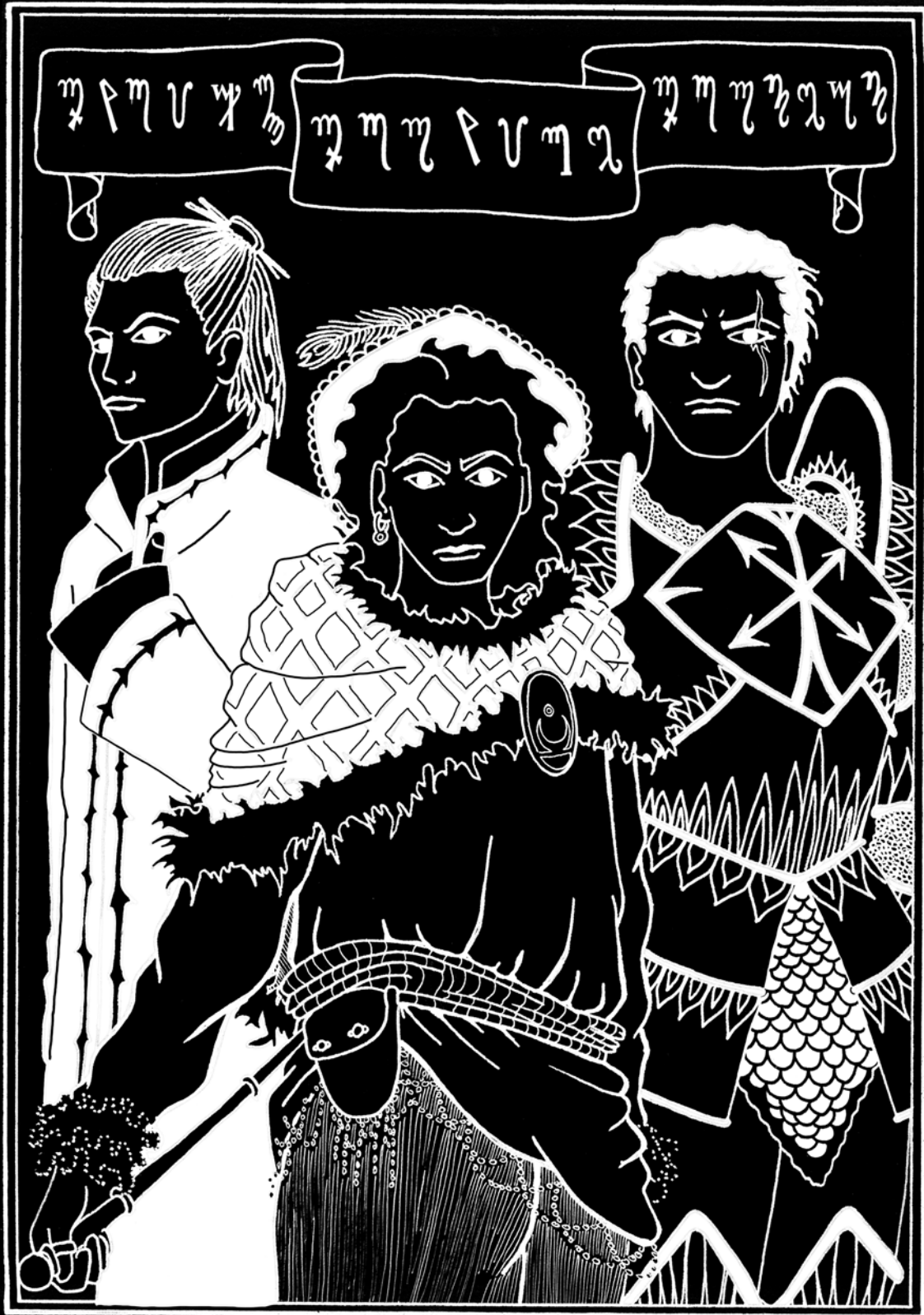
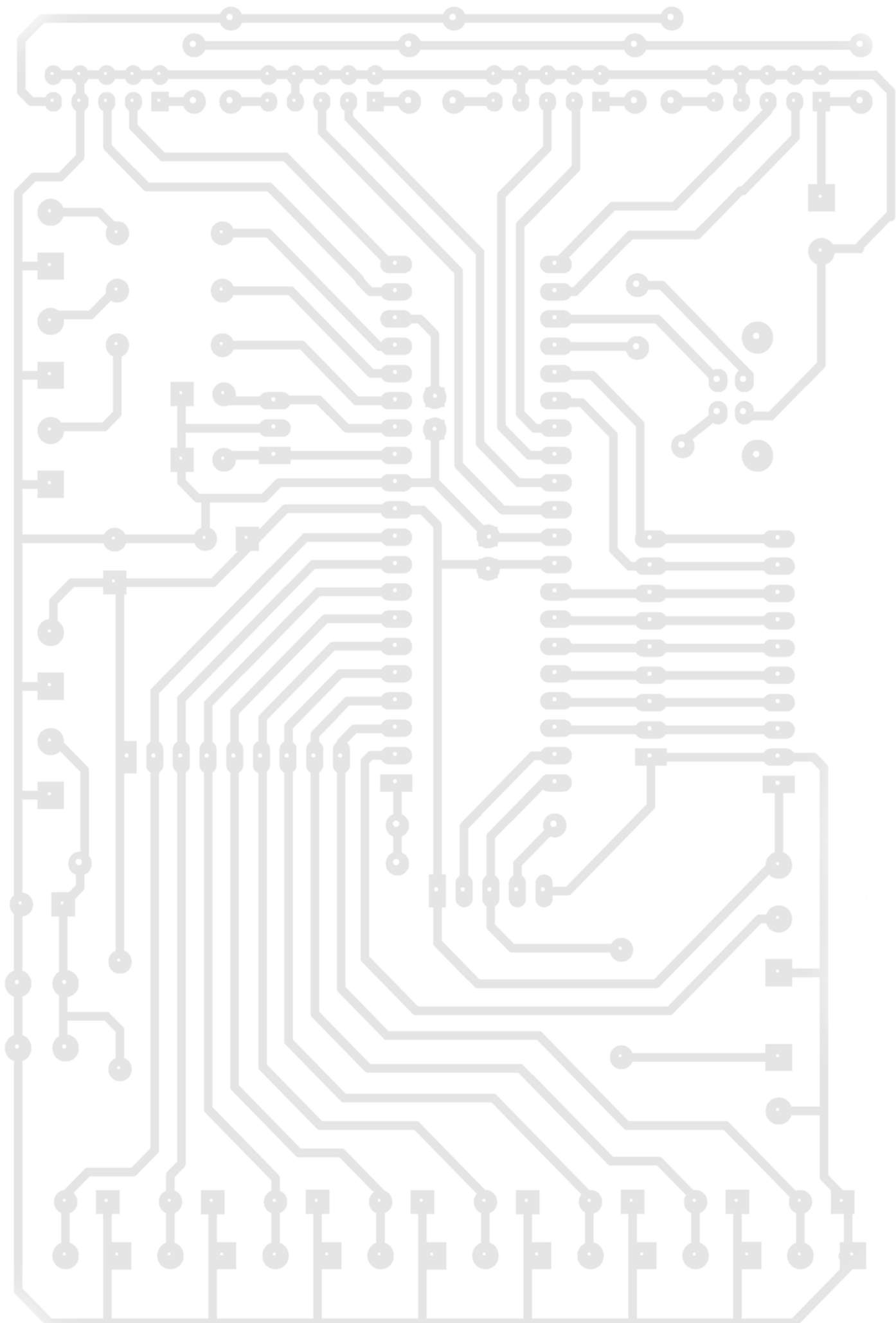


Coins Washed in Blood



Camelot
COSMOS



Coins Washed in Blood

Trade & Equipment in the Camelot Cosmos

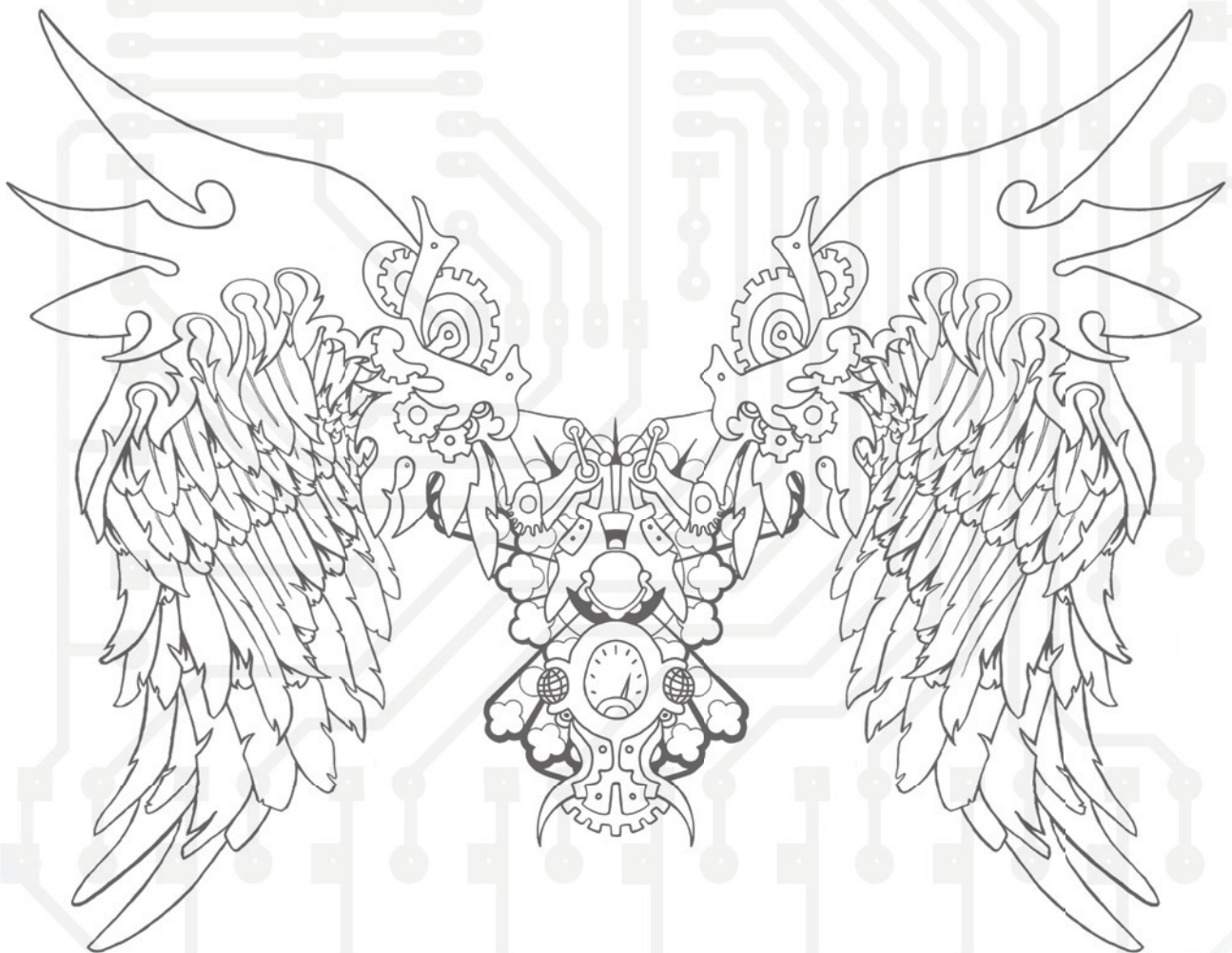
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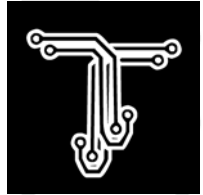
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Coins Washed in Blood

Currency & Equipment in the Camelot Cosmos

Currencies

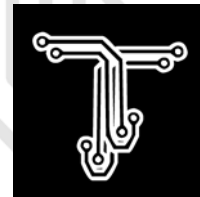


There are four significant currencies in the Camelot Cosmos setting, each of which is linked to a particular political group. The coin you use is a measure not only of your wealth but also of your allegiance, since to use a specific currency is to tacitly accept the authority of those who mint that currency and, perhaps more importantly, to support the economy of one of the power blocks within the setting. Most leaders will insist on dealing in the currency of their own nation or people, and will be suspicious of those who tender or accept payment in any rival currency.

For daily purposes, the peasants and serfs of the Camelot Cosmos often do not bother to exchange coins, instead preferring to strike direct bargains which barter one good or service for another. In Stonedweller tribes coins are viewed with either suspicion or disinterest as items of direct practical benefit and immediate use are much more highly prized. Trade with barbarians of all types usually involves barter, with the most significant goods being furs or pelts and the majority of trade being the exchange of these for items not readily accessible to Stonedweller society. In rural locations and amongst Stonedwellers offering food or shelter in return for work of some kind is also a common practice, and certainly one more frequently engaged in than the exchange of coins or promissory notes.

For merchants, inhabitants of larger villages, towns and cities however the use of coins is commonplace and banks such as the Barboli Bank or branches of The Merchants Guild can offer a range of financial services including the storage and investment of funds and the offering of loans. Each of the currencies is minted from a single facility near to a large mine which is heavily guarded by loyal troops. The Pendragon Legion and the Fyrd both have special units dedicated to hunting down forgers, speculators and distributors of illegal currency and both regard the use of their rival's currency as an act of treason.

The Kings Coin



The currency of Kingsland is minted on Pendragon and is the most respected and widely used currency in the whole of the Camelot Cosmos. It is a currency backed by the Gawainite monarchy and is considered safe and secure. It is divided into the following units:

- The Diamond worth 100 crowns
- The Great Crown worth 10 crowns
- The Crown the basic unit of the Kings Coin
- The Great Penny or Shilling worth $1/10^{\text{th}}$ of a crown
- The Penny worth $1/100^{\text{th}}$ of a crown

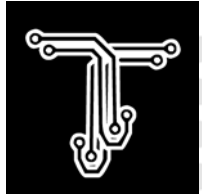
The Diamond: The largest denomination of the Kings Coin, the diamond is a heavy round gold coin in the centre of which is embedded a small diamond. It is almost unheard of for these highly valuable coins to be exchanged anywhere other than between the most powerful nobles, merchants and bankers of Camelot's Barons Row and Diamond Exchange.

The Crown: A heavy round gold coin stamped with the year of reign and image of the Gawainite monarch on one side and a stylised crown on the other, the crown is the backbone of the Kings currency. It is still only rarely encountered outside of towns and cities as most daily transactions are conducted in lesser units.

The Great Penny or Shilling: A thin, flat silver coin, sometimes mixed with baser, harder metals, the Shilling is the most commonly used and widely distributed coin of the Camelot Cosmos. It is marked with a lion rampant on one side and crossed swords on the other. It is also the unit of currency in which the Pendragon Legion, other soldiers and administrators of Kingsland are paid.

The Penny: Also known as the Peasants Coin, the penny is most often encountered in villages and in exchanges of low value goods. It is a round copper coin crudely stamped with the year of reign and name of the monarch. Many ancient pennies from previous reigns are still in circulation.

The Queens Coin



The Queens coin is minted on Morgan's Curse and is the currency used throughout the majority of Queensland. Whilst the population of Morgan's Curse is much larger than that of Pendragon, the majority of Morgan's subjects are either slaves or serfs and are not paid for their labour in anything except food and lodgings. For this reason there are fewer of these coins in circulation than one might expect. Anyone in Kingsland found in possession of these coins is considered to be guilty of a treasonous act. It is divided into the following units:

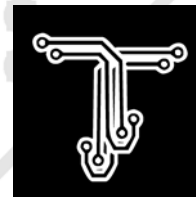
- The Black Crown worth 10 crowns
- The Black Shilling worth 1/10th of a crown or 1 Great Penny
- The Half Penny worth 1/200th of a crown or half a Penny

The Black Crown: A thick square bar of ebony in which the image of Queen Morgan is embossed in gold, the black crown is usually only encountered in the pockets of Morganite generals, captains and spies. It is sometimes used to pay the most highly valued traitors in Kingsland.

The Black Shilling: A small but heavy round coin of ebony and malachite in which the year of 'minting' is picked out in gold numerals, the black shilling is the coin used to pay the majority of the Fyrd and those servants and administrators of Queensland worthy of payment.

The Half Penny: An almost worthless sliver of copper, often blackened by impurities, the half penny is near useless almost anywhere except amongst the poorest serfs of Morgan's Curse. Elsewhere in quantity it might suffice for buying basic foodstuffs.

The Vorean Dollar



The Vorean dollar is the standard currency for the Realm of Vortigern. It is well respected by merchants and traders elsewhere as it is backed by the powerful Vorean Republic. It is however regarded with distaste by some because of the role of slavery in the Vorean economy and the Vorean record of greed, expansionism and the oppression of Stonedweller tribes. It consists of the following units:

- The River Dollar or 'Great Dime' worth 10 crowns
- The Eagle Dollar or 'Dime' worth 1 crown
- The Silver Cent worth 1/10th of a crown or 1 Great Penny
- The Copper Cent worth 1/100th of a crown or 1 Penny

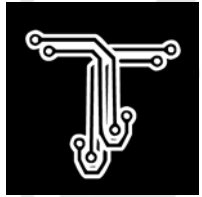
The River Dollar: A printed paper currency marked with the image of the current President of the Vorean Republic on one side and a depiction of the great river on other side. The paper is white and thick and the artwork is very detailed.

The Eagle Dollar: A smaller light blue paper marked with the image of a prominent Baron on one side and a stylised eagle on the other.

The Silver Cent: A heavy round silver coin embossed with the year of issue and the profile image of the current President on one side, with the image of a typical plantation house on the other side.

The Copper Cent: A small thick copper coin embossed with the crude profile image of a President on one side and the date in raised numerals on the reverse.

The Romish Denarius



The Romish currency is one that is not often encountered outside of Old Rom as the Romish do not trade heavily with outsiders. Whilst rare it is however respected for its antiquity and purity as the Romish do not dilute their coins with baser metals. Its backing by the Romish government is slightly more dubious however, given the fact that the Romish lands are threatened with barbarian invasion. It is divided into the following units:

- The Decadenarius worth 5 crowns
- The Denarius worth 1/2th of a crown
- The Decacenteme worth 1/20th of a crown
- The Centeme worth 1/200th of a crown

The Decadenarius: A heavy round gold coin edged with a circlet of embossed victory laurels and the image of an enthroned man in a toga. It is also referred to as the 'Emperor'. On the reverse is the phrase 'Pax Romanicus'.

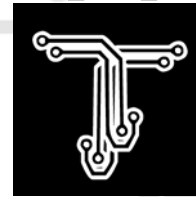
The Denarius: A heavy round silver coin edged with the date and the name of a prominent Senator. It is embossed with a detailed image of a Senate House crowded with rows of toga-wearing senators. On the reverse is tamped the phrase 'Victory of the Romish People and Senate'.

The Decacenteme: A heavy copper coin lettered with embedded gold. A large victory laurel dominates the face, whilst the profile of a helmed centurion fills the reverse. The gold letters give the date of issue and the phrase 'Glory of the Legions'. The Decacenteme is the coin used to pay the Legions and is sometimes called the 'Soldiers Penny'.

The Centeme: A crude copper coin imprinted with the image of an eagle on one side and a plough on the other, and edged with the phrase 'in the name of the Romish'. It is sometimes referred to as the 'Farmers Penny'.

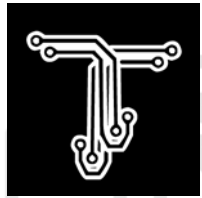
For the purposes of clarity all of the prices given in the Equipment lists to follow are in the Kings Coin, which is the most widely used throughout the Camelot Cosmos.

Equipment



The following lists should be used when players select their starting equipment for their characters. GMs are free to moderate these lists or to give reasons why certain goods are unavailable. Descriptions are given below of the standard equipment available throughout the Camelot Cosmos. Players should usually have little trouble obtaining standard equipment, but again GMs are perfectly entitled to offer roleplaying and plot reasons for a dearth of any particular commodity. Players should also note the comments on the degradation of items that are of a higher technological level than is normally found in a given realm, as well as the rapid turnaround of resources in the conflict conditions of the realm of Castlekeep. GMs should also take into account such conditions as famine, war and drought which will have a massive impact on both the availability of goods and their price if they are available.

Standard Clothing



The following equipment is easy to obtain in most realms and will generally be available from most appropriate sellers. Regional differences of style will indicate place of origin, although some items are consistent throughout different regions (particularly the attire of peasants).

Clothing	Price	Notes
Belt	3 shillings	Leather with a copper buckle
Cap	1 shilling	Cloth or scuffed leather
Fur Cloak	20 crowns	Cheap heavy furs
Gloves	1 crown	Wool or leather
Hose	2 crowns	Woollen leg coverings
Jacket	15 crowns	Short leather or cloth jacket
Merchant Cloak	8 shillings	Thick quality furs or waterproof leather
Merchant Doublet	15 crowns	Puffed sleeves and good material
Peasant Boots	2 shillings	Wood and cloth strips
Peasant Dress	1 shilling	Sackcloth or hessian
Peasant Hat	2 shillings	A cheap, unidentified fur
Peasant Smock	1 shilling	Rough homespun cotton or sackcloth
Peasant Trousers	3 shillings	Rough homespun cotton trousers
Quality Dress	12 crowns	With an under-layer and edged with lace or silk
Quality Skirt	10 crowns	With an under-layer and of silk
Riders Boots	5 crowns	Long thick leather boots
Scarf	5 shillings	A thick cotton or wool scarf
Shirt	8 shillings	A plain, thick white shirt with buttons
Surcoat	5 crowns	Marked with the symbol of a noble house
Wizards Robes/Clerics Robes	10 crowns	Marked either with a white tower for the wizards guild or the symbol of a Seraphic Ascended for monks and clerics

Standard Weapons



any towns and cities will have local legislation regarding the wearing of weapons within town or city limits. These rules will be enforced by gate guards and backed up by the Pendragon Legion, the personal troops of local nobles or members of the Fyrd (in Queensland). Typically weapons can be deposited with the town guard or militia and collected again on leaving the area. Such restrictions do not apply to recognised military personnel (Legion, Fyrd or House Knights).

Weapon	Price	Notes
Battle Axe	10 crowns	+3 damage bonus
Club	1 crown	+2 damage bonus
Crossbow	80 crowns	+2 damage bonus
Dagger	5 crowns	+1 damage bonus
Flail	10 crowns	+3 damage bonus
Hammer	6 crowns	+2 damage bonus
Hand Axe	6 crowns	+1 damage bonus
Lance	4 crowns	+2 damage bonus/+4 with charge
Longbow	100 crowns	+2 damage bonus, long range
Longsword	25 crowns	+3 damage bonus
Morning Star	12 crowns	+3 damage bonus
Pike	30 crowns	+4 damage bonus, long reach
Shortbow	60 crowns	+1 damage bonus, medium range
Shortsword	20 crowns	+2 damage bonus
Sickle	8 crowns	+2 damage bonus
Spear	12 crowns	+3 damage bonus, can be thrown
Throwing Axe	8 crowns	+2 damage bonus, can be thrown
Trident	20 crowns	+2 damage bonus, can trap weapons
Whip	6 crowns	+1 damage bonus, scarring

Standard Armour



In both Kingsland and Queensland it is an offence for those not of noble blood to wear platemail armour. Heavily armoured individuals in towns are likely to attract attention.

Armour	Price	Notes
Banded Armour	50 crowns	-2 armour bonus, heavy
Boiled Armour	30 crowns	-1 armour bonus, absorb 1 minor & 1 major consequence
Breastplate	20 crowns	-2 armour bonus, chest only
Buckler	10 crowns	-1 armour bonus on 50% of attacks
Chainmail Armour	80 crowns	-2 armour bonus, heavy, absorb 1 minor consequence
Full Platemail Armour	1200 crowns	-4 armour bonus, very heavy, absorb 1 major, 1 minor, 1 major consequence
Gauntlets	10 crowns	-1 armour bonus, hands only
Greaves	10 crowns	-1 armour bonus, legs only
Helmet	15 crowns	-1 armour bonus, head only
Kite Shield	20 crowns	-2 armour bonus, front only
Leather Armour	20 crowns	-1 armour bonus
Padded Armour	10 crowns	-1 armour bonus, damaged easily
Platemail Armour	600 crowns	-3 armour bonus, very heavy, absorb 1 minor, 1 major & 1 severe consequence
Scale Armour	50 crowns	-2 armour bonus, heavy
Small Shield	15 crowns	-1 armour bonus
Studded Leather Armour	25 crowns	-1 armour bonus, +1 damage when grappling

Standard Miscellaneous Equipment



All the prices given below represent standard levels of quality, it is usually easy to purchase decorated or quality versions of these items at double or triple the listed price.

Equipment	Price	Notes
Backpack	2 crowns	Carry 20-30lbs
Cart	15 crowns	Carry 100-200 lbs
Crampons (20)	4 crowns	+2 Climb Skill
Firewood	1 shilling	Bundle starts 1 fire
Flint & Steel	5 shillings	Starts fires
Handheld mirror	10 crowns	Polished copper with glass
Iron Rations (1 week)	10 crowns	Poor taste but nutritious
Knife	5 shillings	+1 damage bonus, blocked by any armour
Lantern	12 crowns	Illuminates 20' radius
Rope (50')	1 crown	Silk rope also possible at triple price
Saddle	10 crowns	-1 Ride Skill without unless trained
Saddlebags	5 crowns	15lbs per bag
Shaving Kit	1 crown	Razor, brush, soap, leather
Telescope	200 crowns	+1 Spot or Search Skill
Tent	25 crowns	Sleeps 2
Thieves Picks (20)	10 crowns	+1 Locks Skill
Torch (5)	5 shillings	Illuminates 10' radius
Wagon	50 crowns	Carry 2-6 people
Whetstone	5 shillings	Required for maintenance of weapons

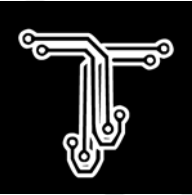
Standard Services



In certain slaveholding regions (the Vorean Republic, Lower Tintagel and Morgan's Curse) many of these services will be performed by slaves at half the listed price, with the payment going to the slave's owner.

Service	Price (1 day/night)	Notes
Average Room	10 crowns	Clean but basic facilities
Bodyguard	20 crowns	+1 Security Skill
Cheap Room	5 crowns	Dirty or damaged
Courtesan	100 crowns	Very high quality companion
Escort	5 crowns	Average companion
Groom	1 crown	Can care for up to 6 horses
Guardsmen	10 crowns	+1 Security for a given area
Herald	10 crowns	+2 Heraldry Skill
Labourer	1 crown	Will undertake all basic building and manual labour
Mason	5 crowns	Required for all large building projects
Master Mason	25 crowns	Leads a team of 12 masons
Messenger	2 crowns	Can memorise messages if required
Quality Room	10 crowns	Luxurious furnishings and additional services on request
Scout	3 crowns	+2 Spot or Scavenge Skill
Sculptor	10 crowns	Required for artistic buildings
Squire	2 crowns	Will fight on lord's behalf or act as groom/servant
Standard Meal	6 shillings	Filling for 1 day
Streetwalker	1 crown	Low quality companion, 1-6 chance of disease
Wine-taster	12 crowns	Defends against poisoning

Standard Livestock



The prices of livestock and foodstuffs are the first to inflate in regions affected by drought, famine or war. All of these prices are tripled in the warzone of Castlekeep even in 'good' years.

Livestock	Price	Notes
Cat	1 crown	-
Chicken	5 shillings	Produce 1-3 eggs per day
Cow	15 crowns	Produce milk
Donkey	8 crowns	-
Farm Horse	60 crowns	Required for ploughing fields
Goat	5 crowns	Produce milk
Guard Dog	15 crowns	Trained to attack & defend, +2 damage bonus bite
Hawk/Falcon	20 crowns	+1 damage bonus diving attack
Hunting Dog	20 crowns	+1 damage bonus bite
Lap Dog	5 crowns	-
Large Exotic Animal	500 crowns	Elephants, camels etc
Pig	6 crowns	-
Pony	50 crowns	+1 damage bonus bite or kick
Riding Horse	90 crowns	+1 damage bonus bite or kick, fast
Sheep	6 crowns	Provides wool
Sheep Dog	10 crowns	Guide up to 40 sheep
Small Exotic Animal	300 crowns	Baboon, monkey etc
Songbird	1 crown	-
War Horse	800 crowns	+2 damage bonus bite or kick

Arthur's Grave Goods



Arthur's Grave is particularly known for its religious merchandise. The monks produce a large number of incredibly detailed illuminated manuscripts telling stories about the Ascended and including religious and moral homilies and maxims based on famous incidents in their lives. They also create golden pilgrim tokens that are said to confer blessings from various Seraphim, as well as weaving large patterned rugs that illustrate famous battles of the Days of Gedd. The fleece of the marsh sheep is valued for its water resistant qualities whilst crabmen armour, made from crabmen shells, is light and buoyant even if a little brittle.

Item	Price	Notes
Crabman Breastplate	30 crowns	-2 armour bonus, bright red, brittle
Crabman Shield	40 crowns	-1 armour bonus, bright red, brittle
Fleece	5 crowns	Very thick wool
Illuminated Manuscript	30 crowns	Gold-leaf illustration
Manuscript	15 crowns	Various religious subjects
Monks Robes	5 crowns	Thick and waterproof
Rug	5 crowns	Richly patterned with religious/historical images
Seraphic Token	12 crowns	Considered lucky
Triptych	60 crowns	3-part religious painting

Avalon Goods



The wares of Avalon fall into three broad categories-settler ware from Avalon, duster ware made by a few rare exiles in the Dust or by Cabalists, and recovered First Empire items from ruins in the Dust. The fur of the blue cat is also turned into various items said to promote stealth, whilst protective items that shield the wearer from the worst effects of the dust-storms are also common. Settlers wear clothing that is simple and plain, shunning decoration and favouring dark colours and homespun materials (their suits have an appearance similar to Amish costume). Cabalists and dusters wear thick leather coats and cover themselves in several layers of clothing that also often conceal facial features.

Item	Price	Notes
Blue Cat Cloak	100 crowns	+2 Stealth Skill
Blue Cat Gloves	20 crowns	+1 Locks Skill
Dust Wagon	50 crowns	Ski-like tracks to distribute weight, does not sink in sand or dust
Duster Boots	5 crowns	Thick, -1 Armour Bonus to feet and legs
Duster Filter Mask	2 crowns	Protects from asphyxiation
Duster Jacket	20 crowns	+1 Armour Bonus
Makers Pass	50 crowns	Key that allows access to First Empire tunnels
Settler Buggy	30 crowns	Horse drawn black buggy
Settler Suit	3 crowns	Conservative black or blue suit

Camelot Goods

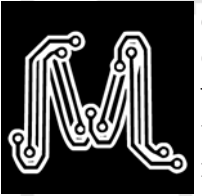


Camelot goods are always of the highest quality and heavily decorated with abstract patterns of a Celtic design. Jewellery is commonplace and clothing is often accompanied by silk, underlayering and lace ruffles or fringes. Silver and gold are both heavily used, even in the stitching and patterning of clothing (particularly frock coats, jackets and ladies dresses). Men and women both wear perfume and men often carry thin elegant swordcanes.

Shoes have large patterned buckles. The whole appearance is similar to that of the late eighteenth century.

Item	Price	Notes
Camelot Hamper	10 crowns	Feeds up to 12 people
Camelot Perfume	20 crowns	+1 Seduce Skill
Ceremonial Armour	4000 crowns	+1 Leadership Skill
Ceremonial Sword	2000 crowns	Status symbol for major knights and barons
Embroidered Dress	100 crowns	-
Full Length Mirror	20 crowns	-
Silk Dress	200 crowns	+1 Seduce Skill
Swordcane	50 crowns	+2 damage bonus
Tailored Suit	50 crowns	Very comfortable and elegant

Castlekeep Goods



Most goods in the realm of Castlekeep are imported. Furs and pelts can be exported, together with exotic dangerous animals, but foodstuffs are always in short supply and heavily imported. Practical gear for dealing with the wintry weather conditions is highly valued. Many of the items of common equipment used in this realm show signs of wear and tear, repair and damage-nothing is wasted in the warzone, but everything is damaged.

Item	Price	Notes
Snowshoes	2 crowns	Allows sure-footed walking on snow
Winter Boots	6 crowns	Protects against frostbite on feet
Skis	8 crowns	Double speed on snow and ice
Snow Sled	12 crowns	Pulled by dogs
Snow Shovel	6 shillings	Clear 10'radius every 3 rounds
Small Cannon	1000 crowns	Medium range, loud, heavy, damage bonus +3 in 10'radius
Large Cannon	4000 crowns	Long range, loud, very heavy, damage bonus +4 in 20' radius
Blunderbuss	500 crowns	Short range, loud, damage bonus +3

Guinevere Goods

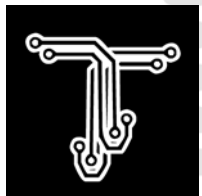


iant shelled creatures such as molluscs, tropical snails and crabs are common and provide a wide range of shell based products and jewellery. Very bright colours are commonplace in these items. Guinevites are skilled in decorating items with beads, shell fragments and bright feathers and can also make water-proof items from whaleskin, sharkskin and dolphinskin. Turtle shells are used for breastplates, baskets and musical instruments.

Guinevite sculptures are very abstract, but actually record detailed historical incidents often forgotten by the outside world. Guinevite ink is from native squids and is known for producing bright and lasting colours. Both Guinevites and Bathinites wear minimal clothing but decorate themselves with jewellery (Bathinite 'jewellery' being shards of bone, necklaces of ears and similar gruesome trophies).

Item	Price	Notes
Bathinite Hammer	15 crowns	Huge, very heavy, +4 damage bonus
Coconuts (20)	8 shillings	Feeds 1 for 4 days
Guinevite Ink (pot)	1 crown	Necessary for high quality drawings and documents
Guinevite Large Sculpture	100 crowns	Life size and beautiful
Guinevite Small Sculpture	50 crowns	Handheld size and beautiful
Guinevite Spear	50 crowns	+2 damage bonus, beautiful decorations
Machete	10 crowns	+2 damage bonus
Sealskin	10 crowns	Waterproof
Seashell Necklace	5 crowns	Considered lucky

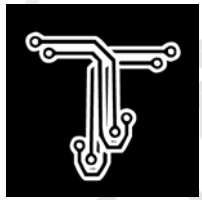
Lower Tintagel Goods



he goods most often associated with Lower Tintagel are the vast number of forced slaves sold in King Mark's regular slave auctions. Almost any variety of race, gender and skill set can be obtained by those ruthless enough to engage in such trade. Additional payments can be made for slaves who have been fully brainwashed into accepting their position-the best slavers claim to know special techniques for achieving this. Other goods associated with Lower Tintagen are dark, heavy pieces of furniture made, for lack of wood, from the limbs and exoskeletons of the Harvester insects. Beaded jewellery of amber and ebony is also very popular. Native women are known for their intricately patterned and layered long dresses, which resemble traditional Romany fashion. Men sport piratical flourishes-jewelled swords, headscarves, thick silver and gold torcs and heavy gold rings. Those few who are wealthy in Lower Tintagel wear their wealth, not trusting others with it in a bank or other location, but must be careful not to attract too much attention or else they will find their goods seized by the blaggards in impromptu 'taxes'.

Item	Price	Notes
Average Slave	20 crowns	Obedient unless severely mistreated
Ball & Chain	8 shillings	Requires significant success to break
Cage	40 crowns	Holds up to 12 slaves
Cheap Slave	12 crowns	Rebellious and/or unskilled
Good Slave	100 crowns	Brainwashed and/or highly skilled
Mancatcher	6 crowns	+2 to grapple attempts
Slavers Whip	2 crowns	+2 damage bonus
Tintagen Mantrap	20 crowns	1-6 chance to trap if triggered
Tintagen Net	20 crowns	1-6 chance to entangle if thrown

Merlin Goods



The goods associated with Merlin are primarily of a medical nature, such as instruments of surgery, healing balms and lotions, strange restorative and curative unguents and elixirs, soothing drugs, pills with various and powerful effects, and books and manuscripts of medicinal lore or anatomical drawings. The Brotherhood of Progression are however quite jealous guardians of their superior knowledge, so trade in these items is often illicit or offered only on a gift basis to those whom a senior Progressor wishes to court. There are however a large number of monsters in the wilderness regions of Merlin, many of which can be used as ingredients in one form or another. Dress and fashion for Progressors is remarkably uniform, consisting of thick dark robes, always hooded, and an undershirt that looks like a lab technicians coat.

Item	Price	Notes
Bandages (20)	1 crown	Can be used to stem bloodflow and stabilise wounds
Healing Salve	9 crowns	Remove 1 minor consequence
Manticore Poison	9 crowns	Cause 1 Severe Consequence
Medical Kit	30 crowns	Remove 1 minor, 1 major and 1 severe consequence
Morphine Bottle	30 crown	Dulls pain
Operating Table	300 crowns	+2 to Surgery Skill
Sleep Salve	12 crowns	Guarantees 1 nights uninterrupted sleep
Surgical Instruments	120 crowns	+1 Surgery Skill, -1 without
Wyvern Armour	300 crowns	-3 Armour Bonus, 1-6 chance wyvern won't attack

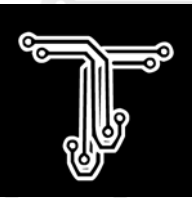
Mordred Goods



Mordred's main exports are salt and firearm weapons as it is the only place other than Vortigern where pistols are regularly manufactured (the weapons industry on Morgan's Curse concentrates on mass produced regular weapons and large-scale siege and 'mass destruction' weapons). Trinkets designed to ward off evil spirits are also very popular-the people of Mordred favour web-like tendrils of jewellery that look something like dreamcatchers. Clothing is usually of scuffed leather or a jeans-like material, and long coats and wide-brimmed hats are also common.

Item	Price	Notes
Bone Shield	20 crowns	-2 Armour Bonus,
Crypt Ward	12 crowns	Static jewelled sign, 1-6 chance to repel spirits
Dowsing Rod	8 shillings	1-6 chance to detect water per day
Marshals Sceptre	200 crowns	Short range, primitive pistol, +2 damage bonus
Salt Diamond	5 shillings	Block of pure salt
Snake Staff	200 crowns	Tall staff wreathed in snake carvings, +1 Deceit Skill
Wraith Charm	1 crown	1-6 chance to repel wraiths
Wraith Helm	600 crowns	1-6 chance to charm a wraith
Zombie Juice	8 shillings	1-6 chance per 6 drinks to become a catatonic open to suggestion

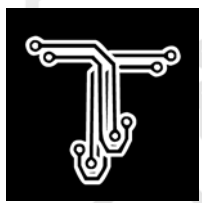
Morgan's Curse Goods



The greatest industry on Morgan's Curse are the factols which produce armaments for Morgan's war machine. Huge amounts of resources are dedicated to churning out an endless succession of cheap but effective and brutal weapons. These tend to be made of iron and bristling with additional spikes and sharp edges. Grafts of unseelie material can be added to favoured warriors, assassins and nobles as a special reward. These grafts enhance the owners natural capabilities. Polished glass of a very high quality is also a common feature-elaborate mirrors are a popular product, whilst all the rich houses sport large cathedral-like windows. Serfs are clad in rags and have little or no possessions, but nobles and powerful individuals adopt a style similar to that of Camelot.

Item	Price	Notes
Fyrd Axe	30 crowns	+4 damage bonus, very heavy, large, brittle
Fyrd Mail	300 crowns	-2 armour bonus, very heavy, ignore 1 minor consequence
Hollow Heart	10,000 crowns	Surgery removes the heart and replaces it with a seelie organ, immune to chest wounds and fear
Linnorm Armour	1000 crowns	-2 Armour Bonus, linnorms won't attack the wearer
Linnorm Tooth	500 crowns	+2 damage poison, poison
Queens Favour	9000 crowns	Signed scroll declaring Morgan's support-can be used to requisition goods and give Fyrd orders
Unseelie Eye Graft	2000 crowns	See in dark
Unseelie Hand Graft	2000 crowns	+2 Fists Skill
Unseelie Skull Graft	2000 crowns	-1 Armour bonus (head only), +1 Empathy with unseelie

Old Rom Goods



The Romish are noted for their engineering skills rather than for products they exchange with other races. They do have a tradition of mosaic ware which, when it becomes available, is prized as a decorative addition to high class homes. Traditional Romish items include togas and short stabbing swords, together with an unusual type of banded armour. Romish styles and fashions are similar to those of Ancient Rome. Romish dates are considered the most flavourful in the Camelot Cosmos, and Romish wines are also highly respected.

Item	Price	Notes
Centurion Armour	300 crowns	-2 Armour bonus, ignore 1 minor consequence, +1 Leadership Skill
Centurion Key	600 crowns	Grants access to First Empire buildings
Doorbreaker (pot)	12 crowns	Grey explosive jelly, breaks open doors
Gladius	20 crowns	+2 damage bonus, fast attack
Inflatable Bridge	200 crowns	Covers 20' of water
Legion Boots	5 crowns	Thick leather sandals and leg strappings, -1 Armour Bonus to feet and legs
Legion Crossbow	900 crowns	Siege crossbow fires 3 long range four foot long bolts, +5 damage bonus
Sappers Kit	100 crowns	Kitbag, folding shovel, wooden supports, trowel, 3 explosives flasks
Toga	10 crowns	White and elegant, +1 Leadership Skill affects Romish only

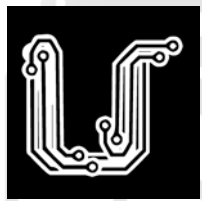
Pendragon Goods



Pendragon products are noted for their sturdy practicality-they are less likely to break than items from anywhere else. An earthy 'peasant style' of plain white-painted wooden furniture and blue and white pottery is common and often exported for sale elsewhere. Pendragon's peasants wear simple but clean item of clothing, whilst the nobility wear simpler versions of the clothing worn by those at Camelot-the cut and materials will be similar, but there is less thread, gold and lace and the effect is more sombre. Pendragon's greatest exports are its foodstuffs and livestock, although high technology items such as printing presses and zeppelins indicate the wealth of this realm.

Item	Price	Notes
Barrel of Cider	2 crowns	Pendragon cider is renowned for being refreshing and of high quality
Castellans Coat	20 crowns	Long coat with many key pockets, often worn by castellans
Pendragon Apple	2 shillings	Twice the size of a normal apple
Pendragon Goat	10 crowns	Twice the size of a normal goat
Pendragon Sheep	12 crowns	Twice the size of normal sheep
Pilgrims Friend	1 crown	A lucky charm of cheap metal in the shape of one of the Seraphim
Printing Press	15,000 crowns	Prints 10-100 books in a day
Tourneywear	100 crowns	High quality clothing worn to tournaments
Zeppelin	30,000 crowns	Flight at a fast speed, crew of 6-12, up to 60 passengers

Upper Tintagel Goods



Upper Tintagel is the land of high romance and courtly love, and many of the products associated with the realm reflect this. Upper Tintagen musical instruments are considered the best in Kingsland, as are Tintagen bards and troubadours. Books of love poems and guides to etiquette and romance are a popular export, as are slightly archaic but elegant fashions in the 'high medieval' style.

Item	Price	Notes
Book of the Heart	25 crowns	Romantic stories, +1 Seduce Skill
Courtship Ring	20 crowns	Two-part loyalty ring in silver or gold
Harvesters Jelly (pot)	8 shillings	Thought to have anti-aging properties
Newtons Apple	8 shillings	Large refreshing apple
Rooks Feather	200 crowns	Large black feather signifies that the owner is owed a favour or favours by the Tintagel Rooks
Tintagen Lance	100 crowns	+3 damage bonus
Tintagen Lute	250 crowns	Richly decorated, +1 Empathy Skill
Troubadours Cloak	30 crowns	Flamboyantly coloured, makes wearer stand out
Troubadours Harp	300 crowns	Richly decorated, +2 Empathy or Entertain Skill

Vortigern Goods



Contact with Vortigern is often complicated by the Voreans reputation for greed and double-dealing. The pistols and rifles of Vortigern are however famed as weapons, despite the effect of the laws of degradation. Voreans favour elegantly cut slim-fitted suits with tall hats and silk-lined frock-coats, although they prefer darker colours than those favoured by the people of Camelot. On rare occasions Equine art-which has a bold, brutal simplicity-is seen on the market and always attracts high prices. Vortigern's greatest exports are the grain, wheat and sugar derived from vast plantations.

Item	Price	Notes
Average Pistol	320 crowns	Medium range, +2 damage bonus
Average Rifle	640 crowns	Long range, +3 damage bonus
Bullets (20)	2 crowns	-
Cheap Pistol	180 crowns	Short range, +2 damage bonus, chance to mis-fire
Ghost Shirt	80 crowns	-1 armour bonus, 1-6 chance to ignore 1 minor 1 major and 1 severe consequence
Gunbelt	2 crowns	-
Holsters	2 crowns	-
Luck Charm Necklace	4 crowns	Considered lucky
Quality Pistol	640 crowns	Medium range, +3 damage bonus

Wildwood Goods



Wildwood would be a treasure trove of natural products from its rich variety of plant and animal life were it not for the fact that the native creatures and the Druidim who protect them frown upon any attempts to exploit these resources for monetary gain. Despite this the people of Minos still manage to provide a trickle of goods to the outside world.

Item	Price	Notes
Druidic Charm	20 crowns	Wooden charm necklace showing a druidim figure, can be used to gain safe passage through the Leaf Nations
Insect Armour	400 crowns	-3 armour bonus, 1-6 chance gargantuan insects won't attack
Insect Cloak	300 crowns	1-6 chance gargantuan insects won't attack
Lizard Armour	400 crowns	-3 armour bonus, 1-6 chance gargantuan lizards won't attack
Lizard Boots	20 crowns	1-6 chance gargantuan lizards won't attack
Minos Glaive	35 crowns	+3 damage bonus, fast attack
Minos Spiked Gauntlet	15 crowns	+2 Fists Skill
Satyrs Harp	200 crowns	1-6 chance to charm animals
Satyrs Pipes	400 crowns	1-6 chance to charm people