

*Shayne's guide
to
better shopping*



The seal of excellence

*A mystic seal found in the tombs of the
ancients, signifying something good and of
superior quality.*

There art a few thingse thou should not forget to purchase or bay when in a cosmopolitan towne or city. Thou should also look out for merchants who teike a high price fore goodse of poor qualitee. Thivin craftmanship is always goode. Bay thivin products.

Afte years of travel and adventyring I Drenn Shayne Toshkin can recomend thou to never bei without the following itemse.

Weaponse

An honest and trystworthy *Broadsworde* is a must. A weapon worthy a Drenn. 4 GL
 The *Longknife* is an excellent suplemente and deals swift and unnoticed justice 1 GL
 A *bowe* 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 1.5 GL
Spears, clubs and *pikes* are for the Toth and not a Drenns 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
Shantic blades are rare and thus expensive but worth the trubble. 7-50 GC
Dharsage silfver is controlled by the Dharsage. These artifacts are beyonde value.
 Thivin weaponse are of excellente qualitee and superior strengthe. (Some woulde say sharper.)

Armourse

Leather armour 1.5 GL
 Kurbul brestplate, ailettes and greaves (Cheep and hard.) 3 GL
 Ring hauberk (Studdeed with metal) 3.5 GL
 Mail hauberk (Woven metal. Hevy but maneuverable.) 1 GM
 Carapace brestplate, ailettes and greaves (Very good protection. Useless when cracked.) 7 GM
 Crystal studded armour (Gives protectione against dyshas and the like.) +1 GS
 Grunder hauberk (Rare, maneuverable, expensif, but very goode. Protects from dyshas.) 1 GS
 Thailerian armour (Armour for a sage. Worth a fortune and goode against everythinge.) 4 GS

Limilates

Some limilates thou cannot afforde to be without. Be sure to check if they are fresh and prepared by a certified kladesman. Thivin products are always of goode qualitee.

The classical *Arrigish* cures moste ailments. Beware of overdosage. 1 GL
 The *Scedri cloth* is soaked withe Arrigish and goode for individual wound treatment. 35 GU
 The poorer use the low qualitee and cheeper Arrigish called *Tothy* 50 GU
 Burns are taken care of withe *Redfinger* 4 GL
 Frostbites are rubbed withe the *Hatamec* liquide. 7 GL
 Look out fore the ancient and rare, but truly mirakolous *Ditarium* that cures all. 5 GM
 Bleedingse can be stopped with the strong *Blackblood* limilate. Black veins will follow. 1.5 GM
Pinda is also a very goode limilate for stopping bleedingse. 1 GL

while <i>Nama paste</i> is the most common for stopping bleedings	50 GU
During surgery <i>Halcen</i> is mostlee used as a sedative.	20 GU
<i>Nommata moss</i> is alwayse good at soothing tooth- and hedaches	30 GU
Never bee withoute <i>Burari rootse</i> when travellinge in the Trinnus. Keepse fever away.	50 GU
The meirsh strongly recomend <i>Brengawe</i> as the only cure for swampfever	2 GL
A big supplai of <i>Rotstop</i> keepse infection away from woundse.	1 GL
When travellinge do not forget to eat thine <i>Hilc</i> dailee.	20 GU
<i>Serrl</i> is goode for those not use to the sea, the swayings of the bochigon or talmarons.	20 GU
Fore more pleasant occassionse I recommend the <i>Yellow Chak</i> tea. Not black Chak.	5 GU
The relaxant <i>Linyte</i> leaves will also get eveninge adversaries into a favourable moode.	10 GU
Lastly but moste importantlee. Never underestimate the <i>Jermic</i> aphrodisiac.	8 GL
Limilates of goode and fresh qualitee can always bee founde at thivin merchants.	

Food

This liste of dishes from all over the worlde has been put together by thee greate chefs Neggid Go-Tomo and honourable Tauwtha Backitch of the Shen of Ardoth. Bothe have served the Dharsage Khodre Dhardrenn. (And lived.) The dishes can vary greatly in price since the cookingse of a coprachef is worthe more than a busty toth's wife's.

Common Durlig dishes (Boiled, roasted, mashed, fried, pickled, porridge, soup, etc)	1-8 GU
Durlig bread or Durlings	3 GU
Durlig dishes enhanced with rare spices. (Common in Thantier and Khodre.)	5-20 GU
Gerrig dishes. (May the moonse smite the chefs using these foul weed.)	Max 2 GU
Creshi fishe dishes (Raw, boiled, roasted, pickled, smoked, fried etc.)	5-10 GU
Dyarij oysters (Fine traditional Heridothian dish. The greate tummy rumbler.)	8 GU
Tla-Tlic spine fish. (Poisonous if note prepared right.) Salu favourite.	12 GU
Bebbic fish (Posh, Kesht's meal. Thou will regret never having tried it.)	120 GU
Sallsa prawns (Tasty dish originally from Jasp.)	6 GU
Hokron spinefish (Very posh and tasty thanterian dish. Ceridean fish.)	110 GU
Biffid soup (Tastee fish soup. A must for anee landlubber visiting harbour towns)	6 GU
Thombo stake (Nothinge is as nice as a skewered thombo over the fire.)	6 GU
Dothobider (Another fine and tastee beaste. Cannot bee ridden though! Rare)	40 GU
H'Gund stake (Goode olde Gauss horse meat)	10 GU
Merbian stew (Newe and popular chopped animale dish from Ros Crendor)	20 GU
Swallic vegetable dishes (Fine traditional dishes of Anasan. Keep thine Hilc handy.)	2 GU
Poroona bread (Stale and tasteless, but nutritous ramian bread. From Poroona grass.)	15 GU
Tidbits (Mushroomse much favoured by corastine and thriddle.)	4 GU
Cormin flowers. (Poisonous to humanse but a treat to thriddle.)	3 GU
Wurs (Fire roasted snake favoured by travellers)	2 GU
Gunther burger (Questionable thivin fastfood made of beagre and durlig.)	1 GU
Takrami (Expensif thanterian dakrani dish. Meate based and durlig free.)	130 GU
Skawcées (A big bug inedible to humanse but enjoyed by scarmis.)	5 GU

Pibber (Roasted, semi-rotten, fried, barbecued raw. The woffen enjoy it any way.)	6 GU
Wooc (Dry woffen bread.)	1 GU
Wug (Wooc soaked in blood-based gravy. Avoid this!)	3 GU
Coditch (Sweet, tastee vegetable grown by thriddle in abundance.)	3 GU
Kauw stake (New, strange, foul tasting creature introduced by the Dharsage in Sobayid.)	12 GU
Grint stew (Mashed and spiced yellow dish of thee cute little grint critters)	3 GU
Tootle (Grilled worme from Cushindell Marshes)	2 GU
Weet bread (New dharsage foode. No comments.)	3 GU
Sogger Pie (Very pungent, frighteful Gfoundan pie of questionable contentse)	5 GU
Tabulah worms (Chewie and blande tasting worm-foode of the Delmeran swamp folke)	1-5 GU
Hot Wutral 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 indigestione and OK fore thou.	

Drinkse

Rusper (What every man needse after a goode dais work.)	3 GU
Scolian rusper (Simply the beste!)	9 GU
Mallmis (The gooey stuff left at the bottom of rusper drums. Super stronge. Enjoyed by Bronth. Drinke only when they insist.)	0 GU
Wholl (Stronge brown liquide made by woffen. Dread this skin curling drinke.)	4 GU
Gend's Whall (Woffen brew named after woffen and muadra hero Caji Gends.)	5 GU
Durrink (Clear stronge liquid made by distillinge durlig.)	3 GU
Spillij (Fermented spoji roote. Cheap, foule sailor's drinke from Rhodu)	3 GU
Durlig juice (Also knowne by the tasteless as durlig wine.)	1 GU
Squam (Sour drinke needed to washe down thee taste of the pillit gland of the thombo.)	4 GU
Stomech (Woffen brew mixed withe bloode and gravy to "enhance" the taste. Very stronge and responsible for the saying "Dog's breath drinke".)	4 GU
Herbis broth (Thriddle drinke withe greasy chunks of fat. Drunk even by very thirsty corastine on a hot dai.)	2GU
Calmra wine (Sweet, expensive white wine.)	22 GU
Sychillian red wine (One of the beste wines in the worlde.)	8 GU
Sychillian white wine	11 GU
Sarla dark wine (Made from pihl berry. S'Nabla traditional wine.)	5 GU
Kirlan House wine (Posh wine for Khodren khests.)	12 GU
Aylon's beste (A jaspian fruit wine of great strength.)	13 GU
Erucian black wine (Rare, very sour but old an royal wine.)	24 GU
Nokranit (Thanterian wine that only thee dakrani are allowed to drink in Thantier.)	35 GU
Reditween (Dobren drinke said to give condrij more courage.)	21 GU
Tirichvaar (Throate ripping ramian drinke. Curse it if thou can speake afterwards!)	3 GU
Shemshem (Sillipean liquor withe a slight hallucinational effecte.)	16 GU

Churruckt (Horrible, coarse and insanely potent ramian drink. Few stand up after) 5 GU

Lodginge

All prices are per nait and following the standards as seen during my journeys across the worlde.

Posh inclep of greate esteem. Sages suite.	3 GL
Fine inclep with goode reputation. Drennit quarters.	1 GL
Goode qualitee inclep. Clean, safe, githerin free.	50 GU
Average sloppy inclep. (Found all over the worlde and run by people called Jann.)	30 GU
Filthy, run-down inclep. (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. (Fore fast moving, snore-immune travellerse. Some goode hintse here woulde bee to always check thine beds for granthix beetles and infectious Hista mold.)	10 GU
Toths table (Always a solution for Drenn caughte in bad weather. Thee toth don't dare to argue. Foode often included.)	Symbolic
Stables, barns. (Don't touch the animalse even if lonely. Watch out for grumpy bochigon.)	3 GU
City bridges. (Ask thee beagre skin clad locals fore permission first.)	FREE

Transporte

Many people are daily lured into dreadful deals withe captains and merchantse 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 sillipean slave market. Bee aware of tricksters and finde out about thee routes that are to bee used. The prices recomended below are for one dais 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 thousef.	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. (Favourse such as driving off diyorda 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 speciale papers.)	1-2 GL
Stable warp access. (Controlled by thee rich and powerfull. Prices varying due to destination.)	
Thivin caravans always welcomes travellerse to join them. As goode as absolutely free.	

Crystalse

Manee crystalse are and all are expensive. The ones founde in the civilized realms are cut in the erucian style. Keep thine eis open for rare shantic 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 Launtra (green) crystal	1 GM
Rare Gobey (brown) crystal	3 GM
Very rare Shal (blue) crystal	3 GM
Very rare Tra (white) crystal	2+ GM
Unusual Naull crystal (Fore displaying thine naull to shantas and Cajj)	2 GL
Desti fire needles (Goode to starte campfires withe. Thirty pieces.)	1 GL
Boc-rod	5 GC
Crystal dust (Powdered mix for sho-sen intepritation and fortyne tellinge.)	2 GL

The best crystalse are found at thivin cleps.

Services and wages

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

Condrij	50 GU	Jer	1 GL
Porter	5 GU	Meirsh	90 GU
Cajj expert	80 GU	Monteer	80 GU
Cajj guard	60 GU	Entris	18 GU
Archer	24 GU	Whore	80 GU
Barber	14 GU	Evening girl	1.5 GL
Carpenter	20 GU	Sage's company	1 GM
Daijic	20 GU	Mover	11 GU
Fadri	30 GU	Scribe	15 GU
Thriddle fadri	50 GU	Armour reappear (Leather)	20 GU
Learsis (No limilates)	25 GU	Weapon repair	40 GU
Enclep care (1 nait)	20 GU	Copra marked on challisk	1 GL
Hishtin	1 GL	Challisk polished	10 GU
Yordeh (Legal problemse?)	80 GU	Boots polished	10 GU
Public bath	5 GU		

Clothes

Simra-Vintch clothes (Grown everywhere. Cheap, low qualitee, for warmer climes.)	30 GU
Cushindel silk (From the cushindel marsh moth. Veree beutifull and quite stronge.)	3 GL
Sychillian silk (Worn by all burdothian whitehandse. Refined cushindel silk.)	4 GL
Leather clothes	1 GL
Cloak	40 GU
Rainecoat (Thick, sturdy and coated with thombo grease.)	1.5 GL
Toga (Often Simra-Vintch or cotton.)	40 GU
Tauther clothes (Representative but also making thou an arse licking stand-out.)	40 GU
Drenn clothes	2 GL
Kesht clothes (Incredible creations sometimes. Puffy withe dangly thingse.)	1 GM
Sash	30 GU
Leather bootse (Sturdy traveller's bootse.)	25 GU
Marsh bootse (Knee high. Anti-Nemsis 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 stuffe

A myriad of thingse are usefull when travelling untamed wilderness and landse inhabited by uncooperative natives. Here are only a handfull 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
Desti fire needles (More trustworthy. 30 pieces.)	1 GL
Krechtark liquids (Rare ramian liquids that ignite whene mixed.)	1 GM
Bedfur (Those crith naitse up in Temauntro can pull off thine fingers an nose.)	40 GU
Writing paper (Fore drawing maps, secret codes, death warents, forgery and the like. 50)	8 GU
Parchment (Animal hide. Not so eesily destroyed. Ten big sheetse)	8 GU
Sapple bark (Superior writing paper. 20 sheetse.)	8 GU
Booke (Fore gruesome recipies, experiment notes and the like.)	20 GU
Inkpot and pen	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 art a few useful animalse.

The Tarro cometh in a broad variety of formse. They are founde all over the worlde and the bronth seem to be the only ones to like them. (Tarch 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 journies through regions where tarro abound."

-*Laindra Elaiyn*, 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."

-*Nilder Ho-Trid*, Salrough Gomo's nephew.

Thee common grey-green Tarro is the most common. Pay for it trained.	4 GL
Thee smalle Pocket Tarro is the craze of thee Keshts today. Expensif but eesy to handle	2 GL
Beware of thee Stiff-Backed Tarro . Recognized by it's blacke fur on the back.	3 GL
Thee rare Borkelby Tarro is huge and prized by collectors.	1 GM
Thee rare Striped Tarro from Drail can warn thou from coronadons	8 GL
A cute Pibber is always a goode present to a childe and to a hungry woffen.	40 GU
The common Dog is a devoted and loyal friend. Never kick a dog in front of a woffen.	2 GL
Some khodrens have even trained savage Cougars , but I advise thee not to try.	2 GM
Thombos are goode steedse and can be eaten when foode runs short. Skittish. Kicks hard.	8 GL
Bochigones are war-machines but verree stubborn. Feed it with Kayedi to keep it content.	1 GC
Lotherns are goode but slow pack animalse. The female Sorevine is a goode playground.	5 GM
Busks . See the little animal darting back and forth picking up corkse. Doesn't live longe	60 GU
At least three 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 eesy to ride.	5 GC
Walkstones . Little stone-like animalse which move slowly acrossse the floor. Yawn!	10 GU
Those daring can try to fly a Talmaron if they feel they can pay for it.	2 GC
The rare Garily birde from Maraath island can bee trained to dance in the air to a flute.	2 GM
Grints are cute, cheap, furry little thivin pets, also useful for tastee stews.	30 GL
Raldin Lions are noble pets, hunting friends and guards of the Thanterian dakrani.	2 GC
Thee cowardly messenger Thyrins are excellent fore carrying messages.	1 GM
Poisonous Trigla lizards are used as guards by thanterians.	5 GM
The dog-like Zetla is a fine thanterian pet until it changes into a huge, poisonous beast	2 GL

Other hints about purchasing goodse around the worlde

Bay *crystalse* in Temauntro and khodre

Bay *Limilates* in Thantier, Drail and Sobayid.

Bay *excellente wine* in Lusail and Thantier.

Bay *drugs* in Lunderere, Thantier and Anasan.

Bay rare *pets and animalse* in Dobre and Drail.

Bay *superior armour* in Thantier.

Bay *fine clothes* in Ardoth, Lanna, Koistra, Toronia, Thantis, Sychill and Kirlan

Bay cheep *Brynk Hardwood* in Ros Crendor and Phalmre.

Sell *Giggit* to thriddle with a hefty profit.

Bay *superior goodse* from thivin.

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