup and straps to tie onto the stump of the leg. A metal peg leg allows the wearer to run and charge, but at a -5 ft. penalty to speed.

Hardness: 10; Hit Points: 10

Peg Leg, Wooden: The standard in foot/leg prosthetics, this device is a wooden peg with a leather cup and straps to tie onto the stump of the leg. A peg leg can be made to fit anything from a missing foot to an entire missing leg. It also allows the wearer to run and charge, but at a -5 ft. penalty to speed.

Hardness: 5; Hit Points: 10

Pocket Shaft: A pocket shaft gives every impression of being nothing more than a hinged forearm without a wrist attachment. However, a pocket shaft actually contains a hidden repository. The pocket can hold as much as a belt pouch, and is padded to muffle the sound of items moving inside. Discovering the existence of the pocket shaft requires a DC 25 Perception check. In all other ways it is identical to the hinged forearm.

Hardness: 5; Hit Points: 10

Sculpted Foot: This prosthetic is a wooden or stone foot which resembles a real foot. Sculpted feet are often painted in flesh tones to match the skin of the character wearing them and can only be identified as a prosthetic with a successful Perception check (DC equals the Craft skill check of the individual that sculpted the prosthetic). If the character is wearing socks, shoes or boots, no one can identify the prosthetic. The sculpted foot is not at all fully functional. It is otherwise similar to a blunt foot.

Hardness: 5 (wood) or 8 (stone); Hit Points: 10 (wood) or 15 (stone)

Sculpted Hand: This prosthetic is a wooden or ceramic hand, usually in a generally relaxed pose, which looks real at first glance. Sculpted hands are often painted in flesh tones to match the skin of the character wearing it and can only be identified as a prosthetic with a successful Perception check (DC equals the Craft skill check of the individual that sculpted the prosthetic). It can hold mundane objects weighing 10 pounds or less, such as cups and pouches between its opened fingers, but cannot be used to wield weapons.

A sculpted arm functions in the same manner as a sculpted hand.

Hardness: 5; Hit Points: 10

Shin Sheath: The distance between the knee and the ankle is exactly the same length as the average dagger. Resembling a hinged calf, the shin sheath is the

dream of any rogue who has lost a leg. Finding a dagger hidden in a shin sheath requires a DC 25 Perception check. In all other ways it is identical to the hinged calf.

Hardness: 5; Hit Points: 10

Spiked Limb: The spiked limb is a solid piece of oak covered in metal spikes. It an ever-present weapon that delivers 1d6 points of bludgeoning and piercing damage on a successful strike, and is treated as a light simple weapon. It is identical to the ceramic hand in all other ways.

Hardness: 10; Hit Points: 10

Talon: A modified fork or hook, with three metal digits that can open and close, allowing them to hold objects somewhat well. The claws are manipulated by using the muscles of the upper arm and turning the remnants of the limb. Some look like a set of simple metal hooks capable of pivoting, while others are more ornate, shaped to resemble the talons of predatory birds. The talon hand can be used as a weapon, delivering 1d6 points of slashing damage. It is treated as a light simple weapon. Talons are otherwise similar to sculpted hands.

Hardness: 10; Hit Points: 5

Wooden Leg: A simplified and not very life-like wooden leg which has a hinged knee and jointed ankle. The wooden leg allows the character to walk stiffly. It is otherwise similar to a peg leg.

Hardness: 5; Hit Points: 10

MAGICAL PROSTHETICS

The magical prosthetics listed in Table 4-1 are described below.

BONELESS LEG

Aura moderate transmutation; CL 11th

Slot feet; Price 10,180 gp; Weight 2 lbs.

A boneless leg can deflate, allowing for contortions otherwise impossible to perform. Once per day, the prosthetic provides the wearer with *freedom of movement*, as the spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, *freedom of movement*; **Cost** 5,140 gp

CLAY ARM

Aura faint transmutation; CL 11th

Slot none; Price 5,140 gp; Weight 2 lbs.

A clay arm mimics every function of a real arm perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal arm. It provides no bonuses or extra abilities beyond mimicking a normal arm. A clay arm includes a clay hand. A clay arm is plain and nondescript until it is placed against the stump of an arm. The magical arm then melds to the stump and it takes on the appearance of the wearer's flesh tone. **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object*; Cost 2,620 gp
TABLE 4-2: MAGICAL PROSTHETICS

Type of Prosthetic	Cost
Boneless Leg	10,180 gp
Clay Arm	5,140 gp
Clay Foot	2,600 gp
Clay Hand	2,600 gp
Clay Leg	5,140 gp
Dart Launcher	5,100 gp
Dexterous Leg	16,100 gp
Energy Palm, Cold	2,080 gp
Energy Palm, Electricity	2,080 gp
Energy Palm, Fire	2,080 gp
Grafted Arm	4,300 gp
Grafted Foot	1,700 gp
Grafted Hand	1,700 gp
Iron Arm	3,700 gp
Iron Hand	2,600 gp
Limber Leg	1,700 gp
Mithral Arm	16,500 gp
Rabbit's Foot	25,080 gp
Responsive Leg	9,100 gp
Retractable Tendril	15,140 gp
Swift Heel	2,080 gp
Wizard's Hand	1,000 gp

NOTE: Weights are not listed for the prosthetics as they are assumed to roughly equal the weight of the lost limb they are replacing. They are thought of as part of the body, not as carried equipment.

CLAY FOOT

Aura faint transmutation; CL 11th Slot none; Price 2,600 gp; Weight 1 lb.

A clay foot mimics every function of a real foot perfectly.

Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal foot. It provides no bonuses or extra abilities beyond mimicking a normal foot. A clay foot is plain and nondescript until it is placed against the stump of an ankle. The magical foot then melds to the stump and it takes on the appearance of the wearer's flesh tone.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 1,340 gp

CLAY HAND

Aura faint transmutation; CL 11th

Slot none; **Price** 2,600 gp; **Weight** 1 lb. A clay hand mimics every function of a real hand

perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal

hand. It provides no bonuses or extra abilities

beyond mimicking a normal hand. A clay hand is plain and nondescript until it is placed against the stump of a wrist. The magical hand then melds to the stump and it takes on the appearance of the wearer's flesh tone. CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 1,340 gp

CLAY LEG

Aura faint transmutation; CL 11th

Slot none; Price 5,140 gp; Weight 2 lbs.

A clay leg mimics every function of a real leg perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal leg. It provides no bonuses or extra abilities beyond mimicking a normal leg. A clay leg includes a clay foot. A clay leg is plain and nondescript until it is placed against the stump of a leg. The magical leg then melds to the stump and it takes on the appearance of the wearer's flesh tone. **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object*; Cost 2,620 gp

DART LAUNCHER

Aura moderate evocation; CL 9th

Slot hands; Price 5,100 gp; Weight 2 lbs.

A *dart launcher* is a magical forearm prosthetic that is really a mystical projectile launcher. As a standard action, the *dart launcher* may make up to three ranged attacks (if the wearer can make that many attacks in a round) at the wearer's base attack bonus plus Dexterity bonus, dealing 1d4 damage each on a successful hit. It does not need to reload. However, unlike most magical prosthetics, the *dart launcher* does not mimic the functions of the lost arm.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*; Cost 2,600 gp

DEXTEROUS LEG

Aura moderate transmutation; CL 11th

Slot feet; Price 16,100 gp; Weight 2 lbs.

A *dexterous leg* is a very life-like wooden leg, with hinged knee and ankle. When affixed to the stump of a leg, the *dexterous leg* magically affixes itself to the stump and responds to the wearer as if it were a real leg. The wearer receives a +4 bonus to Dexterity from the magic of the leg.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, *cat's grace*; **Cost** 8,100 gp

ENERGY PALM

Aura moderate evocation; CL 8th (*cold* or *electricity*) or 10th (*fire*)

Slot hands; Price 2,080 gp; Weight 1 lb.

The *energy palm* is a steel hand prosthetic that enhances any masterwork or magic weapon it holds with energy damage, as though wielding a *flaming*, *frost*, or *shock* weapon. The energy type is chosen when the prosthetic is crafted and can not be changed. If the weapon wielded already possesses an ability of the type provided by the *energy palm*, no benefit is gained. The *energy palm* does not apply the energy damage to unarmed attacks. In the case of ranged weapons, the energy damage is applied to the ammunition.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, and flame blade, flame strike, or fireball (fire), or chill metal or ice storm (cold), or call lightning or lightning bolt (electricity); **Cost** 1,080 gp

GRAFTED ARM

Aura moderate necromancy; CL 5th Slot hands; Price 4,300 gp; Weight 3 lbs.

Originally, a *grafted arm* simply used the arm of a recently dead creature of the same race or type as the wearer. However, the suspicious deaths a few of the donors led many kingdoms to ban the limbs of their dead citizens from being used in this way. A popular alternative became large apes and their monstrous cousins, which could be hunted freely and would provide plenty of material from a single kill. A *grafted arm* mimics every function of a real arm perfectly. The arm grants the wearer a +2 bonus to Strength. It also grants a natural claw attack that delivers 1d4 damage on a successful strike, plus Strength bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength, gentle repose*, arm of an ape or ape-like creature; **Cost** 2,300 gp

GRAFTED FOOT

Aura moderate necromancy; CL 5th

Slot feet; Price 1,700 gp; Weight 1 lb.

The foot of a former living creature that is grafted onto a stump. Many cities have implemented laws limiting what body parts can be used for grafting, so the popular donor for a *grafted foot* became any creature that can climb well. It mimics every function of a real foot perfectly and provides a +4 bonus to climb.

CONSTRUCTION

Requirements Craft Wondrous Item, *gentle repose*, *spider climb*, foot of a climbing creature; **Cost** 950 gp

GRAFTED HAND

Aura moderate necromancy; CL 5th Slot hands; Price 1,700 gp; Weight 1 lb.

The hand of a former living creature of grafted onto a stump. When using body parts of the same type of creature as the wearer became outlawed, reptilian humanoid hands became the standard because of the natural claw attack it could grant. A *grafted hand* mimics every function of a real hand perfectly. It also provides a natural claw attack dealing 1d4 plus Strength bonus in damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *gentle repose*, hand of a reptilian humanoid; **Cost** 950 gp

COMMENTS FROM LUVEN

I don't often get emotional about my work. I enjoy it very much, this shop is deeply important to me, and I get great satisfaction out of making sure my customers are happy. But it really tugs at my heart every time a veteran adventurer comes through my door missing something, and I'm able to send them out of here with a prosthetic that fits well and makes life easier for them. Not even the magical prosthetics can ever make them truly whole again, but it sure gets them a lot closer to feeling that way.

Luven Lightfinger

IRON ARM

Aura faint transmutation; CL 11th Slot none; Price 3,700 gp; Weight 5 lbs.

An *iron arm* mimics every function of a real arm perfectly. It also functions like a gauntlet, and unarmed strikes with the arm deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal). The *iron arm* also acts as a buckler, granting a +1 shield bonus. An iron arm includes an iron hand.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 2,340 gp

IRON HAND

Aura faint transmutation; CL 11th

Slot none; Price 2,600 gp; Weight 2 lbs.

An *iron hand* mimics every function of a real hand perfectly. It also functions like a gauntlet, and unarmed strikes with the hand deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal).

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 1,340 gp

LIMBER LEG

Aura faint transmutation; CL 11th

Slot feet; Price 1,700 gp; Weight 2 lbs.

A favorite of bards or performers in need of a prosthetic, the *limber leg* is like an ever present dance partner. The wearer receives a +4 bonus to Perform (dance). **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object*; Cost 900 gp

MITHRAL ARM

Aura moderate transmutation; CL 8th

Slot hands; Price 16,500 gp; Weight 2 lbs.

Dwarves and drow elves have argued for hundreds of years over which of the two races invented this particular magical prosthetic, as the item is well known in both cultures. The *mithral arm* is a very life-like arm, matching the body style and shape of the wearer. If it wasn't for the fact that the arm is silver-blue and shiny, someone looking at it could mistake it for a real arm. Anyone wearing a *mithral arm* has a +4 bonus to Strength. The arm does grant some feelings: the wearer can sense heat, cold, and pressure with the arm, but not pain. *Mithral arms* have been crafted that replace the entire arm from the shoulder, or just the forearm and hand.

CONSTRUCTION

Requirements Craft Wondrous Item, animate object, bear's strength; Cost 8,500 gp

RABBIT'S FOOT

Aura moderate transmutation; CL 11th Slot feet; Price 25,080 gp; Weight 2 lbs.

Not actually the paw of a rabbit, the *rabbit's foot* prosthetic is named for the ability it provides its wearer. Anyone with a *rabbit's foot* prosthetic gains the evasion ability. If the wearer already has evasion from another source, this item does not grant any further abilities. **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object, jump*; **Cost** 12,580 gp

RESPONSIVE LEG

Aura moderate transmutation; CL 11th

Slot feet; Price 9,100 gp; Weight 2 lbs.

Similar to the *clay leg*, a *responsive leg* not only replaces the missing original leg, but enhances the wearer's reactions. Its wearer receives a +2 bonus to initiative. **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object, cat's grace*; **Cost** 4,600 gp

RETRACTABLE TENDRIL

Aura moderate conjuration; CL 7th

Slot hands; Price 15,140 gp; Weight 2 lbs.

A whip-like tendril springs out of what otherwise looks like a hinged forearm prosthetic. As a standard action, the wearer may make a trip or grapple maneuver, with a +4 bonus to CMB. The tendril has a 10 foot reach. Unlike most magical prosthetics, the *retractable tendril* does not mimic the functions of the lost arm. Wearing a hand prosthetic with the *retractable tendril* prevents the tendril from being used.

CONSTRUCTION

Requirements Craft Wondrous Item, *black tentacles*; Cost 7,620 gp

SWIFT HEEL

Aura faint transmutation; CL 1st

Slot feet; Price 2,080 gp; Weight 1 lb.

While replacing a limb, the philosophy of many spellcasters is "why not make it better?" A *swift heel* mimics every function of a real foot perfectly, plus it increases the movement rate of the wearer by 10 feet, so long as the wearer of the prosthetic is wearing light armor or no armor.

CONSTRUCTION

Requirements Craft Wondrous Item, animate object, longstrider; Cost 1,080 gp

WIZARD'S HAND

Aura faint transmutation; CL 1st

Slot hands; Price 1,000 gp; Weight 1 lb.

The *wizard's hand* is a simple magical prosthetic hand. It is a leather or metal bracer that has been crafted with the spell *mage hand*. The bracer does not cause a physical hand to appear, so the character still has a visible stump, but the *mage hand* cantrip allows the wearer to pick up light objects (less than 5 pounds) and use them in a fully normal way. The hand is not powerful enough to wield a weapon in combat, even if it can lift and carry the weapon. Anyone physically touched by the *wizard's hand* feels the sensation of being touched, poked or grabbed. There is no warmth to the hand, nor is the hand cold to the touch.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage hand*; Cost 500 gp

ARMOR FOR PROSTHETICS

Armored prosthetics are easily achieved by adding armor-grade leather or steel to a prosthetic. A character with funds to spend can choose to add mithral or adamantine armor to a prosthetic. Typically, only fulllength prosthetic arms or legs are armored. Rather than granting an armor class bonus (as armor worn by a character would), armor for prosthetics instead increases the hardness and hit points of the prosthetic, making it less vulnerable to damage from an enemy's blade.

Leather armor adds:

- +2 to the hardness and +5 hit points to a prosthetic arm. Cost: 15 gp, Weight: 2 lbs.
- +2 to the hardness and +7 hit points to a prosthetic leg. Cost: 20 gp, Weight: 4 lbs.

Steel armor adds:

- +10 to the hardness and +7 hit points to a prosthetic arm. Cost: 25 gp; Weight: 4 lbs.
- +10 to the hardness and +15 hit points to a prosthetic leg. Cost: 30 gp; Weight: 6 lbs.

Adamantine armor adds:

- DR 1/-, +20 hardness and +10 hit points to a prosthetic arm. Cost: 1,500 gp; Weight: 6 lbs.
- DR 1/-, +20 hardness and +20 hit points to a prosthetic leg. Cost: 2,000 gp; Weight: 10 lbs.

Mithral armor adds:

- +15 hardness and +7 hit points to a prosthetic arm. Cost: 1,000 gp; Weight: 2 lbs.
- +15 hardness and +15 hit points to a prosthetic leg. Cost: 1,500 gp; Weight 3 lbs.

(HAPTER 5 - THE BACK ROOM (MAGIC [TEMS)

Can tell by the way you've been browsing my wares that you're not finding what you're looking for. Oh, no, no need to apologize, I'm not offended, not in the least. In fact, I'd bet I have a pretty good idea what it is that you are looking for. You seem to be a trustworthy sort, so why don't you come around here to the back? Zindi can mind the store while we go have a look at...well, let's call it a special assortment of items, shall we? Your timing is good, I have a larger selection this week than most.

Luven Lightfinger

Usen doesn't stock magic items on a regular basis, but he occasionally purchases such things from down-on-their-luck adventurers or accepts them in trade for other gear. He keeps any magic items he might have in a locked room in the back of his shop and only allows people he trusts to enter and peruse what he has. The magic inventory is ever changing, and usually consists mostly of potions and scrolls, with a few wands thrown in every now and then. Occasionally, though, Luven comes across a few special items and these will be in his "Back Room".

New magical armor, weapons, staves, and wondrous items that may be available in the Back Room (see the Appendix of this book for item availability) are listed in Table 5-1 and are described below.

One spell needed for the creation of the *blade of the Southern Cross, mental cartography,* was originally published in *The Book of Arcane Magic.* The spell is reprinted below for those who do not own that book, but wish to use the magical weapon in their game.

MENTAL CARTOGRAPHY

School divination; Level bard 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a scrap of an old map) Range personal Target you **Duration** 1 hour + 1 hour/level (D) Saving Throw none; Spell Resistance no Your sense of direction becomes unerringly perfect, and you remember every place you traverse during the spell's duration. You do not necessarily remember every detail of the contents or appearances of rooms or caverns, but you are unfaltering in knowing the physical directions. You cannot become lost for the duration of the spell, even in the most winding and complex dungeon or maze, or in the darkest or most dense forest – any place it would normally be easy to get turned around in. You also receive a +3 bonus to your Intelligence check to escape a maze spell.

<u>ARMOR</u>

ARMOR OF THE WOLF

Aura moderate transmutation; CL 5th

Slot armor; **Price** 36,565 gp; **Weight** 25 lbs.

Armor of the wolf is a suit of +3 *hide armor*, made from the hide of a dire wolf. The armor still has the thick, heavy fur of the wolf on the outside, black with patches of dark gray in the areas that were the animal's underbelly. The skin of the wolf's head makes a cowl or hood that can be pulled up over the wearer's head. While wearing *armor of the wolf*, a character receives a +2 competence bonus to Stealth skill checks, and the armor check penalty of *armor of the wolf* does not apply to Stealth checks. The armor also allows the wearer to take the form of a normal wolf (as per the spell *beast shape I*) for up to five minutes each day. The minutes do not have to be consecutive and can be spread out over a 24 hour period. Changing shape to the wolf or from the wolf back to normal is a full round action.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, cat's grace, beast shape I; Cost 18,365 gp

ARMOR OF THE BEAR

Aura moderate transmutation; CL 7th

Slot armor; Price 67,565 gp; Weight 25 lbs.

Armor of the bear is a suit of +3 hide armor crafted from the hide of a brown bear. The armor still has the bear's thick, richly colored fur on the outside and the skin of the bear's head is still attached, and can be pulled over the wearer's head like a hood. While wearing armor of the bear, a character receives a +2 bonus to Strength and Constitution. The wearer can also take the form of a grizzly bear (as per the spell beast shape II) for up to five minutes each day. The minutes do not have to be consecutive and can spread out throughout the day. Assuming the bear form or changing back to the wearer's normal form are both full round actions. **CONSTRUCTION**

Requirements Craft Magic Arms & Armor, *bear's endurance, bull's strength, beast shape II*; **Cost** 33,865 gp

<u>WEAPONS</u>

BLADE OF THE SOUTHERN CROSS

Aura moderate evocation and transmutation; **CL** 8th **Slot** none; **Price** 15,917 gp; **Weight** 4 lbs. This weapon is a +*1 jian* with a blade apparently made

from sharpened red stone and a cross-guard with starshaped tips, mimicking the Southern Cross constellation (a navigational way marker that has been used by sailors and rangers alike since the dawn of time).

TABLE 5-1: MAGIC ITEMS

Item	Cost	Weight
Armor		
Armor of the Wolf	36,565 gp	25 lbs.
Armor of the Bear	67,565 gp	25 lbs.
Weapons		
Blade of the Southern Cross	15, 917 gp	4 lbs.
Crossbow of Amalrixbane	10,632 gp	8 lbs.
Eisernsturm Javelin	4,551 gp	5 lbs.
Fuujin, the Sword of Wind	100,650 gp	4 lbs.
Leijin, Sword of Thunder	33,310 gp	12 lbs.
Raijin, Swords of Lightning	32, 314 gp (each) or 64,628 gp (pair)	4 lbs. each
Wheels of Inferno and Cyclone	51,524 gp (each) or 103,048 gp (pair)	3 lbs. each
Staves		
Nauddah Crook	105,200 gp	5 lbs.
Wondrous Items		
Bottled Banshee	3,200 gp	25 lbs.
Fletcher Finkleberry's Fabulous Flying Feather	890 gp	-
Gambler's Masque	800 gp	—
Idnar's Blue Shirt	10,000 gp	1 lb.
Raptor Boots	4,800 gp	6 lbs.
Warlord's Torc and Bracers	2,000 gp (one piece), 10,000 gp (two pieces), 30,000 gp (entire set)	_

In darkness, the drawn blade emits a dim red glow that dimly illuminates a 10-foot radius area around the sword. The sword possesses the properties of both *ki focus* and *mighty cleaving*. Three times per day, the user can invoke the blade to aid in finding their way. Each time the power is invoked it lasts for up to 4 hours, or until the wielder wills the power to end. During that 4 hour period, the jian's wielder cannot become lost and the wielder gains a +3 bonus to Intelligence checks to escape *maze* spells.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, creator must be a monk, *divine power, mental cartography**; **Cost** 8,117 gp

CROSSBOW OF ÅMALRIXBANE Aura strong necromancy; **CL** 13th

Slot none; Price 10,632 gp; Weight 8 lbs.

Similar in some respects to the elven *oathbow*, the *crossbow of Amalrixbane* allows devastating damage against a specific foe. The crossbow is a finely crafted +2 *heavy crossbow*, accentuated with silver inlays. Ancient runes of a long-forgotten language are

carved in the inlays. Once every 7 days, the wielder

of the crossbow can declare any specific humanoid target to be his sworn enemy. Once so declared, the next bolt fired at that specific individual is treated as a *slaying arrow* (this magic does not stack with but rather overrides any other magic the bolt may possess). If the bolt strikes the target, the target must make a DC 20 Fortitude save. Failing the save results in the target suffering 50 hit points of damage.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *finger of death*; Cost 5,141 gp

EISERNSTURM JAVELIN

Aura moderate conjuration; CL 9th Slot none; Price 4,551 gp; Weight 5 lbs.

The *eisernsturm javelin* is a *heavy* +1 *javelin*, crafted from fine hardwood and polished to a gleaming shine. The front half of the javelin is sheathed in iron, and small spike-like projections are clustered along the iron sheath. In order to be truly effective, the *eisernsturm javelin* needs to be thrown in an arcing trajectory; throwing it in an essentially level trajectory (such as that dictated by most ceilings) does not allow the javelin to unleash its full might. When the javelin is thrown in



an arcing trajectory, the weapon reaches a height of 20 feet (the crest of its trajectory) and begins to descend, the spike projections are released and they rain down in a 10-foot radius cone centered on the target. Every creature within the cone takes 2d4 hp damage from the hail of iron spikes (Reflex DC 19 half). The target is also susceptible to being struck by the +1 *javelin*. After being used once in an arching trajectory, the *eisernsturm javelin* becomes a normal +1 *javelin*.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *major creation*; Cost 2,426 gp

FUUJIN, THE SWORD OF WIND

Aura moderate transmutation; CL 8th

Slot none; Price 100,650 gp; Weight 4 lbs.

Fuujin, the Sword of Wind, is one of the three Swords of the Storms, a trio of magical swords said to have once been used by legendary warriors of the Far East. *Fuujin, the Sword of Wind,* is a +2 keen jian of speed with an

invisible blade. The *invisible* blade does not grant any additional power or benefit, beyond the possibility of intimidating foes, or catching foes off-guard — when one prepares to attack with what is apparently nothing more than an ornate hilt, an enemy will likely think you either completely mad, or completely non-threatening. When the jian is swung it produces a very light breeze, and a green glow outlines the blade. **CONSTRUCTION**

Requirements Craft Magic Arms & Armor, *keen edge*, *haste*, *invisibility*, *greater*; **Cost** 50,317 gp

LEIJIN, SWORD OF THUNDER

Aura faint necromancy and moderate evocation; CL 8th Slot none; Price 33,310 gp; Weight 12 lbs.

The podao named *Leijin, Sword of Thunder,* is another of the legendary trio of Far Eastern swords. *Leijin* is a +2 mighty cleaving, thundering podao. The blade is etched with images of storm clouds and Eastern runes. A low rumble, barely perceptible, like distant thunder, seems to emanate from the weapon at all times. This low rumble does not deal any sonic damage itself, but can be quite disconcerting to one's foes, if not intimidating.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *blindness/deafness, divine power, ghost sound;* **Cost** 16,810 gp

RAIJIN, SWORDS OF LIGHTNING

Aura moderate evocation; CL 10th

Slot none; Price 32,314 gp (each) or 64,628 gp (pair); Weight 4 lbs. each

This pair of +1 shock hook swords, named Raijin, the Swords of Lightning, is the last of the trio of legendary Far Eastern weapons said to have been used by great heroes. When used individually, the Swords of Lightning have the shock weapon special ability. When the twin blades are used as intended, as a pair of weapons by someone with the Two-weapon Fighting feat, the swords become even more powerful, and have the shocking burst special ability instead. The blackened blades have images of lightning bolts etched into them and when the two blades touch, electrical energy crackles around them (which is harmless, but may intimidate foes).

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *call lightning* or *lightning bolt*; **Cost** 16,314 gp (each) or 32,623 gp (pair)

WHEELS OF INFERNO AND CYCLONE

Aura strong evocation; CL 15th

Slot none; Price 51,524 gp (each) or 103,048 gp (pair); Weight 3 lbs. each

The Wheels of Inferno and Cyclone is a pair of +2 wind and fire wheels that command powerful elemental effects. The blades are decorated with colored enamel, one in shades of red and orange to resemble flame, the other in white and blue to represent wind. When used as a pair, once per day they can create a devastating cyclone of fire by whirling them in a specific pattern about the wielder's body (a standard action). The result is a raging, whirling inferno in a 10-foot cube with the wielder of the weapons at the center. Everyone in the area of effect (except the wielder, who is immune to the effects) must make a DC 20 Reflex save or take 15d6 fire damage. The inferno lasts one round. Anyone failing the Reflex save catches on fire and burns for 4d6 fire damage each round until the flame is extinguished. Extinguishing the flames is a full round action that requires a DC 20 Reflex save.

When used individually, each *Wheel of Inferno and Cyclone* acts simply as a +2 *wind and fire wheel* with no additional benefits.

CONSTRUCTION

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Requirements Craft Magic Arms & Armor, *fire storm*; Cost 25,924 gp (each) or 51,848 gp (pair)

STAVES

NAUDDAH CROOK

Aura strong enchantment; CL 15th

Slot none; Price 105,200 gp; Weight 5 lbs.

The *Nauddah crook* is a staff usually found in the hands of druid-farmers or clerics of deities of agriculture. It is a long, slender staff, which bends around in a curving hook at the top. The staff is rather nondescript, crafted from the wood of an ash tree, sanded to a silk-smooth finish but otherwise unadorned in any way. Simply carrying the crook about grants a +2 bonus to Handle Animal skill checks of the wielder. The staff also allows the use of the following spells:

- charm animal (1 charge)
- *hide from animals* (1 charge)
- *hold animal* (1 charge)
- *dominate animal* (2 charges)
- *cure serious wounds* (3 charges)
- *locate creature* (3 charges)
- *dominate monster* (4 charges)

CONSTRUCTION

Requirements Craft Staff, charm animal, cure serious wounds, dominate animal, dominate monster, hide from animals, hold animal, locate creature; **Cost** 52,600 gp

WONDROUS ITEMS

BOTTLED BANSHEE

Aura moderate evocation and necromancy; CL 7th Slot none; Price 3,200 gp; Weight 25 lbs.

Bottled banshee is not an actual banshee in a container, but rather a large globe of crystal-clear glass. The vessel appears to be empty except for a thin fog constantly swirling around inside. The *bottled banshee* must be thrown and broken to release its powers. The average Medium-sized or smaller creature does not have the strength or leverage to hurl the vessel effectively. The container must be launched from a catapult or similar siege engine (or possibly thrown by a giant) in order to be effective. When it lands the bottle shatters, releasing a loud, blood-chilling scream that can temporarily incapacitate everyone within a 30-foot radius, and invoke fear in everyone within a 50-foot radius.

Everyone within a 50-foot radius of the point of impact must make a DC 16 Will save or become panicked for 2d4 rounds. A successful save results in being shaken for only 1 round.

In addition, everyone within a 30-foot radius of the point of impact must make a DC 16 Fortitude save or be deafened and stunned for 2d6 rounds, and take 2d4 hit points sonic damage. Those who make the save are only deafened, not stunned, and for only 1d3 rounds, and take no sonic damage.

A *bottled banshee* will break open and release the scream if it takes more than 20 hp of damage, so technically speaking, it does not *need* to be thrown, it can be cracked with a weapon. However, since the person who breaks it open in such a manner is not immune to its effects, no one ever does this except in the most desperate of situations. One should also be careful to not repeatedly drop the item to prevent it breaking accidentally.

CONSTRUCTION

Requirements Craft Wondrous Item, *fear, shout*; Cost 1,600 gp

FLETCHER FINKLEBERRY'S FABULOUS

FLYING FEATHER

Aura faint transmutation; CL 5th Slot none; Price 890 gp; Weight –

This item is a long tail feather from a colorful exotic bird, such as a pheasant or a peacock. The wielder must hold the feather or attach it to an item of worn clothing (including hats and shoes or boots). However it is held or worn, the feather must be exposed to the open air. Once per day, the feather can be used to *fly*, as per the spell, but with limitations. The wielder of *Fletcher Finkleberry's Fabulous Flying Feather* can fly at a movement rate equal to their normal walking speed for up to 5 minutes. The minutes do not have to be consecutive and can be spread out over a 24 hour period.

For every 5 feet of distance flown, vertical or horizontal, the wielder of the feather must repeat the phrase "Feather flutter, fly me further" without stuttering or slurring the words. Doing either causes the wielder to fall 5 feet, plus another 5 feet for each further uttering of the tongue-twister that would have been necessary to reach their full movement rate for that round (i.e., a character with a movement rate of 30 needs to make 6 attempts at the phrase $(30 \div 5 = 6)$; if the character stutters on the 4th attempt, he falls 5 feet, plus another 10 feet for the other two attempts that would have been necessary). To determine success on uttering the tongue-twister, a character can make either a DC 15 Linguistics or Use Magical Device skill check, but each successive attempt suffers a cumulative -1 penalty (in other words, in the example given earlier where a character must make 6 attempts to utter the phrase, the 6th and final attempt would be at a -5 penalty).

A falling character can make a DC 14 Will save to float gently to the ground, like the spell *feather fall*. Failing the save results in falling to the ground and taking appropriate damage. Also, if the character succeeds on the save and is high enough that he does not float all the way to the ground before his next turn, he can attempt to utter the phrase as normal, but he starts with a -2 penalty, dropping by one for each further attempt necessary.

CONSTRUCTION

Requirements Craft Wondrous Item, *feather fall, fly*; **Cost** 445 gp

DESIGNER'S NOTE

In C.J.'s game, where *Fletcher Finkleberry's Fabulous Flying Feather* was first introduced, C.J. actually made the player utter the tongue-twister the requisite number of times to activate the feather; no dice rolling allowed. Talk about pressure to get it right, stay in the air and not fall and take damage! GMs and players may find the challenge of saying the activation phrase more fun than rolling dice, but believe us, it's not as easy as it might seem!

GAMBLER'S MASQUE

Aura faint enchantment; CL 3rd Slot eyes; Price 800 gp; Weight –

Appearing as an unadorned, white, wooden facemask, the only hint of the nature of the *gambler's masque* is the carved symbol of the god of luck on the inside of the mask. When held against the face, the mask glows briefly and then attaches itself to the wearer's face, blending with their own features so the wearer looks exactly as they normally would. However, the power of the mask is that it will not reveal rapid blinking, facial tics, lip biting, cheek chewing or any other "tells" as the mask suppresses most signs of emotion.

As a result, the wearer appears completely calm and unflappable at all times, regardless of the situation at hand. The wearer receives a +2 competence bonus to Bluff and Intimidate checks, and opponents suffer a -2 penalty to Sense Motive and Perception rolls to "read" the character.

Because the mask suppresses signs of emotion, it unfortunately causes the wearer to suffer a -2 penalty to all Perform checks, and others may find the character seems cold and distant. Some people have been known to wear the mask not so much to win at card games or bluff their way into places they couldn't normally go, but simply to be left alone by strangers.

A DC 30 Perception check by someone interacting with the mask's wearer will indicate to them that something isn't quite right, but without *detect magic* or other similar magical aid, they will not detect the presence of the mask itself.

CONSTRUCTION

Requirements Craft Wondrous Item, *calm emotions*; Cost 400 gp

IDNAR'S BLUE SHIRT

Aura moderate enchantment; CL 3rd

Slot chest; Price 10,000 gp; Weight 1 lb.

Idnar's blue shirt was made famous by the dwarven adventurer whose name is now attached to the shirt. The shirt was purchased long ago in a general store, and Idnar was unaware of the shirt's properties at first, assuming it was an ordinary, blue-dyed wool shirt (as did the store owner, who sold Idnar the shirt for the price of a normal wool shirt!). The shirt is cut in

COMMENTS FROM LUVEN

One of the members of my old adventuring party was a dwarf named Idnar Rakk – yes, as in **Idnar's blue shirt**. It was pretty early in our travels when he bought that shirt at some general store, in some little town whose name I can't even remember anymore. I will admit it was a very nice shirt, and it looked good on him, but he seemed more attached to that shirt than I've ever seen anyone attached to an article of clothing! It really should have been a clue to all of us that the shirt was magical when it didn't wear out, despite the fact that he wore it for every possible occasion. He used to make quite the big deal out of it:

"Oh, we're meeting with the Lord Mayor? I'll wear my blue shirt."

"Is it time to go down to the common room for supper? Let me change and put on my blue shirt."

And be darned if he wasn't the most charming dwarf you'd ever met. He was a very likable fellow anyway, but for some reason, when he wore that shirt, everyone just loved him! Men fell over themselves to shake his hand, women swooned, children followed at his heels. Hand to the gods, we'd sometimes walk through towns and hear people calling out, "Look! There's Idnar! He's so dreamy!" I don't know what ever possessed Zorra to finally **detect magic** on the shirt, but when she did, well, that sure explained a lot of things!

Idnar and I are still dear friends, and he, his wife and son come to visit us every so often. I was surprised when Idnar gave me the shirt on his last visit and told me to put it up for sale in the Back Room. That shirt could tell so many stories (though Zorra assures me it can't!), I never thought he'd want to part with it, if only for sentimental reasons. But he says he doesn't need it anymore now that he's retired from the road, and maybe it will serve some other young adventurer well. Besides, his wife says he's charming enough without it (I think she may be a wee bit biased).

Luven Lightfinger

a simple style, has no adornments, and closes at the neck and cuffs with simple bone buttons.

Wearing the shirt has several benefits. First, every stranger the wearer meets must make a DC 14 Will save or begin the encounter with an attitude one category better than normal (see the Diplomacy skill description in the *Pathfinder Roleplaying Game Core Rulebook*).

Second, the wearer of *Idnar's blue shirt* receives a +2 resistance bonus to Charisma. The bonus is doubled when dealing with anyone who finds the wearer physically attractive.

Finally, Idnar's Blue shirt grants the wearer a

+2 bonus to Will saves against enchantment spells and enchantment-based spell-like abilities. **CONSTRUCTION**

Requirements Craft Wondrous Item, *eagle's splendor*, owl's wisdom; Cost 5,000 gp

RAPTOR BOOTS

Aura strong transmutation; CL 1st

Slot feet; Price 4,800 gp; Weight 6 lbs.

Raptor boots are made of bronze- or rust-colored reptile hide, and have a large, sickle-like blade affixed to the upper part of the boot, about halfway between the toe and ankle. The blade curves up and out from the boot like a raptor's claw. Wearing *raptor boots* grants the wearer one extra attack every other round at full base attack bonus, doing 1d6 slashing damage + Strength modifier on a successful attack. Once per day, if the wearer makes a successful Grapple combat maneuver, he can attempt to Rake his opponent on his next turn, making 2 claw attacks at +10 each, with each claw delivering 1d6 + Strength bonus slashing damage. In addition, the wearer receives a +10-foot bonus to base speed as long as the boots are worn. **CONSTRUCTION**

Requirements Craft Wondrous Item, *longstrider*, magic fang; Cost 2,400 gp

WARLORD'S TORC AND BRACERS

Aura moderate transmutation; **CL** 3rd **Slot** neck (torc) and/or wrists (bracers);

Price 2,000 gp (one piece), 10,000 gp (two pieces),

30,000 gp (entire set); **Weight** –

The *warlord's torc and bracers* is a set of three beautiful gold wrought items of jewelry. One piece is a torc, designed to be worn around the neck, and the other two are a bracers. The right bracer is decorated with a stylized boar's head, the left bracer with a bull's head, and the neck torc has a pair of stylized humanoid faces at the ends. The workmanship on the items is second to none, and they would be highly valuable even without their magical properties.

If only one bracer or just the torc is worn, it provides a +1 bonus to all attack and damage rolls. If either bracer and the torc are worn, or if both bracers are worn without the torc, the wearer receives a +2 bonus to all attack and damage rolls and a +1 bonus to natural armor. If all three pieces are worn, however, their true power of the set is revealed. The set provides a +3 bonus to all attack and damage rolls, +2 bonus to natural armor, and a +2 bonus to Charisma.

The set was originally designed for a barbaric chieftain hundreds of years ago, but has been worn by many others since. The set is often split up by those who do not realize its true powers. **CONSTRUCTION**

Requirements Craft Wondrous Item, *barkskin, eagle's splendor, true strike*; **Cost** 1,000 gp (one piece), 5,000 gp (two pieces), 15,000 gp (entire set).



Uven Lightfinger's Gear and Treasure Shop is located in a medium-size town with a population consisting mostly of humans and halflings, with a mix of other common races thrown in. While the town itself is not especially well-known for any particular item or product, it sits at the crossroads of two very important trade routes, and lies not too far from the coast. As a result, a large number of caravans pass through the town from all four cardinal directions on a frequent basis.

The shop itself is located in a stone building that was originally built by and for humans, and was once a temple before being abandoned by the faith decades ago. To accommodate his halfling (and other smallersized) clientele, as well as his family, Luven had custom doors installed. The doors look, at first glance, like any other human-sized door, but set into the door itself is a smaller, halfling- or gnome-sized door that can be opened independently of the larger door. All doors have small bells attached that ring when the door is opened, so Luven or his help know a customer has entered the shop. A sign on the front door asks customers to please wipe their feet, and a boot scraper is nearby for tenacious mud that a rug will not remove.

SHOP MAP KEY

Area 1: The primary room of the shop was once the main worship hall. It has a high, vaulted ceiling and beautiful, peaked windows which still contain the original stained glass). Tall shelves line the walls, and several ladders of various sizes can be easily moved about by Luven to make accessing things on the top shelves easier. Signs in various places state that the ladders are for employee use only.

Hanging on the walls between and above the shelves are weapons, shields and other various pieces of equipment. The center of the room is filled with open-top barrels, bins, crates, racks, tables and smaller shelves. For new customers, the room can prove daunting when searching for a specific type of gear, as there is often little rhyme or reason to Luven's organization, but all one has to do is ask Luven, for there is a method to his madness and he knows where everything is.

The gems and jewelry cabinet is built into the front counter. It has a glass front so customers can see the items on display without touching them, and Luven or Arissa can open a lock (DC 30 Disable Device) to access the items.

Area 2: The crowded store room has several shelves along the walls and in the center of the room, and nearly every bit of floor space is crowded with crates, barrels, and sacks of all sizes. There are two windows in the store room, both of which have a series of iron bars set in place behind the glass to prevent burglary.

Luven keeps more jewelry in a hidden safe here in the store room (DC 30 Perception to locate the safe, DC 40 Disable Device to open it); it is located inside the old fireplace, beneath the ash pile.

Area 3: A small room is provided for the shop staff to get some rest and grab a bite to eat. A small table with two chairs and a stool take up most of the room. A barrel of water sits near the fireplace and a keg of ale or wine sits near the window. Meals are usually not cooked in this room, as Arissa brings in leftovers from the inn's kitchen for Luven and the staff to eat. There is a simple cot under the window (barred, like the windows in Area 2) where Zindi or Corbin can sleep if they end up working too late at night.

Area 4: The "Back Room", which is a bit of an open secret, is behind a closed and locked door (DC 40 Disable Device), accessed from Area 3, and only Luven or his wife Arissa have keys to it. None of the other employees are able to access the room for customers. Customers Luven trusts will be invited to take a look at the rare, magical goods he has for sale in this room, and Luven never leaves the room while someone is browsing the wares. There are no windows in the "Back Room".

Area 5: This room is the bedroom for Luven and Arissa's children, Meriweather and Marigold. The room is split by a wood-and-silk folding room divider so that each child has a modicum of privacy. A brazier for heating the room is on Meri's side of the room, where the older child can watch the fire.

Just outside the room is a door that leads to the Crossroads Inn and Tavern via a covered walkway. The family takes their meals in the inn's common room.

Area 6: Luven and Arissa's bedroom takes up the entire western room of the building. The fur of a great white winter wolf Luven helped slay in his adventuring days greets everyone that walks through the door. In the northeast corner of the room is a bathing tub and mirror. Luven's desk is in the center of the west wall, where he keeps the books for both the shop and the inn, as well as the family's personal finances. A small safe, located beneath a loose stone under the desk (DC 30 Perception to locate the safe, DC 40 Disable Device to open it) is where Luven keeps coins and gems.

With the wide variety of travelers that roam the roads that converge in town, Luven sees customers and suppliers from all over the known world. He buys from passing caravans and lone merchants, local farmers and merchants, and down-on-their-luck adventurers. Luven also barters with those short on coin but carrying other valuables. In fact, a large percentage of his stock is "previously owned" goods he accepted in trade for other items, though Luven never places anything out on the sales floor that he wouldn't be willing to purchase himself. His shop has a reputation for quality and fairness, and he wants it to stay that way.

All doors that open to the exterior of the building are locked at night. There is a superior lock



(DC 40 Disable Device) on each door, including the Small doors set into the larger ones. The two main doors also have magical locks that activate when Luven locks them at night, trapping the doors. If a trap is triggered at night, it resets when Luven locks the door again.

ALARM AND HOLD TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30
EFFECTS
Trigger touch; Reset manual
Effect spell effect (*alarm*, sends a mental alarm to Luven; and *hold monster*, creature touching lock, paralyzed 9 rounds, DC 22 Will negates)

Anyone who manages to get past the lock and into the shop finds themselves beset upon by guards. Luven is always on the lookout for the perfect guardian and has tried many things, from guard dogs to a wood golem to hired mercenaries. A thief never knows what the crafty merchant might have waiting for them inside the shop, and local thieves have long since given up trying to rob Luven. In fact, since Luven does stock items that roguish sorts find useful, and neither judges his customers nor talks about what people purchase, most thieves in the area tend to do their honest shopping at Luven's establishment.

GM'S AND PLAYER'S SUGGESTION – MAKING RESUPPLYING EASIER

Even the most detail-orientated players and GMs probably hate minutiae. Once you have equipment purchased for your characters/NPCs, most really don't want to think too much about how it's getting used on a daily basis – whether they've burned all their candles, if their socks are worn out and need replacing, or if their inkwell is empty. Those sorts of things can be tedious to keep track of, and not nearly as important as having the equipment in the first place. We've come up with a solution for keeping characters fully supplied at all times in our games.

Every few weeks or months, each character drops a flat amount of coin to resupply on basic equipment that may have been used up or worn out – clothing, rations, soap, etc. You don't have to figure out exactly what they're buying, just that they restock things already on their equipment sheet. If they want to buy something new, or special, that's an additional purchase, and naturally if something happened that they flat-out lost a lot of equipment (they were robbed, or lost their horse and saddlebags), then they have to be specific with what they buy.

The time between resupplying trips and the amount of coin spent each time can be easily adjusted to best suit your campaign. What has worked well in our longest-running campaign is for the characters to resupply every three months, spending 50 gp each.

AVAILABILITY OF ITEMS

At any given time, Luven Lightfinger's Gear and Treasure Shop is well-stocked with multiples of almost all items in the Equipment chapter of the *Pathfinder Roleplaying Game Core Rulebook*, as well most of the items in Chapters 1, 2 and 3 of this book. The only things he may have few or none of are the rare and exotic weapons and items manufactured from special materials (adamantine, tytanite, etc.). If you happen to have *Paths of Power*, the same applies to the weapons, armor and goods & gear from Chapter 4 of that book.

For specific availabilities on clothing, see the sidebar in Chapter 3 – Home & Hearth.

Luven's jewelry case is very well stocked, as he takes a lot of jewelry and gemstones in trade. However, he does not have "one of everything". A character should be able to purchase just about any jewelry item or gemstone that is desired, within reason. GMs should use their own discretion in making jewelry available, and if it suits the story, and the characters can afford it, then Luven has it in stock. If a character seeks to purchase a 100,000 gp platinum necklace with diamonds and rubies, Luven doesn't have it.

For the prosthetics from Chapter 4 of this book, Luven only regularly stocks the basic, cosmetic and intermediate prosthetics, and then only one or two of each type. Luven does have contacts (and he won't say who they are) who can acquire mechanical or magical prosthetics relatively quickly (2d3 weeks). Ordering a mechanical or magical prosthetic requires a 50% deposit, with the rest due on delivery. There is a local smith in town that supplies most of Luven's common weapons, and Luven can place orders for combat prosthetics with him. A combat prosthetic order requires a 25% deposit.

In the "Back Room", there are 2d4 random magic items available. The GM should determine the particular items randomly from among those appropriate for the party's average level, or choose those that suit the story or plot best. Any magical item other than artifacts from the *Pathfinder Roleplaying Game Core Rulebook* is potentially available, as are those from this book. Magic items from *The Book of Arcane Magic, The Book of Divine Magic* (except relics), and *Paths of Power* are also potentially available, should you possess those books. Luven never knowingly sells cursed items, though a couple have managed to become part of his inventory in the past. Luven always offers a full refund on items he sells that prove to be cursed.

If there is a specific magical item someone is searching for, Luven will gladly inquire among passing caravans and adventurers that sell items to him. The odds of Luven acquiring a requested item and how long it takes to find are left entirely to the GM to determine, but should be based on the rarity and cost of the item, and whether or not the GM wants such an item in the game. A GM should never allow a low level character to acquire a powerful magical item in this fashion. Luven always charges a finder's fee equal to 15% of the value of the item, in addition to the normal cost of the item.

BARTERING

Luven gladly accepts goods in exchange for other goods from those who have items they no longer need or want, or who are simply low on coin. Luven will accept just about any item with value, but he prefers items he can resell in his shop, especially good-condition arms and armor, gems and jewelry, and magic items. Items without good resale value are used by Luven's family.

If something is offered in trade, Luven will appraise the item (he never accepts a person's claim of value without examining the item himself) then offer 50% of the item's value in coin or 80% of the item's value in trade. A seller can make an opposed Diplomacy check against Luven to raise the amount of the offer (see Luven's stat block below). Luven will offer one extra gold piece in coin or trade for each point the seller beats Luven's Diplomacy check by, up to 99% of the value. Failing the check results in no decrease in the offer.

Customers occasionally offer services in exchange for goods, but Luven always politely turns this down. He has his own paid staff, plus agreements with local workers, craftsmen, and artisans to do whatever work cannot be done by his family and staff.

SHOP STAFF

LUVEN LIGHTFINGER CR 14

Male Halfling Expert 4 Rogue 12 NG Small Humanoid (halfling) Init +5; Perception +17 DEFENSE AC 23, touch 20, flat-footed 17 (+3 armor, +5 Dex, +1 size, +3 deflection, +1 dodge) **hp** 116 (16d8+38) Fort +8, Ref +15, Will +11 (+2 morale bonus vs. Fear) Defensive Abilities Evasion, Improved Uncanny Dodge, Trap Sense +4 OFFENSE Spd 30 ft. **Melee** +2 Dancing Shortsword +21/+16/+11 (1d4+3), Adamantine Dagger $+19/+14/+9(1d_3+1)$, Unarmed Strike +18/+13/+8 (1d2+1) **Ranged** +1 Hand Crossbow +19/+14/+9 (1d3+1) Special Attacks Sneak Attack +6d6 Spell-Like Abilities Major Magic (magic missile, 12th caster level, 2x day, 5 missiles each), Minor Magic (prestidigitation, 12th caster level, 3x day, DC 13) STATISTICS Str 12, Dex 20, Con 15, Int 16, Wis 15, Cha 16 Base Atk +13/+8/+3; CMB +16; CMD 35 Feats Acrobatic, Agile Maneuvers, Alertness, Catch Off-Guard, Deadly Aim +8/-4, Defensive Combat Training, Deft Hands, Dodge, Rogue Weapon Proficiencies, Throw Anything, Weapon Finesse, Weapon Focus: Shortsword Skills Acrobatics +19, Appraise +17, Bluff +14, Climb +8, Craft: Carpentry +8, Craft: Clothing +10, Craft: Leather +10, Craft: Locks +12, Craft: Traps +14, Diplomacy +15, Disable Device +18, Disguise +8, Escape Artist +10, Fly +11, Handle Animal +10, Heal +7, Intimidate +8, Knowledge: Dungeoneering +12, Knowledge: Geography +10, Knowledge: History +10, Knowledge: Local +12, Knowledge: Nobility +8, Linguistics +8, Perception +17, Profession: Cook +9, Profession: Merchant +16, Ride +11, Sense Motive +13, Sleight of Hand +16, Spellcraft +8, Stealth +20, Survival +9, Swim +7, Use Magic Device +12 Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling SQ Fast Stealth (Ex), Fearless, Trapfinding +6

Combat Gear +2 Dancing Shortsword, Adamantine Dagger, +1 Hand Crossbow, 10 Crossbow Bolts; Other Gear Boots of Striding and Springing, Bracers of Armor +3, Ring of Protection +3

Luven Lightfinger stands 3'6" tall, with shoulder length brown hair and an ever present grin on his face. Luven spent a couple decades as an adventurer when he was younger, and his tanned skin shows more than a few scars from orc knives and dart traps.

GM SUGGESTION

Trade and barter was a major part of the economy of most real world cultures for the majority of history, and for many of those cultures trade was as much a social exercise as it was an economic transaction. For some added roleplaying fun, the GM might have Luven bring out some food and drink and sit down with his guests, ask them how they are, where they've been, and what they've seen before getting around to the actual bartering. Perhaps in this situation, any character that fails an opposed Diplomacy check against Luven by rolling a natural 1 inadvertently insults the halfling merchant...

Even though he has been retired from adventuring for nearly a decade now, Luven remains trim and slender, with only a bit of paunch around the middle ("If only Arissa didn't make such good apple crisp!").

Luven is very easy to get along with, and he loves to talk. However, he is very good at reading people, and if a customer does not want to be chattered to while browsing, Luven will leave them alone.

Luven has several treasures from his adventuring days that are always with him, or nearby. He wears boots of striding and springing, bracers of armor +3, and a ring of protection +3. Under the counter and out of sight is a +2 dancing shortsword and a +1 hand crossbow. In a sheath at his hip is an adamantine dagger.

ARISSA LIGHTFINGER CR 11

Female Halfling Bard 12 NG Small Humanoid (halfling) **Init** +3; **Perception** +10 **DEFENSE AC** 18, touch 15, flat-footed 14

(+2 armor, +3 Dex, +1 size, +1 natural, +1 dodge) hp 90 (12d8+30)

ort ±7 **Ref**±12 Wil

Fort +7, Ref +12, Will +11 (+2 morale bonus vs. Fear) OFFENSE

Spd 20 ft.

Melee +1 Silver Rapier +10/+5 (1d4-1), MW Dagger +10/+5 (1d3-1),

Unarmed Strike +9/+4 (1d2-1)

Ranged MW Light Crossbow +14/+9 (1d6)

- Bard Spells Known (CL 12, +9 melee touch, +13 ranged): 4th (DC 19, 4/day) Cure Critical Wounds, Dimension Door, Legend Lore, Summon Monster IV
 - 3rd (DC 18, 5/day) Cure Serious Wounds, Dispel Magic, Haste, Scrying
 - 2nd (DC 17, 6/day) Alter Self, Cure Moderate Wounds, Daze Monster, Sound Burst, Summon Monster II
 - 1st (DC 16, 7/day) Animate Rope, Charm Person, Cure Light Wounds, Silent Image, Sleep, Summon Monster I
 - o (DC 15) Dancing Lights, Detect Magic, Ghost Sound, Lullaby, Prestidigitation, Read Magic



ARISSA LIGHTFINGER

STATISTICS

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Str 8, **Dex** 17, **Con** 14, **Int** 16, **Wis** 14, **Cha** 21 **Base Atk** +10/+5; **CMB** +7; **CMD** 21

Feats Acrobatic, Arcane Strike, Bard Weapon Proficiencies, Combat Casting, Dodge, Extend Spell, Extra Performance

- Skills Acrobatics +13, Appraise +9, Bluff +13, Climb +5, Craft: Calligraphy +8, Craft: Clothing +8, Craft: Musical Instrument +9, Diplomacy +15, Disguise +13, Escape Artist +8, Fly +13, Heal +4, Knowledge: Arcana +15, Knowledge: Dungeoneering +14, Knowledge: Geography +14, Knowledge: History +15, Knowledge: Local +15, Knowledge: Nobility +14, Linguistics +9, Perception +10, Perform: Act +13, Perform: Dance +13, Perform: Oratory +13, Perform: Sing +13, Perform: String Instruments +13, Perform: Wind Instruments +13, Profession: Baker +9, Profession: Cook +9, Profession: Innkeeper +11, Ride +4, Sense Motive +13, Sleight of Hand +10, Spellcraft +11, Stealth +13, Survival +3, Swim +1, Use Magic Device +12
- Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling

SQ Bardic Knowledge +6 (Ex), Bardic Performance (37 rounds/day), Bardic Performance: Countersong (Su) Bardic Performance: Dirge of Doom (Su), Bardic Performance: Distraction (Su), Bardic Performance: Fascinate (DC 21) (Su), Bardic Performance: Inspire Competence +4 (Su), Bardic Performance: Inspire Courage +3 (Su), Bardic Performance: Inspire Greatness (2 allies) (Su), Bardic Performance: Soothing Performance (Su), Bardic Performance: Suggestion (DC 21) (Sp), Fearless, Jack of All Trades: Lore Master 2/day (Ex), Versatile Acting +13 (Ex), Versatile Dance +13 (Ex), Versatile Singing +13 (Ex), Well Versed (Ex)

Combat Gear MW Dagger, MW Light Crossbow, 10 Crossbow Bolts, +1 Silver Rapier; Other Gear Amulet of Natural Armor +1, Bracers of Armor +2, Harp of Charming, Headband of Alluring Charisma +2 SPECIAL ABILITIES

Arcane Strike As a swift action, add +3 damage, and weapons are treated as magic for the purpose of overcoming damage reduction.

Arissa Lightfinger is tall for a halfling, at just over 4 feet tall. Some of her family members say that she gets it from an elven ancestor, but no one seems to remember just how that ancestor actually fits into the family tree. She has beautiful long blonde locks and bright green eyes, and almost everyone who sees her knows why Luven became so smitten with her all those years ago.

Arissa spends more time in the Crossroads Inn and Tavern than she does in the shop, but occasionally customers in the store might run into her. She's as cheerful as her husband, but tends to think before speaking more often than Luven does.

Luven and Arissa met about halfway through Luven's adventuring career and she was part of his adventuring party for years. As a result, she, like her husband, has several treasures she keeps on her person or very nearby at all times.

MERIWEATHER LIGHTFINGER CR 1/3

Male Halfling (Young Creature) Rogue 1 CG Tiny Humanoid (halfling) Init +3; Perception +6 DEFENSE AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 6 (1d8-2) Fort -1, Ref +6, Will +1 (+2 morale bonus vs. Fear) OFFENSE Spd 20 ft. Melee Dagger -3 (1d3-3), Unarmed Strike -1 (1-3) Special Attacks Sneak Attack +1d6 STATISTICS Str 4, Dex 16, Con 6, Int 12, Wis 10, Cha 12 Base Atk +2; CMB +1; CMD 8 Feats Agile Maneuvers, Rogue Weapon Proficiencies Skills Acrobatics +9, Bluff +5, Climb +3, Craft: Clothing +5, Diplomacy +5, Fly +7, Knowledge: Local +5, Perception +6, Sense Motive +4, Sleight of Hand +7, Stealth +15 Languages Common, Elven, Halfling SQ Fearless, Trapfinding +1 Combat Gear Dagger

MARIGOLD LIGHTFINGER CR 1/4

Female Halfling (Young Creature) Commoner 1 CG Tiny Humanoid (halfling) **Init** +3; **Perception** +6

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 1 (1d6) Fort -1, Ref +4, Will +1 (+2 morale bonus vs. Fear) OFFENSE Spd 20 ft. Melee Unarmed Strike -5 (1-3) STATISTICS Str 4, Dex 16, Con 6, Int 10, Wis 10, Cha 12 Base Atk +2; CMB -5; CMD 8 Feats Acrobatic, Simple Weapon Proficiency: Club Skills Acrobatics +7, Climb +3, Fly +9, Perception +6, Profession: Cook +4, Stealth +11 Languages Common, Halfling SQ Fearless

Meriweather and Marigold are Luven and Arissa's two children. Both children are very friendly and wellbehaved, and are not at all afraid of strangers.

Meriweather ("Meri") is 10 years old, and the spitting image of his father. Also like his father, Meri has a bit of a roguish streak in him and Arissa worries that in just a few years Meri will run off "on some fool adventure or other!" Meri is often in the shop with his father, and knows the shop nearly as well as Luven does. He helps stock, fetch, clean, and package parcels. He also has a "side business" cracking nuts purchased by his father's customers for, as he sells it, "a very reasonable fee!" Meri loves nothing more than listening to his father's stories from his adventuring days, and he is prone to "hero worship" when a party of adventurers comes in the store, hanging on their every word and falling over himself to be of help to them as they shop.

Marigold is, like her mother, tall and blonde. Though three years younger than Meri, Marigold is almost as tall as her brother. She spends most of her time with her mother, in the inn. She especially loves working in the kitchen, and is quite creative in culinary skills already. Marigold's oatmeal cookies make regular appearances on the inn's dessert menu and have given her quite the little following in town. So far, Marigold hasn't shown any interest in the world outside the village, and Arissa hopes it stays that way.

CORBIN CR 4

Male Human Commoner 6 LN Medium Humanoid (human) Init +1; Perception +6 DEFENSE AC 11, touch 11, flat-footed 10 (+1 Dex) hp 27 (6d6+6) Fort +3, Ref +3, Will +4 OFFENSE Spd 30 ft. Melee +1 Light Mace +4 (1d6+1), Dagger -1 (1d4), Unarmed Strike -1 (1d3) STATISTICS Str 11, Dex 12, Con 12, Int 12, Wis 10, Cha 9 Base Atk +3; CMB +3; CMD 14 **Feats** Iron Will, Master Craftsman: Craft: Leather, Simple Weapon Proficiency: Light Mace, Skill Focus: Craft: Leather, Skill Focus: Profession: Tanner

Skills Appraise +5, Craft: Clothing +7, Craft: Leather +12, Craft: Shoes +7, Diplomacy +1, Handle Animal +3, Knowledge: Local +4, Knowledge: Nature +3, Perception +6, Profession: Merchant +6, Profession: Tanner +9

Languages Common, Halfling Combat Gear +1 Light Mace, Dagger

Corbin is one of Luven's two hired help for the shop. He is a local leatherworker who is quite proficient at tanning and working leather, then turning that leather into clothing or shoes. Much of the leather or animal hides (especially common skins, like cow, horse or pig) Luven takes in trade ends up being turned into belts and shoes by Corbin. He is polite and friendly, but quiet, and very content to let Luven do the talking.

Corbin keeps a magical mace nearby at all times. A couple of years ago he was jumped by some thugs on his way home from the shop, and was badly injured. Luven gave Corbin the mace so he'd have something with which to protect himself. The thugs were never seen in the area again, and many locals whisper that Luven and Arissa themselves ran them out of town.



ZINDI CR 1/2 Female Gnome Expert 2 CG Small Humanoid (gnome) Init +1; Senses Low-Light Vision; Perception +5 DEFENSE AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) **hp** 14 (2d8+2) Fort +1, Ref +1, Will +2 Defensive Abilities Defensive Training **OFFENSE** Spd 20 ft. Melee MW Dagger +2 (1d3-1), Unarmed Strike +1 (1d2-1) **Spell-Like Abilities** dancing lights (1/day), ghost sound (1/day), prestidigitation (1/day), speak with burrowing *mammal* (1/day) STATISTICS Str 8, Dex 12, Con 12, Int 12, Wis 8, Cha 14 Base Atk +2; CMB -1; CMD 10 Feats Skill Focus: Diplomacy Skills Appraise +6, Bluff +6, Craft: Clothing +5, Craft: Leather +6, Craft: Shoes +6, Diplomacy +10, Fly +3, Knowledge: Local +6, Perception +5, Profession: Merchant +6, Sense Motive +3, Stealth +5 Languages Common, Elven, Gnome, Sylvan SQ Gnome Magic, Hatred, Illusion Resistance Combat Gear MW Dagger

Zindi is Luven's other hired hand. She, like Corbin, is a local native. She is younger than Luven and Arissa, and sometimes has to be reminded she is supposed to be earning her coins and not flirting with the adventurers who wander into the shop. She is very gregarious and perky, and has been known to talk even more than Luven does, though she doesn't have his knack for sensing when people would rather not talk.

Zindi is skilled with needle and thread and she performs most of the clothing alterations and repairs needed at the shop.



ZINDI

CROSSROADS INN AND TAVERN

Next door to the shop, and connected to it by a covered walkway Luven had constructed, is the Crossroads Inn and Tavern. Luven and Arissa own the Crossroads as well, and Arissa sees to its daily operation while Luven watches over the store. The Crossroads is well known up and down both trade routes and travelers of all sorts – mercenaries, adventurers, merchants, and pilgrims – fill the common room every night.

The building was once a manorhouse for a local merchant, but the merchant's business folded and he lost everything he had. Luven and Arissa purchased the manorhouse and converted it into the inn and tavern.

The kitchen prepares three meals each day, with breakfast being ready by sunrise and lasting until all the food is gone (usually about 3 or 4 hours). Lunch is usually served around noon (referred to as "highsun" locally) and is often prepared with any leftovers from supper the previous day. Supper is usually served around sunset and lasts until patrons drift off. If there is anything left when Arissa goes to bed, she leaves it in a pot behind the bar for Arvis to serve up. Hungry patrons who miss meal times or stumble into the inn late at night are not out of luck – the halfling proprietors would never dream of letting anyone go hungry! Even on very busy days there are usually some leftovers from lunch and supper, and light, simple fare such as bread, cheese, and fresh or dried fruit is always available.

Arvis Mong, the bartender, serves drinks from highsun until midnight. After midnight, guests who are renting rooms can serve themselves from kegs on the second floor.

INN AND TAVERN MAP KEY

MAIN FLOOR

Area 1: The main entrance to the Crossroads Inn and Tavern is a small covered porch. Stone steps lead up to the porch, and signs on the darkly stained wooden doors both welcome guests to the inn and kindly ask them to wipe their feet before entering.

To the left and right of the doors on the porch are marble statues of a legendary hero. The statues were commissioned by the merchant who built the house, and Luven and Arissa left them in place as decorations.

The front doors are never locked except in times of trouble.

Area 2: A fifteen foot long bar with six stools is across the room and to the right when guests enter the building. The bar is usually tended by a burly human male named Arvis Mong, and Arvis also acts as innkeeper for those who seek lodging. The area behind the bar includes a raised wooden platform so that Arissa can easily tend bar when she has to fill in for Arvis.



Four round tables are on the left side of the room, with an array of stools that seem to cluster around this table or that, depending on the size of the party eating or drinking there. All of the tables are human-sized, but each stool has ladder-like rungs on one side for halflings and gnomes to easily climb up.

The walls of the taproom are decorated with trophies from Luven and Arissa's adventuring career, and other adventurers that stop here usually add something as well – a sword or shield, antlers from a giant elk, a battered shield, etc.

Area 3: One of two private dining halls, this room is available for a group to rent for a private meal or party. The cost to rent the room is 25 gp per hour, and includes food and unlimited drinks for up to 8 guests. The cost goes up by 5 gp for each person above 8.

Area 4: The other private dining hall is available for rent at a rate of 30 gp per hour. The rate includes food and unlimited drinks for up to 9 guests. The cost goes up by 5 gp for each person above 9.

During very busy nights (which happen about twice a week on average), Arissa will open both of the private dining halls up for overflow seating if one or both are not being rented out, or scheduled to be rented out. During such times, the doors to both rooms are propped open to indicate they are not restricted to private parties.

Area 5: Arvis and his daughter, Kalen (who washes dishes and serves meals and drinks) live in this small suite. Arvis sleeps in the larger room, and has a small table and two chairs where he and his daughter can take their meals in private. The door can be locked from the inside only (DC 30 Disable Device to enter). The suite includes a private water closet for Arvis and Kalen.

Arvis is a light sleeper, and if he hears anyone enter the taproom after midnight he slips out to make sure everything is all right, and to check people into a room if they are seeking lodging.

Area 6: Stairs lead up to the second floor here and a square table with four chairs sit next to them. Guests who drink or eat here have a modicum of privacy from the common room, but is not complete as there is no door that separates them, and guests come and go from the stairs at all hours. This table is first come, first served, and cannot be reserved. Other chairs or stools can be brought in to accommodate larger parties, but no other tables can be brought in.



Area 7: The kitchen is Arissa's domain. She works here with her cousin, Turbin "Too Tall" Sweetrose. While Arissa is normally a sweet and kind woman, if anyone who shouldn't be in the kitchen enters while things aren't quite going Arissa's way, she can be rather vocal in letting them know which way the exit is. Both doors are swinging doors, to facilitate carrying large loads into or out of the kitchen.

Arissa and Luven's daughter, Marigold, helps her mother in the kitchen quite a bit, and is picking up culinary skills from both Arissa and Turbin.

Area 8: The scullery is where Kalen Mong is usually found when she isn't serving drinks and meals to guests. When it is especially busy, Marigold Lightfinger usually helps her out. The door to the scullery is a swinging door so that armloads of dishes and mugs can be hauled in or out with ease.

A spiral staircase winds its way down to the basement and up to the second floor here. These stairs are mostly used by the staff to reach the second floor, but are also used by patrons to reach the basement baths. **Area 9**: This room is available for guest lodging at a cost of 9 sp per night, per person. The bed is only large enough for one human-sized person, but paying guests are welcome to throw a bedroll on the floor. The door can be locked from the inside only (DC 30 Disable Device to enter).

Area 10: This room is available for guest lodging at a cost of 9 sp per night, per person. The bed is only large enough for one human-sized person, but paying guests are welcome to throw a bedroll on the floor. The door can be locked from the inside only (DC 30 Disable Device to enter).

Area 11: This room is available for guest lodging at a cost of 8 sp per night, per person. The bed is only large enough for one human-sized person, but paying guests are welcome to throw a bedroll on the floor. The door can be locked from the inside only (DC 30 Disable Device to enter).

Just outside this room are a water closet, and also the door that leads to Luven's shop. Also out the back doors are four outhouses. The water closet and the outhouses are for staff and paying guests only.


SECOND FLOOR

Area 12: A small common room for guests' relaxation is connected to a water closet for the use of paying guests. The common room has four plush chairs, a bookshelf filled with common reading material (patrons often will leave a volume or three of their own and take 1 or 2 they haven't read when leaving), and a small table and two wooden chairs. A gaming table for chess or draughts is on the table, and drawers hold all playing pieces.

Area 13: This room is available for guest lodging at a cost of 2 gp per night, per person. The bed is large enough for two human-sized people, but paying guests are welcome to throw a bedroll on the floor. The room also includes a nice table and two chairs for private dining. The door can be locked from the inside or outside (DC 30 Disable Device to enter).

Area 14: This room is available for guest lodging at a cost of 15 sp per night, per person. Each of the two beds is only large enough for one human-sized person, but paying guests are welcome to throw a bedroll on the floor. The room also includes a nice table and two chairs for private dining. The doors to the hallway can be locked from the inside or outside (DC 30 Disable Device to enter). The door between the two sleeping areas can also be locked from both sides (DC 30 Disable Device to enter). If an individual is staying in the larger part of the suite and not using the smaller sleeping room, Arissa will rent the smaller area out separately for only 4 sp per night, per person (though it is really hard to get more than one human-sized person in the room).

Area 15: This room is available for guest lodging at a cost of 2 gp per night, per person. The bed is large enough for two human-sized people, but paying guests are welcome to throw a bedroll on the floor. The room also includes a desk and comfortable chair, and a plush settee in front of the fireplace. The door can be locked from the inside or outside (DC 30 Disable Device to enter).

Area 16: Overnight guests frequently take their meals in this guests-only dining hall. Two stout tables provide seating for 8 or more individuals (other chairs can be brought up). A cleverly rigged wire-and-bell system can be activated by guests to summon a member of the staff to take orders.

Area 17: This room is available for guest lodging at a cost of 4 sp per night, per person. Each of the three beds is large enough for one human-sized person,

but paying guests are welcome to throw a bedroll on the floor. The room also includes a small table and three chairs for private dining. Both doors can be locked from the inside or outside (DC 30 Disable Device to enter).

If fewer than 3 people rent the room and do not want other people staying with them, Arissa charges an extra surcharge of 4 sp per empty bed to cover the lost rent on the bed.

Area 18: A few linens and some mugs are stored in a chest and on a shelf in this room. There is also a keg of ale or cider here, but Arissa locks the tap (DC 25 to remove) until midnight. After midnight, guests can help themselves at no charge, so long as they do not disturb the other guests.

The spiral stairs lead down to the main floor, and on to the basement. The staff uses these stairs more than patrons, but patrons are not forbidden from using them.

Area 19: This room is available for guest lodging at a cost of 9 sp per night, per person. The bed is only large enough for one human-sized person, but paying guests are welcome to throw a bedroll on the floor. The door can be locked from the inside or outside (DC 30 Disable Device to enter).

Area 20: This room is available for guest lodging at a cost of 9 sp per night, per person. The bed is only large enough for one human-sized person, but paying guests are welcome to throw a bedroll on the floor. The door can be locked from the inside or outside (DC 30 Disable Device to enter).

BASEMENT

Area 21: Barrels and kegs line the walls, and a series of shelves fill the rest of the room. The inn's supply of alcohol – beers, wines, ciders and spirits – are kept here. Both doors can be locked from the outside only (DC 30 Disable Device to enter) and only Arissa, Luven and Arvis have keys.

Area 22: The spiral stairs lead up to the scullery on the main floor, and then on up to the 2nd floor. A few kegs or crates are usually stored here for quick access by the staff. The door is a swinging door, making it easier for staff members with full arms to come and go with ease.

Area 23: Sacks and barrels full of dry goods – beans, dried fruits, root vegetables, and more – fill this room. The door is a swinging door, making it easier for staff members with full arms to come and go with ease.

Area 24: Several chests, shelves and trunks line the walls, holding linens, towels and bed clothes. The door is a swinging door, making it easier for staff members with full arms to come and go with ease.

Area 25: A multitude of shelves, crates, trunks and chests line the walls of this room, which is located behind a locked iron gate (DC 40 Disable Device to

enter). The room is used for storage of extra supplies for both the inn and the shop next door. The gate is trapped with an alarm and hold trap (identical to the trap on the front doors of the shop).

Area 26: Behind another locked iron gate (DC 40 Disable Device to enter) are some of Luven and Arissa's treasures and trophies from their adventuring days. A shelf holds a number of scrolls and books (including several spellbooks). The shelf is trapped with an energy drain trap and anyone that does not utter the proper phrase before pulling something from the shelf triggers the trap.

ENERGY DRAIN TRAP CR 10 Type magic; Perception DC 34; Disable Device DC 34 EFFECTS Trigger visual (true seeing); Reset none Effect spell effect (energy drain, Atk +10 ranged touch, 2d4 temporary negative levels, DC 23 Fortitude negates after 24 hours)

Four chests of varying sizes are locked (DC 40 Disable Device to enter) and trapped as well. The chests hold a variety of magical items – weapons, armor, wands, and wondrous items. The specific items can be determined at the GM's discretion. Occasionally, if Luven's supply of magic items for the Back Room of the shop is low he will pull an item or two from this room to fill it out.

ELECTRICITY ARC TRAP CR 4 Type mechanical; Perception DC 25; Disable Device DC 20 EFFECTS Trigger touch; Reset none Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

Area 27: The door to this room is a very cleverly hidden secret door (DC 30 Perception to notice), which is trapped with an energy drain trap identical to the one on the bookshelf in area 26. The most dangerous and powerful items and trophies from Luven and Arissa's adventuring days are kept in this room, and only Luven and Arissa know the room exists. The specific items in the room can be determined at the GM's discretion.

In addition, the Lightfinger family's personal wealth is kept here in the form of coins, gems, gold bricks, silver ingots and specie. The total value of the treasure should be determined by the GM based on what is appropriate for the game.

Area 28: Two large, plush rugs cover the stone floor here. Two bookshelves sit against the south wall, each filled with a variety of reading material. There are 2 plush chairs, one with a nice footrest, against the north wall on one of the rugs, and on the other rug are 2 settees and 2 simple but comfortable chairs surrounding a low table. The room is a private parlor for the relaxation of paying guests. Usually, those using the parlor are awaiting their turn in the baths or are waiting on friends who are bathing.

Area 29: This room is separated from area 28 by a thick velvet curtain. There are 2 large pools of water in the room, side-by-side, one filled with hot water from a natural hot spring located beneath the inn and one filled with cold water. Both pools can be drained (the water drains into caverns below) and refilled with hand pumps at the west end of the pool. Three braziers provide lighting and a bit of warmth, but the steam from the hot pool keeps it very warm as it is. Chests against the north and south wall are filled with soaps and bath oils of varying scents, after-bath lotions, sponges, and soft cotton towels. A large silver plate beside each pool holds a variety of scented incense which guests can add to the braziers.

Guests who are staying in rooms at the inn do not have to pay for baths, but all others wishing to use the baths must pay 1 gp each. While the bathing room is separated from the waiting parlor by a curtain, the pools themselves are in full view of one another. Guests who are shy or prudish may wish to wait until no one else is around to use the baths. Each pool will comfortably hold up to 4 human-sized individuals, and there is a maximum of 6 human-sized individuals or 12 halflingsized individuals allowed in each pool.

THE MENU

This is a typical daily menu at the Crossroads Inn and Tavern. The available food and drink is posted on a couple of slate boards in the taproom and on one in the guests-only dining hall on the 2nd floor (area 16). The menu boards also all state, "If you leave here hungry, it's your own fault!"

Salt, ground peppercorns, and other inexpensive spices are available upon request at no extra charge. Bread is served plain or toasted, with or without butter, as the customer requests. A dollop of jam, jelly, or another fruit spread costs an additional copper piece.

BREAKFAST

Smoked salmon – 5 sp Roast beef – 3 sp Pork bacon – 2 sp Venison sausage – 3 sp Boiled chicken eggs – 9 cp/each Fried chicken eggs – 2 sp/each Boiled oats or other hot cereal – 1 sp (with raisins – 3 sp) Sop – 9 cp Arissa's Deer Eggs – 5 sp/each Slice of Bread (rye, sourdough or molasses) – 5 cp Hunk of cheese (cheddar, manorhouse or rodoric) – 1 sp

Fruit or Fruit Compote – 5 cp to 5 sp

Hot cereal comes with a dab of butter and your choice of sweetener — honey, molasses, or sugar.

Sop is a slice of day-old bread (toasted on request) placed in a bowl and covered with red wine or cider.

Arissa's Deer Eggs are hard-boiled quail eggs covered with a thin layer of venison sausage. The eggs are then dipped in milk, rolled in flour and deep fried. They are quite popular and are usually the first breakfast item to run out each morning.

Fresh fruit is offered at breakfast when it's in season. During the winter months Turbin cooks up a warm fruit compote from assorted dried fruits. Prices are usually higher in winter and lower when fruits are in season. Any fruit or compote leftover from breakfast will be available at lunch and supper for those who ask, but it is not regularly listed on the lunch and supper menus.

LUNCH

Smoked salmon -5 sp Fried trout -5 sp Roast beef -3 sp Roast venison -3 sp Beef stew -3 sp Rabbit stew -2 sp Soup of the Day -2 sp Roasted chicken -4 sp $\frac{1}{2}$ roasted chicken -2 sp Side dish -1 sp to 5 sp Hand pie: meat -5 sp, fruit -6 sp Rusks -5 cp Trencher -4 cp Boiled vegetables -9 cp to 4 sp

Slice of Bread (rye, sourdough or molasses) – 5 cp Hunk of cheese (cheddar, manorhouse or rodoric) – 1 sp

The soup of the day varies based on what ingredients Arissa has on hand, and is often made from leftovers from the previous day. Typical varieties include chicken dumpling, vegetable beef, split pea, and ham and bean.

A different side dish is offered each day. Common dishes in the rotation are stuffing, couscous, seasoned rice or other grains, itriyah, and lentils or beans. Arissa serves hearty portions – lighter eaters sometimes order the side dish and nothing more. The price varies depending on what is served that day.

Hand pies are small, easily portable pies that can be held in one hand. Savory pastry dough is filled with meat (usually leftovers from the day before) and a few vegetables, then deep fried or baked. Fruit hand pies are exactly the same, except the pastry dough is sweetened rather than flavored with chives or other herbs, and the dough is filled with reconstituted dried fruit – usually apples, but sometimes pears or berries. The boiled vegetables available depend on what is in season or what dried or canned vegetables Arissa has in stock. Prices are usually higher in winter and lower when vegetables are in season.

A trencher is a large slice from the top or bottom of a whole loaf of day-old bread. The trencher is often used in place of a plate (less clean-up for the staff), though for particularly messy meals the trencher will be placed on a tin or stoneware plate. At the Crossroads Inn and Tavern almost everyone eats their trencher, relishing the tasty goodness of gravy and grease soaked into the bread.

SUPPER

The Special – 1 gp Smoked salmon – 5 sp Fried trout – 5 sp Roast beef – 3 sp Roast venison – 3 sp Roast mutton – 4 sp Beef stew – 3 sp Rabbit stew – 2 sp Soup of the Day – 2 sp ¹/₂ Roasted turkey – 6 sp Side dish – 1 sp to 5 sp Trencher – 4 cp Boiled vegetables – 9 cp to 4 sp

Slice of Bread (rye, sourdough or molasses) – 5 cp Hunk of cheese (cheddar, manorhouse or rodoric) – 1 sp

Overnight guests receive one free meal with the price of their lodging, and most choose a free supper. While the supper menu is typically not very different from that at lunchtime, Arissa often has specials for supper in addition to the standard menu, and these are not announced until close to suppertime. A number of locals have been known to come into the tavern for a drink in the late afternoon and try to guess the special for the night based on the delicious smells wafting from the kitchen.

The specials give Arissa and Turbin a chance to flex their culinary skills, and the customers reap the rewards. Some dishes that have made it onto the specials menu include liver and onions, cabbage rolls, lamb chops with mint jelly, winter squash stuffed with sausage and couscous, and the most popular of all specials so far – deep fried chicken, with a crunchy, heavily seasoned crust.

The special is made in a limited quantity, and when it's all, it's all. There is rarely any of the special leftover when the kitchen shuts down for the day, and even if

there is, Arvis has usually sold the last of it by the time he closes the bar.

DRINKS

Beers & Ciders See Table 3-16, priced as per the pint bottle

> Coffee – 1 gp Crimson Aurochs – 8 sp Black Tea – 5 sp Green Tea – 9 sp

Spirits & Liqueurs and Wines For by the drink prices, use 1/10 the price of the quart bottle price from Table 3-16

Each meal comes with one free drink, and additional drinks can be purchased for the prices listed above. Coffee is served black, or with the customer's choice of cream and sugar, or butter and salt, at no additional cost. Likewise, customers may choose to have a splash of cream or sugar (or honey) in their tea.

DESSERTS

Apple Crisp – 2 sp Bread Pudding – 2 sp Cookie of the Day – 5 cp to 1 sp each Custard – 3 sp Fruitcake – 5 sp Hot Cocoa – 1 gp Pie – 1 sp to 5 sp/slice Pound Cake – 2 sp Spice Cake – 3 sp

Dessert is available at both lunch and supper. Baked goods are made in quantities large enough only for the inn's customers – as Arissa says, "I'm not running a bakery, here!" The treats are very popular, though, and she will sell any day-old goodies she has to locals to take home, or to adventurers to have a sweet bite on the road.

Arissa is famous for her apple crisp, which is so good that Luven has been known to eat a full pan in one sitting (minus the small portions he dishes out to his children to keep them from tattling on him to their mother).

A different kind of cookie is baked each day. The most popular cookies are Marigold's chewy oatmeal cookies, heavily spiced with cinnamon and nutmeg and full of plump raisins. Other types in the rotation include sugar, molasses, and pecan shortbread.

The flavor of pie available depends on what is in season. Some of the most popular kinds are pumpkin, rhubarb, apple, strawberry, and lemon curd.

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INN STAFF

ARVIS MONG CR 5

Male Human Expert 3 Warrior 4 LN Medium Humanoid (human) Init +1; Perception +9 DEFENSE AC 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection) hp 77 (4d10+3d8+22) Fort +8, Ref +3, Will +4 OFFENSE **Spd** 30 ft. **Melee** Heavy Adamantine Mace +11/+6 (1d8+3 (1d8+4 when used 2-handed)), Dagger +9/+4 (1d4+3), Unarmed Strike +9/+4 (1d3+3) Ranged MW Heavy Crossbow +8/+3 (1d10) STATISTICS Str 17, Dex 12, Con 16, Int 12, Wis 10, Cha 10 Base Atk +6/+1; CMB +9; CMD 21 Feats Alertness, Catch Off-Guard, Combat Reflexes, Intimidating Prowess, Weapon Focus: Heavy Mace Skills Appraise +6, Bluff +6, Climb +8, Diplomacy +6, Handle Animal +5, Intimidate +10, Knowledge: Dungeoneering +7, Knowledge: Local +7, Perception +9, Profession: Innkeeper +7, Ride +6, Sense Motive +9, Sleight of Hand +7, Stealth +6, Swim +8 Languages Common, Dwarven Combat Gear Adamantine Heavy Mace, MW Heavy Crossbow, 20 Crossbow Bolts, Dagger, MW Studded Leather; **Other Gear** 3 Potions of Cure Light Wounds (1d8+1), Potion of Cure Moderate Wounds (2d8+3), Ring of Protection +1

Arvis was once a mercenary before he fell in love with an elven woman. The woman had a child already, and Arvis accepted her as his own. Unfortunately, while on their way to Arvis' hometown the trio was beset upon by bandits and Arvis' love was killed. Arvis and young Kalen stumbled into the Crossroads Inn and Tavern the next day, wounded and exhausted. Arissa nursed them back to health over several days, aided by some healing potions from the basement.

Arvis was at first morose and unresponsive after losing the love of his life, but Arissa convinced the giant of a man that Kalen, though not his by birth, was looking to him for a father's guidance. That seemed to do the trick and Arvis snapped out of his melancholy. Mentioning he didn't know what he was going to do to provide for his daughter, Arissa gave him a job as bartender. With his muscles, stern appearance (that hides a truly friendly and jocular nature) and sharp eye, Arissa and Luven thought Arvis would be perfect to tend bar and watch over the sometimes rowdy crowd. In the five years since he took the job, Arvis has stopped more than one bar brawl by knocking people in the head with a mug, tin plate, bar stool or whatever else was handy.

Arvis keeps his adamantine mace on a rack behind the bar, with a plaque bearing the mace's name – *"Berthilda"* (Arvis' mother's name). It is kept there



ARVIS MONG

mostly for show and the intimidation factor, but he's brought it down and threatened people with it in the past. Arvis also keeps a crossbow and some bolts under the bar, "just in case." Arvis keeps a suit of studded leather armor in his room, but does not wear it when tending bar.

KALEN MONG CR 1/2

Female Half-Elf Rogue 1 CG Medium Humanoid (elf) Init +3; Senses Low-Light Vision; Perception +9 DEFENSE AC 13, touch 13, flat-footed 10 (+3 Dex) hp 8 (1d8) Fort +0, Ref +5, Will +0 (+2 save bonus vs. Enchantments) Immune sleep OFFENSE **Spd** 30 ft. Melee Dagger +0 (1d4), Unarmed Strike +0 (1d3) Special Attacks Sneak Attack +1d6 STATISTICS Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 13 Base Atk +0; CMB +0; CMD 13 Feats Acrobatic, Skill Focus: Perception Skills Acrobatics +9, Appraise +6, Bluff +5, Climb +4, Diplomacy +5, Escape Artist +7, Fly +5, Perception +9, Sense Motive +4, Sleight of Hand +7, Stealth +7, Swim +4 Languages Common, Dwarven, Elven, Halfling

SQ Elf Blood, Elven Immunities, Trapfinding +1 **Combat Gear** Dagger Kalen is turning into quite the beauty, like her mother was, Arvis tells her, but she's not quite there yet. At 15 years of age, she is tall and lanky, and not yet full developed. She appears to be awkward, but is actually quite graceful. Kalen loves to listen to her father's tales of his days as a mercenary, or to Arissa and Luven's tales of their adventures. Arvis fears the girl will soon run away for a life of adventure herself.

Kalen spends most of her day washing dishes in the scullery or serving meals and drinks to guests. It is hard work, and her feet and back usually ache at the end of the day, but she relishes the interaction with all of the adventurers and mercenaries who pass through. The regulars all look on Kalen as if she were their own daughter, and are just as protective of her as Arvis is. Newcomers to the Crossroads who think they can treat Kalen in an ungentlemanly manner usually find Arvis and several regulars ready to pick them up and toss them out into the street.

Despite their age difference, Kalen and Meriweather are very good friends, and unknown to any of the three parents, both have taken to slipping out after everyone is asleep to explore the town. So far they have managed to avoid any trouble.



KALEN MONG

TURBIN "TOO TALL" SWEETROSE

CR 3

- Male Halfling Commoner 2 Rogue 3 CG Small Humanoid (halfling)
- Init +3; Perception +10 DEFENSE
- AC 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size) hp 35 (3d8+2d6+5)
- Fort +3, Ref +7, Will +2 (+2 morale bonus vs. Fear saves)
- Defensive Abilities Evasion, Trap Sense +1
- OFFENSE
- **Spd** 20 ft.
- Melee +1 Dagger +7 (1d3+2), Unarmed Strike +5 (1d2+1) Special Attacks Sneak Attack +2d6
- STATISTICS
- Str 12, Dex 17, Con 12, Int 14, Wis 11, Cha 14
- Base Atk +4; CMB +3; CMD 16 (12 vs. bull rush or overrun)
- **Feats** Alertness, Skill Focus: Appraise, Skill Focus: Profession: Cook, Weapon Focus: Dagger
- **Skills** Acrobatics +4, Appraise +10, Bluff +7, Climb +2, Diplomacy +8, Disable Device +8, Disguise +6, Escape Artist +7, Fly +5, Handle Animal +6, Intimidate +6, Knowledge: Dungeoneering +8, Knowledge: Local +8, Perception +10, Perform: Sing +6, Perform: String Instruments +6, Profession: Cook +11, Ride +2, Sense Motive +7, Sleight of Hand +9, Stealth +6, Swim +5, Use Magic Device +7
- Languages Common, Elven, Gnome, Halfling
- SQ Fearless, Trapfinding +1
- **Combat Gear** +1 Dagger; **Other Gear** Bracers of Armor +1; blunt foot prosthetic (allows Turbin to walk at his normal pace, but he cannot run; he cannot bull rush or overrun foes, and suffers a -4 penalty to his CMD against such maneuvers).

Turbin is, as his nickname implies, very tall for a halfling. He stands nearly 4 ¹/₂ feet tall and claims that it is the elf blood that he and Arissa share that makes him so tall. Turbin began his career as an adventuring rogue a few years ago, but a fighter who was in too big of a hurry rushed Turbin's trapfinding attempts and the halfling missed one. Unfortunately for Turbin, he was the one who discovered the missed trap when his foot went through a thin shale plate that looked like flagstone and into a pool of acid. After Turbin made his way to the Crossroads Inn, Luven outfitted him with a blunt foot prosthetic to replace his missing foot, and Turbin was able to move almost as well as he had before.

Turbin was jaded on adventuring, however, and when his cousin Arissa offered him a job as assistant cook in the inn, he eagerly accepted. He spends most of his days in the kitchen with Arissa. When it is really busy Turbin helps Kalen serve food or Arvis tend bar. When it slows down, Turbin will often entertain patrons with his rather proficient singing, accompanied by playing the qitara. Turbin does not sleep at the inn; he has a small halfling-style thatch-roofed hut a few blocks away.



TURBIN "TOO TALL" SWEETROSE

PLOT SEEDS

Anyone visiting Luven Lightfinger's Gear and Treasure Shop or the Crossroads Inn and Tavern, whether for the first time or the hundredth, is likely to overhear rumors, witness odd sights or otherwise come into information that could lead to adventure.

While in the shop, the characters overhear two shady-looking individuals whispering about their plans to rob Luven's store. They seem to know about some of the shop's defenses and their plan involves taking Arissa or the children hostage to force the halfling shopkeeper to comply.

The fighter who was the cause of Turbin losing his foot shows up in the taproom. He has a vicious burn scar down one side of his face and is missing three fingers on one hand. He blames Turbin for his injuries and is looking for the halfling to exact revenge.

The characters rent rooms for the night at the inn. When they go to their room or rooms that night, one of them finds a pool of congealing blood on the floor. Arissa, Marigold, and Kalen all swear the blood wasn't there earlier when they cleaned the room.

A wizard staying at the inn uses a spell to enter the locked areas in the basement (he is more curious than malicious). When he ends up setting off one of the traps, it triggers a specialized version of the *contingency* spell that summons a water elemental that then goes on a rampage when the wizard is too stunned to control it.

A small group of black-clad individuals arrives at the shop demanding that Luven turn over "the book". When Luven asks for details, the mysterious contingent tells him he "knows which book". They then give him one day to turn it over and they leave. Luven truly has no idea what they are looking for or why.

Driven by curiosity, Meriweather Lightfinger and Kalen Mong break into another building in town. The owner of the location is not a friend of the Lightfingers, though, and will not listen to reason. He demands the children be jailed as thieves.

After baking several batches of bread, Arissa sits down to rest and notices that her wedding band is missing. A search turns up no sign of the ring, and Arissa is convinced that she baked it into one of the loaves of bread, some of which have already been sold to traveling adventurers and merchants.

As the characters are browsing the shop, a dwarf and elf enter and approach Luven. The characters overhear the pair tell Luven, "Ashal needs our help" and Luven respond with, "I'll get my things." If the characters make a DC 20 Knowledge: Nobility check they recognize the name "Ashal" as King Ashal Hammerstone I of Hammerstone Hall, a dwarven king. As Luven disappears into the back, the elf turns to the characters and says, "You look like adventurers. Would you like to help King Ashal Hammerstone in his time of need?"

An adventurer claiming to be Kalen Mong's real father shows up at the inn, demanding "his" daughter be turned over to him. Kalen never met her real father and has no idea if the man is really him or not. He has lots of friends with him, and Arvis would be vastly outnumbered if they decided to take Kalen by force.

One or more of the characters heads down to the basement of the inn for a bath. When the curtain is pulled aside they find a body floating in one of the pools. Oddly enough, no one recognizes the person, and Arissa says that the drowning victim was not renting a room.

Bottles of alcohol Luven is selling actually contain poison (the GM should choose a contact or ingested poison of a type appropriate to the capabilities of the party). When Luven figures out what is going on, he offers a sizable reward to anyone who can figure out how and why poison ended up in bottles of alcohol purchased from a reliable and trustworthy merchant.

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Lurom Lightfin

Come on in and Look Around! Ill be in the Back if You Need Anything...

In his years traveling the lands with the Company of the Sunset, Luven Lightfinger learned a thing or two about what equipment an adventurer really needs. The average general store can provide a lot of the basics, but Luven and his companions quickly realized that there are many other items that can make life on the road (and crawling through dungeons) easier and safer. When the time came to retire from adventuring, Luven drew upon the lessons he'd learned on the trail and opened a store, catering to those hardy souls who hear the call of the open road as strongly as he did.

Part sourcebook, part catalogue, Luven Lightfinger's Gear and Treasure Shop is chock full of new items for outfitting your characters. From weapons, armor and trail gear to potions, oils and kits, Luven's shop has it all. He stocks locally produced goods as well as imports from exotic locales, and he guarantees he'll have at least one item in his inventory that you've never seen before. Interested in purchasing some magic items? Luven keeps his collection of those in the back room. Always ready to help out a fellow entrepreneur, Luven will even tell you all about his shop and how he set it up.

No one will want to spend all of their reward at the tavern again after stepping inside Luven Lightfinger's Gear and Treasure Shop!

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