Shayne's guide
to
better shopping

The seal of excellence

A mystiq seal founde in thee tombs of thee ancients, signifyinge somethinge goode and of superior qualitee.
There are a few things thou should not forget to purchase or buy when in a
cosmopolitan town or city. Thou should also look out for merchants who teike a high
price for goods of poor qualitie. Thivin craftmanship is always goode. Bay thivin
products.
Aftre years of travel and adventuryng I Drewn Shayne Toshkin can recomend thou to
never be without the following itemse.

**Weaponse**

An honest and trystworthy *broadsword* is a must. A weapon worthy a Drewn. 4 GL
The *longknife* is an excellent suplemente and deaks swift and unnoticed justice 1 GL
A *bow* is handy when dealing swift justice from a distans 2 GL
*Longbowes* are goode for hunting *(If thou can pull it!)* 3.5 GL
The classical *Mace* is always good to haveth around. Easy to hide. Crowd friendly 15 GL
Spars, *clubs* and *pikes* are for the Toth and not a Drewns or Tauthers weapon.
Leave *flails*, *axes* and *morning stars* fore the agricultural workers.
Special weapons such as *crystal* accessories add to chances fore survivale 3+ GM
Shateic *blades* are rare and thus expensive but worthe the trouble. 7-50 GC
*Dharsage silfver* is controlled by the Dharsage. These artifacts are beyonde value.
Thivin weaponse are of excellente qualitie and superior strength. *(Some woulde say sharper.)*

**Armourse**

Leather armour 1.5 GL
Kurbul *breastplate, ailettes and greaves* *(Cheep and hard.)* 3 GL
Ring *hauberck* *(Studded with metal)* 3.5 GL
Mai(*l hauberck* *(Woven metal. Heavy but maneuverable.)* 1 GM
Carapace *breastplate, ailettes and greaves* *(Very good protection. Useless when cracked.)* 7 GM
Crystal *studded armour* *(Gives protectione against dyshas and the like.)* +1 GS
Grunder *hauberck* *(Rare, maneuverable, expensif, but very goode. Protects from dyshas.)* 1 GS
Thalerian *armour* *(Armour for a sage. Worth a fortune and goode against everythings.)* 4 GS

**Limitates**

Some limitates thou cannot afforde to be without. Be sure to check if they are fresh and prepared by a
certified kleseman. Thivin products are always of goode qualitie.
The classical *Arrigish* cures moste ailments. Beware of overdosage. 1 GL
The *Secdril cloth* is soaked withe Arrigish and goode for individual wound treatment. 35 GU
The poorer use the *low qualitie* and cheepere Arrigish called *Tothy* 50 GU
Burns are taken care of withe *Redsinger* 4 GL
Frostbites are rubbed withe the *Hatanne* liquide. 7 GL
Look out for the ancient and rare, but truly mirakolous *Ditrium* that cures all 5 GM
Bleedingse can be stopped with the strong *Blackblood* limilate. Black veins will follow. 1.5 GM
Piads is also a very goode limitate for stopping bleedingse.

while Name paste is the most common for stopping bleedingse.
During surgery Haleen is mostke used as a sedative.
Nominate uoss is alwayse good at soothing tooth- and hedaches.
Never bee without Buari rootse when travellingse in the Trumus. Keepse fever away.
The meish strongly recommed Brence as the only cure for swampfever.
A big supplai of Rotstop keepes infection away from woundse.
When travellingse do not forget to eat thine Hile daiske.
Serrl is goode for those not use to the sea, the swayingse of the bochigon or talmarons.
Fore more pleasant occassionse I recommend the Yellow Chak tea. Not black Chak.
The relaxant Liaryte leaves will also get eveningse adversaries into a favourable mooide.
Lastly but moste importantlee. Never underestimate the Jermic aphrodisiac.
Limilates of goode and fresh qualitie can alwayse bee founde at thivin merchants.

Foodie

This list of dishes from all over the world has been pu together by thee greate chefs Neggid Godomo and honourable Tawtho Backitch of the Shen of Ardooth. Bothse have served the Dharnage Khodre Dhardreen. (And lived.) The dishes can vary greatly in price since the cookingse of a coprachef is worthse more than a bussy toth's wifes.

Common Durig dishes (Boilded, roasted, mashed, fried, pickled, porridge, soup, etc) 1-8 GU
Durig bread or Durlings 3 GU
Durig dishes enhanced with rare spices. (Common in Thantier and Khodre.) 5-20 GU
Gerrig dishes. (May the moosee smite the chefs using these foul weed.) Max 2 GU
Creshi fishe dishes (Raw, boiled, roasted, pickled, smoked, fried etc.) 5-10 GU
Dyariq oysters (Fine traditional Heridothian dish. The greate tummny rumble.) 8 GU
Tla-Tlic spine fish. (Poisonous if note prepared right.) Salu favourite.
Bebbic fish (Posh, Keshi's meal. Thou will regret never having tried it.) 120 GU
Salba prawns (Tasty dish originally from Jasp.) 6 GU
Hokron spinefish (Very posh and tasty thantier dish. Ceridean fish.) 110 GU
Thombo stake (Nothinge is as nice as a skewered thombo over the fire.) 6 GU
Dothobider (Another fine and tastee beast. Cannot bee ridden though! Rare) 45 GU
Swallic vegetable dishes (Fine traditional dishes of Anasan. Keep thine Hik handy.) 2 GU
Porooma bread (Stale and tasteeless, but nutritionous ramian bread. From Porooma grass.) 15 GU
Tidbits (Mushoomse much favoureby by corastine and thriddle.) 4 GU
Carmin flowers. (Poisonous to humannse but a treat to thriddle.) 3 GU
Gunther burger (Questionable thivin fastfood made of beefe and durlig.) 1 GU
Takrami (Expensie thantier dakrani dish. Meatee based and durlig free.) 130 GU
Skawcees (A big bug inedible to humannse but enjoyeby by scarminse.) 5 GU
Pibber (Roasted, semi-rotten, fried, barbecued raw. The woffen enjoye it any way.) 6 GU
Wooc (Dry woffen bread.) 1 GU
Wug (Wood soaked in blood-based gravy. Avoid this!) 3 GU
Coditch (Sweet, taste vegetable grown by thriddle in abundance.) 3 GU
Kauw stake (New, strange, foul tasting creature introduced by the Dharsage in Sobaid.) 12 GU
Weet bread (New dharsage foode. No comments.) 3 GU
Hot Wotral soup. (Traditional super-hot Anasan dish full of red-hot Shil fruit.) 6 GU
Travellers foode. (Easily prepared foode. Practical parcels. 7 dais.) 40 GU
Traile rations (Dried durlig and meat. No taste, no glory, no party. 7 dais) 60 GU
Thivin foode is goode for the indigestion and OK for thou.

Drink

Rusper (What every man needse after a good day's work.) 3 GU
Scolian rusper (Simply the best!) 9 GU
Mallmis (The gooey stuff left at the bottom of rusper drums. Super strong. Enjoyed by Brothe. Drink only when they insist.) 0 GU
Whall (Strong brown liquide made by woffen. Dread this skin curling drinke.) 4 GU
Gend's Whall (Woffen brew named after woffen and musdra hero Caji Gends.) 5 GU
Durrink (Clear strong liquid made by distilling durlig.) 3 GU
Durlig juice (Also knowne by the tasteless as durlig wine.) 1 GU
Squam (Sour drinke needed to wash down the taste of the pillit gland of the thombo.) 4 GU
Stomch (Woffen brew mixed with the bloode and gravy to "enhance the taste. Very stronge and responsible for the saying 'Dog's breath drinke'.") 4 GU
Herbis broth (Th实际控制 drinke with the greasy chunks of fat. Drunk even by very thirsty corastine on a hot day.) 2GU
Calmra wine (Sweet, expensive white wine.) 22 GU
Sycharrian red wine (One of the best wines in the world.) 8 GU
Sycharrian white wine 11 GU
Sarla dark wine (Made from pihl berry. S'Nabla traditional wine.) 5 GU
Kieran House wine (Posh wine for Khodren khests.) 12 GU
Aylon's beste (A jaspian fruit wine of great strength.) 13 GU
Eruclan black wine (Rare, very sour but old an royal wine.) 24 GU
Nokramit (Thantarian wine that only thee dakrani are allowed to drink in Thantier.) 35 GU
Reditween (Dobren drinke said to give condri more courage.) 21 GU
Tirchvaar (Throat-ripping ramian drinke. Curse it if thou can speake afterwards!) 3 GU
Shemshem (Sillipean liquor with a slight hallucinational effecte.) 16 GU

Lodging

All prices are per nait and following the standards as seen during my journeys across the world.
Posh incep of great esteem. Sages suite. 3 GL
Fine incep with goode reputation. Drennit quarters. 1 GL
Goode quality inc.kp. Clean, safe, witherin free. 50 GU
Average sloppy inc.kp. (Found all over the world and run by people called Jann.) 30 GU
Filthy, run-down inc.kp. (Found in all shadier parts of cities. Rooms often rented by the hour. Unattended luggage will be removed by githerin.) Max 20 GU
Sleeping halls. (For fast moving, snore-immune traveller. Some goode hintse here would be to always check thine beds for granthix beetles and infectious Hista mold.) 10 GU
Tothstable. (Always a solution for Drenn caughte in bad weather. Thee toth don't dare to argue. Foodes often included.) Symbolic
Stables, barns. (Don't touch the animals even if lonely. Watch out for grumpy bochigon.) 3 GU
City bridges. (Ask thee beagre skin clad locals for permission first.) FREE

Transporte
Many people are daily hured into dreadful deals with captains and merchants who promise to take them to exotic and far away places for bargain price. Often the price is really too high and the journey might end at the skillipex slave market. Bee aware of tricksters and finde out about thee routes that are to bee used. Thee prices recomended below are for one das travel with foode.
Passage with safe and well protected warship. 60 GU
Passage with sea-worthy galley 40 GU
Passage with normal merchant's ship. (Beware that thou aren't the goodse yourself.) 30 GU
Passage with unsafe, moaning, worm ridden barrel Max 20 GU
Buying an average ship and doing the deggit job thouself. 6 GC
Fisherman rowing thou across the sound 30 GU
River raft or river boat 15 GU
Ferry 10 GU
Bridge keeper, ford guardian (Might wante to pick a fight.) 5 GU
Seat on carriage. (Transport company.) 20 GU
Given a lift by toth thombo cart Symbolic
Joining a merchants caravan. (Favours such as driving off diwords often required.) 10 GU
Covered and carried chair. (Worthy a kesht. Only in towns, shorter distances.) 1 GL
Crystal schooner passage. (Often requiring an invitation or specialie papers.) 1-2 GL
Stable warp access. (Controlled by thee rich and powerful. Prices varying due to destination.)
Thivin caravans always welcomes travellerse to join them. As goode as absolutely free.

Crystals
Many crystals are and all are expensive. Thee ones founde in the civilized realms are cut in the crucian style. Keep thine eis open for rare shanty cuts which have other effects.
Rare Desti (red) crystal 2 GM
Very rare Du (amber) crystal 8 GM
Rare Ebba (yellow) crystal 5 GM
Rare Lanutra (green) crystal 1 GM
Rare Gobey (brown) crystal 3 GM
Very rare Shai (blue) crystal 3 GM
Very rare Tra (white) crystal 2+ GM
Unusual Naull crystal (Fore displaying thine naull to shantas and Caji) 2 GL
Desti fire needles (Goode to starte campfries with. Thirty pieces) 1 GL
Boc rodz 5 GC
Crystal dust (Powdered mix for shosen intepiration and fortune tellinge) 2 GL

The best crystalse are found at thinin cleps.

Services and wages
The world is filled with false kladesmen, uncertified condrij and unserious contracteurs. Alwys look fore klade markings that prove a mans worth. The prices below are either per day or for the completed service.

<table>
<thead>
<tr>
<th>Service</th>
<th>GU</th>
<th>GL</th>
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<tbody>
<tr>
<td>Condrij</td>
<td>50</td>
<td>1</td>
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<tr>
<td>Porter</td>
<td>5</td>
<td>90</td>
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<tr>
<td>Caji expert</td>
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<td>80</td>
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<tr>
<td>Caji guard</td>
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<td>18</td>
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<td>Archer</td>
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<td>80</td>
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<td>Barber</td>
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<td>Carpenter</td>
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<td>Daijic</td>
<td>20</td>
<td>11</td>
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<tr>
<td>Fadri</td>
<td>30</td>
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<td>Thriddle fadri</td>
<td>50</td>
<td>20</td>
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<td>Learsis (No limits)</td>
<td>25</td>
<td>40</td>
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<td>Enckep care (lnait)</td>
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<td>1</td>
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<tr>
<td>Bishtin</td>
<td>1</td>
<td>10</td>
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<tr>
<td>Yordeh (Legal probleme?)</td>
<td>80</td>
<td>10</td>
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<tr>
<td>Public bath</td>
<td>5</td>
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Clothes
Simra-Vintch clothes (Grown everywhere. Cheep, low quality, for warmer climes) 30 GU
Cushindel silk (From the cushindel mash moth. Very beautifull and quite stronge) 3 GL
Sychillian silk (Worn by all burdothian whitehandse. Refined cushindel silk) 4 GL
Leather clothes 1 GL
Cloak 40 GU
Raincoat (Thick, sturdy and coated with thrombo grease) 1.5 GL
Togs (Often Simra-Vintch or cotton) 40 GU
Tawther clothes (Representative but also making thou an arse licking stand-out) 40 GU
Drenn clothes 2 GL
Kesht clothes  *(Incredible creations sometimes. Puffy with dangly things.)* 1 GM
Sash  30 GU
Leather boots  *(Sturdy traveller’s boots.)*  25 GU
Marsh boots  *(Knee high. Anti-Nemesis fashioned.)*  45 GU
Sandals  10 GU
Thanterian infantry boots  *(Kurbul details.)*  1 GL
Hat, sailors cap  10 GU
Watt  *(Jer’s hat.)*  15 GU

**Other stuff**

A myriad of things are useful when travelling untamed wilderness and landse inhabited by uncooperative natives. Here are only a handful of them.

Rope  *(Forgetting the rope is like forgetting thine head. 5m)*  20+GU
Torch  4 GU
Lantern  35 GU
Burning oil  5 GU
Oil lamp  20 GU
Candle  5 GU
Flint and steel  *(Always goode but not very practical in a storm.)*  5 GU
Destifire needles  *(More trustworthy. 30 pieces)*  1 GL
Krechtauk liquids  *(Rare ramian liquids that ignite whene mixed.)*  1 GM
Bedfur  *(Those withs up in Temauntro can pull off thine fingers an nose.)*  40 GU
Writing paper  *(Fore drawing maps, secret codes, death warrants, forgery and the like. 50)*  8 GU
Parchment  *(Animal hide. Not so easily destroyed. Ten big sheets)*  8 GU
Sappke bark  *(Superior writing paper. 20 sheets.)*  8 GU
Booke  *(Fore gruesome recipes, experiment notes and the like.)*  20 GU
Inkpots and pens  10 GU
Tennid sticks  *(Thriddle writing sticks with natural green ink. Pulled directly from tree.)*  16 GU

**Pets**

Nothing makes thou happier than thine pet. Thou art even happier if thine pet can be consumed in dire need. Here are a few useful animals.

The Tarro cometh in a broad variety of formse. They are founde all over the world and the broth seem to be the only ones to like them. *(Trach make a good stew out of them though.)*

Some commentse from other people that share mai joy for these creaturese.

"I caught a stiff-backed tarro making off with a favourite knife one night. And do you know what? I hade to let him have it."

*-Danthro Krose, Drenn explorer and co-author of the Tauther guide.*
"The more one travels on Jorune, the more varieties of these demons one will encounter. Though I love the outdoors and the creatures of the wild, I hasten my journeys through regions where tarro abound."

- Laindra Elaiya, Jorune explorer from Laindis.

"They bite, they snap, they'll carry your camp away while leaving you to your throbbing eye-stalks. They are a menace to civilization. I hate them."

- Nider Ho-Trid, Sallough Gomo's nephew.

Thee common grey-green Tarro is the most common. Pay for it trained. 1 GM
Thee smalle Pocket Tarro is the craze of thee Keshts todai. Expensif but easy to handle. 2 GL
Beware of thee Stiff-Backed Tarro Recognized by it's blacke fur on the back. 3 GL
Thee rare Barkley Tarro is huge and prized by collectors. 3 GM
Thee rare Striped Tarro from Draiil can warn thou from corondons 3 GM
A cute Pigger is always a goode present to a child and to a hungry woffen. 40 GU
The common Dog is a devoted and loyial friend. Never kick a dog in front of a woffen. 1 GL
Some khodroms have even trained savage Cougars, but I advise thee not to try. 3 GM
Thombos are goode steedse and can be eaten when foode runs short. Skittish. Kicks hard. 5 GL
Bochigones are war-machines but veree stubborn. Feed it with Kayedi to keep it content. 1 GC
Lothmen are goode but slow pack animalse. The female Sorcervine is a goode playground. 1 GC
Busks. See the little animal darting back and forth picking up Corkse. Doesn't live longe. 60 GU
At least thee varieties of cute Reco Pets exist. Some are dumb others very autonomous. 2 GL
Horses are steedse for the sages and keshts. Extremely expensif but easy to ride. 5 GC
Warkstones. Little stone-like animalse which move slowly across the floor. Yawn! 10 GU
Those daring can try to fly a Talmoran if they feel they can pay for it. 2 GC

Other hints about purchasing goodse around the world
Buy crystalse in Temauturo and khodre
Buy Limilates in Thantier, Draiil and Sobayid.
Buy excellente wine in Lusail and Thantier.
Buy drugs in Lundere, Thantier and Anaan.
Buy rare pets and animals in Dobre and Draiil.
Buy superior armour in Thantier.
Buy fine clothes in Ardoth, Lanna, Koistra, Toronia, Thantis, Sychill and Kirlan
Buy cheap Bryak Hardwood in Ros Credor and Phalmar.
Sell Giggitt to thriddle with a hefty profit.
Buy superior goodse from thivin.

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