

*Shayne's guide  
to  
better shopping*



*The seal of excellence*

*A mystiq seal founde in thee tombs of thee  
ancients, signifyng somethinge goode and of  
superior qualitee.*

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 trystworhty *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 most used as a sedative.                                      | 20 GU |
| <i>Nommata moss</i> is always good at soothing tooth- and headaches                           | 30 GU |
| Never be without <i>Burari rootse</i> when travelling in the Trinnus. Keeps fever away.       | 50 GU |
| The meirsh strongly recommend <i>Brengawe</i> as the only cure for swampfever                 | 2 GL  |
| A big supply of <i>Rotstop</i> keeps infection away from wounds.                              | 1 GL  |
| When travelling do not forget to eat thine <i>Hilc</i> dailee.                                | 20 GU |
| <i>Serrl</i> is good for those not used to the sea, the swaying of the bochigon or talmarons. | 20 GU |
| For more pleasant occasions I recommend the <i>Yellow Chak</i> tea. Not black Chak.           | 5 GU  |
| The relaxant <i>Lirryte</i> leaves will also get evening adversaries into a favourable mood.  | 10 GU |
| Lastly but most important. Never underestimate the <i>Jermic</i> aphrodisiac.                 | 8 GL  |
| Limitations of good and fresh quality can always be found at thine merchants.                 |       |

## Food

This list of dishes from all over the world has been put together by the great chefs Neggid Go-Tomo and honourable Tauwtha Backitch of the Shen of Ardoth. Both have served the Dharsage Khodre Dhardrenn. (And lived.) The dishes can vary greatly in price since the cooking of a coprachef is worth more than a busy 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 moon smite the chefs using these foul weeds.)                 | Max 2 GU |
| Creshi fish dishes (Raw, boiled, roasted, pickled, smoked, fried etc.)                | 5-10 GU  |
| Dyarij oysters (Fine traditional Heridothian dish. The great tummy rumbler.)          | 8 GU     |
| Tla-Tlic spine fish. (Poisonous if not 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 (Tasty fish soup. A must for any landlubber visiting harbour towns)       | 6 GU     |
| Thombo stake (Nothing is as nice as a skewered thombo over the fire.)                 | 6 GU     |
| Dothobider (Another fine and tasty beast. Cannot be ridden though! Rare)              | 40 GU    |
| H'Gund stake (Good olde Gauss horse meat)   | 10 GU    |
| Merbian stew (New and popular chopped animal 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 nutritious ramian bread. From Poroona grass.) | 15 GU    |
| Tidbits (Mushrooms much favoured by corastine and thriddle.)                          | 4 GU     |
| Cormin flowers. (Poisonous to humans but a treat to thriddle.)                        | 3 GU     |
| Wurs (Fire roasted snake favoured by travellers)                                      | 2 GU     |
| Gunther burger (Questionable thine fastfood made of beagre and durlig.)               | 1 GU     |
| Takrami (Expensive thanterian dakrani dish. Meat based and durlig free.)              | 130 GU   |
| Skawcées (A big bug inedible to humans 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 food. No comments.)  | 3 GU   |
| Sogger Pie (Very pungent, frighteful Gloundan 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 naits 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 sheets)                           | 8 GU  |
| Sapple bark (Superior writing paper. 20 sheets.)   | 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 <b>Tarro</b> is the most common. Pay for it trained.                         | 4 GL  |
| Thee smalle <b>Pocket Tarro</b> is the craze of thee Keshts today. Expensif but eesy to handle      | 2 GL  |
| Beware of thee <b>Stiff-Backed Tarro</b> . Recognized by it's blacke fur on the back.               | 3 GL  |
| Thee rare <b>Borkelby Tarro</b> is huge and prized by collectors.                                   | 1 GM  |
| Thee rare <b>Striped Tarro</b> from Drail can warn thou from coronadons                             | 8 GL  |
| A cute <b>Pibber</b> is always a goode present to a childe and to a hungry woffen.                  | 40 GU |
| The common <b>Dog</b> is a devoted and loyal friend. Never kick a dog in front of a woffen.         | 2 GL  |
| Some khodrens have even trained savage <b>Cougars</b> , but I advise thee not to try.               | 2 GM  |
| <b>Thombos</b> are goode steedse and can be eaten when foode runs short. Skittish. Kicks hard.      | 8 GL  |
| <b>Bochigones</b> are war-machines but verree stubborn. Feed it with Kayedi to keep it content.     | 1 GC  |
| <b>Lotherns</b> are goode but slow pack animalse. The female <b>Sorevine</b> is a goode playground. | 5 GM  |
| <b>Busks</b> . See the little animal darting back and forth picking up corkse. Doesn't live longe   | 60 GU |
| At least three varieties of cute <b>Reco Pets</b> exist. Some are dumb others very autonomous.      | 2 GL  |
| <b>Horses</b> are steedse for the sages and keshts. Extremely expensif but eesy to ride.            | 5 GC  |
| <b>Walkstones</b> . Little stone-like animalse which move slowly acrossse the floor. Yawn!          | 10 GU |
| Those daring can try to fly a <b>Talmaron</b> if they feel they can pay for it.                     | 2 GC  |
| The rare <b>Garily</b> birde from Maraath island can bee trained to dance in the air to a flute.    | 2 GM  |
| <b>Grints</b> are cute, cheap, furry little thivin pets, also useful for tastee stews.              | 30 GL |
| <b>Raldin Lions</b> are noble pets, hunting friends and guards of the Thanterian dakrani.           | 2 GC  |
| Thee cowardly messenger <b>Thyrins</b> are excellent fore carrying messages.                        | 1 GM  |
| Poisonous <b>Trigla</b> lizards are used as guards by thanterians.                                  | 5 GM  |
| The dog-like <b>Zetla</b> 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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