

# Emetriel's Fine Flights

(Bowyer & Fletcher)

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Emetriel is the purveyor of this fine little shop specializing in bows and more importantly, arrows. He is a frail looking elf of approximately 1200 winters, but his eyes gleam with the fire of youth. He is a master-level mage, but prides himself on his mastery of the longbow. He is assisted in his shop by his adopted daughter Elowyn, a thin but exquisitely beautiful elven lass of only 100 winters, who he is teaching both the ways of magic and the bow. Within Emetriel's shop you can find or commission the creation of any mundane type of bow, but regular patrons know that Emetriel's shop is the only place to easily find or commission nearly any type of mundane or wondrous arrow imaginable.

Emetriel's Fine Flights is a common-looking shop, similar to the shops around it but differs by the fact that a thin sapling has apparently grown up next to the foundation of the front of the shop and seems to lean against the outside of the building as it grows. Upon the lowest branch of the thin tree, which is only shoulder high, level to the ground, and seems to grow no leaves, hangs a simple wooden sign proclaiming the name of the shop in bold purple letters through which a painted arrow seems to be entangled. The name of the shop is also written in thin, almost unnoticeable black writing in elvish above the door to the shop. Inside, the shop is neatly ordered and well lit by the softly glowing yellow glass orbs that hang from each corner of the room and in a triangular chandelier that hangs in the center of the shop. Bows made of different woods and designs hang on the walls while tiered shelves hold different types of specialty arrows, each shelf naming the type of arrow it holds with a tiny engraved brass plaque. Common arrows are found in small barrels in each of the corners, bound together with twine into twenty-arrow bunches. A wide glass case and counter stands along the far wall beside a door that must lead to the back room and living quarters of the shop. The case holds groups of delicate and unique arrows that by appearances alone must be magical in nature. Emetriel himself normally sits behind the counter whittling or sharpening some type of arrow while Elowyn darts back and forth dusting, polishing, or helping him in some way. Whenever someone enters, Emetriel calmly looks up from whatever it is he was doing and greets, by name if he has met them before, anyone who enters his shop while peering over his fine half-moon spectacles. By appearance alone, he can normally match a person to a required draw bow and willingly describes the effects or uses of any of his specialty arrows to any that ask or examine questioningly. Over the last few years, about a 130 or so if asked, Emetriel has developed a hobby of collecting interesting or unusual bows of both magical and non-magical nature. He will willingly pay for, trade any items he has in stock, or possibly even commission a new item in trade for a bow or arrow of unusual or unique nature. He will also research and identify the powers or nature of any bow or arrow brought to him for a mere 100 gold pieces.

Patrons will find that Emetriel usually has in stock at least one longbow and shortbow of any quality or pull, mighty bows included. He also has on hand at least three hundred arrows of normal and masterwork quality for sale or requisition of the local militia. He maintains a steady supply of at least thirty of each type of mundane specialty arrows and at least ten of every magical arrow that he normally stocks. He will commission the creation of any type of mundane bow or arrow made of any material the patron requires or provides, and will also commission the creation of any type of magical arrow the patron can pay for. He will not, however, commission the crafting of any type of magical bow. He will offer to contact associates to attempt to find one for the customer, but will simply reply that the creation of such wonderful objects of art is simply beyond his meager talent. All commissions he approves of require one-half of the item's cost up front, the rest to be paid when the item is crafted to the patron's satisfaction and handed over.

## Commonly Stocked Arrows

Arrow Type	Cost	Description and Effect
		Non-magical arrows break 90% of the time on a missed shot and 50% of the time on a hit.
<b>Normal</b>	1 gp / 20	Standard flight arrows.
<b>Masterwork</b>	7 gp	High quality arrow, normally given three different colored flights: brown, black, and white. +1 enhancement bonus to attack
<u>Special Heads</u>		These arrows have specially designed heads for different circumstances.
<b>Blunt</b>	1 gp / 4	Teardrop shaped head. Deals blunt damage of next smaller dice (d8 becomes d6, etc.).
<b>Cold Iron</b>	1 gp	Cold iron forged head. Can damage creatures affected by cold iron.
<b>Cutting</b>	1 gp / 4	Crescent moon shaped head. Deals slashing damage.
<b>Flash</b>	10 gp	Tipped with a small crystal head similar to a thunderstone. Light attack 5' radius, Fort 15 or Blinded for 1d4 rounds.
<b>Humming</b>	1 gp	Clay shaped head designed to whistle in flight. 1d2 damage. Emits distinct noise that can be detected up to 1 mile away (DC 10).

<b>Incendiary</b>	5 gp	Tip is coated in black crystalline material. Arrow ignites when shot (or shaken rapidly); adds +1d4 (Fire) damage.
<b>Light</b>	1 gp	An arrow tipped with a long, metal head. Normal arrow damage, when struck; arrowhead will glow to a 30' radius for 1 hour.
<b>Piercing</b>	1 gp / 4	Narrow, pointed metal tip. +1 to attack vs. any type of armor, deals next smaller dice (d8 becomes d6, etc.) +1 damage.
<b>Silvered</b>	1 gp	Silver tipped arrow. Can damage creatures affected by silver.
<b>Thundering</b>	10 gp	Tipped with a small thunderstone. Sonic attack, Fort 15 or Deafened (-4 init, 20% chance of failure on verbal spell component).
<b>War</b>	1 gp / 10	Wide, heavy tipped arrow. Normal +2 damage, Range increment reduced by -10 feet
<b>Wooden</b>	1 gp / 30	Sharpened wooden head, no arrowhead or metal in construction. Deals next smaller dice damage (d8 becomes d6, etc.).
<b>Wounding</b>	1 gp	Glass arrowhead tipped arrow. -4 to attack, Ref 15 or tip breaks off in wound; 1 HP per rnd until removed.
<u>Filled Heads</u>		
		These arrows are tipped with tiny clay, glass, or even eggshell bulbs filled with different materials. When they strike they deal 1 point of physical damage and the tip shatters, affecting the target. Due to the differing weights of these arrows, their Range increment is reduced by - 5 feet.
<b>Acidic</b>	5 gp	Tip is filled with acid and normally colored a sickly green. 1d4 (Acid) damage.
<b>Dust</b>	5 gp	Tip is filled with a very fine powder and normally colored gray. Blinded for 1d4 rounds.
<b>Extinguishing</b>	5 gp	Tip is filled with ordinary water and normally colored blue. Extinguishes torch if directly hit, 1d6 damage to Fire-based creatures.
<b>Holy/Unholy</b>	5 gp	Tip is filled with Holy/Unholy water and is normally colored gold for Holy and Black for Unholy. 1d6 Holy/Unholy damage to corporeal undead or evil outsiders.
<b>Inferno</b>	10 gp	Tip is filled with alchemist's fire and normally colored red. 1d4 (Fire) damage, 1d4 (Fire) damage next round unless put out (Ref 15, full-rnd action).
<b>Pepper</b>	5 gp	Tip is filled with fine pepper and is normally colored brown. Dazed for 1 round.
<u>Climbing Heads</u>		
		These arrows are designed to aid in climbing. The heads are made to stick in surfaces of differing materials and the back of the head has a loop for attaching a string or rope. If a string is used, one end is firmly attached next to the firer and the string is looped through the head. When the arrow is attached, the string is used to pull a rope through the loop making a firm climbing harness. If a rope is used, the rope is attached directly to the loop but the arrow's Range increment is halved.
<b>Wood Biter</b>	10 gp	Broad flat head with backwards barbs, designed to stick in wood. Ignores hardness of wood.
<b>Stone Biter</b>	20 gp	Narrow heavy head with small ridges, designed to stick in stone. Ignores hardness of soft stone; sandstone and brick.
<b>True Stone Biter</b>	50 gp	Adamantine stone biter tip, designed to stick in any stone and most metals. Ignores hardness of metal less than Adamantite and all types of stone (non-magical).
<b>Grappling</b>	10 gp	Three inch diameter grappling hook head. As a grappling hook, but 10 % chance to become dislodged per use.
<b>Complex Grapple</b>	20 gp	Folded three tined head, must be connected to rope that has end firmly fixed next to firer. When fired and reaches end of rope, grapple unfolds to a full six inch diameter grappling hook. As a grappling hook, Range increment is always halved.
<u>Magical</u>		
		These arrows are enchanted in differing ways. Magical arrows are spent 50% of the time on a missed shot and always on a hit. Spent magical arrows are normal masterwork arrows thereafter. These arrows normally do regular arrow damage in addition to their effect unless otherwise stated.
<b>Arrow +1</b>	50 gp	Normally etched with a single notch.
<b>Arrow +2</b>	170 gp	Normally etched with two notches.
<b>Arrow +3</b>	370 gp	Normally etched with three notches.
<b>Arrow +4</b>	650 gp	Normally etched with four notches.
<b>Arrow +5</b>	1,010 gp	Normally etched with five notches.
<b>Antimagic</b>	1,250 gp	Normally adorned with script or runes of magical warning. When fired, surrounded by <i>Antimagic Shell</i> with 10' radius for 3d10 rounds.
<b>Brilliant Energy</b>	650 gp	Normally colored with thin bright blue horizontal bands on shaft.

		Transforms to arrow of light; sheds light as torch 20' radius, ignores artificial armor bonuses and armor enhancement bonuses, cannot damage nonliving targets (constructs, undead, etc.).
<b>Clairaudience</b>	300 gp	Normally adorned with script or diagrams of ears. Firer can cover ears and hear everything within 10' of the arrow for 10 minutes.
<b>Clairvoyance</b>	300 gp	Normally adorned with script or diagrams of eyes. Firer can close eyes and see everything within 10' of the arrow for 10 minutes.
<b>Climbing</b>	120 gp	Normally adorned with swirling patterns like that of rope. When fired, it leaves a brown trail of smoke. Arrow has 70% chance of sticking to metal or stone and automatically sticks to wood. When stuck, the smoke turns into normal rope. The arrow and rope last for 10 minutes or until dismissed by the firer.
<b>Curing</b>	200 gp	Normally adorned with white feathers and a red tip. Arrow disappears when striking the target doing no damage, target healed of 2d8+3 damage.
<b>Darkness</b>	320 gp	Normally a black shaft with black feathers. Target is surrounded by darkness with 20' radius for 2d4 rounds; darkness does not exist for firer.
<b>Distance</b>	50 gp	Normally a slightly longer shaft with large feathers. Range increment is doubled.
<b>Energy</b>	50 gp	Normally inscribed with colored symbols to represent energy type produced. Deals normal damage +1d6 damage of energy type (Fire, Cold, Acid, Sonic, or Electricity).
<b>Energy Burst</b>	170 gp	Normally inscribed with colored symbols to represent energy type with feathers of same color. Deals normal damage +1d6 damage of energy type (Fire, Cold, Acid, Sonic, or Electricity) and on a successful critical hit deals +1d10 extra damage of energy type per critical multiplier.
<b>Entangling</b>	60 gp	Normally the shaft of this arrow has the boles of removed branches along its length. When struck, the arrow instantly grows vines that entrap the target, DC 20 to Break or Escape.
<b>Force</b>	60 gp	Normally adorned with a silver leaf-shaped head. Arrow turns into an arrow of force, striking unerringly for normal damage but no critical chance.
<b>Ghost Touch</b>	50 gp	Normally colored a grayish white. Deals normal damage to both corporeal and non-corporeal targets.
<b>Holy/ Unholy</b>	170 gp	Normally tipped in bright gold or tarnished silver. Deals additional +2d6 damage to targets of opposite alignment.
<b>Multiplicity</b>	600 gp	Normally the shaft is etched with ten notches. For every 30' it travels, another arrow appears (max 10). Each arrow has its own attack roll; with no enhancement bonus applied to the attack roll from the arrow or bow.
<b>Refilling</b>	400 gp	Normally the arrow has bright colored feathers. When left in quiver overnight, 1d20 normal arrows are produced.
<b>Sleep</b>	140 gp	Normally painted white with white feathers. +1 Arrow, deals subdual damage, Will (11) or fall asleep.
<b>Slaying</b>	2,300 gp	Normally adorned with script or diagrams detailing affected creature and black feathers. +1 Arrow, Fort (20) or the attuned creature dies.
<b>Slaying (Major)</b>	4,060 gp	Normally adorned with script or diagrams detailing affected creature and black feathers. +1 Arrow, Fort (23) or the attuned creature dies.
<b>Storing</b>	50 gp	Normally tipped with a carved crystal arrowhead. Can store any targeted or touch spell up to 3 <sup>rd</sup> Level that takes effect when the arrow strikes.
<b>Storing (Greater)</b>	370 gp	Normally tipped with a carved crystal arrowhead. Can store any targeted or touch spell up to 6 <sup>th</sup> Level that takes effect when the arrow strikes.
<b>Storing (Major)</b>	1,010 gp	Normally tipped with a carved crystal arrowhead. Can store any targeted or touch spell up to 9 <sup>th</sup> Level that takes effect when the arrow strikes.