**Superior Trade Goods of the Known World and Beyond**

**- A guide by House Mauntea**

Foreword by Corwyn Mauntea

*“Greetings young associate of House Mauntea! What you hold in your hands is the product of many years of travelling and trading by the merchants of House Mauntea; the most extensive catalogue of the best goods and finest wares found around the Known World and even beyond as far as Alphatia, the Isle of Dawn, Norwold and Sind.*

*There is more to becoming a Merchant than simply buying and transporting goods from one place to another in the hope of securing a profit. Knowing the supply and demand around the world is naturally a key factor but even more important is being able to spot superior craftsmanship and quality. In each region and almost every town across the land you will find that there is something the local populace does better or faster and therefore cheaper than people elsewhere.*

*Learn from this great book about the many fascinating opportunities for profit out there and you may very well soon be on the rise within House Mauntea. Protect the secrets of the House, trade honestly and fairly and use good judgement and you too can realize your dreams and ambitions.”*

Corwyn Mauntea, Klarmont, 998 AC

This book is a detailed overview of much of the Known World’s finest merchandise. The items displayed all have in common that they are either of higher than average quality, lower than average cost or simply rare and wanted enough that there is a healthy profit in trading them.

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**The Secret Chapters**

Rumours insist that an alternate version of the book exists, which includes items and goods frowned upon by the law. House Mauntea does not condone the selling of such items, nevertheless for an unscrupulous merchant there is certainly financial gain to be had from supplying them.

Poisons (& Antidotes)

Contraband

The rest of the book is divided into a section of price lists and a section of item descriptions.

**Price lists:**

**Armours & Shields**

**Armour**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Shields**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Armour Accessories**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Knight’s banner / Battle standard | one | 30+ gp |  |
| Squire’s armour maintenance kit | set | 8 sp |  |
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**Weapons of the World**

**Melee Weapons**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Missile Weapons**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Weapon Accessories**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Alchemy & Wizardry**

**Alchemy Ingredients**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Wizardly Wonders**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Scribe’s Desk**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Blank book 9”x12” | 25 pages | 50 gp |  |
| Blank book 9”x12” | 50 pages | 90 gp |  |
| Blank book 9”x12” | 75 pages | 125 gp |  |
| Blank book 9”x12” | 100 pages | 175 gp |  |
| Blank book 9”x12” | 200 pages | 300 gp |  |
| Blank book 9”x12” | 500 pages | 725 gp |  |
| Blank book 15”x20” | 25 pages | 75 gp |  |
| Blank book 15”x20” | 50 pages | 135 gp |  |
| Blank book 15”x20” | 75 pages | 180 gp |  |
| Blank book 15”x20” | 100 pages | 250 gp |  |
| Blank book 15”x20” | 200 pages | 450 gp |  |
| Blank book 15”x20” | 500 pages | 1000 gp |  |
| Shark skin parchment | 1 sheet | 3 gp |  |
| Undersea ink | 1 vial | 15 gp |  |
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**Diplomats & Investigators**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Puzzle box | one box | 1-1000 gp |  |
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**Temples & Shrines**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Healer’s Corner**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Trappers’ & Hunters’ Gear**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Wilderness Gear**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Labourers’ List**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Storage Items & Containers**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**General Hardware**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Household accoutrements**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Illuminations**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Lantern, fog-cutter | 1 lantern | 20 gp |  |
| Skarrad helmet lamp | 1 helmet | 30 gp |  |
| Whale oil | 1 barrel | -- gp |  |
|  |  |  |  |

**Personal supplies**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Comb, whale-bone | 1 comb | 8 sp |  |
| Tobai kernel hair oil | small jar | 10 gp |  |
| Yak fat | large jar | 8 sp |  |
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**Tailor’s Shop**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Alphatian spider-silk | -- | -- |  |
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**Jewellery**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Games, Toys, Music & Entertainment**

**Games & Entertainment**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Toys**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Puzzle box | 1 box | 1-1000 gp |  |
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**Music**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Herbs & Plants**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Minerals & Gemstones**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Insidium ore | 1 pellet ( 1 lbs./50 cn) | 400 gp | 400 gp |
| Ylari steel | -- | -- |  |
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**Skins & Leathers**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Seal skin | 1 skin | -- |  |
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**Breads**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Cheese**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Wine, Beer & Other Beverages**

**Beer of all sorts**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Eltan’s Fine Ale | -- | -- gp |  |
| Forecastle Pilsner | -- | -- gp |  |
| Forecastle Stout | -- | -- gp |  |
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**Wine**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Spirits, Liquour and Other Beverages**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Kurmiss - fermented mare’s milk | -- | -- gp |  |
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**Exotic foodstuffs**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**The larder**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Mounts & Livestock**

**Mounts**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Riding Gear**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Livestock**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Beasts & Trophies**

**Live beasts**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Trophies**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Transportation**

**Land**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Water**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Air**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Poisons & Antidotes**

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| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
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**Contraband**

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| --- | --- | --- | --- |
| **Item** | **Quantity** | **3.5E / Pathfinder price** | **Basic D&D price** |
| Twilight Wine | vial with 6 doses | -- | 50 gp |
| Zzonga fruit | 1 dose | 50 gp |  |
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**Item descriptions:**

**Armours & Shields**

**Knight’s banner / Battle standard**

A banner is a large cloth emblazoned with a heraldic device. It is used to display a personal, family or royal crest, or as identification on the battlefield. The price given is for a simple banner made from cotton and cheaper materials - the fancier the banner, the higher the cost.

A banner grants a +2 circumstance bonus to Spot checks to be seen from a distance, as well as a +1 circumstance bonus to be identified correctly with a Knowledge Nobility check.

In the Empire of Thyatis, each Legion carries its own battle standard adorned with gold and gemstones. The Legion's battle records are noted on small plaques attached to the pole. If the battle standard is ever lost, it spells disgrace for the entire Legion until it is recovered.

A typical banner or standard weighs 10 lbs. or more.

**Squire’s armour maintenance kit**

This kit contains polishes, rags, replacement fasteners, wire brushes and leather strips and is indispensable in keeping armour in top shape. An armour maintenance kit grants a +2 circumstance bonus on Craft (armoursmithing) checks to repair armour. It weighs 1 lb.

Armour maintenance kits are especially popular in metal armour-using cultures such as Karameikos, Rockhome and Thyatis.

**Weapons of the World**

**Alchemy & Wizardry**

**Scribe’s Desk**

**Blank book (many variations)**

*"The best blank books comes from the Stenson & Sons paper mill in Hendry. The local woods along the Helleck River provide Darokin with much of her timber needs, and much of it floats down river from the logging camps to Hendry's great saw mill. Right next to the saw mill, Dennys Stenson and his family is the fourth generation to run the Stenson & Sons paper mill, using the leftovers from the saw mill to make pulp, which is then boiled, dried and bleached into paper and finally bound into excellent quality blank books, usable for anything from chronicling history to keeping accurate business ledgers, why, even to write down magical spells!*

*The books of Stenson & Sons have such a reputation for quality that they will fetch a good price as far away as Glantri and Thyatis. The Ylari seem to prefer keeping records in long, unhandy scrolls, and don't even bother with the savages of the Northern Reaches. I doubt they have even seen a book, most of them.*

*Basic in design, books from Stenson & Sons are wonderfully versatile. You can use them for common purposes as a practical tool, or you can spend some extra gold and have a book binder and a goldsmith really create an item of beauty. Imagine a tome with the history of your lineage bound in the leathers of some exotic beast, its corners protected by filigree edges, its content protected from prying eyes by the clasp of a master lock, eh? Surely such an item belongs in the stately manor of every gentleman?"*

Blank books come in a number of sizes and number of pages. The basic cover is made from two pieces of hard wood and a thin leather binding of cow skin or another cheap product. Books can be protected or decorated in a number of ways of varying expense.

**Shark skin parchment**

A favourite among seafarers of the Minrothad Guilds and Ierendi, this waterproof parchment is made from the skin of great sharks from the Sea of Dread. Because of the way it has been treated, it can go underwater indefinitely without being damaged. It is often used for communication between land dwellers and the inhabitants of the sea or to ensure that important documents are not lost or damaged at sea.

**Undersea Ink**

This special ink is made from the ink of giant squids, hunted by the citizens of the Undersea Kingdom, and is occasionally sold to Ierendi and Minrothad traders and the citizens of the [raft city of Kron](http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=9656). The ink is completely waterproof and when applied to shark skin parchment becomes a document that can sustain underwater use and storage. Thus, it is highly practical both for the Undersea races and for communication between the Undersea and the surface lands.

**Diplomats & Investigators**

**Temples & Shrines**

**Healer’s Corner**

**Trappers’ & Hunters’ Gear**

**Wilderness Gear**

**Labourers’ List**

**Storage items & Containers**

**General Hardware**

**Household accoutrements**

**Illuminations**

**Lantern, fog-cutter**

*“Originally invented by the people of the misty Trader's Isle in Minrothad Guilds, this lantern has quickly spread to the mainland - particularly the Shires and Karameikos, where fog is also common. I also hear that a colleague of mine brought some to the northern parts of Glantri to Boldavia. A special version of the lantern exists, which can be mounted on carriages to help the coachman navigate on dangerous roads".*

This bullseye lantern has a special amber lens that allows light to reach farther through mist, fog and smoke than from regular lanterns. It illuminates a cone 40 feet long and 10 feet wide at the end, regardless of fog or mist and it burns for 6 hours on a pint of oil. You can carry the lantern in one hand.

**Skarrad helmet lamp**

The dwarves of Clan Skarrad in Rockhome have always been known for their innovation in technology. Thus, it is no wonder that these master craftsmen invented a combination helmet and lamp for use by dwarven miners and others working far underground. The helmet is basically a regular mining helmet with a lamp with a polished disc mounted on the front pointing forward. It sheds light in a cone in front of the user, granting normal vision for 30 feet and illuminating the area somewhat dimly for a further 15 feet beyond that.

The helmet is not constructed for warfare, but skirmishes with goblins and other fell creatures of the earth happen often enough that the dwarves invented a helmet that can stand up to enemy blows. The helmet counts as a metal cap and the DM should feel free to assign the lamp part a hardness and a number of hp, if enemies of the wearer want to try and smash the light.

Naturally, the lamp mechanism is designed to withstand a rough treatment in the mines, so the light won't be extinguished even if the helmet is turned violently, held upside down or thrown. A dwarf can fall into a sinkhole or get hit by falling rocks and his helmet lamp will usually still function.

The great benefit of the helmet lamp is of course that both your hands are free to operate tools and wield weapons and a shield. The main drawback of the helmet lamp is that it is not easily doused. Adventurers seeking a discrete source of illumination are better off going with the traditional hooded lantern.

The 30 gp price listed is for a human-sized version sold to outsiders. Dwarves can usually get their hands on a dwarf-sized helmet lamp for 20 gp or even less if they belong to Clan Skarrad.

**Whale oil**

*"Far to the north, in the cold ocean lies a tiny island of brave whalers and fishermen called Osterslo Island. The people here risk sea serpents and worse to hunt whales on the sea and bring home the export for which Osterslo is most famous: whale oil. From Glantri to Thyatis, everyone needs oil for lamps and Osterslo is the best place to get it from.*

*Unfortunately, Ostland raiders and pirates roam those seas. Minrothad sea merchants are known to run the risk and visit Saltshore anyway, but you can be sure that if you buy the oil from them, your profit will be next to nothing. No, instead venture to the capital city of Soderfjord in the Jarldoms. Local traders here usually have plenty of oil from Osterslo and the money you pay the middleman is next to nothing compared to the reduction in risk to your enterprise.*

*From Soderfjord you can load the whale oil on wagons and then take the Overland Trade Route north or south".*

Whale oil is used in lamps and sometimes also in soap or margarine. It is made from a boiling process of whale blubber and comes in different colours (and odors).

**Personal supplies**

**Comb, whale-bone**

*"Far to the north, in the icy waters past Norwold lies the isolated island kingdom of Qeodhar. Formally, it is a part of the Empire of Alphatia but it is very little involved in the affairs of the larger empire.*

*The people of Qeodhar make most of their living whaling at sea and hunting seals, trading whale oil, whale-bone items and seal skins with Alphatian and Minrothad trading vessels. Their skill at sea is as impressive as that of any people in Norwold or the Northern Reaches, but the distance of Qeodhar from the Known World means that fairly little of e.g. their whale oil is exported outside the Empire of Alphatia.*

*That is not true of the beautifully carved items they make from whale-bone; combs, dice, pieces of jewellery and such. The carvings are always full of little exotic details, twisting sea monsters, waves, ships and similar motifs".*

**Tobai kernel hair oil**

*"This highly nutritional oil comes from the kernels of the tobai tree, which only grows on the steppes of Ethengar. As such, it is rather hard to come by for outsiders, who are not willing to travel to these wind-swept plains. The locals are more than willing to trade it to you, however, if you bring commodities they need like metals, glassware, silks or items of luxury.*

*The people of Ethengar use the oil to care for their braided hair and long moustaches. Water for washing is sparse on the plains, but with the oils they can maintain a healthy looking hair.*

*Despite its origin among the barbaric clans, abroad the use of tobai kernel oil is becoming popular among the elite in Darokin and further south. In some parts of Glantri, particularly among the people of Krondahar, Cauranze and Belcadiz, the oil is also highly popular. Just don't bring it anywhere near Aalban! If you get caught peddling goods from Ethengar, Prince Jaggar's men are likely to interrogate you as a potential spy!"*

**Yak fat**

*"This is probably one of the most disgusting things I have ever traded. The people of Ethengar use yak fat on their skin to protect it from the blistering cold winds on the plains, and while it does work, it also stinks terribly!*

*Add to this that the Ethengarians don't bathe like you or I but visit steam huts and scrub with pads of folded goat hair before putting on more yak fat and getting back on their horses, you can understand why it is always wise to remain upwind when doing business with them!*

*The yak fat is useful for its purpose, however, and I have known caravan guards to use it on occasion, though most civilized people just put on more clothes. I guess if you for some reason needed to smell like an Ethengarian, yak fat would quickly do the trick.*

*There is very little demand for yak fat outside Ethengar, but I have on occasion sold some to people in Krondahar".*

**Tailor’s Shop**

**Alphatian spider silk**

*"The most spectacular silk in the world comes from the far away Empire of Alphatia. They breed a special race of silk spiders that produce silk of exceptional strength and lightness. In the magical empire, commoners, i.e. non-spellcasters, are forbidden to wear spider silk - it is reserved for the nobility. For the right price they are happy to export it to other countries though, and almost every country in the Known World - except perhaps the Northern Reaches and the lands of the Atruaghin Clans - are eager to buy it.*

*Trade regular silk for Alphatian spider silk - because the common class in Alphatia is restricted from wearing spider silk, they are very eager to purchase regular silk. Of course, the thought of smuggling silk spiders out of the empire has occurred to me once or twice, but that would be highly illegal and you don't want to tempt fate in a country where officers of the law have access to mind-reading magic!"*

Spider silk can be harvested from the webs of swarms of the rare silk spiders - a breed that only exists on mainland Alphatia. To harvest it safely, a *hold monster* spell is required.

For more information, see Dawn of the Emperors boxed set, DM's guide page 57-58.

**DM notes:**

Items fashioned from Alphatian spider silk typically cost double what a similar item made from regular silk would cost. At the DM's discretion, wearing Alphatian spider silk may add a bonus to Diplomacy or Bluff skill checks.

**Jewellery**

**Games, Toys, Music & Entertainment**

**Puzzle box**

*"The puzzle box is a terribly clever invention. You may think it is a mere toy for rich merchants' sons and daughters to play with, but you would be very much mistaken. Puzzle boxes come in a variety of shapes and sizes and the skill required to open one without breaking it also differs greatly. Some puzzle boxes are made as clever toys but other, more elaborate devices are often used as an extra protection for valuable goods or sensitive messages. The seal on a scroll can be forged and its contents altered. But in a puzzle box there is an extra layer of protection against unwanted eyes.*

*The most beautiful puzzle boxes come from far across the sea - from the Thyatian dominion of Ochalea. The craftsmen of Ochalea are fantastic wood-carvers, making intricate designs with images of men and beasts and strange, exotic symbols.*

*But others here on the mainland have also mastered the secrets of the puzzle box. Master locksmith Orin Ravensheart of Selenica creates neigh impenetrable scroll tubes that employ a secret system of tumblers and locks and requires special knowledge to open. I have even heard it said that if you try to force it open, you will drop dead instantly! Naturally, such devices are extremely costly and only affordable for Elite guild masters, agents of the DDC, the clergy and people of similar power!*

*Last year, a* [*wondrous magical puzzle box*](http://shadydragoninn.wordpress.com/2012/12/30/the-giants-puzzle-box/)*, unlike any the world has ever seen, was sold by the* [*Mercies Auction House*](http://web.archive.org/web/20100112125403/http%3A//www.xs4all.nl/~enee/index.htm) *to parties unknown. It came, they said, from ancient ruins deep in the snowy peaks of the Hardanger Mountain Range and was brought back by the explorer and adventurer known as Thorok Tharokwarf or* [*Thorok the Brave*](http://shadydragoninn.wordpress.com/2013/01/05/thorok-the-brave/) *of the Torkrest Clan. Where exactly he came upon such treasure, he would not say.*

*The puzzle box was far larger than normal - the size of a large chest - and decorated with unknown runes from a bygone age. The specialists at Mercies detected an aura of enchantment on the box and none of them were able to penetrate the puzzle box's secrets, so it was sold contents unknown".*

**Game terms**

These boxes feature moving parts, secret panels, or unusual codes and locking mechanisms. Depending on the box, a Disable Device, Knowledge (engineering), Linguistics, or simple Intelligence check might open it. The DC of the check varies with the complexity of the box but is typically 15 or 20 (retry once per day). Puzzle boxes made for security rather than entertainment will be much more difficult to open. Multiple skill checks might be necessary for different stages of the puzzle. If the puzzle box was constructed with the intention that one specific person should be able to open it, that person gets a +5 circumstance bonus on the check.

**Herbs & Plants**

**Minerals & Gemstones**

**Insidium ore**

*"Insidium is a very rare and exceptionally dangerous mineral only known to be found in the southern foothills of Glantri. It was discovered only 37 years ago in 963 AC by prospectors looking for silver and gemstones, for which the region is famous.*

*They found the mineral to be highly flammable - burning with an intensity like dragon fire! Perhaps there really is a connection to the cursed wyrms, for it was not long before the foothills of Glantri was visited by a number of red dragons and more were soon to follow.*

*The dragons coveted the insidium - either for their hoard of treasure or perhaps they ate it - their lust for the mineral was insatiable. It was as if they could sense the ore from miles away, it drew them near. The mines were overrun, villages burned, caravans pillaged. Eventually, the Princes of Glantri sent their armies against the dragons and many lives were tragically lost before, after several years, the last dragon was finally slain.*

*Today, the mines are mostly depleted of insidium and what little remains of the mineral is highly coveted by wizards and alchemists alike. Fearing new dragon attacks, the Princes regulate all trade with insidium within the borders of Glantri and only the most brave or foolish of scientists will seek to collect any substantial amount of it - of out fear of awakening a new dragon terror.*

*On the "grey" market, lumps of insidium are sold for hundreds of gold pieces. Sages, wizards and craftsmen in need of the hottest of flames for their trade will seek it out. I have also heard whispered conversations that the energy from burning pure insidium is so great, it can fuel powerful constructs - terrible beings made from steel and sorcery!*

*Of course, with such a valuable commodity, there will always be frauds out to sell you an imitation. Real insidium is fairly heavy, a single lump will easily weigh a pound or two, and brownish in colour, its texture much like granite".*

**DM notes:**

Insidium is used for fuel in "Dragonflies of Doom" (see AC11 The Book of Marvelous Inventions, page 87), invented by Prince Volospin Aendyr of Blackhill in Glantri. If instead, you are using Gaz3 Principalities of Glantri, page 88-89, the mineral ore may have just been discovered and the Dragonfly of Doom is a prototype lent to the PC's by the Great School of Magic.

A single pellet of insidium weighs one pound (50 cn.) and can sustain the Dragonfly for 10 miles of flight or 4 rounds of aerial combat. The "fuel tank" of a Dragonfly of Doom can hold 25 pellets at a time and more can be stored in the machine's cargo hold (but they are a fire hazard!!).

**Ylari steel**

*"The strongest blades in the world are forged from Ylari steel; it has something to do with the carbon-rich iron found naturally in the high hills and lower mountains of the Emirates. Dwarven master smiths as well as local weapon-makers in most towns in the Emirates of Ylaruam sell these nigh unbreakable blades - many of them forged as the traditional nomad scimitar but foreign demand ensures that many other types of blades from daggers to greatswords are also available. Competition is generally fierce, which keeps the prices at an acceptable level.*

*If you are looking to have a metal weapon forged yourself, consider using Ylari steel. The blade will be stronger and as I understand it the metal performs very well when trying to create above-average quality weapons that stay sharp when you need it the most".*

**Game terms:**

Using Ylari steel lowers the DC of Craft skill checks by 2 when trying to create Masterwork weapons made primarily of metal. It does not lower the general DC to create ordinary weapons. If you are not in the Emirates of Ylaruam, finding Ylari steel can be difficult, meaning that you pay an additional 50 % for the materials needed to craft the weapon (you do not add 50 % to the cost of the Masterwork quality however, once you have the steel you have it).

Ordinary and Masterwork weapons and metal armour made from Ylari steel enjoy a +2 bonus to Hardness and +10 item hp (in effect the same as if the weapon or armour had a magical +1 enchantment).

**Skins & Leathers**

**Seal skin**

*“The world’s greatest exporter of seal skins is the far northern island kingdom of Qeodhar, north of mainland Alphatia. The people of that island hunt seals and trade briskly with Alphatian merchants, who bring the skins westward on their ships.*

*The skins are of excellent quality and in high demand from Castellan to Cape Alpha to Helskir”.*

**Breads**

**Cheese**

**Wines, Beer & Other Beverages**

**Eltan’s Fine Ale**

*"If you ever happen to pass by the charming little village of* [*Eltan's Spring*](http://www.obsidianportal.com/campaign/eyesoftraldar/wikis/eltans-spring) *just north of Threshold in Karameikos make sure you stop by The Crock & Goblet - a local combined brewery and tavern. It is here that Liselle Durgovitch, granddaughter of Eltan, the village founder, still brews the famous Eltan's Fine Ale, following her grandfather’s original recipe.*

*The ale is a beautiful reddish colour and marvelously refreshing. The locals claim it is because of the water from the spring used in the brewing.*

*If you can get your hands on a barrel or two - do so. That damned Julius Kameronikas already has a deal with Liselle about selling to the inns and taverns in Threshold, but further south there is also a great deal of demand for Eltan's Fine Ale - particularly in Kelvin and Specularum, where people have coin to spend on luxury items."*

Map by [Simone Neri](http://pandius.com/thrshld.html)

**Forecastle Pilsner / Forecastle Stout**

Brewed in Harbortown on Trader's Isle under the supervision of Master Brewer Allyn Cadel of Clan Corser, the Forecastle Pilsner and Forecastle Stout are the two most common beers in Minrothad Guilds.

The Pilsner is a pale lager - beautiful, golden colour and a fresh, slightly spicy aftertaste. Compared to other types of beer it is light, which many citizens like because they can engage in social drinking without getting drunk too quickly.

The Stout is darker and a lot stronger than the Pilsner. It is popular among the dwarf population and people drinking for effect.

Because the ingredients have to be imported to the Minrothad Isles, Forecastle Pilsner and Stout is not cheap but it is still cheaper than imported wine from the mainland. The Forecastle brand has spread in recent years to ports around the Sea of Dread, especially to establishments catering to Minrothad sailors, who long for a taste to remind them of home.

**Kurmiss - fermented mare’s milk**

*"The local alcohol in the steppes of Ethengar is called kurmiss - it's fermented mare's milk. Cow's milk is richer in fat and more nutritious, but the mare's milk is more sweet and the sugar in the milk means a higher alcohol percentage. It is still a fairly mild drink though.*

*There is not much of a market for it outside Ethengar, but if you are crossing the plains anyway, you may as well pick up some. It never hurts to partake in local customs and share a drink with your host and really - mare's milk is not as bad as it sounds."*

Kurmiss is also sometimes spelled kumis or kumiss.

**Exotic foodstuffs**

**The larder**

**Mounts & Livestock**

**Beasts & Trophies**

**Transportation**

**Poisons (& Antidotes)**

**Contraband**

**Zzonga fruit**

*"Zzonga fruit is a highly addictive temptation from the Empire of Alphatia and very popular amongst that nation's nobles. As far as the stories go, the pink strawberry-like fruit of the zzonga bush is very delicate and fills the person eating it with a warm sensation of happiness but also strips that person of any ambition - other than to eat more zzonga fruit! Addicts live out their lives in a daze of happiness but are completely unable to perform duties or maintain a job and can hardly fend for themselves.*

*The fruit is useless for subterfuge - it is impossible to conceal its odor and taste in food or drink. The fruits can be eaten raw, made into preserves of jellies, or fermented and distilled into wines and liquors. In any form they are delicious.*

*Because of its effect on the population zzonga fruit is illegal in many of the kingdoms within the Alphatian Empire - but not all of them.*

*Thankfully, this cursed addiction of the Alphatians has not spread to other nations - presumably because zzonga bushes can only grow in special greenhouses with phosphorescent domes and do not survive in the wild".*

For more information on the effects of eating zzonga fruit check out Dawn of the Emperors boxed set, DM's guide page 58.

**Twilight wine**

*"Despite the name, this is not a wine as such but a drug. Added to a drink, it has the capability of making the drinker forget the six previous hours! Because of its obvious usefulness in shady dealings, it is illegal in most countries around the world.*

*The drug itself is smoky gray in hue and slightly salty and spicy in flavour. If you spit it out at once, it won't have an effect.*

*It may be available in countries like Glantri and the Empire of Alphatia but even is the vast Empire of Thyatis it is rare. Certain Minrothad captains have been known to transport a very limited supply to the far corners of the world".*

For more about Twilight Wine, see The Five Shires gazetteer, DM's guide page 24-25

**DM notes:**

A certain ambassador in The Five Shires is looking to get his hands on more of this drug.