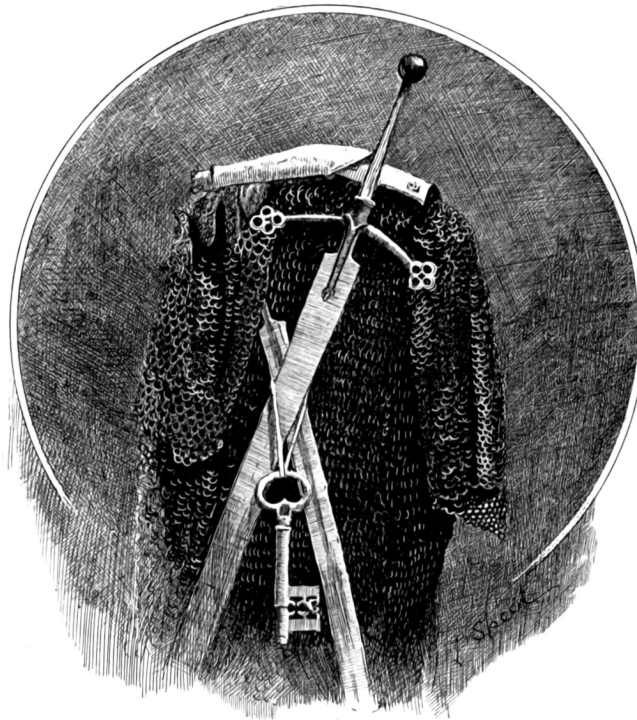


Gregorius21778:

What the Smithy has to offer



A list of random weapons and armor offered for sale

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

*Version 1.0; written by Kai Pütz
(c) 2017*

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How to use this supplement:

*Do you players tend to ask "what is up for sale?" instead of stating what their characters are looking for? **What the smithy has to offer** is a quick and easy, d100-based list with weapons and armor that may be offered for sale at the next forge the PC pay a visit while they hit the town. Simply roll 2 - 5 times (or: 1d4+1 times) with a d100 to see what may be had.*

All entries are based upon and compatible with the item list of **Lamentations of the Flame Princess**™, and the prices thereby assume "silver standard". Most entries are about individual items and include additional house rules. When an item shares (part of) its name with an existing entry of the standard list, it is assumed to have the same qualities unless mentioned otherwise. Aside from those common to [LotFP](#)™, the following abbreviations are used:

AB = Attack Bonus

Dmg = Damage

GrW = Great Weapon

MeW = Medium Weapon

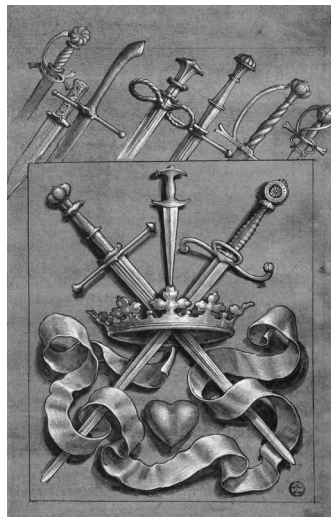
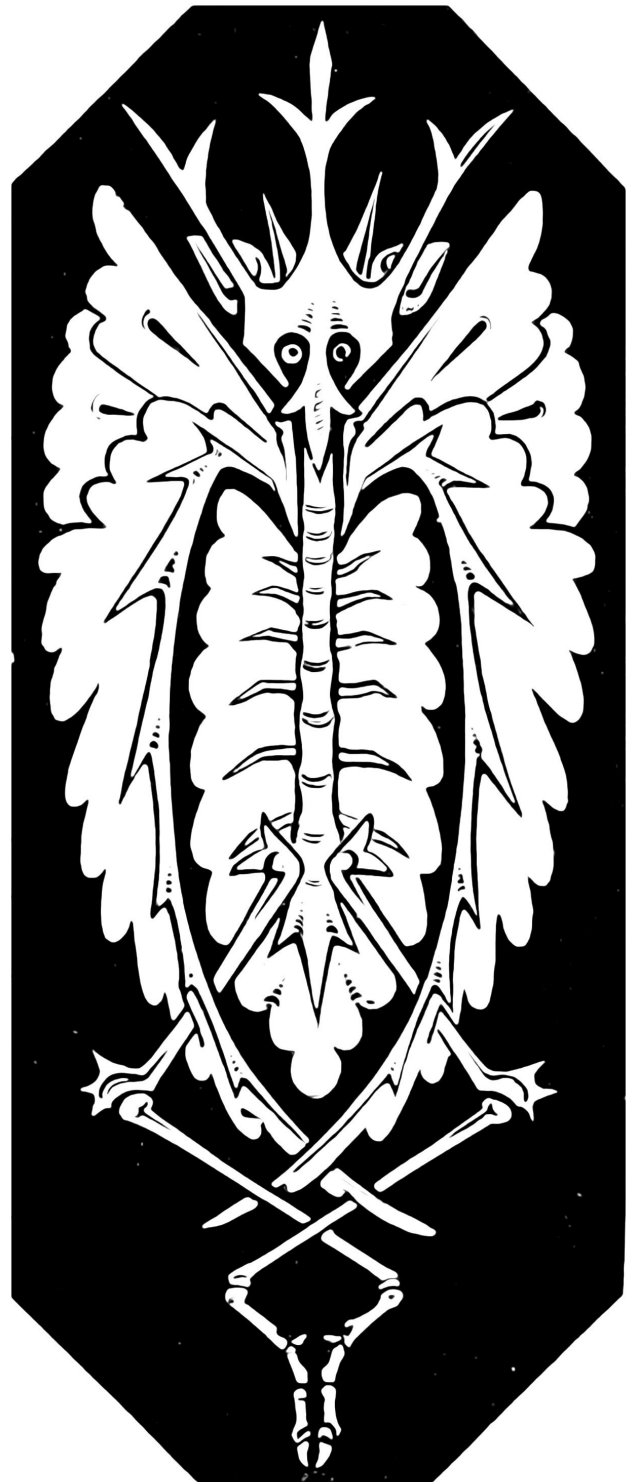
MiW = Minor Weapon

SmW = Small Weapon

A word about prices: *those do not always match those found in the basic price list. This is deliberately so: sometimes, it reflects a special quality of the item in question, sometimes it is "just because" / to emphasize that the standard price list is just that: standard. Sometimes, one gets goods for less. Sometimes, one needs to pay more for it.*

01-04#	1d6 rapiers; 12 sp a piece	36-39#	1d3 old-fashioned broadswords; 1d8 dmg (MeW); -2 penalty against opponents with a DEX bonus of +1 or better; 17 sp a piece
05#	1d4 Dwarven battleaxes; 1d6+1 dmg (MeW); -1 penalty in the hands of non-dwarfs; 25 sp a piece	40#	Paired rapier & fencing dagger; (1d4; MiW); good quality; as a pair: +1 AC for fighters, elves and all with DEX 16+ against all but GrW & monsters; 30 sp for the pair.
06-09#	1d4 studded cudgels; 1d4+1 dmg (SmW); will be good for 2d4 fights, but break during the following one. 4sp a piece.	41-44#	1d6 swords; 1d8 dmg (MeW); 20 sp each
10#	The used armor of a knight [plate; shield; sword (MeW); Lance]; Sold only as a set; for 1,000 sp	45#	A sword with a superior blade; 1d8 dmg (MeW); +1 dmg if 1 turn was spend to sharpen it since the last battle; 25 sp
11-14#	2d6 light spears; 1d6 dmg; <i>cannot</i> be used from the second rank; have a 1-in-6 chance to break when used to receive a charge; may be used as a thrown weapon; 4sp a piece;	46-49#	1d6 bucklers; +1 AC in melee; no AC bonus vs missile attacks; 6 sp a piece
15#	Huge warhammer; 2d6 dmg (GrW); STR 15+ needed to wield it; -1 AC penalty on the next round after an unsuccessful attack; 20 sp	50#	1d3 sets of chain mail; AC 16; 100 sp a piece.
16-19#	1d4 light shields; Will be good for 1d6+5 fights, but break during the following one; 6 sp a piece	51-54#	2d6 crudely crafted swords and axes; 1d8 dmg (MeW); re-roll any dmg result of "8" once; 18 sp each.
20#	Man-catcher (20 sp); leather armor (25 sp); truncheon (1d3 dmg; MiW; 3sp) and a bag of 12 caltrops (50 sp).	55#	2d4 lances (1d10 dmg; 30 sp); 1d3 sets of leather horse barding (AC 14; 250 sp); 1d3 sets of light plate armor (AC: 17; 850 sp)
21-24#	1d3 cavalry sabres; 1d6 dmg (SmW); +1 if used from horseback; 12 sp a piece	56-59#	2d4 sets of leather armor; AC:14; 25 sp a piece
25#	Heavy crossbow with 16 bolts; 35 sp	60#	1d6 sets of reinforced leather armor; AC:14; AC:16 against SmW; 50 sp a piece
26-29#	1d6 pikes (polearm); 30 sp a piece	61-64#	2d4 hatchets; 1d6 dmg (SmW); 10 sp a piece.
30#	Old, notched bihander; 1d10 (GrW); roll damage twice and keep lower result; 35 sp	65#	1d6 throwing hatchets; 1d4 (SmW); +5' feet on all ranges; +1 dmg as throwing weapon, 12 sp a piece.
31-34#	2d4 iron daggers, 1d4 dmg (MiW); -2 penalty against opponents with an unadjusted AC of 14 or better. 3 sp a piece;	66-69#	1d3 light crossbows; each with 20 bolts; each 30 sp a piece
35#	1d3 sets of "bullet-proof" breast plate; AC 15 (half reduction by firearms); counts as an oversized item; 85 sp a piece	70#	Set of 10 small throwing blades; 1d3 dmg (MiW); 10 count as 1 item; easy to hide on body; 50 sp

- 71-74#** 2d4 iron flails; 1d6 (SmW); -2 penalty against opponents with shields or AC:18+; 7 sp each
- 75#** 1d3 sets of battle-worn/ill-maintained chain mail; AC:16; will tear and drop to AC:14 after a hit that deals 6+ damage; 50 sp a piece.
- 76-79#** 2d4 long-knives; 1d4 dmg (SmW); 7 sp each
- 80#** 1d4 boar spears; 1d6+1 dmg (MeW); may be used from 2nd rank; may receive a charge; +1 AC vs charging animals; 12 sp each. Counts as oversized item.
- 81-84#** 1d6 sets of greaves & vambraces; +1 AC unless AC:16; 7 sp a piece
- 85#** 1d6 cestus-style weapons; 10sp each
- 86-89#** 1d4 regular shields; 10 sp a piece
- 90#** A lavishly decorated shield; +1 reaction bonus in non-hostile encounters; 30 sp
- 91-94#** 2d6 daggers; 1d4 (MiW); 5 sp each
- 95#** Elven Rapier; as rapier, but +1 AB for elves and characters with DEX 15+; 45 sp.
- 96-99#** 1d4 warhammers; 1d4+2 (MeW); 16 sp each;
- 00#** Old, heavy bladed executioner sword; 1d8 dmg (MeW); -2 penalty after (3+ STB) rounds; 12 sp.



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