

## Table 3-7: Foci of the Forge

Focus of the Beast	Exp. Cost
Feral Creature	3,500
Wild Creature	4,500
Snouted Creature	5,500
Tailed Creature	6,500

Focus of the Body	Exp. Cost
Immunized Creature	8,000
Sinewed Creature	10,000
Metabolized Creature	12,000

Focus of the Deep	Exp. Cost
Gilled Creature	3,500
Aquatic Creature	5,500
Deep Creature	7,000

Focus of the Fair and Foul	Exp. Cost
Fair Creature	6,000
Empowered Creature	7,500
Foul Creature	9,000

Focus of the Green	Exp. Cost
Barked Creature	3,500
Photosynthesizing Creature	6,000
Regenerating Creature	9,000
Green Creature	13,500

Focus of the Mind	Exp. Cost
Centered Creature	5,500
Enterprising Creature	7,500
Enlightened Creature	7,500

Focus of Protection	Exp. Cost
Shelled Creature	7,500
Insulation Creature	9,500

Focus of the Quill	Exp. Cost
Spined Creature	2,500
Spiked Creature	3,500
Tainted Creature	6,500

Focus of the Senses	Exp. Cost
Sharpened Creature	4,000
Enhanced Creature	6,000
Watchful Creature	8,000
Heightened Creature	10,000

Focus of the Serpent	Exp. Cost
Scaled Creature	3,500
Fanged Creature	5,000
Spitting Creature	6,500
Tailed Creature	7,000

Focus of the Shadow	Exp. Cost
Shadowed Creature	5,500
Shaded Creature	8,000
Veiled Creature	12,000

Focus of the Sphere	Exp. Cost
Lunged Creature	3,500
Legged Creature	4,500
Winged Creature	7,500
Vacuum Creature	9,500
Adept Creature	11,500

Focus of the Wurm	Exp. Cost
Scaled Creature	3,500
Flying Creature	7,500
Kindled Creature	10,500
Chromatic Creature	13,500

## Prestige Class Requirements

In order to enter an Oathbound prestige class, a character must meet the following requirements:

### Demagogue

**Charisma:** 12 or better  
**Intimidate:** 4 ranks  
**Bluff:** 4 ranks  
**Diplomacy:** 6 ranks  
**Feat:** Iron Will

### Hone

**Alignment:** Any Lawful  
**Base Attack Bonus:** +5  
**Feats:** Improved Unarmed Strike, Weapon Focus, Weapon specialization

### Inquisitor

**Charisma Score:** 12 or higher  
**Diplomacy:** 4 ranks  
**Knowledge (religion or nature):** 6 ranks  
**Special:** Character must strictly follow a single religion  
**Feat:** Skill Focus - Knowledge (Religion)

### Rafter

**Appraise:** 2 ranks  
**Intuit Direction:** 4 ranks  
**Knowledge (arcana):** 4 ranks  
**Craft (maps):** 4 ranks  
**Feat:** Blind-Fight

### Stalker

**City Lore:** 2 ranks  
**Balance:** 2 ranks  
**Hide:** 4 ranks  
**Move Silently:** 4 ranks  
**Disguise:** 2 ranks  
**Feats:** Track

### Vigilante

**Base Attack Bonus:** +5 or better  
**Feats:** Alertness, Combat Reflexes, Dodge

# Oathbound



Domains of the Forge

## Table 2-1: Racial Adjustments At a Glance

Race	Ability Adjustment	Special Qualities	CLA	Favored
Asherake	+2 Str, +2 Dex	Flight, Scent, +3 natural armor Size: Large, natural attacks	+2	Monk
Ceptu	+2 Int, +2 Wis, -2 Str	Swim, hover, can't be flanked, sting attack, telekinesis	+1	Wizard
Chromithian	+2 Dex, +2 Cha	Glide, +4 natural armor, Size: Small Spell-like abilities, racial skills bonus (+5 on Climb/+10 on Jump), Electrical Resistance 5	+3	Sorcerer
Dover	None	Ambidexterity, Scent, +4 on Listen, bite attack	–	Ranger
Faust	+4 Dex, +2 Str	Natural armor +6, +5 racial bonus on Listen checks, natural attacks, Darkvision	+3	Rogue
Frey	+2 Dex, +2 Cha -2 Str, -2 Con	Size: Small, +2 racial bonus on Listen, +8 racial bonus on Jump, natural weaponry, <i>stinging strike</i> , <i>remarkable retreat</i> , <i>springing leap</i> , low-light vision	–	Bard
Haze	+2 Str	Natural weaponry, mindsight, illusion resistance, telepathy, +2 on Listen	+1	Fighter
Lunar	+2 Dex, +2 Cha -2 Str, -2 Con	Shapechange, darkvision, scent, Natural weaponry	–	Rogue
Nightling	+4 Str, +2 Con	+3 natural armor, spell-like abilities, Darkvision 60 ft., light sensitivity	+2	Fighter
Picker	+2 Dex, -2 Con	Detect magic, enhanced memory Size: Small	–	Rogue
Silver Valco	+2 Cha, -2 Str +2 Str, +2 Con -2 Cha, -2 Dex	Electrical Resistance 10, healing metal +1 natural armor, hardy	– –	Sorcerer Barbarian

## Table A-1: New Weapons of the Forge

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type
<b>Martial Weapons—Melee</b>						
<b>Small</b>						
Pick, rafter's-unextended	250 gp	1d4	x4	–	8 lbs.	P
<b>Medium-size</b>						
Maul, bladed	9 gp	1d10	x2	–	10 lbs.	B & S
Schiavona	25 gp	1d8	18-20/x2	–	3 lbs.	S or P
<b>Large</b>						
Pick, rafter's-extended*	250 gp	1d8	x3	–	8 lbs.	P
<b>Exotic Weapons—Melee</b>						
<b>Small</b>						
Dagger, triple-bladed **	45 gp	1d6	18-20/x2	–	3 lbs.	S or P
<b>Medium</b>						
Cukri†	27 gp	1d6+1	19-20/x2	–	8 lbs.	S
Mace, Ox Head	15 gp	1d8	x3	–	12 lbs.	B
Rang Blade	120 gp	1d8	19-20/x2	30ft.	2 lbs.	S
<b>Large</b>						
Bladeharp‡	150 gp	1d8/1d8	19-20/x2	–	20 lbs.	S
<b>Exotic Weapons—Ranged</b>						
<b>Large</b>						
Harpoon	100 gp	1d12	19-20/x2	60ft.		
15 lbs.	P					
Harpoon Spear	5gp	–	–	–		
5 lbs.						

\* This weapon has a 10-foot reach, but can't be used against adjacent opponents.

\*\* This weapon can be used to disarm an opponent with a +3 bonus.

† This weapon can be used to both disarm and trip an opponent, both with a +2 bonus.

‡ Double Weapon; can also be used to disarm an opponent.

## Table A-2: Penance Equipment

Item	Cost	Weight
Ceptu Sling	70 gp	5 lbs.
Sap Gum (Pack of 12)	1 gp	0.1 lbs.
Sap Strip (6ft.)	30 gp	½ lbs.

# Crimes & Punishment

## Sample Crimes

Assault  
  
Causing a Sinking  
Espionage  
  
Failure to pay Fee  
  
Failure to pay Taxes  
  
Freeing a Prisoner  
  
Kidnapping/Slavery  
  
Littering  
  
Murder

## Sample Punishment

100 gp; pay for victim's healing, public beating (equivalent to damage done to victim), and 1 day in the stocks.  
  
Death  
Death or lifetime imprisonment (until exchanged)  
  
Public flogging, two days in the stocks.  
  
Public flogging, three days in the stocks.  
  
Join prisoner for the remainder of his sentence.  
  
250gp; public flogging, 3 days in the stocks, and imprisonment (average time 6 months)  
  
5gp; community service (pick up 20 pieces of litter)  
  
500gp; public beating, a week in the stocks, and imprisonment (average time 1 year)

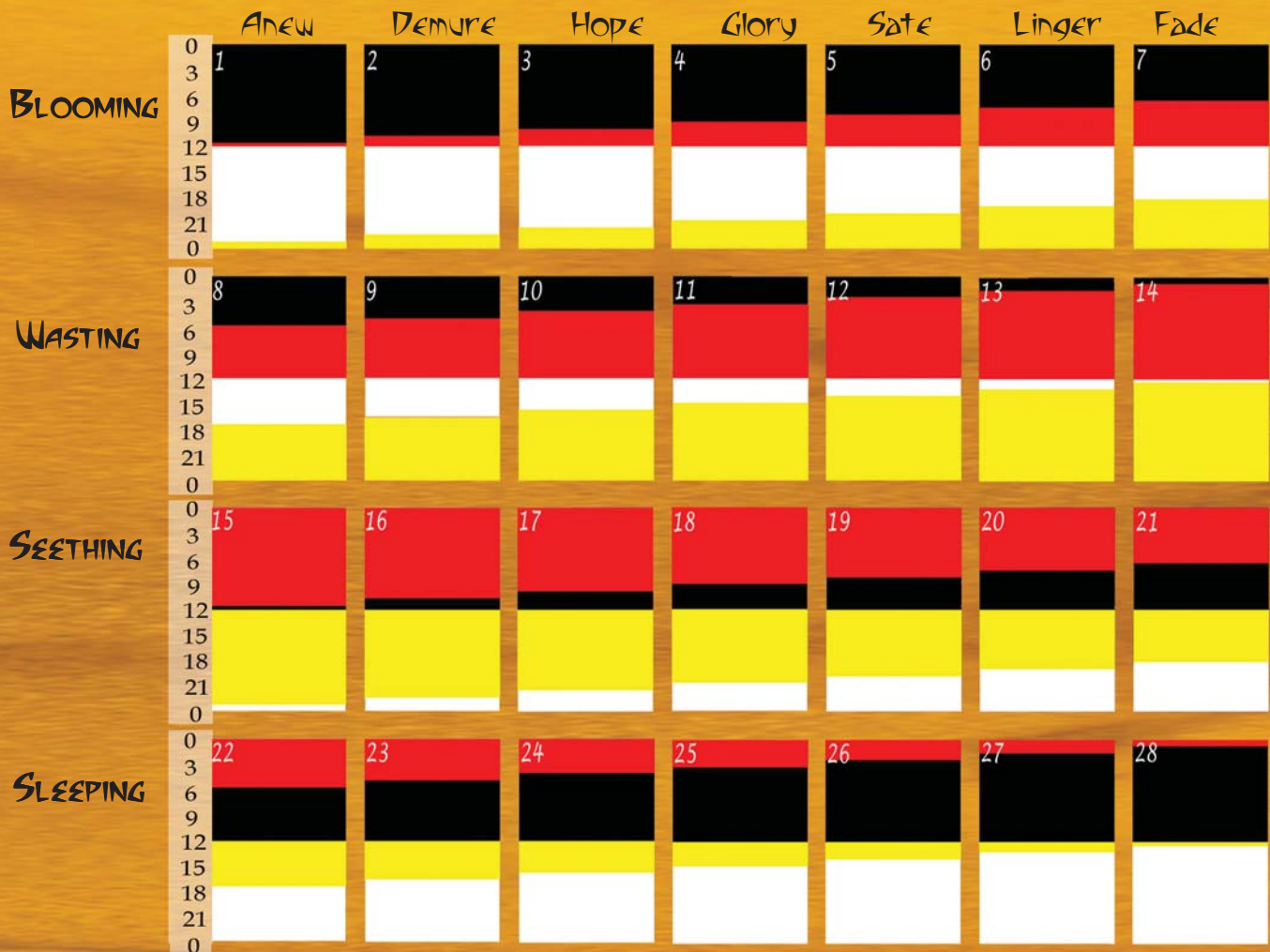
## Sample Crimes

Pollution  
  
Public Ugliness  
Rape  
  
Theft  
  
Torture  
  
Treason  
Vandalism

## Sample Punishment

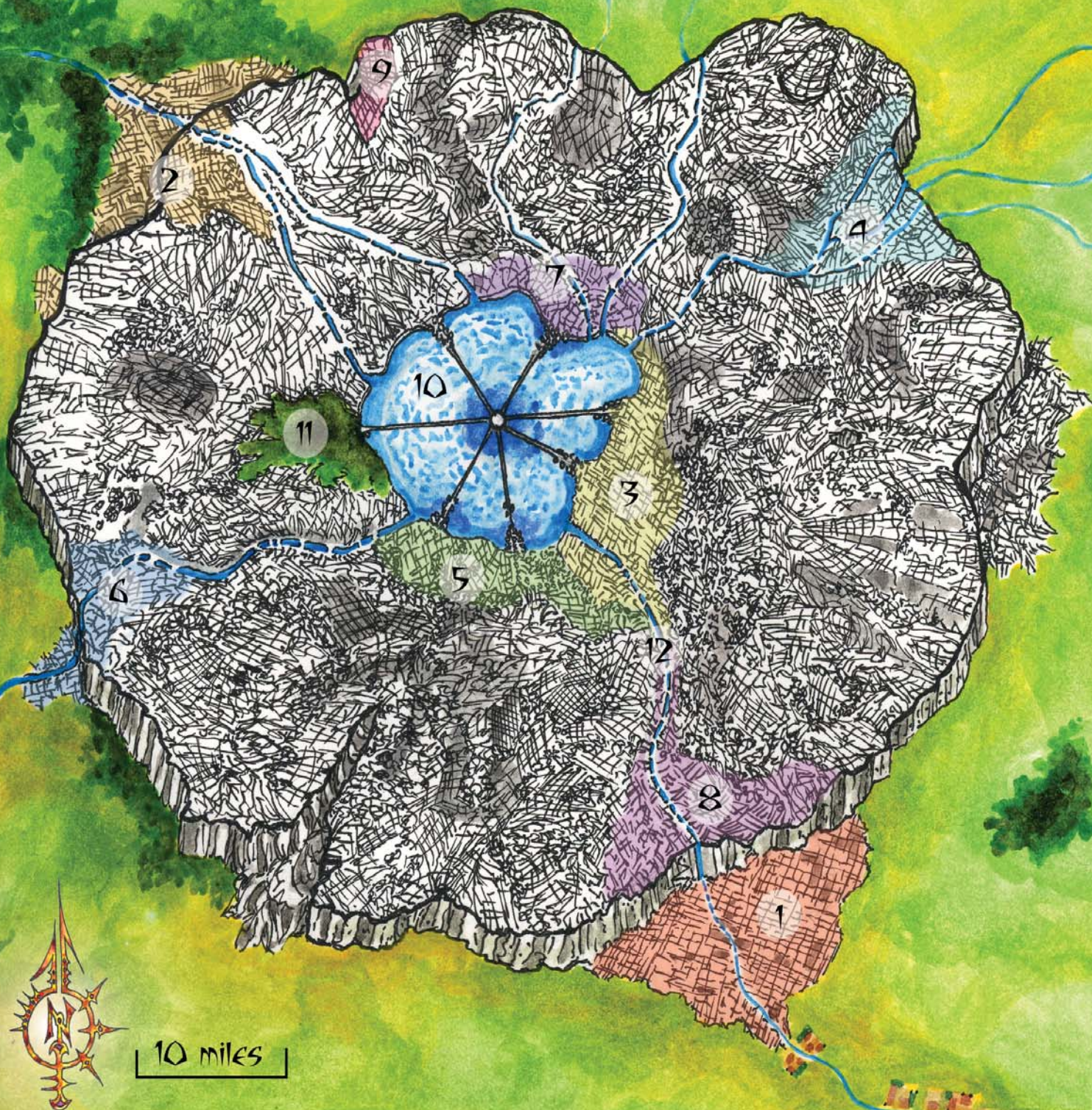
100gp; pay for directly related public health problems, and clean up mess.  
2gp; must wear a bag.  
250gp; pay for victim's healing, public flogging, and 5 days in the stocks  
Return of all goods; pay additional 20% of total value to judge  
Pay for victim's healing, public beating, equivalent to that done to victim, and 2 days in the stocks.  
Exile or death  
10gp; repair all damage, community service (clean up 5 pieces of graffiti)

### Table 1-2: Seasons and Sunlight over Penance



0 - SHROUD; 3 - SLUMBER; 6 - STIR; 9 - TOIL; 12 - SPARK; 15 - REPAST; 18 - HAVEN; 21 - REGALE

# The City of Penance



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|---------------------|---------------|-----------------|-----------------------|
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## Supports and Structural Integrity

This simplified chart can be used by a GM as a guide to how to predict or prevent a sinking. Essentially, the sinking occurs when the support requirements of a building exceed its support points. Most buildings in Penance have plenty of extra supports just to be on the safe side. As one gets lower in the undercity, the requirement for support lessen, as the buildings there have, over the years, compacted and settled to form a man-made strata of bedrock. Collapses in the undercity are vary rare, but intensely devastating.

While it is not feasible to provide a comprehensive treatise here on structural engineering, this chart should be sufficient to allow use in the average game.

### Minimum Support Requirements

Massive Building (arena) - 75 points  
Large Building (palace, museum, factory) - 30 points  
Medium Building (apartment, tavern, warehouse) - 10 points  
Small Building (house, pub) - 4 points

### Support Points (and installation costs)

Iron Beam - 3 points (85 gp)  
Wooden Post - 1 point (20 gp)  
Marble Column - 4 points (120 gp)  
Brick or masonry post - 2 points (50 gp)

### Support Damage and Repair

Age: Buildings lose support points over time. Lifespan based on material.

Wood: 80-190 years (d12x10 plus 70)

Masonry or Brick: 200-700 years (d6x100 plus 100)

Iron: 500-1200 years (d8x100 plus 400)

Marble: 1500-4500 years (d4x1000 plus 500)

Damage: Deliberate damage can destroy supports.

Wood: Hardness: 5, HP: 20, Break DC: 23

Masonry or Brick: Hardness: 8, HP: 80, Break DC: 30

Iron: Hardness: 10, HP: 65, Break DC: 32

Marble: Hardness: 9, HP: 200, Break DC: 40

Money: Support points can be added at cost, or repaired at 2/3 of cost.

## Hub Tavern Goods and Services

All items may be purchased from your server in the main chamber. Rooms and Services may also be purchased on the upper floors. A gratuity of 15% will be added for parties of six or more.

### Food

Oasis alorak polenta casserole with braised greens - 15 gp  
Decree style stew, with sameril root and gorak meat - 17 gp  
Seared wellfish filet with curried squashes and snap peas atop a bed of sathonia rice - 21 gp  
Golden Tamales - stuffed with alorak, aged cheeses, fermented mossfruit, and peppers. Served with a spicy herbed tomato sauce atop a bed of raw, fresh, seasonal vegetables, and kasha - 18 gp  
Grilled alorak, with eggs any style and roasted sameril, served with toast - 12 gp  
Illumina Antipasto, with gorak cheese, olives, cucumber, hummus, and aubergine paste, served with pocket bread and fruits - 16 gp  
Whole roasted fowl, served with roasted seasonal vegetables and herb mashed sameril - 20 gp

### Beverages

Babanth - 2 gp  
Tea - 1gp (Black, green, variety of herbals)  
Nisankh Tea - 240 gp  
Common Ales and wines- 2 gp  
*The Hub's own lager, Oasis Ale, Panthus Pale Ale, Blackwall Bitter, Grinder Strong Ale, Decree Extra Stout, Faery Prince Wine, Golden Shore Mead, Lantana Lilac Wine, Angry Riller Elderberry Wine*  
Uncommon Ales and Wines- 3 gp

*Eclipse Stout, Anvil Ale, Wildwood Cloudberry Wine, Hyperia Family Vintage, Vault Iceberry Wine, Vogel Island Mead*

House Spirits - 4 gp

*Old Dover's Single Malt Whiskey, Stuttering Picker Gin, Wellspring Vodka, The Hub's own rum, Barrowhold brandy, Blackwall Port, Sweet Mossfruit Schnapps*

Other Spirits - Ask for availability and prices

Other Beverages - 1 gp

*Gorak Milk, Mossfruit Juice, Silver Oil, Wellspring water, Other juices as available*

### Rooms

Sleeping Room (per person) - 25 gp per night

Gambling Room (includes equipment) - 10 gp per hour

Private Meeting Room - 5 gp per hour

Room Service Charge - Additional 20% for all food or services.

### Services

Massage (Therapeutic only) - 25 gp per hour

Acupuncture - 30 gp per hour

Conversation Partner (passive) - 10 gp per hour

Conversation Partner (intelligent) - 20 gp per hour

Prostitute - Low Quality - 20 gp

Prostitute - Standard Quality - 50 gp

Prostitute - Exceptional - 120 gp

Fantasy/Fetish Charge - 5 to 40 gp extra

## Table 3-7: Foci of the Forge

Focus of the Beast	Exp. Cost
Feral Creature	3,500
Wild Creature	4,500
Snouted Creature	5,500
Tailed Creature	6,500

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Focus of the Deep	Exp. Cost
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Deep Creature	7,000

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Empowered Creature	7,500
Foul Creature	9,000

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Barked Creature	3,500
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Regenerating Creature	9,000
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Enlightened Creature	7,500

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Insulation Creature	9,500

Focus of the Quill	Exp. Cost
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Spiked Creature	3,500
Tainted Creature	6,500

Focus of the Senses	Exp. Cost
Sharpened Creature	4,000
Enhanced Creature	6,000
Watchful Creature	8,000
Heightened Creature	10,000

Focus of the Serpent	Exp. Cost
Scaled Creature	3,500
Fanged Creature	5,000
Spitting Creature	6,500
Tailed Creature	7,000

Focus of the Shadow	Exp. Cost
Shadowed Creature	5,500
Shaded Creature	8,000
Veiled Creature	12,000

Focus of the Sphere	Exp. Cost
Lunged Creature	3,500
Legged Creature	4,500
Winged Creature	7,500
Vacuum Creature	9,500
Adept Creature	11,500

Focus of the Wurm	Exp. Cost
Scaled Creature	3,500
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Kindled Creature	10,500
Chromatic Creature	13,500

## Prestige Class Requirements

In order to enter an Oathbound prestige class, a character must meet the following requirements:

### Demagogue

**Charisma:** 12 or better  
**Intimidate:** 4 ranks  
**Bluff:** 4 ranks  
**Diplomacy:** 6 ranks  
**Feat:** Iron Will

### Hone

**Alignment:** Any Lawful  
**Base Attack Bonus:** +5  
**Feats:** Improved Unarmed Strike, Weapon Focus, Weapon specialization

### Inquisitor

**Charisma Score:** 12 or higher  
**Diplomacy:** 4 ranks  
**Knowledge (religion or nature):** 6 ranks  
**Special:** Character must strictly follow a single religion  
**Feat:** Skill Focus - Knowledge (Religion)

### Rafter

**Appraise:** 2 ranks  
**Intuit Direction:** 4 ranks  
**Knowledge (arcana):** 4 ranks  
**Craft (maps):** 4 ranks  
**Feat:** Blind-Fight

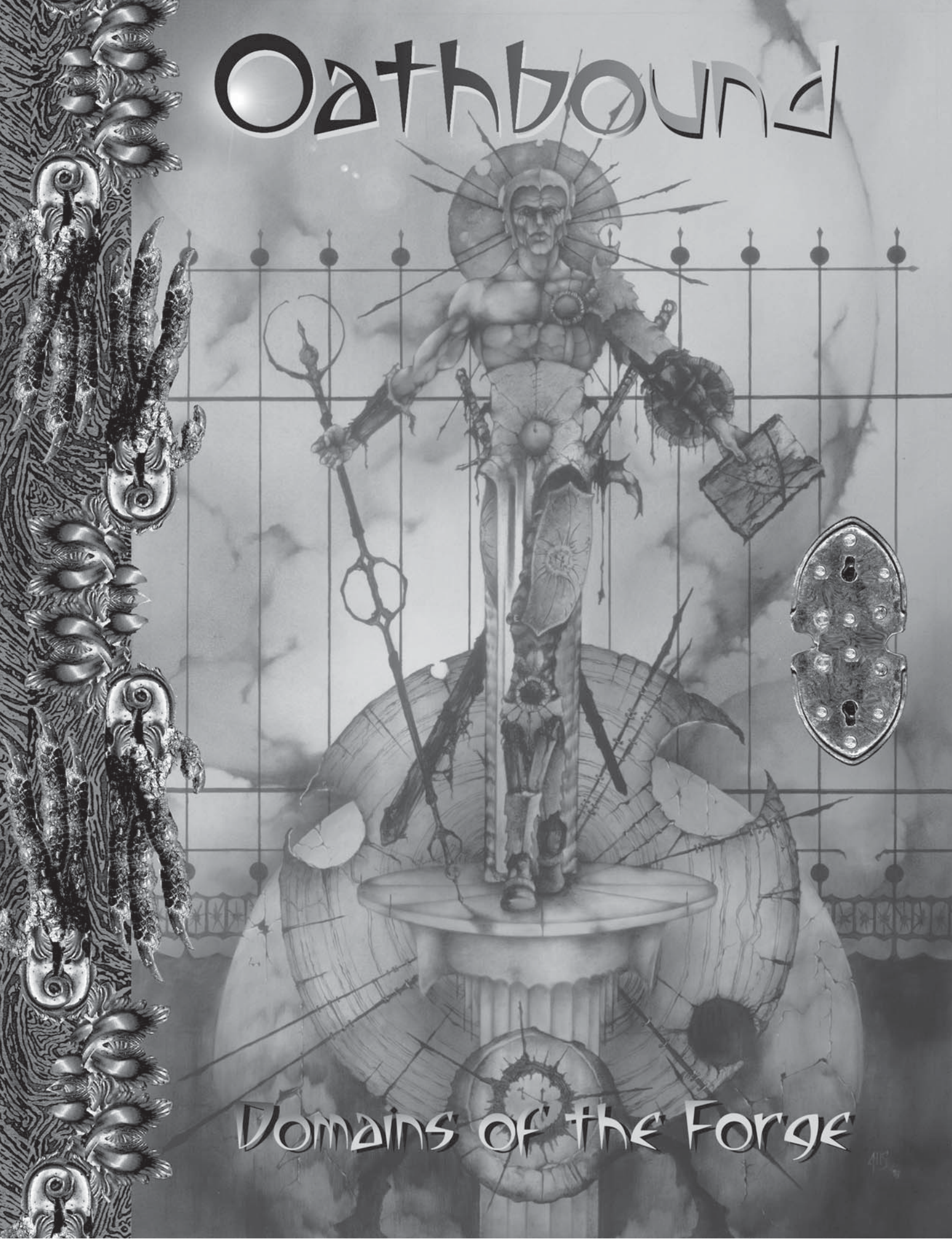
### Stalker

**City Lore:** 2 ranks  
**Balance:** 2 ranks  
**Hide:** 4 ranks  
**Move Silently:** 4 ranks  
**Disguise:** 2 ranks  
**Feats:** Track

### Vigilante

**Base Attack Bonus:** +5 or better  
**Feats:** Alertness, Combat Reflexes, Dodge

# Oathbound



Domains of the Forge



## Table 2-1: Racial Adjustments At a Glance

Race	Ability Adjustment	Special Qualities	CLA	Favored
Asherake	+2 Str, +2 Dex	Flight, Scent, +3 natural armor Size: Large, natural attacks	+2	Monk
Ceptu	+2 Int, +2 Wis, -2 Str	Swim, hover, can't be flanked, sting attack, telekinesis	+1	Wizard
Chromithian	+2 Dex, +2 Cha	Glide, +4 natural armor, Size: Small Spell-like abilities, racial skills bonus (+5 on Climb/+10 on Jump), Electrical Resistance 5	+3	Sorcerer
Dover	None	Ambidexterity, Scent, +4 on Listen, bite attack	—	Ranger
Faust	+4 Dex, +2 Str	Natural armor +6, +5 racial bonus on Listen checks, natural attacks, Darkvision	+3	Rogue
Frey	+2 Dex, +2 Cha -2 Str, -2 Con	Size: Small, +2 racial bonus on Listen, +8 racial bonus on Jump, natural weaponry, <i>stinging strike</i> , <i>remarkable retreat</i> , <i>springing leap</i> , low-light vision	—	Bard
Haze	+2 Str	Natural weaponry, mindsight, illusion resistance, telepathy, +2 on Listen	+1	Fighter
Lunar	+2 Dex, +2 Cha -2 Str, -2 Con	Shapechange, darkvision, scent, Natural weaponry	—	Rogue
Nightling	+4 Str, +2 Con	+3 natural armor, spell-like abilities, Darkvision 60 ft., light sensitivity	+2	Fighter
Picker	+2 Dex, -2 Con	Detect magic, enhanced memory Size: Small	—	Rogue
Silver	+2 Cha, -2 Str	Electrical Resistance 10, healing metal	—	Sorcerer
Valco	+2 Str, +2 Con -2 Cha, -2 Dex	+1 natural armor, hardy	—	Barbarian

## Table A-1: New Weapons of the Forge

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type
<b>Martial Weapons—Melee</b>						
<b>Small</b>						
Pick, rafter's-unextended	250 gp	1d4	x4	—	8 lbs.	P
<b>Medium-size</b>						
Maul, bladed	9 gp	1d10	x2	—	10 lbs.	B & S
Schiavona	25 gp	1d8	18-20/x2	—	3 lbs.	S or P
<b>Large</b>						
Pick, rafter's-extended*	250 gp	1d8	x3	—	8 lbs.	P
<b>Exotic Weapons—Melee</b>						
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Dagger, triple-bladed **	45 gp	1d6	18-20/x2	—	3 lbs.	S or P
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Cukri†	27 gp	1d6+1	19-20/x2	—	8 lbs.	S
Mace, Ox Head	15 gp	1d8	x3	—	12 lbs.	B
Rang Blade	120 gp	1d8	19-20/x2	30ft.	2 lbs.	S
<b>Large</b>						
Bladeharp‡	150 gp	1d8/1d8	19-20/x2	—	20 lbs.	S
<b>Exotic Weapons—Ranged</b>						
<b>Large</b>						
Harpoon	100 gp	1d12	19-20/x2	60ft.	15 lbs.	P
Harpoon Spear	5gp	—	—	—	5 lbs.	

\* This weapon has a 10-foot reach, but can't be used against adjacent opponents.

\*\* This weapon can be used to disarm an opponent with a +3 bonus.

† This weapon can be used to both disarm and trip an opponent, both with a +2 bonus.

‡ Double Weapon; can also be used to disarm an opponent.

## Table A-2: Penance Equipment

Item	Cost	Weight
Ceptu Sling	70 gp	5 lbs.
Sap Gum (Pack of 12)	1 gp	0.1 lbs.
Sap Strip (6ft.)	30 gp	½ lbs.

## Crimes & Punishment

### Sample Crimes

Assault  
  
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Failure to pay Taxes  
  
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Littering  
  
Murder

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100 gp; pay for victim's healing, public beating (equivalent to damage done to victim), and 1 day in the stocks.  
  
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5gp; community service (pick up 20 pieces of litter)  
  
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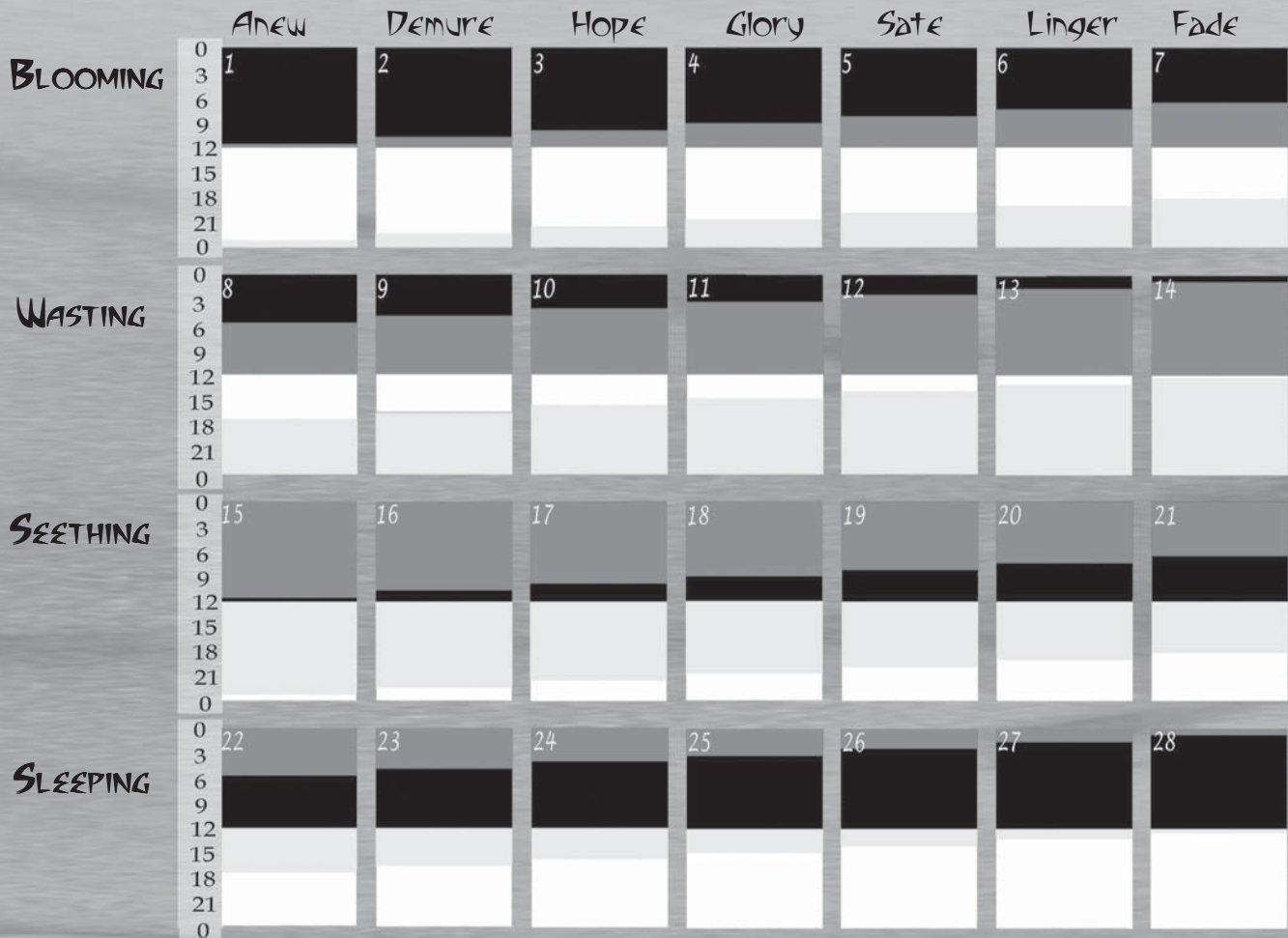
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100gp; pay for directly related public health problems, and clean up mess.  
2gp; must wear a bag.  
250gp; pay for victim's healing, public flogging, and 5 days in the stocks  
Return of all goods; pay additional 20% of total value to judge  
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Exile or death  
10gp; repair all damage, community service (clean up 5 pieces of graffiti)

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Wooden Post - 1 point (20 gp)  
Marble Column - 4 points (120 gp)  
Brick or masonry post - 2 points (50 gp)

### Support Damage and Repair

Age: Buildings lose support points over time. Lifespan based on material.

Wood: 80-190 years (d12x10 plus 70)

Masonry or Brick: 200-700 years (d6x100 plus 100)

Iron: 500-1200 years (d8x100 plus 400)

Marble: 1500-4500 years (d4x1000 plus 500)

Damage: Deliberate damage can destroy supports.

Wood: Hardness: 5, HP: 20, Break DC: 23

Masonry or Brick: Hardness: 8, HP: 80, Break DC: 30

Iron: Hardness: 10, HP: 65, Break DC: 32

Marble: Hardness: 9, HP: 200, Break DC: 40

Money: Support points can be added at cost, or repaired at 2/3 of cost.

## Hub Tavern Goods and Services

All items may be purchased from your server in the main chamber. Rooms and Services may also be purchased on the upper floors. A gratuity of 15% will be added for parties of six or more.

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Grilled alorak, with eggs any style and roasted sameril, served with toast - 12 gp  
Illumina Antipasto, with gorak cheese, olives, cucumber, hummus, and aubergine paste, served with pocket bread and fruits - 16 gp  
Whole roasted fowl, served with roasted seasonal vegetables and herb mashed sameril - 20 gp

### Beverages

Babanth - 2 gp  
Tea - 1gp (Black, green, variety of herbals)  
Nisankh Tea - 240 gp  
Common Ales and wines- 2 gp  
*The Hub's own lager, Oasis Ale, Panthus Pale Ale, Blackwall Bitter, Grinder Strong Ale, Decree Extra Stout, Faery Prince Wine, Golden Shore Mead, Lantana Lilac Wine, Angry Riller Elderberry Wine*  
Uncommon Ales and Wines- 3 gp

*Eclipse Stout, Anvil Ale, Wildwood Cloudberry Wine, Hyperia Family Vintage, Vault Iceberry Wine, Vogel Island Mead*

House Spirits - 4 gp

*Old Dover's Single Malt Whiskey, Stuttering Picker Gin, Wellspring Vodka, The Hub's own rum, Barrowhold brandy, Blackwall Port, Sweet Mossfruit Schnapps*

Other Spirits - Ask for availability and prices

Other Beverages - 1 gp

*Gorak Milk, Mossfruit Juice, Silver Oil, Wellspring water, Other juices as available*

### Rooms

Sleeping Room (per person) - 25 gp per night

Gambling Room (includes equipment) - 10 gp per hour

Private Meeting Room - 5 gp per hour

Room Service Charge - Additional 20% for all food or services.

### Services

Massage (Therapeutic only) - 25 gp per hour

Acupuncture - 30 gp per hour

Conversation Partner (passive) - 10 gp per hour

Conversation Partner (intelligent) - 20 gp per hour

Prostitute - Low Quality - 20 gp

Prostitute - Standard Quality - 50 gp

Prostitute - Exceptional - 120 gp

Fantasy/Fetish Charge - 5 to 40 gp extra



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