

**SORCERERS, ADVENTURERS, KINGS AND ECONOMICS**



# **Equipment and Goods**

by

Rainer Kaasik-Aaslav

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# Money

Asteanic world and its surrounding areas use the same standardised money system based on the weight of gold. 1 Gold Denar weighs roughly the same as 125 rice grains although their value is vastly different.

There are many different mints that produce coins that look unique and have different designs or inscriptions. These different Asteanic coins always weigh the same making them equal in value.

GD - Asteanic gold denar weighs 2,5 g (weight corresponds to 125 rice grain, which is one of the oldest units of measurement in the Asteanic world)

SD - Asteanic silver denar weighs 2,5 g

CD or c - Asteanic copper denar weighs 5 g

1 GD = 15 SD = 750 CD/c

1 GD = 15 SD, 1 SD = 50 CD/c

Banknotes are used for larger sums. Bank notes are issued by Asteanic banks. The largest and most important bank is the Imperial Bank of Asteania, whose banknotes are considered the most reliable throughout the Asteanic world. Bank notes are valid across borders, the same as metal currency.

Paper money is rarely used in everyday life. Although it is very difficult to counterfeit, it is still difficult for a common person to detect a fake and secondly, large amounts of money are not needed in everyday transactions. Paper money is used by merchants, trading companies, large manufacturers, and states for inter-government transactions.

There are two types of banknotes: personalised banknotes and unpersonalised notes.

Personalised banknotes are linked to a specific individual or group of individuals and prove their ownership of the money. A merchant deposits money in the bank and receives a personalised banknote in return. At a distant branch, the merchant can pass the banknote on to the next merchant issuing a new banknote in their name. A single banknote's value can be updated and changed. Such banknotes look like stamped and embossed folders with signatures of several important individuals. They also contain stamps and security measures to prevent counterfeiting. Personalised banknotes are often worth tens of thousands of gold coins and are used in overseas

trade where transporting a large amount of gold can be dangerous. To ensure additional security and authenticity such banknotes are also Contracts of Menes between the bank and the banknote owner. Contract of Menes is a spell that makes the banknotes magical documents backed by the Asteanic trade god Menes. Metaphysics roll against Difficulty Level(DL) 20 helps determine whether an item is magical or not, that is, whether the banknote is a real Contract of Menes or just a piece of paper decorated with beautiful stamps and drawings.

Alongside personalised banknotes, unpersonalised banknotes with a smaller nominal value are also in use. They have values of 10, 20, 50, and 100 gold denari and bear signatures and stamps of the bank official who issued them to ensure counterfeit protection. Unpersonalised banknotes have wider usage. They are used by small merchants and large landowners. They are also used for large transactions such as the sale of land or a considerable quantity of goods.

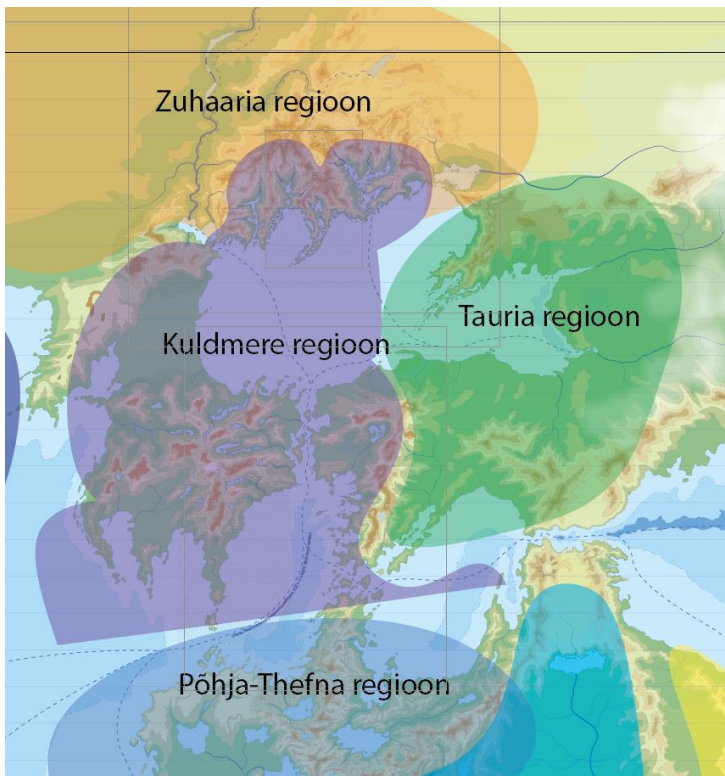
## Selling and Buying Goods

When PCs acquire a large number of used weapons, armour, jewellery, etc. through adventuring, they can usually sell them to merchants for half price in cities. If the item has a wholesale value written, it can always be sold at that price.

If the PCs have ways to sell goods directly to the end consumer (they own a store or participate in overseas trade), they can charge the final price for the sale.

The prices of goods may vary regionally, the prices presented in the chapter apply to the Gilden Sea region, which encompasses all Asteanic provinces and states around the Gilden Sea. To the north is the Zuharic region and to the east is the Tauric region. South, across the Tauric Sea, is the North-Thefna region.

The prices of most common goods are uniform throughout, but if there is a variation in the price in other regions, it is noted on the item price.



## Metals

Metals and jewellery can always be sold at their full price.

1 kg of iron - starting from 2 SD (price in Oreenia and Kali states starts from 8 SD)

1 kg of bronze - 6 SD

1 kg of tin - 4 SD

1 kg of lead - 20 SD

1 kg of silver - 400 SD = 26.6 GD

1 kg of gold - 400 GD

# Weapons and Armour

## Masterworks

For each of the following weapons and armour, there are also masterwork versions. With regards to weapons, the masterwork versions increase Attack and Damage, for instance, a masterwork longbow +2 adds +2 to both Attack and Damage. For armour, the masterwork version increases Damage Reduction by 1, 2, or 3 points. For shields, the Parrying bonus increases.

There are three types of masterwork weapons and armours: masterwork +1, which can be found in all cities where the corresponding type of weapons or armours are sold, masterwork +2, which can only be found in major cities, and masterwork +3, which is a very rare occurrence.

In order to create a masterwork +1 weapon or armour, the blacksmith must have at least a +10 skill level in the relevant skill; for masterwork +2, +20 skill level; and for masterwork +3, +30 skill level.

Masterwork weapons and armours are expensive. +1 has a price that is four times the base price; +2, 16 times the base price (e.g. masterwork katana +2 would be  $20 \times 4 \times 4 = 320$ ); and +3, 64 times ( $\times 4 \times 4 \times 4$ ) the base price (+3 masterwork items are very difficult to find and are considered artefacts).

For weapons and armour that cost less than 2 GD, the base price for calculating the masterwork price is considered to be 2 GD.

## Silver Weapons

Characters can find silver weapons in cities where Soulsmiths live. Silver weapons are able to damage Otherworldlings, ghosts and other supernatural beings that are otherwise highly resistant to conventional weapons (10 or 20 Damage Reduction). Only Soulsmiths (sorcerers practising Soul Crafting school of magic) can make silver weapons, which means that in order for such weapons to be available in a city, one such character must live there or some merchant must bring them there. All silver weapons add 50 GD to the base price of the weapon. Silver weapons can also be masterworks, in which case this 50 GD is added after the masterwork price is calculated.

The rest of the magical items (including Soulblood weapons and Astral Armours), their prices, and their creation are under Magic Items.

## Weapon's Special Properties

Almost all weapons have some special properties, which allow for the execution of certain specific manoeuvres, Piercing, or describe their relationship with Abilities.

### Two-Handed Weapon

Two-handed weapons require the use of two hands, meaning that in addition, a shield cannot be used (with the exception of arm shields) or another weapon.

### Hand-and-a-Half Weapon

Hand-and-a-half weapons are weapons that can be used with either one hand or two hands. When using such a weapon with two hands, the benefits of two-handed weapons can be taken advantage of, such as specializing in two-handed fighting. When using the weapon with one hand, a shield or another weapon can be held in the other hand.

### Double-Sided Two-Handed Weapon

With a double-sided two-handed weapon, multiple attacks can be made by someone with the ability to fight with two weapons. With regular two-handed weapons, only those with the ability to perform Rapid Attack can make multiple attacks.

### Charge Weapon

These weapons are suitable for executing charges and receiving charges.

### Reach Weapon

A reach weapon allows an attack on hexagons that are further away, but not on hexagons that are next to the wielder. With a reach weapon, an attack can be made as one moves through hexagons next to the target and their neighbouring hexagons, for a total of 4 meters in radius from the hexagon in which the wielder is located.

The person wielding a reach weapon gets an ***Attack of opportunity with a melee weapon*** even against opponents who are moving to reach them, even if the total movement is less than 5 meters. People armed with any other melee weapons do not have this opportunity.

Reach weapons are considered inappropriate for hand-to-hand combat, meaning that all enemies in adjacent hexagons get an ***Attack of opportunity with a melee weapon*** against the user of such a weapon. Note: At the start of a Full Attack, one can switch weapons and thus avoid this situation.

All reach weapons are suitable for receiving charges, even if they are not suitable for executing charges.

### Piercing Weapon

Piercing weapons can penetrate the enemy's Armour. Firstly, the Piercing value is subtracted from the opponent's Damage Reduction, and then the DR is subtracted from Damage.

For example, an Attack with a war hammer results in a Damage of 6, a war hammer has a Piercing value of 4, and the opponent's DR is 7. Without a Piercing weapon, the opponent would not receive any Damage at all. In the case of the war hammer, Piercing value 4 is subtracted from DR 7, leaving a DR of 3. DR (3) is subtracted from the Damage, resulting in 3 Damage to the opponent.

### Armour-Bypassing Weapon

Armour-bypassing weapons are weapons that can perform Armour-bypassing attack manoeuvres. Many of these weapons have bonuses (but not all) to perform this manoeuvre, which reduces the attack penalty.

Note that these weapons do not automatically bypass armour, they simply allow you to perform the relevant manoeuvre, as other weapons cannot perform this manoeuvre.

### Sneak Attack Weapon

Sneak Attack weapons are the only weapons that can be used to perform Sneak Attacks if the character has the Sneak Attack ability.

### Other Special Properties

Some weapons have unique special properties that are specific to that weapon and are therefore only written in the weapon's description and are generally not categorised.

## Weapon Groups Under Speed Attribute

## Swords

### Long Swords

All longswords have Piercing and Range 0. The hardness of all longswords is 15, with an additional +5 from each masterwork bonus.

Weapon (Special Properties) Short Description	Damage	Weight (kg)	Price
Chokuto A straight single-edged longsword. North-Asteanic weapon. Scimitar A single bladed curved sword. The most common sword among the Zuharic people.	1d8	1,5	6 GD
Katana (Hand-and-a-Half weapon) Ceremonial weapons of the Asteanic samurais and nobles, used to demonstrate their belonging to a specific caste.	1d10	1,5	20 GD
Nodachi (Two-Handed weapon, Other Special Properties) Reminds long katana, a war sword for samurai and Asteanic nobles. Nodachi is one of two weapons that can perform a 180° strike manoeuvre.	1d12	2,5	30 GD
Hook sword (Other Special Properties) Hooked-tipped short Asteanic swords. Typically used in pairs. Adds +2 to Disarm manoeuvre when used separately, +4 when used as a pair. Disarm manoeuvres do not usually cause damage but disarm manoeuvres performed with these swords do. Although the blade's length is more akin to a short sword, it is more comparable to weapons in the group of long swords in terms of its properties and handling style.	1d6	1	2 GD
<b>Long swords from Farwest and other regions</b>			
Arming sword Also called the infantry sword, the Farwestern knights' secondary weapon.	1d8	1,5	15 GD (6 GD in Farwest or Tauric region)
Longsword or Tauric claymore (Hand-and-a-Half weapon)	1d10	2	15 GD (10 GD in Farwest or Tauric region)
<i>Sweihandler</i> (Two-Handed weapon, Other Special Properties) Two-handed sword is one of two weapons with which you can perform a 180° strike manoeuvre.	2d6	3	50 GD (20 GD in Farwest)

### Short Swords

All short swords have Piercing and Range 0, except the Throwing knife. The hardness of all short swords is 15, with an additional +3 from each masterwork bonus.

Weapon (Special Properties) Short Description	Damage	Weight (kg)	Price
Dagger/Tanto (Armour-bypassing weapon, Sneak Attack weapon) Adds +4 to the Armour-bypassing attack manoeuvres.	1d4	0,33	1 GD
Throwing knife (Armour-bypassing weapon, Sneak Attack weapon)	1d4	0,1	4 SD



Throwing range of 10 m. Adds +2 to the Armour-bypassing attack manoeuvres, but only when used in hand-to-hand combat. Can also be used to perform Sneak Attack in hand-to-hand combat.			
Kodachi (Armour-bypassing weapon, Sneak Attack weapon) Short sword with a single curved blade.	1d6	1	2 GD
Wakizashi (Armour-bypassing weapon, Sneak Attack weapon) A short sword with a single curved blade, commonly used by Asteanic samurais, shinobis and nobles.	1d8	1	10 GD
<b>Far West short swords</b>			
<i>Trident dagger</i> (Armour-bypassing weapon, Sneak Attack weapon, Other Special Properties) A trident dagger has a blade that can be separated into three segments by pressing a simple button, which adds a +2 bonus to the Disarm manoeuvre. If the blade is intact, it also provides a +2 bonus to Armour-bypassing attack manoeuvres. Once the blade is inserted into a target's body, it can be opened in the same round, causing automatic 1d4+1 Damage. However, if the target is wearing armour, the blade cannot be easily removed and must remain in the body, requiring cutting it out to remove it.	1d4	0,33	15 GD (6 GD in Farwest)
<i>Swordbreaker</i> (Armour-bypassing weapon, Sneak Attack weapon, Other Special Properties) Adds +2 to Disarm manoeuvre. With a swordbreaker, you can perform a Weapon-breaking strike against any sword. In addition, when using this manoeuvre, you deal additional +8 Damage to the sword. Character has to break the weapon in one strike, Roll Damage against the sword's Hardness to do so.	1d4	0,33	10 GD (4 GD in Farwest)
Rapier (Armour-bypassing weapon, Sneak Attack weapon) Adds +2 to the Armour-bypassing attack manoeuvres.	1d6+1	1	20 GD (8 GD in Farwest)
Estoc (Hand-and-a-Half weapon, Armour-bypassing weapon, Sneak Attack weapon) Adds +2 to the Armour-bypassing attack manoeuvres. A lengthy Farwestern sword that features a slender blade. Despite its length resembling that of a long swords, its characteristics and manner of use are more akin to short swords. Because of its length and size, the estoc is the only hand-to-hand combat weapon that allows for both Sneak Attack and use with two hands.	2d4	1	30 GD (12 GD in Farwest)

## Axes and Maces

All axes and maces have Hardness of 8, with an additional +2 from each masterwork bonus. If the handle of the weapon is also made entirely of metal, then the weapon weighs twice as much and costs twice as much as one with a wooden handle. In this case, the weapon's Hardness is 15, which is increased by +5 for each masterwork bonus.

### Heavy Axes

Weapon (Special Properties) Short Description	Damage	Piercing	Weight (kg)	Price
Battle axe (Hand-and-a-Half weapon, Piercing weapon) A simple and effective battle axe is widely used as a war weapon across the world.	1d8	2	2,5	1 GD
Two-handed felling axe (Two-Handed weapon)	1d10	0	4	10 SD
Bardiche (Two-Handed weapon, Piercing weapon)	1d12	2	4	2 GD



## Light Axes

All light axes have a Piercing of 0.

Throwing weapons only have two ranges: the standard range indicated here and a maximum range with an Attack penalty of -6, which is twice the indicated throwing range.

Weapon (Special Properties) Short Description	Damage	Range (m)	Weight (kg)	Price
Handaxe	1d6	10	1,5	4 SD
Throwing axe	1d6	20	1	10 SD
Navy axe Asteanic marines' boarding and battle axes.	1d6+1	15	1	1 GD

## Blunt Weapons

All blunt weapons have a range of 0.

Weapon (Special Properties) Short Description	Damage	Piercing	Weight (kg)	Price
Club	1d4	0	1	-
Quarterstaff (Double-Sided Two-Handed weapon)	1d4 and 1d4	0	1	-
Tetsubo (Double-Sided Two-Handed weapon) Essentially a long iron tube.	1d6 and 1d6	0	2	10 SD
Mace (Piercing weapon)	1d6+1	2	2	20 SD
Flail (Other Special Properties) Adds +2 to Disarm manoeuvre.	1d10	0	2	20 SD
Morningstar (Piercing weapon)	2d4	2	3	2 GD
War hammer (Piercing weapon)	1d6+1	4	3	4 GD
Poleaxe (Two-Handed weapon, Piercing weapon) A heavy warhammer on a long shaft with a spear-like point.	2d4	4	4	5 GD

## Spears

All spears have a Piercing of 0.

All spears have a Hardness of 6, which is increased by +2 for each Masterwork bonus. If the weapon handle is also made entirely of metal, the weapon weighs three times more and costs three times more. In this case, the weapon's Hardness is 15, which is increased by +5 for each Masterwork bonus.

Spears only have two throwing ranges: the standard range indicated here and a maximum range with an Attack penalty of -6, which is twice the indicated throwing range.

Weapon (Special Properties) Short Description	Damage	Range (m)	Weight (kg)	Price
<b>Lances</b>				
Throwing lance (Hand-and-a-Half weapon, Reach weapon, <i>Charge weapon</i> , Armour-bypassing weapon) Breaks on charge when damage exceeds 20.	1d6+1	15	1,5	1 GD
Lance (Hand-and-a-Half weapon, Reach weapon, <i>Charge weapon</i> , Armour-bypassing weapon) Breaks on charge when damage exceeds 30.	1d10	0	2,5	2 GD
Infantry pike (Two-Handed weapon, Reach weapon, Armour-bypassing weapon)	1d12	0	5	20 SD

Only used in battle formations. Breaks upon breaking cavalry charge when damage exceeds 30.				
<b>Spears</b>				
Yari (Two-Handed weapon, Reach weapon, <i>Charge weapon</i> , Armour-bypassing weapon) A weapon used by Asteanic ashigaru and samurai in warfare, featuring a long, straight blade in place of a spear point that's in a scabbard during times of peace. Breaks on charge when damage exceeds 30.	1d10	-	2,5	4 GD
Spear (Hand-and-a-Half weapon, Reach weapon, <i>Charge weapon</i> , Armour-bypassing weapon) Breaks on charge when damage exceeds 20.	1d8	15	2	1 GD
Hunting spear (Hand-and-a-Half weapon, Armour-bypassing weapon)	1d6	20	1	10 SD
Military fork (Hand-and-a-Half weapon, Other Special Properties) A two-pronged weapon with two sword blades, about 1.5 m long, +2 to Disarm manoeuvres. Additionally, Disarm manoeuvres performed with this weapon cause damage. Usually, Disarm manoeuvres do not cause damage.	2d4	10	3	4 GD
Trident (Hand-and-a-Half weapon, Other Special Properties) A three-pronged weapon, about 1.5 m long, +4 to disarm manoeuvres.	1d8	10	3	4 GD
Harpoon (Other Special Properties) Pulling out deals 1d4 Damage, Medicine or Anatomy roll against DL 20 to avoid it. If used with rope then the throwing distance is reduced by 5 m.	1d6+1	20	0,5	1 GD
Javelin Unsuitable for hand-to-hand combat, only fighting with a javelin allows the opponent an <b>Attack of opportunity with a melee weapon</b> .	1d6	30	0,5	5 SD
Atlatl (Other Special Properties) A javelin thrower is found only in a few regions (Gurgeland, Kaliland). Adds +2 Damage to the javelin and allows it to be thrown twice as far.	+2	X2	0,5	- (Found only in Kaliland or Gurgeland where costs around 2 SD)

## Weapon groups under Precision attribute

### Bows

All bows have a Piercing of 0.

Bows have three ranges, the optimal range listed here, x2 range with a -6 Attack roll and x3 range with a -12 Attack roll.

Body attribute is not automatically added to bow Damage. Body bonuses are only added to bow Damage if the character has the Devastating shot ability.

All bows have a Hardness of 2, which is increased by +1 for each Masterwork bonus.

Weapon (Special Properties) Short Description	Damage	Range (m)	Weight (kg)	Price
Basic bow (Two-Handed weapon)	1d6	30	1	10 SD
Composite bow (Two-Handed weapon) Character must have a Body of at least 0 to use. Can also be used on horseback.	1d8	45	1	3 GD
Longbow (Two-Handed weapon) Character must have a Body of at least +2 to use. Can't be used on horseback.	1d10	90	1	6 GD
Daikyu (Two-Handed weapon) Character must have a Body of at least +2 to use. Can also be used on horseback. The historic signature weapon of North-Asteanic mounted samurai.	1d10	75	1	8 GD
10 arrows			1	5 SD
10 silver arrows			1	8 GD
Poison fillable arrow, one			0,1	5 SD

## Crossbows and Firearms

Crossbows and firearms have three ranges, the optimal range listed here, x2 range with a -6 Attack roll and x3 range with a -12 Attack roll. Crossbows and firearms lose their Piercing property at longer firing ranges than the normal range. Body pluses are not added to the Damage of crossbows and firearms.

All crossbows and firearms have a Hardness of 8, which is increased by +2 for each Masterwork bonus.

Weapon (Special Properties) Short Description	Damage	Piercing	Range (m)	Weight (kg)	Price
<b>Crossbows</b>					
Basic crossbow (Two-Handed weapon, Piercing weapon) Loading takes one Action. Can be used on horseback.	1d10	2 (0)	60	2	6 GD
Heavy Crossbow (Two-Handed weapon, Piercing weapon) Loading takes one Action. The heavy crossbow cannot be used on horseback as it is impossible to load while riding.	1d12	2 (0)	75	4	10 GD
Arbalest (Two-Handed weapon, Piercing weapon) Loading takes one Action. Arbalest cannot be used on horseback as it is impossible to load while riding.	2d8	2 (0)	90	6	20 GD
Repeating crossbow (Two-Handed weapon, Piercing weapon, Other Special Properties) The primary ranged weapon of Asteanic marines, capable of firing 2 bolts in a Full Attack (making two Attacks). The user of a repeating crossbow does not need to have any abilities to make two attacks. The ability Rapid Attack does not change the number of attacks in a Full Attack. Repeating crossbow	1d10	2 (0)	45	4	40 GD

has an easily replaceable magazine, allowing for shooting from horseback. Magazines hold 10 bolts. Replacing a magazine takes one Action, while reloading a magazine takes 2 Actions (rounds) during which Reactions can not be used. Price includes 2 additional magazines					
Repeating dart launcher (Piercing weapon, Other Special Properties) A small crossbow-like weapon, capable of firing 3 bolts in a Full Attack (making three Attacks). The user of a dart launcher does not need to have any abilities to make three attacks. The ability of Rapid Attack does not change the number of attacks in a Full Attack. Dart launchers have an easily replaceable magazine, allowing for shooting on horseback. Magazines hold 15 bolts. Replacing a magazine takes one Action, while reloading a magazine takes 2 Actions during which Reactions can not be used. The price includes 2 additional magazines.	1d6	2 (0)	25	2	40 GD
10 bolts or darts				0,5	5 SD
10 silver bolts or darts				0,5	8 GD
Poison fillable bolt or dart, one				0,1	5 SD
<b>Firearms</b>					
<b>Simple firearms</b>					
Prevalent in areas with lower industrialization.					
Arquebus (Two-Handed weapon, Piercing weapon) Loading takes one Action. Arquebus cannot be used on horseback as it is impossible to load while riding.	1d12	4 (0)	45	4	10 GD
Hand cannon (Two-Handed weapon, Piercing weapon) Typically placed on support legs for firing. Loading takes 2 Actions during which Reactions can not be used. For attacking with a hand cannon Ballistics skill is used instead of Firearms skill. Cannot be used on horseback.	2d10	4 (0)	45	20	20 GD
<b>Common firearms</b>					
Common in Asteanic states and provinces.					
Flintlock pistol (Piercing weapon) Loading takes one Action. Can be used on horseback.	1d10	6 (0)	30	1	10 GD
Flintlock musketoon (Two-Handed weapon, Piercing weapon) Carbine musket. Loading takes one Action. Can be used on horseback.	2d6	6 (0)	45	3	15 GD
Flintlock musket (Two-Handed weapon, Piercing weapon)	2d8	6 (0)	60	4	20 GD

Loading takes one Action. Cannot be used on horseback.					
Blunderbuss pistol (Other Special Properties) Loading takes one Action. Can be used on horseback. The attack with the weapon cannot be countered with Parrying, as the whole area is attacked. All those within range must roll Reflexes against the Attack. No other ranges than optimal range.	1d4+1	0	10x5 cone	1,5	8 GD
Blunderbuss (Two-Handed weapon, Other Special Properties) Loading takes one Action. Can be used on horseback. The attack with the weapon cannot be countered with Parrying, as the whole area is attacked. All those within range must roll Reflexes against the Attack. No other ranges than optimal range.	2d4+1	0	20x10 cone	5	16 GD

### Advanced firearms

Used only in the few most technologically advanced regions of Farwest.

Flintlock carbine rifle (Two-Handed weapon, Piercing weapon) Loading takes one Action. Can be used on horseback.	2d6	6 (0)	60	3	100 GD (20 GD in Farwest)
Flintlock rifle (Two-Handed weapon, Piercing weapon) Loading takes one Action. Cannot be used on horseback.	2d8	6 (0)	100	4	150 GD (30 GD in Farwest)

### Ammunition (bullet, gunpowder, plug)

10 rounds for guns				0,5	10 SD
10 silver bullet rounds				0,5	6 GD
10 rounds for blunderbuss				1	20 SD
10 hand cannon rounds				2	20 SD
1 kg of gunpowder				1	20 SD

## Civilian weapons

The civilian weapons category encompasses weapons from all other categories and includes any throwing weapons, such as grenades and darts, that do not fit into other categories. Civilian Weapons skill also covers throwing items that are not weapons.

Body attribute is added to the Damage of most civilian weapons, except grenades.

Throwing weapons only have two ranges: the standard range indicated here and the maximum range with an Attack penalty of -6, which is twice the indicated throwing range.

Since most weapons belonging to the civilian weapons group are also in some other group, they have very different strengths.

Weapon (Special Properties) Short Description	Damage	Piercing	Range (m)	Weight (kg)	Price
<b>Civilian weapons from Short swords group</b>					

Dagger/Tanto (Armour-bypassing weapon, Sneak Attack weapon) Adds +4 to the Armour-bypassing attack manoeuvres.	1d4	0	0	0,33	1 GD
Kodachi (Armour-bypassing weapon, Sneak Attack weapon) Short sword with a single curved blade.	1d6	0	0	1	2 GD
<b>All light axes are also Civilian weapons</b>					
Handaxe	1d6	0	10	1,5	4 SD
Throwing axe	1d6	0	20	1	10 SD
Navy axe Asteanic marines' boarding and battle axes.	1d6+1	0	15	1	1 GD
<b>Civilian weapons from Blunt weapons group</b>					
Club	1d4	0	-	1	-
Mace (Piercing weapon)	1d6+1	2	-	2	20 SD
Morningstar (Piercing weapon)	2d4	2	-	3	2 GD
<b>Civilian weapons from Spears group</b>					
Spear (Hand-and-a-Half weapon, Reach weapon, <i>Charge weapon</i> , Armour-bypassing weapon) Breaks on charge when damage exceeds 20.	1d8	0	15	2	1 GD
Hunting spear (Hand-and-a-Half weapon, Armour-bypassing weapon)	1d6	0	20	1	10 SD
Harpoon (Other Special Properties) Pulling out deals 1d4 Damage, Medicine or Anatomy roll against DL 20 to avoid it. If used with rope then throwing distance is reduced by 5 m.	1d6+1	0	20	0,5	1 GD
Javelin Unsuitable for hand-to-hand combat, only fighting with a javelin allows the opponent an <b>Attack of opportunity with a melee weapon</b> .	1d6	0	30	0,5	5 SD
Atlatl (Other Special Properties) A javelin thrower, found only in a few regions around the Ocean (Gurgeland, Kaliland). Adds +2 Damage to the javelin and allows it to be thrown twice as far.	+2	0	X2	0,5	- (Found only in Kaliland or Gurgeland where costs around 2 SD)
<b>Weapons unique to civilian weapons group</b>					
Blowgun	1d4	0	25	0,5	1 SD
Dart, one	1d4	0	10	0,1	25 c
Poison fillable dart, one	1d4	0	10	0,1	5 SD
<b>Grenade like civilian weapons</b> When throwing grenade-like civilian weapons a roll of 5 or more means the weapon flies towards the targeted area (hexagon). However, victims do not throw Parrying but Reflexes. If the Reflexes roll is 20 or higher then no Damage is taken. if the roll is 10 or higher half Damage is taken and if the roll is less than 10 then full Damage is taken. If the character throws an Attack less than 5 it means: 2-4 - the thrown object flies in the right direction but deviates to the left or right by the radius of the impact. 1 - the thrown object flies 90 degrees off course. 0 or less - the thrown object flies exactly in the opposite direction, falls before the thrower or explodes in the hand.					

Weapon (Special Properties) Short Description	Radius of effect	Dama ge	Pierci ng	Throw ing range (m)	Weight (kg)	Price
<b>Grenade (Piercing weapon, Other Special Properties)</b> A throwing weapon with a ceramic casing that contains gunpowder and expels steel spikes. Spikes fly in all directions after the explosion. The damage is caused by both explosion and flying spikes. Before throwing the grenade a fuse must be lit, which does not take 1 Action if there is an open flame. Due to this additional move, the grenade cannot be thrown as a Reaction to someone else's Action.	5 m	3d6+3	2	15+B ody	4	6 GD
<b>Getetic fire (Piercing weapon, Other Special Properties)</b> A bottle of easily ignitable and hard-to-extinguish liquid that when used as an incendiary bomb causes 1d6 Damage in a 2m radius, characters in that radius catch fire and receive 1d6 Damage for 1d4 rounds thereafter.  When leaving a burning area, extinguishing oneself takes one round if an Athletics roll against DL 15 succeeds.  A pool of Getetic fire on the ground continues to burn for 2d6 rounds if it doesn't ignite anything else. Standing in a burning pool of fire causes 1d6 Damage per turn. The Damage from burning and standing in a burning pool is not cumulative, only one 1d6 is rolled in round.  A successful Reflexes roll against DL 20 means that the character is not hit by the flaming substance. However, it is still advisable for them to leave the area or they still receive damage for standing in the burning pool. Before throwing the Getetic fire bottle light the fuse, which does not take a full action if there is an open flame. Due to this additional move, the Getetic fire cannot be thrown as Reaction to someone else's action.	2m	1d6	Armo ur doesn't offer any protect ion again st fire.	15+B ody	1	8 GD (30 SD in Getetic lands)
<b>Giant ants acid (Piercing weapon, Other Special Properties)</b> A litre bottle of giant ant's acid causes 2d6 damage to all standing within a 2m radius. Armour provides no protection against the corrosive acid, as it easily flows through all openings.	2m	2d6	Armo ur doesn't offer any protect ion	15+B ody	1	10 GD (40 SD in Orenic lands)



Being hit by the acid bottle causes damage once. Being in an acid bath causes 2d6 damage per round and ends with the body dissolving.			against acid.			
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## Weapons under Body attribute

### Martial arts weapons

Martial arts and all types of fistfighting are under Athletics skill. When using Athletics in hand-to-hand combat against an armed opponent, they will get an **Attack of opportunity with a melee weapon** as their Reaction as you are unarmed.

All martial art weapons have Piercing and a Range of 0. Add Body attribute to Damage.

Weapon (Special Properties) Short Description	Damage	Weight (kg)	Price
Fists and feet	Body attribute, at least 1	-	-
Iron Knuckles	1	0,1	2 SD
Climbing claws (Other Special Properties) Add +2 to Athletics or Stealth skills when climbing.	1d4	0,5	40 SD

## Armour

Armour offers Damage Reduction (DR), which is subtracted from Damage. Shields give bonuses to Parrying, but do not affect DR.

Armours have Armour Penalty, which is subtracted from Reflexes, and Stealth skills. Armour penalty is also applied to Athletics rolls in case of jumping, climbing, running and swimming. Breaking doors, lifting, martial arts and other such activities which do not require durability but strength have no applied Armour Penalty.

Light armour does not reduce Movement Speed or distance travelled per day.

Medium armour reduces Movement Speed by 4 metres and reduces the distance travelled per day by 10 km.

Heavy armour reduces Movement Speed by 8 metres and reduces the distance travelled per day by 10 km.

Armour	DR	Armour penalty	Weight (kg)	Price
<b>Light armour</b>				
Light leather armour As well as reinforced leather coats, leather jackets, large amounts of animal skin etc.	1	0	2	10 SD
Leather armour	2	0	4	2 GD
Gambeson	3	-1	6	4 GD
<b>Light armour from other regions of the world</b>				
Wyvernskin armour Dark green armour made in Tauria. Its high price is mostly due to the exotic nature of the material, as wyvern skin is difficult to come by. Extremely expensive, masterwork	3	0	4	50 GD (30 GD in Tauric region)

versions can usually be found because there's no reason to waste expensive material on making regular armour.				
Spider chitin armour A highly exotic armour made from the shells of giant spiders. Typically only found in regions outside of Asteania.	4	-1	6	- (Found only in regions where giant spiders live, where it costs around 30 GD)
<b>Medium armour</b>				
Light lamellar armour Ashigaru armour.	4	-2	10	8 GD
Lamellar armour	5	-3	14	12 GD
Heavy lamellar armour The armour of the Asteanic samurai is adorned with coloured lacquer. The helmets feature intricate designs with horns or other embellishments that symbolise the samurai clan or personal achievements. Furthermore, the helmet features a war mask reminiscent of a mythical creature.	6	-3	16	40 GD
Chainmail	5	-2	12	18 GD
<b>Medium armour from other regions of the world</b>				
Brigandine A medium armour commonly used by Farwesterners. Made of metal plates sewn onto cloth or leather. The outer cloth is usually coloured and may bear an emblem of house or state.	5	-1	10	50 GD (20 GD in Farwest)
Tauric laminar armour A type of armour made from thin, but sturdy, horizontal steel plates crafted from Taurian steel.	6	-2	12	70 GD (50 GD in Tauric region)
<b>Heavy armour</b>				
North-Asteanic plate armour Like lamellar armour, the North-Asteanic plate armour is covered in lacquer, making it rustproof and adding to its appearance. The helmet is decorated with miniature sculptures, horns, or other symbols, and the face is protected by a war mask that resembles a mythical creature or deity.	8	-4	20	120 GD
Mirror armour An Asteanic nobles ceremonial armour, properly made mirror plate armour offers some protection against the azure warrior's soulbleed weapons like astral armour. The mirror armour is made of mirror-polished steel.	6 (2 Magical DR)	-3	18	200 GD
<b>Heavy armour from other regions of the world</b>				
Light plate armour Farwestern armour.	7	-3	18	200 GD (75 GD in Farwest)
Plate armour Farwestern armour.	9	-4	22	400 GD (150 GD in Farwest)

Ghotian plate armour Farwestern armour.	10	-5	24	520 GD (200 GD in Farwest)
Locking gauntlet A farwestern invention, +8 to Parrying when defending against Disarm manoeuvre. Weapon switching or removal takes full Action.	Dependi ng on the type of plate armour.	-	-	16 GD (DR 7) 32 GD (DR 9) 44 GD (DR 10) (Two times cheaper in Farwest)

## Shields

Shields give bonuses to Parrying, but do not affect DR.

All shields, excluding arm shields, are considered hand-to-hand weapons, meaning that by carrying a shield, one can engage in hand-to-hand combat with a javelin or a pistol without the opponents getting an **Attack of Opportunity with a melee weapon**.

Shield	Parrying bonus	Wei ght (kg)	Price
Wooden round shield	+2	2	10 SD
Wooden long-shield Protects the horse as well, the rider can add a bonus from the shield to the steeds Parrying roll.	+2	3	1 GD
Bronze round shield	+3	2	3 GD
Steel round shield	+3	2	2 GD
Steel longshield Protects the horse also, the rider can add a bonus from the shield to the steeds Parrying roll.	+3	4	2 GD
Pavise Also called tower shield. A static wooden shield with a support leg, archers can hide behind it in battle but not suitable for hand-to-hand combat. Is not considered Hand-to-hand weapon because it's not worn, which means it doesn't protect against <b>Attack of Opportunity with a melee weapon</b> when engaging in melee without a proper weapon.	+4	10	2 GD
Arm shields Arm guards of the Asteanic warriors, typically bearing the emblem of their clan, daimyo or house. Allows for the use of two weapons, a two-handed weapon or a ranged weapon but not any additional shields. These are not considered Hand-to-hand weapons, which means they don't protect against <b>Attack of Opportunity with a melee weapon</b> when engaging in melee without a proper weapon.	+1	1	6 GD

# Equipment for Adventurers

## Basic travelling equipment

Description	Weight (kg)	Price
Trail rations Dried meat, nuts, dates, raisins etc.	1	25 c
Backpack	0,5	2 SD
Tent, for two people	2	8 SD
Sleeping bag	1	2 SD
Waterskin, 2 litres	2, when full	1 SD
Flint and steel	-	2 SD
Oil lamp	0,25	3 SD
Lantern	0,5	8 SD
Matches, 10 pieces	0	2 SD
Hemp rope, 20 m	1	1 SD
Giant spider silk rope, 20 m Equal durability to steel cable	0,2	4 GD
Paper, 1 A3 sheet	-	3 c
Notebook, 100 pages	0,1	6 SD
Parchment, 1 A3 sheet	-	1 SD
Ink for 100 pages, in a glass bottle	0,2	4 SD
Dip pen	-	2 SD
Candle (burns for 24 hours)	0,5	10 c

## Tools for adventurers

Description	Weight (kg)	Price
Climbing equipment +4 Athletics or Stealth skills roll when climbing.	2	20 SD
Climbing claws (Other Special Properties) Add +2 to Athletics or Stealth skills when climbing. Damage 1d4, when used as a weapon.	0,5	40 SD
Lock picks	0,5	2 GD
Lock picks, masterwork Add +2 to Mechanics when picking a lock.	0,5	10 GD
First aid kit Grants +2 bonus to Medicine checks, has 20 uses, and instantly heals 1 HP if Medicine check is at least 15.	2	4 GD, refilling costs 2 SD per one use
Good first aid kit Grants +2 bonus to Medicine check, has 20 uses, and instantly heals 2 HP if Medicine check is at least 15.	2	6 GD, refilling costs 3 SD per one use
Professional first aid kit Grants +4 bonus to Medicine checks, has 20 uses, and instantly heals 2 HP if Medicine check is at least 15.	2	8 GD, refilling costs 4 SD per one use
Theatrical makeup and accessories Grants +2 bonus to Social skills checks for disguising, 20 uses	1	8 GD, refilling costs 4 SD per one use

Theatrical makeup with phoenix ash and accessories Grants +6 bonus to Social skills checks for disguising, 20 uses. Includes 100g of phoenix ash.	1	50 GD, refilling costs 2,5 GD per one use
Fine perfume Grants +2 bonus to Social skills checks for persuasion and deception, 20 uses.	0,1	20 GD
Nymph's blood perfume Grants +6 bonus to Social skills checks for persuasion and deception, 20 uses. Contains nymph's blood!	0,1	100 GD
Navigator's tools Grants +2 bonus to Geography checks for navigation. Enables navigating at sea.	2	20 GD
Compass Enables navigating at sea.	0,5	4 GD
Spyglass (magnification x5) Can be used to observe and detect objects outside of normal sight range.	0,5	40 GD
Handcuffs Lockpicking DL 15.	0,5	2 GD

## Tools of Trade

Description	Weight (kg)	Price
Tools of artist or craftsman For example blacksmith tools, goldsmith tools, tailor tools etc. The tools are individual, i.e. apprentices and other workers in the workshop need their own set.	Depends	1 GD – 25 GD (on average 10 GD)
Tools of the artist or craftsman, masterwork Add +2 when rolling craft or Art skill.	Depends	Starting from 8 GD, the regular tool price multiplied by 4.
An artist's or craftsman's workshop Add +2 to craft or Art rolls, includes all necessary tools for specific craft operations. Workshops have additional tools for hired apprentices.	Stationary	10 GD – 250 (on average 100 GD)
Musical instrument	Depends	1 GD – 10 GD (on average 5 GD)
Musical instrument, masterwork Adds +2 when rolling Music skill.	Depends	Starting from 8 GD, the regular instrument price multiplied by 4.
Acupuncture needles	-	6 SD
Acupuncture needles, masterwork Add +2 to Medicine or Restoration rolls when using needles.	-	2 GD
Laboratory Grants +2 bonus to Herbalism checks.	Stationary	200 GD
Pharmaceutical laboratory Grants +2 bonus to Herbalism and Anatomy checks. Grants +4 bonus to Medicine checks.	Stationary	1000 GD
Lock Lockpicking DL 10 - 40.	1	DL 10 – 1 GD DL 15 – 2 GD DL 20 – 4 GD DL 25 – 10 GD

		DL 30 – 20 GD DL 35 – 100 GD DL 40 – 400 GD
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## Potions

Product	Weight (kg)	Price
Oni Blood Drinking a bottle of Oni Blood immediately heals 5 HP and two bottles can be consumed per round. Although widely referred to as Oni Blood, Hydras and Cyclops also possess the same properties in their blood.	250 ml (0,25 kg)	5 GD
Soul Essence Drinking Soul Essence immediately heals Soul HP. Soul Essence is created by a Restoration mage and appears as a bottle filled with floating mist. The bottle contains the mage's actual captured soul points. Two bottles can be consumed per round. Three types of Soul Essence exist, restoring 1d6+6, 1d8+8, or 1d10+10 Soul HP.	100 ml	1d6+6 – 20 GD 1d8+8 – 30 GD 1d10+10 – 40 GD
Geuladic Berry Juice The drink temporarily boosts the drinker's Body by +2 for 1d6 hours and has a potency-enhancing effect. However, once the effect subsides, the character feels exhausted (-4 to all rolls) and needs to rest.	100 ml	7 GD (2 GD in Oreenia and Kaliland)

## Services

Service	Price
Simple meal in a tavern Bread, a mug of beer, and a soup-like dish.	10 c
Meat or fish meal in a tavern Meat, a mug of beer, bread, and some greens.	15 c
Proper meal in a tavern Meat, a mug of wine, bread, a bit of greens, and a sweet dessert.	25 c
Good meal in a tavern Several kinds of meat and fish, a litre of wine, bread, some greens, and a sweet dessert.	1 SD
Accommodation in a common room of an inn	free
A place in a cheap inn's common bed, such as in a facility serving pilgrims.	5 c per night
Private room in a simple inn Accommodates 4 to 6 people, typically located in a basement or stable-like area. It lacks beds and probably lacks proper windows or lockable doors.	1 SD per night
Good room in a respectable inn Accommodates 4 to 6 people, clean room with separate beds, windows that open, and a lockable door (DL 10 to Pick).	2 SD per night
Suite in a fine hotel Depending on the hotel, may include various amenities, typically multiple rooms, windows, private entrance, private bathroom, etc. With proper locks at the entrance (DC 15 to Pick).	10 SD per night
A boat trip Cost may vary and is subject to role-playing negotiation, but typically, a one-month boat trip for one person costs 10 GD. This fee covers basic meals and cramped shared cabin accommodation. Separate cabins on the boat are very costly and reserved for ship officers, owners, or their friends and associates.	10 GD per month

## Horses, Carriages and Equestrian Equipment

<b>Horses and other draft animals</b>	<b>Price in the Gilden Sea region</b>
Draft horse Body +2, Movement Speed 55, HP 20, during chaotic combat rider must roll Riding check against DL 10 each turn to avoid the horse from panicking. Cannot carry armour. Can carry 140 kg of baggage plus a rider.	5 GD
Strong carriage horse Body +4, Movement Speed 65, HP 22. Check Riding against DL 10 each turn to prevent the horse from panicking during chaotic combat. Carries all armour. Carries 160 kg of baggage plus a rider.	10 GD
Riding horse Body +2, Movement Speed 80, HP 20. Check Riding against DL 10 each turn to prevent the horse from panicking during chaotic combat. Cannot carry armour. Can carry 100 kg of baggage plus a rider.	20 GD
Asteanic warhorse Body +2, Movement Speed 70, HP 24, deals 2d6 Damage while charging. Can carry light and medium armour. Can carry 140 kg of baggage plus a rider.	40 GD
Purebred zuharic warhorse Body +2, Movement Speed 80, HP 24, deals 2d6 Damage while charging. Can carry light armour. Can carry 140 kg of baggage plus a rider.	28 GD (20 GD in Zuhaari lands)
Purebred Tserkeššic warhorse Body +4, Movement Speed 70, HP 28, deals 2d6 Damage while charging. Can carry light and medium armour. Can carry 160 kg of baggage plus a rider.	60 GD (30 GD in Tserkeššia)
Destrier (large and angry warhorse from Farwest) Body +6, Movement Speed 65, HP 32, deals 2d6 Damage while charging and can Attack independently while standing still attempting to bite and trample. Attack +2, damage 1d6+6. Can carry all armour. Can carry 180 kg of baggage plus a rider.	300 GD (120 GD in Farwest)
Great Taurian ibex Body +2, Movement Speed 50, HP 24. Able to maintain full speed while carrying a rider, even over hilly or mountainous terrain. Inflicts 1d6+2 Damage while charging by using its horns. Can carry light armour. Can carry 80 kg of baggage plus a rider.	10 GD
Two-humped camel Body +6, Movement Speed 65, HP 32, deals 2d6 damage while charging. Can carry all armour. Can carry 350 kg of baggage plus a rider.	35 GD (25 GD in Zuhaari lands)
Specially bred horses have higher than average traits. These "masterwork" horses can be purchased for additional cost. Each increase in Movement Speed by 5 points, Body by 1 point or HP by 2 costs 20 GD. A single trait can only be increased up to three times. Hence, the most expensive and powerful Asteanic warhorse would cost 220 GD and would have Body +5, Full Speed 85, and 30 HP.	
<b>Carriages, carts or sleights</b>	
Horses have be purchased separately. PCs may want warhorses for their carriage.	
Simple farmer's cart or sleigh (Movement Speed max 30), needs 1 horse, carrying capacity up to 1 ton of cargo.	20 SD
Open freight wagon or sleigh (Movement Speed max 50), needs 4 horses, carrying capacity up to 5 tons of cargo.	6 GD
Cloth-covered freight wagon (Movement Speed max 50), needs 4 horses, carrying capacity up to 5 tons of cargo.	8 GD
Closed carriage or sleigh (Movement Speed max 60), needs 2 horses.	12 GD
2 horse chariot (Movement Speed max 80)	20 GD



Asteanic war carriage or war sleigh (Movement Speed max 60), needs 2 or 4 horses.	Starting from 40 GD
Open two-horse coach or sleigh (Movement Speed max 70), needs 2 or 4 horses.	Starting from 60 GD
Closed two-horse coach or sleigh (Movement Speed max 70), needs 2 or 4 horses.	Starting from 80 GD

While on roads or open terrain, horses and other animals can cover as many kilometres in a day as their Movement Speed.

Horses usually Attack or deal Damage only when they are charging and being guided by the rider to run over someone. To avoid damage during a charge the defender must use Reaction and make a Reflex save against the charger's Riding check. Horses cannot Parry themselves and the rider must make a Riding check with a -4 penalty instead. If a horse is without a rider it's Reflexes and Parrying are 0.

<b>Riding equipment</b>	<b>Weight (kg)</b>	<b>Price</b>
Saddle and harness For use with riding horses only.	4	2 GD
Saddle and harness, masterwork +2 to Riding. For use with riding horses only.	4	10 GD
War saddle and harness Usable with riding & war horses.	6	4 GD
War saddle and harness, masterwork +2 to Riding. Usable with riding & war horses.	6	20 GD
<b>Protective gear for horses</b>		
Horse Leather Armour, DR 2 (Light)	8	4 GD
Horse Lamellar Armor, DR 5 (Medium)	32	30 GD
Horse Plate Armor, DR 7 (Heavy)	40	100 GD

## Magical items

Magical items are crafted by sorcerers (Soulscrafters), who infuse a portion of their soul into the item. This process results in permanent loss of Soul HP, limiting the number of magical items a sorcerer can create during their lifetime. PCs can overcome this limitation by purchasing additional Soul HP using EXP.

### Lightning blades

Lightning blades or electric weapons are weapons that add electrical damage to their base damage (+1d4 to +2d8).

Electric damage affects all creatures with a physical form (unless they are immune to it) but not ethereal beings (souls and ethereal Otherworldlings).

Normal armour does not provide any Damage Reduction against the damage from an electrical weapon, which is delivered as an electric shock. Only astral armour offers protection, to the extent that its Magical Damage Reduction. Mirror armour offers MDR 2.

An electrical weapon cannot be a Soulblood weapon at the same time.

An electrical weapon can but doesn't have to be a masterwork weapon.

An electrical weapon contains a small amount of copper or silver (metals with high electrical conductivity) and can also be a silver weapon, which would add 50 GD to its cost.

An electrical weapon must be a metal weapon.

The cost of adding electrical damage to a weapon is: +1d4 adds 100 GD, +1d6 adds 200 GD, +1d8 adds 375 GD, +2d6 adds 750 GD, and +2d8 adds 1000 GD.

The cost of a Lightning blade is calculated as follows: the base cost of the weapon (with the masterwork multiplier if it's a masterwork weapon) + 50 (if it's a silver weapon) + the cost of the electrical damage.

For example, a silver katana, masterwork +2, with electrical damage +2d6 would cost 1120 GD (20x4x4 + 50 + 750). The weapon would have an Attack bonus of +2 and its Damage would be 1d10+2+2d6, from which the last 2d6 wouldn't be defendable with regular armour.

## Temporary electrical weapons

Temporary electrical weapons work in the same way as regular electrical weapons, however, they have a single use and lose their electrical effect after their use. Temporary electrical weapons usually are throwing weapons such as throwing knives or javelins, and ammunition such as bolts, arrows and darts, but it is not possible to have a single-use electrical firearm shot or cannonball.

Weapon	Weight	Price
10 electrical bolts or arrows +1d4 Damage	0,5	100 GD
10 electrical bolts or arrows +1d6 Damage	0,5	250 GD
10 electrical bolts or arrows +1d8 Damage	0,5	750 GD
10 silver electrical bolts or arrows +1d4 Damage	0,5	110 GD
10 silver electrical bolts or arrows +1d6 Damage	0,5	260 GD
10 silver electrical bolts or arrows +1d8 Damage	0,5	760 GD

## Soulblood weapons

Soulblood weapons provide +1 to +3 bonus to both Attack and Damage. They consist of two parts: a physical part and a weapon-shaped soul, which is created from a sorcerer's soul piece. With the soul inside the weapon, Soulblood weapons can damage both physical Health Points and Soul Health Points, making them ideal for killing someone easily as most people have fewer Soul HP than physical HP. These weapons can also attack all spiritual beings without restriction, who have typically high Damage Reduction against regular weapons.

Because soulblood weapons always damage the soul HP, they allow anyone to kill another person's soul. However, killing a soul makes any resurrection completely impossible.

Mages also called Azure warriors or Azure assassins, who have powers to leave their body as a soul can take the Soulblood weapon's soul form with them. In this case, the Soulblood weapon only

damages Soul HP, not physical HP as the weapon is in the form of a soul. However, in this case, regular armour does not protect against damage at all, only Astral armour or mirror armour offers some protection to the extent of their Magical Damage Reduction.

Without the soul, the physical part of the soulbleed weapon acts like a regular masterwork weapon, lacking any special ability to damage spiritual entities. The weapon could potentially be used by two people at the same time, with one using the soul and the other the physical part.

While arrows or other ammunition can be made into soulbleed weapons, they are rarely found as making a single-use Soulbleed item is as complex and as expensive as creating a whole and durable weapon.

The Soulbleed weapon is required to be a masterwork weapon with the same bonus, but the masterwork bonus is not included in the attack and damage calculations.

While a soul-bleed weapon can be made of silver, it doesn't provide any extra benefits and will result in a cost increase of 50 GD.

The cost of a Soulbleed weapon is a combination of the base cost of the weapon (including masterwork multipliers) and the cost of the Soulbleed bonus: +1 bonus adds 500 GD, +2 adds 800 GD, and +3 adds 1300 GD.

For example, a +1 Soulblade katana would cost 580 GD (20 x 4 + 500). The weapon would have a +1 Attack and 1d10 + 1 Damage.

## Astral armour

Astral armours are comparable to Soulbleed weapons as they contain a piece of the blacksmith's soul who made them and can be worn by the wearer when leaving their body as an astral traveller (also called an Azure warrior or Azure assassin).

Astral armours provide protection against Attacks from Soulbleed weapons used by Azure warriors and ethereal beings.

The Astral armour has a soul Magical Damage Reduction attribute that reduces magical damage by 3, 6, or 9. When the wearer is attacked with regular weapons or physical Soulbleed weapons, this attribute is not used and the armour provides its normal Damage Reduction.

However, if the wearer is targeted by an Azure warrior or ethereal being, whose attack cannot be defended by normal armour, then the Astral armour's Magical Damage Reduction of 3, 6, or 9 is applied. When the wearer leaves the body with the Astral armour, their soul will also have that same level of Magical Damage Reduction.

Additionally, the Astral armour protects against electric attacks by subtracting the Magical Damage Reduction from the damage of the electric attack.

While the armour provides a Magical DR of 3 to 9, its physical protection against physical attacks may vary depending on the physical armour it is made from.

The price of the Astral armour is determined by adding the cost of the Magical DR to the base price of the armour, which is multiplied by the masterwork factor. The price for the Magical Damage Reduction of 3 (masterwork +1) is 750 GD, for 6 (masterwork +2) is 1000 GD, and for 9 (masterwork +3) is 1400 GD.

As an example, the Asteanic plate armour with a masterwork level of +2 and a Magical Damage Reduction of 6 costs 2920 GD (120x4x4 + 1000). Its normal DR is 10 and its Magical Damage Reduction against electric attacks and ethereal beings is 6.

## Astral shield

Astral shields work similarly to Soulbleed weapons and Astral armour, being composed of both physical and spiritual parts.

An Azure warrior can carry the Astral shield when they leave their body.

The physical form of the Astral shield is equal to a standard masterwork shield.

The masterwork bonus of the Astral shield must align with the bonus of the shield, but the masterwork bonus is not applied a second time to the Parrying stat.

Incorporating an Astral component increases the cost of the shield by 500 GD for +1, 800 GD for +2, and 1300 GD for +3.

The price of the Astral shield is calculated as the base price of the shield (multipliers from masterwork) plus the cost from the plus of the Astral shield.

## Amulet of Spell Resistance

An Amulet of Spell Resistance protects the wearer from harmful spells and provides bonuses to Spell Resistance rolls. The amulet can be a pendant, ring, wristband, or any other type of jewellery.

Only one Amulet of Spell Resistance can affect an individual at once.

<b>Bonus to Spell Resistance checks</b>	<b>Price</b>
+2	250 GD
+4	500 GD
+6	750 GD
+8	1000 GD
+10	1250 GD

The Amulet of Spell Resistance can also be ethereal, which means it will accompany the wearer when they depart from their physical form, then an additional 500 GD will be added to the price.

## Mirror to the Otherworld

Mirrors to the Otherworld are mirrors that offer bonuses to a mage's Astral projection rolls when viewed, helping them to leave their physical body.

These mirrors have the unique ability to reflect the unseen, making unseen entities visible in their reflection.

They can come in different sizes, from handheld to wall-sized, and are usually made of metal with a dull polish. During meditation, smoke or mist appears in the reflection.

The cost of the mirror depends solely on the bonuses it offers to Astral projection rolls, not on any other features.

<b>Bonus to Astral projection rolls</b>	<b>Price</b>
+2	250 GD
+4	500 GD
+6	750 GD

## Soulshackles

Soulshackles are iron shackles with two functions.

The primary purpose of Soulshackles is to block movement between the human realm and the Otherworld and to prevent escape from the physical body. An astral traveller (like Azure warrior) confined in Soulshackles cannot depart from their body (unless the shackles were specifically made for them, in which case one of their soul HP is trapped in the shackles). An Otherworldling possessing realm-travelling capabilities can be

confined to one realm using Soulshackles. This is also the only method to securely detain an Azure warrior, as a mage trapped in Soulshackles cannot leave their body in a spiritual form.

Secondly: Soulshackles boost the spellcasting power of the Master of the Otherworld when trying to control Otherworldlings. This is achieved by placing one part of the Soulshackles on the Otherworldling and the other on the mage. Soulshackles can be made up of two or three separate iron pieces and do not have to be physically connected.

Soulshackles, which hold a mage's 1 Soul HP, come with them when they leave their physical body, similar to Soulbleed weapons and Astral armour. For all other entities, they only possess the power to block movement between realms. This means the Master of the Otherworld can secure their controlled Otherworldlings within one realm, but they themselves can move between realms.

<b>Bonus to Otherworldlings control rolls</b>	<b>Price</b>
+2	750 GD
+4	1000 GD
+6	1400 GD

Since Soulshackles prevent the soul from leaving the body, players may find other interesting uses for them. For example, after death, the soul cannot leave the body and remains trapped in the human realm in their own deceased body.

## Soul-infused tools

A soulcrafter has the ability to imbue any set of tools or objects with a soul. These items can have unique functions.

To produce True Otherworld Items, it is necessary to have blacksmithing or leatherworking tools that have been infused with a soul.

An Azure assassin can bring Soul-infused lockpicks with them when exiting their physical body, and use them to pick locks while in an astral form.

The process of creating Soul-infused tools takes the same duration as regular tools.

The price for Soul-infused tools is 500 GD, in addition to the cost of the standard tool kit.

## True Otherworld Items

True Otherworld Items are objects in which the physical and soul aspects are intertwined, similar to Corporeal and Quasicorporeal Otherworldlings who possess a unified Body and Soul attribute.

True Otherworld Items operate similarly to standard soul-infused items - soulbleed weapons inflict damage on both the body and soul and Astral armour defends against these soul weapons.

True Otherworld items that are Soulblood weapons or Soul-infused tools can be taken along with the user when they leave their physical body. Unlike regular Soul-infused items where only the soul leaves the object, with True Otherworld items, both the object and the soul remain connected and leave together. If the user has the ability to turn invisible, the item will also turn invisible, appearing as an integral part of the soul.

True Otherworld armour cannot accompany the user when they leave their physical body as the body physically obstructs its movement. A True Otherworld armour provides the same level of protection against physical and spiritual attacks

True Otherworld items cannot be created through conventional means, as their essence is derived from the material used - typically the remains of a slain Otherworldling. Each Otherworldling has a unique description of what remains after it is killed.

Due to the spiritual essence of True Otherworld items being derived from the material, they are relatively easy to produce. Even a common blacksmith with Soul-infused tools can create True Otherworld items using the bones of an Otherworldling. However, the processing options are limited when creating a True Otherworld item, typically only allowing for sharpening or cutting of the material, as bones or claws cannot be forged into a new form. The size and shape of the piece determine what can be made from the material.

True Otherworld weapons don't have to be masterwork, but they can be. Producing a masterwork True Otherworld item only requires the right crafting skill level and not necessarily the Soulcrafting skill.

The type of True Otherworld items that can be created from a particular Otherworldling is described for each of them. The typical material used is bone, which comes with its own set of restrictions. For instance, bones can be used to make arrowheads, arrow tips, and knives, but not swords as they are too brittle to hold up.

A True Otherworld armour provides the same level of protection against physical and spiritual attacks

Armor made from bone fragments is classified as Light lamellar armour, which provides consistent protection against both physical and spirit attacks, usually 4.

## Other magical items and their manufacturing

### Electric staff

The electric sceptre created by a soulcrafter holds Channeling Soul as an Electricity II spell, which is activated through the Metaphysics skill. Skill check against difficulty level 10 and opponents Reflexes check for the Attack to be successful.

The electric sceptre deals 1d8+12 Damage and can be used 20 times before it needs to be recharged, which typically costs 10 to 25 gold denars per charge. The sceptre must be recharged by a mage with knowledge of the following spells: Infusing Pre-made Object with Soul's Electricity and Channelling Soul as Electricity II.

If the character has multiple attacks as part of a Full attack, they can use the electric sceptre multiple times as the spell is part of a Full attack.

The electric shock has a range of up to 30 metres.

The electric sceptre can also be used as a masterwork +2 tetsubo or a masterwork +2 club if it is a smaller sceptre.

**Purchase price:** 600 GD

When crafting your own

**Prerequisite:** *Binding Soul as Electricity, Channeling Soul as Electricity II*, Soulcraft +12

**Soulcrafting check:** 25. The mage temporarily loses 12 Soul HP and permanently 2. To recharge one charge of the sceptre, the wizard must temporarily forfeit 2 Soul HP and the process costs 2 spell points.

### Basilisk Feather Cloak

The basilisk is an ancient and wise Otherworldling, whose body is imbued with magic. By creating a cloak from basilisk feathers, its wearer can tap into its magic. The cloak protects against Soulblood weapons and facilitates travel between the realms of the living and the Otherworld.



The cloak can be worn in conjunction with other forms of armour.

+4 bonus to Astral projection checks for entering the Otherworld.

DR and Magical DR increases by +2.

The cloak is a True Otherworldly Item, meaning its soul and body are inseparable. It fully travels to the Otherworld with its wearer. The feathers are typically silver in colour and appear to be made of polished metal. A mage can change its hue through anodization but must have some electrical conductivity to do so. The colour range resembles an oil slick.

Some other Otherworldlings, such as Thunderbirds, also have feathers that can be used to make a similar cloak.

**Purchase price:** 1000 GD

When crafting your own

**Prerequisite:** -

**Soulcrafting check:** A mage who creates a basilisk feather cloak does not lose any Soul HP. Only basic crafting skills are necessary. Anyone with feathers could make the cloak.

### Amulet of Animal Affinity

This amulet is created by a sorcerer using body parts of an Otherworldly animal (a type of Otherworldling). The amulet provides the user with a +5 bonus to all Beastmastery checks related to the animal that the Otherworldly animal resembles.

**Purchase price:** 250 GD

When crafting your own

**Prerequisite:** Ritual: Crafting an Amulet, *Affinity to an Animal*, Soulcraft +10

**Soulcrafting check:** 25. The mage temporarily loses 10 Soul HP and permanently 1.

### Robe of Animal Concealment

This piece of clothing or light to medium armour covers the entire body of the wearer. The robe makes the wearer invisible to animals, who cannot see, perceive, or detect the wearer's scent even if they are standing close by. However, if the character engages in harmful actions towards the animals, the invisibility is broken and the animals can see the wearer of the robe.

**Purchase price:** 500 GD

When crafting your own

**Prerequisite:** Ritual: Crafting an Amulet, Ritual: Concealment from Animals, Soulcraft +10

**Soulcrafting check:** 25. The mage temporarily loses 12 Soul HP and permanently 2

### Amulet of Restoration

Restoration spells always heal an additional 2 Health Points.

**Purchase price:** 500 GD

When crafting your own

**Prerequisite:** Ritual: Crafting an Amulet, *Restoration* +6, Soulcraft +10

**Soulcrafting check:** 25. The mage temporarily loses 12 Soul HP and permanently 2.

### Amulet of Good Health

The wearer of the amulet is immune to all diseases.

Additionally, the amulet grants a +2 bonus to all Body checks related to poison.

**Purchase price:** 500 GD

When crafting your own

**Prerequisite:** Ritual: Crafting an Amulet, *Restoration* +10, Soulcraft +10

**Soulcrafting check:** 25. The mage temporarily loses 12 Soul HP and permanently 2.

### Amulet of Divine Gift

The amulet holds a piece of a deity's body or a gift from a deity. The deity must be the same deity whose priest the wearer of the amulet is. The wearer's Channeling powers last twice as long as they normally would.

**Purchase price:** 2000 GD

When crafting your own

**Prerequisite:** Ritual: Crafting an Amulet, *Channeling* +10, Soulcraft +12

**Soulcrafting check:** 30. The mage temporarily loses 20 Soul HP and permanently 6.

### Amulet of Youth

The amulet stops the wearer's ageing for 5 to 30 years. Once the amulet has "lived out its life," it becomes useless. The amulet must contain the potent and eternal flesh of an Otherworldling. The Amulet of Youth is implanted into the wearer. The witch doctor must make successful checks in both Anatomy and Soulcrafting. The Anatomy check is

always against a difficulty level of 15, while the Soulcrafting check's difficulty level depends on the strength of the amulet.

One person can only use one Amulet of Youth in their lifetime. The ageing of the human body cannot be permanently halted.

**Prerequisite:** Ritual: Crafting an Amulet, Soulcraft +16

#### **Soulcraft check DL:**

**30:** 5 years. The witch doctor temporarily loses 10 Soul HP and permanently 3.

**35:** 10 years. The witch doctor temporarily loses 10 Soul HP and permanently 5.

**40:** 15 years. The witch doctor temporarily loses 10 Soul HP and permanently 7.

**45:** 20 years. The witch doctor temporarily loses 10 Soul HP and permanently 10.

**50:** 25 years. The witch doctor temporarily loses 10 Soul HP and permanently 12.

**55:** 30 years. The witch doctor temporarily loses 10 Soul HP and permanently 14.

**Prices:** 5 years for 1000 denari, 10 years for 1500 denari, 15 years for 2500 denari, 20 years for 5000 denari, 25 years for 7500 denari, and 30 years for 10 000 denari.

### **Camelion Cloak**

A cloak made from aquatic dragons' leather.

Provides a bonus of +4 to +12 for Stealth skills while hiding.

This bonus only applies to individual sneaking actions and not to actions taken by the domain leader, etc.

**Prerequisite:** Ritual: Crafting an Amulet, Soulcraft +10

#### **Soulcraft check DL:**

**20:** +4 to Stealth skills. Soulcraft loses 10 Soul HP temporarily and 1 permanently.

**25:** +6 to Stealth skills. Soulcraft loses 12 Soul HP temporarily and 2 permanently.

**30:** +8 to Stealth skills. Soulcraft loses 14 Soul HP temporarily and 3 permanently.

**35:** +10 to Stealth skills. Soulcraft loses 16 Soul HP temporarily and 4 permanently.

**40:** +12 to Stealth skills. Soulcraft loses 18 Soul HP temporarily and 5 permanently.

**Prices:** +4 costs 600 denari, +6 costs 900 denari, +8 costs 1200 denari, +10 costs 1500 denari, and +12 costs 1800 denari.

### **Soulshackles of Power**

Isanda käevõrud töötavad nagu Hingeraud, aga neid loonud nõid on tundnud energia suunamist elektrina ning teinud võimalikuks läbi nähtamatu sideme edasi saata ka surmavaid elektrilööke. See võib kasulikuks osutuda, kui hingeraudade teist poolt kandev ohver on põgenema pääsenud.

Osapool kes kannab isanda osa nendest hingeraudadest saab iga päev teha niimitu korda, kui suur on hingeraudade pluss orja osapoolele 3d6 elektrilist kahju.

Soulshackles of Power work like regular Soulshackles. In addition, they allow the wearer to channel energy as electricity and send lethal shocks through an invisible connection of Soulshackles. This can prove useful if the victim captured on the other side of the Soulshackles has escaped.

The person who wears one of the Soulshackles of Power can inflict 3d6 electric damage on the person wearing the other side of the Soulshackles as many times per day as the bonus of the Soulshackles, which can be 2, 4, or 6.

**Prerequisite:** Ritual: Crafting a Soul-infused item, *Ritual: Binding Soul as Electricity*, Soulcraft +16

#### **Soulcraft check DL:**

**40:** Soulshackles of Power +2. Soulcraft loses 18 Soul HP temporarily and 4 permanently.

**50:** Soulshackles of Power +4. Soulcraft loses 22 Soul HP temporarily and 5 permanently.

**60:** Soulshackles of Power +6. Soulcraft loses 24 Soul HP temporarily and 6 permanently.

**Prices:** +2 costs 1250 denari, +4 costs 1500 denari, and +6 costs 2000 denari.

### **War Mask**

A mask that enhances the wearer's Body, Speed, or Precision attributes by +1, +2 or +3.

**Prerequisite:** Ritual: Crafting an Amulet, Blessing and Cursing, Improved Divine Strength, Soulcraft +16

#### **Soulcraft check DL:**



**40:** War Mask +1. Soulcrafter loses 18 Soul HP temporarily and 4 permanently.

**50:** War Mask +2. Soulcrafter loses 22 Soul HP temporarily and 5 permanently.

**60:** War Mask +3. Soulcrafter loses 24 Soul HP temporarily and 6 permanently.

**Prices:** +1 costs 1250 denari, +2 costs 1500 denari, and +3 costs 2000 denari.

## Poisons

Poisons cannot typically be purchased from a regular market or pharmacy, but rather require finding a covert poison master or hiring someone similar. As a result, poisons are priced higher than their raw materials would indicate. Additionally, the market for poisons is not significant as most people never purchase any poison in their life.

There are three primary methods of producing poisons. The easiest poisons are simply toxic plants, which can be made into poison by simply squeezing out the juice. No dice roll is required for this process, but the poison maker must have at least 1 rank in Herbalism.

The second method involves milking venomous creatures, such as scorpions or spiders. The poison maker must roll Anatomy, with a high risk of poisoning oneself if the roll fails. These poisons are significantly more expensive as they require exotic animals for milking.

Finally, the strongest poisons are derived from chemically concentrating otherwise toxic substances. This requires a laboratory and a high Herbalism roll.

The components needed to manufacture poison typically cost half the price of the final product, except in cases where the poison is obtained by "milking" it from a creature, in which case they are free.

The act of poisoning triggers various Body checks.

There are three main ways of administering poison. Most poisons are delivered via food (**oral**). A number of poisons can also be introduced into the bloodstream, either by way of poison-filled arrows or by coating them on a melee weapon (**injury**). The coated poison will remain active until it successfully strikes its target. The final category of

poisons is those that are toxic on **contact**. Although they are rare, they are extremely dangerous and difficult to handle, even for experienced poison makers.

When poison is administered through food, it is possible to use multiple doses for greater certainty. Each additional dose increases the difficulty of all Body checks by 2, up to a maximum of DL +10 after the fifth dose. However, this increases the risk of detection, as the poison will have a more distinct flavour. The difficulty level of the detection throw decreases by -2 for each additional dose. The GM may increase the difficulty of detecting the poison if the poisoner is especially clever, such as by disguising the bitter-flavoured poison in a bitter drink, for example.

Different poisons impact various parts of the body and Damage different Attributes.

Poisons have both short-term and long-term effects. The short-term effect typically results in a temporary decrease in Attributes, while the long-term effect can lead to permanent damage to Attributes or even death. If the character succeeds in their Body check against the short-term effect, the long-term effect will not occur.

Poisoning can be treated with antidotes. Adventurers may carry a variety of antidotes with them or hope for the quick action of a physician. However, in order to effectively treat poisoning, the type of poison must first be identified. This is straightforward when dealing with venomous creatures, but more challenging when the poison has been covertly administered. A random antidote will not be effective against the wrong poison, and a physician must roll Herbalism against DL 20 to determine the type of poison involved.

Once the type of poison is known, the physician must create the antidote to treat the poison. The Herbalism skill check DL required to make the antidote is listed for each type of poison.

Creating an antidote with a **very simple** composition is relatively easy and can be done with a first-aid kit.

If the composition of the antidote is **simple**, it costs half as much as the poison and its components can typically be found in nature.

Antidotes with a composition of **medium** difficulty cost the same as the poison and require complex components that must be purchased from a pharmacy.

Antidotes with a **complex** composition cost twice as much as the poison and their components can only be found in major trading cities or from poison experts.

A Restoration mage can also treat poison but must roll against a difficulty level twice that of the Herbalism roll required to make the antidote. For example, if the Herbalism skill check required to make the antidote is 20, the Restoration difficulty level for the mage to treat the poison is 40. The treatment costs one spell point.

### **Belladonna, devil's trumpet, stinking nightshade, white amanita, etc**

Belladonna, devil's trumpet, stinking nightshade, white amanita, etc are the main poisonous plants and mushrooms found in the Temperate zone, which can be easily found during the appropriate season.

**Price and availability:** 2 SD, temperate zone, easily accessible to anybody with knowledge of plants (at least 1 rank in Herbalism).

**Preparation:** The juice of the fruit or plant is used. The juice is transparent, purple, red, or green and has a bitter taste. No skill check is required to press the juice.

**Inflicting poison and dosage:** Oral, 4 cl. To detect poison in food, roll Herbalism against DL 10. The difficulty level is low as these poisonous plants are widely spread and avoidance is taught to all children.

**Onset and effect:** The effect starts after 5 minutes of administration. The victim must make a Body check against DL 6 or suffer 1d2 Damage to the Body, Speed, Intellect, and Instinct.

**Long-term effect:** Damage to the nervous system. Pulse alternates between fast and weak, severe visual disturbances, redness of the skin, dry and hot skin, agitation, excitement, possible hallucinations, and delirium.

After 1 hour victim must make a Body check against DL 4 or fall into a coma. After 4 hours victim must make a Body check against DL 1 or die.

**Antidote:** To know the antidote, roll Herbalism against DL 10. The antidote is **very simple**.

### **Scopolamine**

A clear liquid obtained by chemical concentration of the juice of devil's trumpet, stinking nightshade and belladonna.

**Price and availability:** 6 GD, regions of the temperate zone where chemistry is known.

**Preparation:** The plant's juice is chemically concentrated into a potent poison through laboratory processes. Success in this process requires a Herbalism check against DL 15.

**Inflicting poison and dosage:** Oral, injury, 1 cl. To detect poison in food, roll Herbalism against DL 20.

**Onset and effect:** 2 rounds after administration. The victim must make a Body check against DL 12 or suffer 1d4 Damage to Intellect and Instinct.

**Long-term effect:** Damage to the nervous system. Pulse alternates between fast and weak, severe visual disturbances, skin redness, dry and hot skin, agitation, excitement, hallucinations, and delirium. After half an hour, Body check against DL 8 or death.

**Antidote:** To know or prepare the antidote, roll Herbalism against DL 20. The composition of the antidote is **simple** but requires a chemist's laboratory.

### **Hydrogen cyanide**

A clear liquid produced by chemically concentrating the juice of apricot, plum, or cherry seeds.

**Price and availability:** 15 GD, regions of the temperate zone, oceanic zone, and tropical zone where chemistry is known.

**Preparation:** The production of hydrogen cyanide is time-consuming and dangerous. A successful outcome in the process requires a Herbalism check against a DL of 20. A check result of less than 5 indicates that the chemist will become poisoned.

**Inflicting poison and dosage:** Oral, injury, 1 cl. To detect poison in food, roll Herbalism against DL 20.

**Onset and effect:** Immediate Body check against DL 15. A Body check result below 10 results in severe poisoning.

For mild poisoning, 1d4 Damage to the Body.

For severe poisoning, 1d6 Damage to the Body.

**Long-term effect:** Nervous system damage and organ damage. Breathing quickens, fear sets in, pulse increases, body temperature may rise above 40, dizziness, pupils dilate, and feeling of suffocation.

For mild poisoning, after 2 hours Body check against DL 6 or death.

For severe poisoning, after 5 rounds Body check against DL 8 or death..

**Antidote:** To know or prepare the antidote, roll Herbalism against DL 20. The antidote is of **medium** complexity and requires a chemist's laboratory to produce.

### Scorpion Venom

A transparent liquid obtained by milking scorpions. One scorpion can yield one dose of venom. The scorpion dies during the process.

**Price and availability:** 4 GD, found in regions where scorpions live.

**Preparation:** Venom extraction requires an Anatomy check against DL 15. A check below 5 means the extractor will be poisoned.

**Inflicting poison and dosage:** Injury, 1 cl.

**Onset and effect:** Immediate Body check against DL 15. A Body check result below 10 results in severe poisoning.

For mild poisoning, 1d3 Damage to the Body, Speed and Precision.

For severe poisoning, 1d6 Damage to the Body, Speed and Precision.

**Long-term effect:** Nervous system damage, digestive tract damage, organ damage. Strong excitement, restlessness, hyperthermia, panting, heavy sweating, vomiting, diarrhoea, excessive saliva production, coughing, chest tightness, convulsions and coma.

In case of severe poisoning, within a day Body check against DL 5 to avoid death.

**Antivenom:** To know or prepare the antivenom, roll Herbalism against DL 14. The ingredients for antivenom are **complex** and therefore difficult to find and expensive.

### Snake Venom

A transparent greenish liquid obtained by extracting venom from venomous snakes. One snake can produce one dose of venom.

**Price and availability:** The price of the venom starts at 1 GD and snake venom can be found in areas where venomous snakes live, which is everywhere.

**Preparation:** Venom extraction requires an Anatomy check against DL 15. A check below 5 means the extractor will be poisoned. If the Anatomy skill check is rolled 20 or more, the snake remains alive during the process.

**Inflicting poison and dosage:** Oral, injury, 1 cl. To detect poison in food, roll Herbalism against DL 20.

**Onset and effect:** The onset and effect of the venom depend on the poison potency of the snake, with some venom acting immediately and others taking several minutes. After activation, the Body check against DL 10 must be rolled, resulting in a -2d4 reduction in some Attributes (depending on snake type).

**Long-term effect:** A few hours later, internal bleeding, general intoxication, and hypovolemic shock may occur. In serious and untreated snake bites, death may occur within 24-48 hours (average Body check against DL 6), and in milder cases, amputation of the limb may be necessary (average Body check against DL 6).

**Antivenom:** To know or prepare the antivenom, roll Herbalism against DL 16. The ingredients for antivenom are **medium** complexity.

### Wyvern Venom

A transparent liquid obtained by extracting venom from wyvern teeth.

**Price and availability:** 4 GD in the wyverns' native Tauric region, and 12 GD in the Astanic mercantile cities.

**Preparation:** Venom extraction requires an Anatomy check against DL 15. A check below 5 means the extractor will be poisoned.

**Inflicting poison and dosage:** Injury, 1 cl.

**Onset and effect:** Immediate Body check against DL 15. A Body check result below 10 results in severe poisoning.

For mild poisoning, 1d4 Damage to the Body Speed and Precision.

For severe poisoning, 1d6 Damage to the Body Speed and Precision.

**Long-term effect:** Nervous system damage, digestive tract damage, organ damage. Breathing quickens, and fear sets in. The pulse becomes increasingly rapid, body temperature may rise above 40, dizziness, pupils dilate, and feeling of suffocation.

**Antivenom:** To know or prepare the antivenom, roll Herbalism against DL 15. The ingredients for antivenom are **medium** complexity.

### Arsenic

White powder.

**Price and availability:** 20 GD, areas where chemistry is known.

**Preparation:** Arsenic is made from minerals. For the process to be successful, Herbalism check against a DL of 20. A check result of less than 5 indicates that the chemist will become poisoned.

**Inflicting poison and dosage:** Oral, injury, 1 cl. To detect poison in food, roll Herbalism against DL 30.

**Onset and effect:** Within 2 hours, the victim must make a Body check against DL 13 or suffer 1d3 Damage to Body.

**Long-term effect:** Damage to the digestive tract and organ damage. Garlic smell, weakness and vomiting. A few hours later, Body check against DL 10, or suffer 2d6 Damage to Body. This may cause automatic death because Body must not fall below -10. If the victim survives the decrease in Body, slow healing begins.

**Antidote:** To know or prepare the antidote, roll Herbalism against DL 20. The antidote is of **medium** complexity and requires a chemist's laboratory to produce.

## Sennella Paralyzer

A transparent liquid concentrated from tropical plants

**Price and availability:** attainable in the Paradise Islands for 5 GD and in the largest mercantile cities in the Astanic world for 30 GD.

**Preparation:** Sennella Paralyzer is manufactured in Paradise Islands using local poisonous plants. A successful outcome in the process requires a Herbalism check against a DL of 20. A check result of less than 5 indicates that the chemist will become poisoned.

**Inflicting poison and dosage:** Oral, injury, 1 cl. To detect poison in food, roll Herbalism against DL 20.

**Onset and effect:** Immediate Body check against DL 15. Paralyzes movement of all limbs for 2d4 rounds.

After two rounds, Body check against 5 or there will be a permanent loss of 1 point in Intellect.

**Long-term effect:** Nervous system damage. Once the initial effect has passed Body check against DL 10 or paralyzed for 2d4 hours. After the mentioned hours, another Body check against DL 5 or death.

**Antidote:** To know or prepare the antidote, roll Herbalism against DL 20. The antidote is of **medium** complexity and requires a chemist's laboratory to produce.

## Extract of Astral Lily

A transparent liquid extracted from the Astral Lily. The flower, which has translucent white petals, only grows near the Mist in Tauria and Tserkeššia. Beyond a few kilometres from the Mist, the lily cannot be grown and will die. The Astral Lily can be found in both the human world and the Otherworld. The Tauric people view the lily as a harbinger of the inevitable spread of the Mist, as it grows on the edges of the Mist, where it has yet to reach but is destined to. The Astral Lily is a sign of the Mist's impending expansion, creating the first small openings between reality and the Otherworld in the shape of lilies.

**Price and availability:** 6 GD in its native Tauric region, 20 GD in Asteanic mercantile cities.

**Preparation:** As the Astral Lily is a magical plant, its juice must be pressed in such a way that its potency is preserved, requiring the use of either Soulcraft or Restoration (both magic disciplines direct energy). To prepare one dose, about 40 flowers are required and pressing them requires performing a Restoration or Soulcraft ritual with a DL of 20 (takes one Spellpoint). A check result of less than 5 indicates that the mage will become poisoned by the Astral Lily.

**Inflicting poison and dosage:** Oral, 4 cl.

To detect poison in food, roll Herbalism against DL 30.

**Onset and effect:** Immediate Body check against DL 15 or the victim will fall into a coma-like sleep 1d4+1 rounds later, lasting for 1d8+1 hours, and cannot be awakened using traditional methods.

**Long-term effect:** The Astral Lily causes the victim to fall into a coma-like sleep in which they experience vivid and terrifying nightmares related to the horrors of the Mist, such as fear, cold, hunger, and fleeing from the Mist's entities. To avoid permanent madness, known as Lugh's Calling or the Mist's Curse, the victim must make a Spell Resistance roll against a DL of 10 during this sleep.

**Antidote:** To know or prepare the antidote, roll Metaphysics against DL 20. The antidote is **complex** and therefore difficult to find and expensive.

## Drugs for Sorcery

In magic, drugs may be utilized to enhance performance. However, using drugs comes with the risk of addiction and other consequences. It's not uncommon for a skilled magician to become addicted to drugs and sell their abilities for a fix.

Drugs also have recreational use, typically with weaker effects (lowest Meditation Bonus). Drugs specifically created for magicians are especially potent and therefore pose greater danger and potential for addiction.

Each drug is assigned a Meditation Bonus, reflecting the increase it gives to a magician's skill in a particular magical school. It's important to note that not all magical schools benefit equally or at all from drug use, and this is explained in more detail within each school in the Sorcery module.

The production of the drug requires a Herbalism check, which is divided by 3 to determine the Meditation Bonus. If the check result falls below the minimum Meditation Bonus of the specific drug then the process fails.

### Cannabis Bud

**Meditation Bonus:** +2 to +6.

**Dose price:** +2 costs 25 c, +3 costs 1 SD, +4 costs 2 SD, +5 costs 5 SD, +6 costs 1 GD.

### Magic Mushrooms

**Meditation Bonus:** +1 to +6.

Safe to a certain extent, can lead to nausea and food poisoning. Body check against the meditation bonus of the mushroom to avoid these effects.

**Dose price:** +1 costs 10 c, +2 costs 25 c +3 costs 1 SD, +4 costs 2 SD, +5 costs 4 SD, +6 costs 8 SD.

### Opium

**Meditation Bonus:** +4 to +8.

Regular use can lead to addiction.

At +6 it is essentially heroin.

**Dose price:** +4 costs 2 SD, +5 costs 4 SD, +6 costs 10 SD, +7 costs 1 GD, +8 costs 2 GD.

### Glass

**Meditation Bonus:** +6 to +12.

Glass is a highly potent and dangerous chemical narcotic used sparingly by mages. It resembles a white, glassy powder and is administered by

heating the powder into a liquid, which is then injected into the vein. Glass cannot be stored in liquid form and will crystallize at 30 degrees Celsius.

Glass is administered through the use of specialized silver syringes, with each syringe costing between 2 to 10 gold denari.

Glass use results in addiction and each year a person remains physically addicted to Glass, they must make a Body check against the number of years they have used it or they will lose 1 point in both their Intellect and Body attributes. These checks must be performed individually.

Producing glass requires exceptional skills in chemistry and access to a well-equipped laboratory, with the least potent form requiring a Herbalism check of 12, and the strongest requiring a check of 36.

The potency of glass affects the increase in a person's Body and Speed attributes, which bonus ranges from +1 to +3. Glass +6 to +8 increases Body and Speed by 1 point each, +9 and +10 by 2 points, and +11 and +12 by 3 points, which last for an hour. However, after using glass, the character is exhausted (-4 to all checks) and must rest.

One can consume a number of doses of glass per day equal to their Body attribute, but if their Body is negative, only one dose is allowed. Excessive use can result in an overdose, requiring a Body check against the Meditation Bonus of the glass. Failure results in seizures and a decrease in the physical attributes by 1 point per round, with the magnitude of the decrease being equal to the Meditation Bonus of the glass (so glass +12 drops Body, Speed, and Precision by 12 points). The effects of an overdose can be stopped with a successful Restoration or Medicine check against DL 20.

The production of glass is expensive, so one dose can range from 2 to 6 gold denari, although street prices can be even higher.

**The fair prices for various strengths of glass are:** +6 costs 8 SD, +7 costs 1 GD, +8 costs 20 SD, +9 costs 2 GD, +10 costs 3 GD, +11 costs 4 GD, and +12 costs 6 GD.

### Skyblue

**Meditation Bonus:** +8 to +16.

By its nature, Skyblue is a dangerous poison, which is why it is used together with an antidote. When smoking Skyblue, the mage falls into a coma-like

sleep. From the moment of smoking, the mage has 12 hours till death. If the mage does not receive the antidote within 12 hours, they must make a Body check against Skyblue's Meditation Bonus or die.

To make the antidote, a Herbalism check against 10 +1 for each point of Skyblue's meditation bonus is required.

Skyblue is one of the most common mixtures used by Asteanic mages. It was invented by Asteanic mage Akkon la Meilea in the year 849 (around 650 years ago). The mixture became the basis of Asteanic magic due to its power.

Skyblue is the preferred narcotic of the Azure Warriors and Azure Assassins and is produced by the Temple of Divine Ocean, keeping the preparation recipe a closely guarded secret. It is known that one of the ingredients in the poison is the juice of the Otherworld eucalyptus growing in the Marall sea region.

Skyblue does not cause addiction.

**Price per dose, upon showing mage documents at the local Temple of Divine Oceane:** +8 costs 2 GD, +9 costs 4 GD, +10 costs 6 GD, +11 costs 8 GD, +12 costs 10 GD, +13 costs 12 GD, +14 costs 14 GD, +15 costs 18 GD, +16 costs 20 GD. The antidote is included in the price!

## **Orenic Lull**

**Meditation Bonus:** +10.

Orenic Lull is also used as a poison to quickly put enemies to sleep, and due to its toxicity, an antidote is always carried with Orenic Lull.

Orenic Lull induces a sleep that is similar to a coma. The dreams during this sleep are extremely realistic. To avoid falling asleep, the character must roll a Body check against DL 15. It is very difficult to wake up from this sleep. Natural awakening takes a few days, so a user of Orenic Lull requires assistance from someone who can give them the antidote. The antidote neutralizes the effect of Orenic Lull, preventing any after-effects such as loss of Instinct. The user can also self-administer the antidote by manipulating physical objects when out of the body.

If the Orenic Lull user does not receive the antidote within 24 hours or if the Orenic Lull is used to force someone to sleep, the character must roll a Body check against DL 15 or lose 3d6 points of Instinct. If the loss of Instinct points brings the character's

Instinct score below -10, they will permanently lose 1 point of Instinct.

**Dose price:** A dose of Orenic Lull costs 5 GD in Oreenia, and 30 GD elsewhere.

## Food, resources, goods, and real estate

Produce	Wholesale price	Retail price in the Gilden Sea region
Wheat/rye (1kg)	2 c	2,5 c
Wheat flour/rye flour (1kg)	2,5 c	3 c
Bread (1kg)	-	4 c
Rice (1kg)	2 c	2,5 c
Honey (1kg)	10 c	25 c
Olive oil (1l)	10 c	25 c
Beer (1l)	1 c	2 c
Dry Thefnan wine (1l)	10 c	20 c
Sweet and strong wine (Bellarwine)	15 c	40 c
Sake (1l)	5 c	10 c
Kamõšš (1l)	5 c	8 c
Vodka (1l)	25 c	1 SD

## Livestock and meat

Animal	Live weight (young to mature)	Carcass weight as % of live weight	Young vs. mature animal cost (bulk)	Meat cost per kilogram (bulk)
Chicken	1-3	75%	25 c	15 c
Pig	30-55	75%	6 SD/ 10 SD	15-20 c
Sheep/Goat	15-40	50%	8 SD/ 12 SD	30-35 c
Cattle	60-400	50%	2 GD/ 5 GD	20-25 c
Musk oxen	60-300	50%	2 GD/ 4 GD	20-25 c
One-humped steppe rhinoceros (difficult to keep safely)	250-2000	50%	4 GD/ 40 GD	10-15 c
Mule			50 SD	
Fish				5-15 c
Game meat				25 c
Orenic water buffalo	250-1500 (as an exception, up to 2500)	50%	20 GD/ 60 GD (Price in Orenia: 5 GD/ 15 GD)	20-25 c
Queen of Orenic giant ants (in Orenia, lays 25-50 chicken egg sized protein-rich eggs per day)			200 GD (Price in Orenia: 25 GD)	Five eggs– 1 c

## Hides and animal by-products

Animal hides are sold to traders and artisans who create different products from them. The cost in the Gilden Sea region only varies for hides not available in the area.

Animal hide	Price of hide in source region	Retail price in the Gilden Sea region
Wolf pelt	3 SD	3 SD
Deer/goat hide	4 SD	4 SD



Boar hide	3 SD	3 SD
Cowhide	6 SD	6 SD
Fox pelt	2 SD	2 SD
Beaver pelt	4 SD	4 SD
Marten or sable pelt	4 SD	4 SD
Elk, moose or giant mountain goat skin	8 SD	8 SD
Bear pelt	30 SD	30 SD
Alligator or crocodile leather	30 SD	55 SD
Red-necked rock egg, 4kg	2 GD	2 GD
Polar bear pelt	10 GD	28 GD
Leopard or jaguar hide	10 GD	18 GD
Snow leopard hide	10 GD	10 GD
Tiger hide	20 GD	70 GD
Sabre-toothed tiger hide	20 GD	20 GD
Wyvern skin A single wyvern skin is sufficient for crafting one or two pieces of wyvernskin armour.	20 GD	28 GD
Iceman hide	25 GD	25 GD

## Hides and by-products from Otherworldlings

By-product	Weight	Price
Ashes of the phoenix Used to make special make-up.	100 g	40 GD
The blood of a nymph Used to make particularly fine perfumes.	100 ml	80 GD
Cyclops horn Up to 10 True Otherworld Items can be made from Cyclops horn.	100 kg	2000 GD
Kodama tree wood Magical purple wood can be used to craft large amounts of True Otherworld Items, however, the wood is not practical for crafting most weapons.	1 ton/ 1 cubic metre	500 GD
The beak of a thunderbird The beak of a hummingbird can be made into one True Otherworld Item.	2 kg	50 GD
Wendigo or leshi's horns Wendigo or leshi's horns can be used to make two True Otherworld Items.	4 kg	100 GD
Claws of the wendigo or thunderbird Arrows can be made from the talons of the thunderbird and the wendigo, which act like True Otherworld Items.	100 g	2 GD küünis
Feathers of thunderbird A single Basilisk Feather Cloak can be made from the silver feathers of the thunderbird.	10 kg	1000 GD
Aquatic dragon's skin One aquatic dragon's skin is enough to make 10 to 30 Camelion Cloaks and is therefore very valuable. How much raw material can be obtained depends on the skinners' Leatherwork roll. A roll of 10 or below provides material for 10 cloaks, and each subsequent point for one cloak up to 30. The raw material for one coat costs 300 GD.	10-30 kg	3000 to 9000 GD
Blood Sun Blessed Buffalo Skin	10 kg	700 GD (200 GD in Orenic region)
Paradise Bird's tail feather	-	10 GD

## Clothes and accessories

Article	Price
Simple linen or cotton clothes (pants, shirt, coat/cloak)	10 SD
Artisan's clothes (dyed linen pants and shirt, leather hat, pouches, belt, and woollen coat/cloak)	2 GD
...	
<p><b>Asteanic Noble Attire</b>  The Asteanic Noble Attire showcases the wealth and grandeur of the Asteanic world, with its components being sourced from across the former empire.</p> <p>The outfit includes a fur hat and scarf/mantle trim, a silver-threaded brocade silk mantle, alligator leather riding boots, a high-collared silk shirt or dress adorned with vibrant gold brocade and buttons which are made of lazurite or another valuable gemstone, and a coloured silk scarf which is used to tie the symbol of a caste such as katana to the outfit.</p> <p>The undergarments are made of silk.</p> <p>The accessories that come with the outfit are:  an ivory fan, pearl gold earrings or a comparable piece of jewellery (10 GD), a silver hair comb adorned with quartz or a comparable piece of jewellery (5 GD), and a Paradise Bird tail feather for adding a touch of elegance to the hairstyle or hat.</p>	175 GD
<p><b>Sunglasses</b>  Shade the wearer's eyes, making it difficult to use Psychics' powers on them. The Psychic must be within 2 metres in good light to make contact and even closer in dim light. The person wearing sunglasses has a -2 penalty on Perception checks and Attacks with firearms, crossbows, bows, and throwing weapons.</p> <p>Wearing sunglasses counts as complete darkness with twilight, so penalties are higher. All Reflex, Parrying, and Attack rolls are with -6 penalty instead of the normal -4. In total darkness, it doesn't matter if the sunglasses are on or not, as nothing can be seen.</p>	2 GD
Silver ring (10 g)	6 SD
Gold ring (10 g)	5 GD
Silver bracelet (100 g)	3 GD
Silver necklace (300 g)	9 GD
Silver shoulder (50 g)	25 SD
Silver tiara with emerald or ruby (300g)	40 GD
Gold bracelet (100 g)	41 GD
Silver headband with cut quartz (100 g)	5 GD
Silver signet ring (20 g)	1 GD
Gold signet ring (20g)	10 GD
A brooch made of gold with polished stones (quartz, etc., gold 50g).	25 GD
Gold ring with emerald or ruby	40 GD
Gold ring with an engraved gem (agate or similar, gold 10 g)	20 GD
Gold ring with diamond (10 g)	115 GD

## Local goods of the Gilden Sea region

Trade goods (Geographic-Economic zone)	Weight	Price in the Gilden Sea region
Roll of linen fabric (25 x 1,5m) (Temperate zone, Oceanic zone)	4 kg	1 GD

Roll of coloured linen fabric (25 x 1,5m) (Temperate zone, Oceanic zone)	4 kg	20 SD
Roll of broadcloth (25 x 1,5m) Woollen cloth. (Temperate zone, Oceanic zone)	6 kg	2 GD
Roll of coloured broadcloth (25 x 1,5m) Woollen cloth. (Temperate zone, Oceanic zone)	6 kg	35 SD
Castoreum from one beaver Component in perfumes, enough for one perfume. (Temperate zone)	50 g	2 SD
Beeswax Necessary for candle making.	1 kg	10 c
Honey	1 kg	10 c

## Luxury goods from other regions

<b>Luxury goods</b> Region of Origin (Geographic-Economic zone)	<b>Weight</b>	<b>Price (Region of Origin/ retail price in the Gilden Sea region)</b>
Fine South-Getetic carpet South-Getetic region. (Oceanic zone)	5 kg	75 SD/ 210 SD
Colourful Zuharic carpet Zuharic regions. (Temperate zone)	5 kg	45 SD/ 65 SD
North-Thefnan porcelain (1 dish) North-Thefna (Temperate zone)	0,2 kg	2 SD/ 3 SD
Orenic porcelain (1 dish) Orenic region (Tropical zone)	0,2 kg	2 SD/ 7 SD
Roll of cotton fabric (25 x 1,5m) (Oceanic zone, Tropical zone)	4 kg	15 SD/ 28 SD
Roll of coloured cotton fabric (25 x 1,5m) (Oceanic zone, Tropical zone)	4 kg	20 SD/ 36 SD
Roll of Orenic silk fabric (25 x 1,5m) Orenic region (Tropical zone)	2,5 kg	30 GD/ 105 GD
Roll of Orenic satin silk fabric (25 x 1,5m) Orenic region (Tropical zone)	4 kg	50 GD/ 175 GD
Roll of silver brocade fabric (25 x 1,5m) Satin + silver ornament. Produced in the large asteanic cities of Thefna, where satin is imported from the Orenic region. (Oceanic zone)	2,6 kg	165 GD/ 300 GD
Roll of gold brocade fabric (25 x 1,5m) Satin + gold ornament. Produced in the large asteanic cities of Thefna, where satin is imported from the Orenic region. (Oceanic zone)	2,6 kg	200 GD/ 360 GD
Roll of spider silk cloth (25x1,5m) Very rare	2,5 kg	25 GD/ 100 GD
Unpolished quartz Found in most mountainous regions around the world.	1 kg	5 SD
Precious corals Orenic region, Kaliland (Tropical zone)	100 g	20 SD/ 70 SD
Jade and Nephrite Orenic region, Kaliland (Tropical zone)	1 kg	30 SD/ 105 SD

Lazurite Republic of Five Houses, Pachu states (Temperate zone, Oceanic zone)	1 kg	4 GD/ 8 GD
Pearl Thefna, Paradise Islands, Kaliland (Oceanic zone, Tropical zone)	-	2 GD/ 4 GD
Orenic black pearl Orenic region, Kaliland (Tropical zone)	-	4 GD/ 14 GD
Unpolished emerald or ruby Thefna, Paradise Islands, Kaliland (Oceanic zone, Tropical zone)	-	7 GD/ 25 GD
Unpolished diamond Paradise Islands (Tropical zone)	-	14 GD/ 50 GD
Ivory (elephant tusk) Orenic region, Paradise Islands, Kaliland (Tropical zone)	30 kg	60 GD/ 210 GD
Ivory (mammoth tusk) Far North (Polar zone)	50 kg	100 GD/ 280 GD
Ebony Orenic region, Paradise Islands, Kaliland (Tropical zone)	1 ton/ 1 cubic metre	50 GD/ 175 GD

## Spices and produce from other regions

<b>Produce</b> Region of Origin (Geographic-Economic zone)	<b>Weight</b>	<b>Price (Region of Origin/ retail price in the Gilden Sea region)</b>
Salt Gurgeland (Temperate zone), Marall sea region (Oceanic zone)	1 kg	1 SD/ 70 c
Tobacco 1 hectare of plantation produces approximately 500 kg of tobacco per year. (Oceanic zone, Tropical zone)	1 kg	2 SD/ 180 c
Pepper and other spices 1 hectare of plantation produces approximately 200 kg of spices per year. (Tropical zone)	1 kg	5 SD/ 18 SD
Coffee 1 hectare of plantation produces approximately 400 kg of coffee per year. (Tropical zone)	1 kg	2 SD/ 7 SD
Cocoa 1 hectare of plantation produces approximately 400 kg of cocoa per year. (Tropical zone)	1 kg	2 SD/ 7 SD
Sugar 1 hectare of plantation produces approximately 3000 kg of sugar per year. (Tropical zone)	1 kg	15 c/ 1 SD
Rum 1 hectare of plantation produces approximately 2250 litres of rum per year. (Tropical zone)	1 l	25 c/ 90 c

## Art

The price of art can vary greatly.

<b>Article</b>	<b>Weight</b>	<b>Price</b>
Ivory miniature	0,5 kg	Starting from 5 GD
Silverware set for two (plates, forks, bowls, etc.)	1 kg	Starting from 30 GD
Silver candlestick	3 kg	Starting from 80 GD

Ebony wood table (1,5 x 4m) and 6 chairs	250 kg	Starting from 30 GD
Colourful mosaic on a wall or floor (1 x 1m)	5 kg	Starting from 5 GD
Aquarelle or graphic sheet by a renowned (samurai) artist	-	Starting from 1 GD
Oil painting, master paints for 2 months (1 x 1 m)	2 kg	Starting from 50 GD. Masterpiece starting from 200 GD (If the room has at least 8 masterpieces, then in appropriate circumstances +2 for Social Skills rolls, as the owner appears wealthy and with good taste)
Tapestry (1 x 1m), master weaves for 2 months.	2 kg	Starting from 50 GD. Masterpiece starting from 200 GD (If the room has at least 8 masterpieces, then in appropriate circumstances +2 for Social Skills rolls, as the owner appears wealthy and with good taste)
Life-sized ebony wood human figure, master and assistants make it in 2 months.	500 kg	Starting from 200 GD. Masterpiece starting from 1000 GD (In a room with a masterful sculpture, +2 to appropriate Social Skills rolls, as the owner appears wealthy and with good taste)
Life-sized marble human figure, master and assistant make it in 6 months.	500 kg	Starting from 550 GD. Masterpiece starting from 2200 GD (In a room with a masterful sculpture, +2 to appropriate Social Skills rolls, as the owner appears wealthy and with good taste)

## Real Estate

More detailed descriptions of larger buildings can be found in the Domain Management and Economics sections.

If the characters wish to rent a home, the annual rent is 1/10 of the home's price. Domuses and more expensive buildings are generally not available for rent. It is also not possible to rent for a shorter period of time than a year.

Building type	Purchase price
Cottage Home of a tenant farmer or of similar character in the village or suburbs. Made of wood. 1 floor, up to 50m <sup>2</sup> .	Up to 10 GD in the countryside / up to 30 GD in the shanty town
Proper Country House A wealthy farmer's, village priest's, or local samurai's home. Located in the suburbs or village. Made of stone and/or wood. 1,5 floors, 150 m <sup>2</sup> .	115 GD
Part of a terraced house An official's, samurai's, priest's or artisan's home. Located in the city. Made of wood. 2 floors, 100 m <sup>2</sup> .	290 GD
Artisan's House A wealthy artisan's, samurai's, or priest's home. Located in the city. Lower floor may have a workshop or store. Made of stone and/or wood. 2 or 3 floors, 200 m <sup>2</sup> .	720 GD
Merchant's House A wealthy merchant's, successful wizard's, important official's, or wealthy priest's home. Located in the city. Lower floor may have a store, workshop, or other business. Made of stone. 2 to 4 floors, 500 m <sup>2</sup> .	2640 GD

<b>Domus or other type of town mansion</b> A small mansion of an elite, top official, wealthy theologian, licensed merchant, or aristocrat in the city. Most often the entire clan lives here. The house has an indoor courtyard of 100 to 200 m <sup>2</sup> and its own stable (does not have to keep horses in public stables). Made of stone. 2 to 4 floors, 1500 m <sup>2</sup> .	Starting from 5000 GD
<b>Palazzo</b> Most often the entire clan lives here. The house has an indoor courtyard of 200 to 600 m <sup>2</sup> , its own stable, and several workshops. Made of stone and often well protected and decorated. 2 to 4 floors, with a higher fortified tower, 5000 m <sup>2</sup> .	Starting from 30 000 GD
<b>Small Fortified House</b> These houses are built in areas known for unrest. The house has two floors and a basement. The entrance located on the second floor is secured with the drawbridge.	600 GD
<b>Large Fortified House</b> The large fortified house has 300 m <sup>2</sup> of living space, with three floors and a basement. The entrance located on the second floor is secured with the drawbridge.	2000 GD
<b>North-Thefna-style Tower Castle</b> A four-story tower castle has 1000 m <sup>2</sup> of living space.	10 000 GD
<b>Large North-Thefna-style Tower Castle</b> A seven- or eight-story tower castle has 4000 m <sup>2</sup> of living space.	40 000 GD

## Land property

The price of land depends on its Soil Fertility Dice and whether it is vacant land (whether forest or meadow) or holds a village. Land is sold in 4 km<sup>2</sup> pieces.

Soil fertility dice	Vacant land price	Village price including the land it stands on
D4	50 GD	Villages are not possible on this type of land.
D6	100 GD	1200 GD
D8	150 GD	1400 GD
D10	200 GD	1600 GD
D12	There is no vacant land of this type.	2000 GD

## Simplified Systems

### Cost of Lifestyle

The cost of lifestyle simplifies the game by allowing you to play without worrying about counting every coin for every beer and day at the inn. It also determines whether or not broken weapons and armor are repaired in the city.

Keep in mind that the cost is charged monthly, not per domain turn.

<b>Lifestyle</b> The cost of the lifestyle comes from consumption, assuming that the character does not grow anything themselves. The cost of the lifestyle includes wages of servants (but not of apprentices)	<b>Cost per month</b>
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for craftsmen or soldiers) and other similar things. If the character has to rent a home, then rent must be added.	
<p><b>Hard life</b></p> <p>When on the road, you must sleep on the street or in the woods. Your food consists of bread or rice, a few roots, and occasionally fish. Hunger is a common occurrence, and there is no money for new clothes or similar items. Weapons and armour become worn and damaged. This is the lifestyle of those in the Small People caste.</p>	5 SD
<p><b>Very poor</b></p> <p>When on the road, you must resort to sleeping in the communal quarters of an inn. Bread, roots, an occasional piece of fish or meat, and a few cups of beer make up your meal. Hunger can be a common experience. There is just enough money to repair torn clothing and buy new sandals from time to time. Your weapons and armour deteriorate over time. This is the way of life for labourers, struggling apprentices, and impoverished tenant farmers.</p>	1 GD
<p><b>Poor</b></p> <p>On the road, you have to sleep in the shared room of a cheap inn. Your meals are adequate to satisfy hunger and consist of various foods to sustain physical labour. You can have beer and sake to drink. You can occasionally afford to purchase a new hemp shirt or a linen shirt. Your weapons and armour may not be in the best condition but they do not fall apart. This is the lifestyle of most tenant farmers and craft apprentices.</p>	2 GD
<p><b>Lower middle class</b></p> <p>On the road, you stay in a 4-person room. The food is adequate and diverse, including wine, sake, and sometimes rum to drink. Hunger is rarely experienced. You can afford to purchase new clothing and maintain your weapons and armour in good repair. This type of lifestyle is typical for lower-earning craftsmen, merchants, and many samurai and village priests.</p>	5 GD
<p><b>Middle class</b></p> <p>On the road, you stay in a private room at an inn. The food is tasty and well-seasoned, and drinks include wine, rum, and sometimes whiskey, brandy, or liqueur. The character has the means to purchase new clothing and maintain their weapons in good repair. They also have the luxury of having a servant at their disposal. This level of comfort is typically enjoyed by most craftsmen, local merchants, wealthy samurai, and most priests.</p>	10 GD
<p><b>Upper middle class</b></p> <p>When travelling, you have a luxurious room in an upscale inn. The food is of high quality and has a range of flavours, and drinks include an array of local and exotic beverages. You have the means to buy new clothing and keep your weapons in excellent condition. You have the services of at least two servants. This is the standard of living for wealthy craftsmen, merchants, higher-ranking samurai, and esteemed priests.</p>	20 GD
<p><b>Lower nobility</b></p> <p>When travelling, you stay in a luxurious suite or well-appointed room in an elegant guesthouse. The table is well-stocked with a variety of delicious food and drinks, and there is enough money for constant spending if desired. There are at least three servants in the house. This is how landed aristocracy, licensed merchants, high-ranking officials, and theologians live.</p>	Starting from 50 GD
<p><b>Nobility</b></p> <p>When travelling, you reside in a lavish suite. Often you host grand parties, inviting entertainers. You have the funds to organise at least one ball or similarly elaborate event every month. Occasionally, you can purchase a new coach or a magnificent horse. You are attended by at least 5 servants. This is the lifestyle of most patricians, licensed merchants, and the highest members of the clergy.</p> <p>You receive a +1 bonus to Social Skills rolls when attempting to persuade someone, lie, or participate in court proceedings within the Astenic cultural space. In everyday life in the Astenic world, the wealthy castes are more easily trusted. This bonus does not apply to detection of falsehood, disguise, or outside the Astenic cultural space. It is also added in the domain governance system.</p>	Starting from 200 GD



<p><b>Ruler class</b></p> <p>When travelling, you have a whole guesthouse at your disposal. There is an abundance of luxurious entertainment, including daily banquets, balls, theatre performances, card games, and more. All the food and drinks you desire, and even those you don't, are available. Music fills the air as the festivities continue. This is the lifestyle of nilwrings, daeguns, marquises, daimyos, ultra-wealthy patricians, bank managers, and similar characters.</p> <p>You receive a +2 bonus to Social Skills rolls when attempting to persuade someone, lie, or participate in court proceedings within the Astenic cultural space. In everyday life in the Astenic world, the wealthy castes are more easily trusted. This bonus does not apply to detection of falsehood, disguise, or outside the Astenic cultural space. It is also added in the domain governance system.</p>	<p>Starting from 2000 GD</p>
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## Cost of the Expedition

When the characters decide to embark on a long inland expedition, they need various supplies such as camping equipment, pack animals, food, and other essentials. Acquiring each item individually can be tedious and it's easy to forget some important details. To simplify this, there is a cost table for the expedition.

Two extra pack animals can carry almost a year's worth of food supplies for one person (approximately 365 kg). An additional draft horse costs 5 GD and carries 140 kg of supplies. All expedition equipment types, except the basic equipment, can carry a year's worth of food supplies for one person.

Food is not included in the cost of base equipment.

Equipment type and description	Cost of purchasing basic expedition equipment	Additional cost per month of the expedition	Weight per month
<p>Campers equipment</p> <p>Tent for two people, sleeping bag, waterskin, flint and steel, hemp rope (20m), mule or donkey (able to carry one person's 3-month supply of food).</p>	70 SD	1 GD (food)	30 kg
<p>Proper expedition equipment:</p> <p>Tent for two people, sleeping bag, waterskin, flint and steel, hemp rope (100m), lantern, ink for 100 sheets, dip pen, 100 sheets of A3 paper, sewing needles, knife, handaxe, cauldron and pan, climbing equipment, first aid kit and three draft horses.</p>	30 GD	20 SD (food and lamp oil)	30 kg
<p>Ready-for-anything adventurer's equipment:</p> <p>Tent for two people, sleeping bag, waterskin, flint and steel, hemp rope (100m), lantern, ink for 100 sheets, dip pen, 100 sheets of A3 paper, sewing needles, knife, handaxe, cauldron and pan, climbing equipment, good first aid kit, leatherworker's tools, blacksmith's tools, lockpicks, compass, handcuffs and three draft horses.</p>	50 GD	2 GD (food, lamp oil, and a few bottles of rum and tobacco)	35 kg
<p>Experienced adventurer's equipment</p> <p>Tent for two people, sleeping bag and fine warm blankets, waterskin, flint and steel, hemp rope (100m), spider silk rope (50m), lantern, ink for 200 sheets, dip pen, 200 sheets of A3 paper, sewing needles, knife, handaxe, cauldron and pan, climbing equipment, professional first aid kit, leatherworker's tools, blacksmith's tools, masterwork lockpicks, navigator's tools, compass, spyglass, handcuffs, antidotes for the most common poisons in the area</p>	190 GD	4 GD (food, lamp oil, a few bottles of rum, 4 candles, coffee, sugar, pepper, and tobacco)	40 kg

(antidotes for Scopolamine, Hydrogen cyanide, Snake venom and wyvern venom). One dose for all or four doses of one. Three draft horses and a riding horse with masterwork saddle and harness.			
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## Wages

Generally, the hiring of people is carried out along with the establishment of a specific institution, such as the purchase of a ship or the establishment of a military unit. In this case, all salary costs are already included as part of the maintenance expenses of the institution, which can be seen in the King and Economy modules.

However, the PC may sometimes have an interest in hiring a specific NPC, such as a guide in a foreign land, a security guard, or an assistant in some other scenario. Such hired NPCs typically do not participate in battles (morale: craven) and only fulfill specific tasks assigned to them. The exception to this is ronin, who are mainly hired for combat purposes (morale: regular).

If the job requires 24/7 presence or travel with the PC, additional food or living expenses will be added to the salary.

<b>Nature of work or type of NPC</b>	<b>Salary during domain turn (3 months) + travel maintenance costs</b>
Jobs requiring simple manual labour, such as digging, carrying things, or rowing.	1 GD + 1 GD (only food)
Jobs that require skills, but are generally low-paying, such as labourer positions in construction, servant roles in agriculture, deckhand positions on ships, manufacture workers, and miners. Additionally, apprenticeships under a syndicate masters pay a similar salary.	4 GD + 3 GD
A craftsperson of the level of a journeyman, bureaucrat's apprentice, an experienced deckhand, or a trainee helmsman. (+6 in a skill related to the occupation)	12 GD + 6 GD
A ship's helmsman or small boat captain, bureaucrat, engineer's apprentice, priest in a village, accountant in a large organisation, beginning doctor, etc. (One related Intellect skill +6)	30 GD + 15 GD
Master craftsman in manufacturing or industry Manufacturing masters, such as factory machinists, mining carpenters, shipmasters, etc., are workers with a very narrow specialisation who typically obtain their high positions by working in the same organisation at lower positions throughout their lives. Although similar in jobs and income to syndicate masters, they are often disliked by the latter because they work directly for a ruler or productor and therefore do not belong to any syndicate. (Use the syndicate master's stat block, Mechanics, Metal, Stone and Woodwork or Textile and Leatherwork +10, and they have Ability: Specialised Artisan)	30 GD + 15 GD
Samurai stipend Samurai can only be sworn into service by PCs who possess a substantial amount of assets or land and are part of a higher caste. The oath of allegiance between a samurai and their lord is a mutual agreement - while the samurai pledges to serve and fight for their lord, the lord in turn promises to provide the samurai and their family with housing and a lifelong stipend. To reinforce the lord's promise, it must be backed by assets or land. (Use the village samurai stat block)	30 GD + Housing for a whole family + 15 GD
Guide A guide is a local hunter or highlander who is well-acquainted with the natural surroundings of the region and is able to navigate safely and without getting lost. (Geography +6, Perception +6, Wilderness Skills +6)	24 GD + 6 GD

Ronin mercenary Ronins generally fight as part of mercenary companies, but PCs can also lure some of them to join them on adventures. Ronins are good fighters, but for adventures that promise loot, they want a share in addition to their wages. (Use the ronin stat block)	45 GD + 15 GD + agreed share of loot
Domain chancellor or director of trading post (All administration skills related to the position +10)	100 GD x Domain's price multiplier

## Specialized Services

Purchasing specialized services requires the presence of a service provider in the region, which is determined by the GM.

Service	Service price
<p><b>Hiring Novice Adventurers to Solve Specific Problems</b> The novice adventurer team comprises a ronin, an azure assassin, a shinobi, and a hunter, constructed with 100 EXP as archetypical sample characters for players.</p> <p>Adventurers are arrogant and somewhat untrustworthy characters who can only be dispatched to complete tasks that require innovative approaches characteristic of PCs. Domain chancellor PCs may require the services of adventurers to resolve various domain-related problems without getting their hands dirty, problems that typical samurais and other domain employees are unable to address independently. For instance, searching for a concealed bandit base in the domain, exposing corrupt officials, pursuing someone, and so on. Adventurers should only be hired for more complicated or dangerous problem-solving tasks; samurais and ashigaru residing in the domain are capable of handling all types of fetch quests and military manoeuvres.</p> <p>As adventurers are unreliable, there is always a possibility that they will take the advance payment and leave without fulfilling the task. The chance of this is the same as the Corruption percentage of the domain. If the PCs do not own the domain, the possibility is 50%, minus the highest Social skills and Law of the PCs.</p> <p>Whether the adventurers will be successful in the task depends on the task itself and the percent chance determined by the game master. For simple tasks such as dispersing local bandits, the chance of success could be 50%.</p> <p>If the adventurers have completed the task and are not given any new assignments, a half-finished event is added to the domain event list: Idle Adventurers.</p>	<p>Depends on the task, but at least 240 GD.</p> <p>Novice adventurers want at least half of the payment upfront.</p>

<p><b>Hiring Experienced Adventurers to Solve Specific Problems</b></p> <p>The group of experienced adventurers consists of a ronin-priest, an azure warrior, a shinobi, and a beastmaster, built with 300 EXP. Such characters are highly dangerous.</p> <p>Experienced adventurers are even more arrogant but somewhat reliable, as they have a reputation to maintain. Experienced adventurers have magical weapons and can successfully fight against supernatural creatures.</p> <p>The percentage of unreliability of experienced adventurers is 20% lower, or the Corruption of the domain -20% or 30%, from which the highest Social skills and Law of the PCs hiring them are subtracted.</p> <p>Whether experienced adventurers can handle the task or not depends on the percent that the game master throws. For simple tasks, such as chasing local bandits, the success chance could be 90%. For more complex cases, such as defeating a Otherworldling in the woods, the success chance could be 50%.</p> <p>If the adventurers have completed the task and are not given any new assignments, a half-finished event is added to the domain event list: Idle Adventurers.</p>	<p>Depends on the task, but at least 1000 GD.</p> <p>Experienced adventurers want at least half of the payment upfront.</p>
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