

Economy

A blossoming economy is now spreading across the new world.

Items of intrinsic value and wealth will fall into one of the following categories:

1. Fluff and Buttons = pretty worthless
2. Seamstresses Smile = equivalent to a very good night out
3. Lords Silver = equivalent to a months luxury
4. Kings Ransom = equivalent to a years luxury
5. Dragons Horde = worth much more than a Kings Ransom

There is no exchange rate between these values, i.e. it doesn't matter how many fluff and buttons you have, you will never equal a seamstress's smile.

Many things across the known world may be purchased with enough cash and by knowing the right people.

Basic prices are as follows:

Item or Service Rank	Cost
Grade I Items or Services	10 Fluff and Buttons
Grade II Items or Services	10 Seamstress' Smile
Grade III Items or Services	1 Lords Silver
Grade IV Items or Services	5 Lords Silver
Grade V Items or Services	1 Kings Ransom
Legendary Items or Services	Not less than a Dragons Horde

These are the standard prices charged by NPC's, they might end up being more or less depending on your characters Influence.

Items and services may be brought either in game or during downtime, but **MUST** be brought with in character money earned at events.

Player characters may charge less for the above services and items and should be your first port of call.

Getting Money

Some NPC's will now be carrying treasure! This will come in several forms:

Wealth: Items of intrinsic value and wealth, will fall into one of the following categories:

- Fluff and Buttons = pretty worthless
- Seamstresses Smile = equivalent to a very good night out
- Lords Silver = equivalent to a months luxury
- Kings Ransom = equivalent to a years luxury
- Dragons Horde = worth much more than a Kings Ransom

Quest Items: These are items, which certain NPC's might have requested to be recovered for them. To maximise their true value, they should be returned to the appropriate NPC.

Goodies: These are small edible/drinkable items which may be consumed or traded in character. If consumed they will instantly restore HAP points. The number of HAP points being dependant on the goodie in question. See a ref for details.

Resources: These items apparently have no value in themselves, but when combined by a skilled craftsman, with other resources, will create items of great worth/use.

Edge based items: These items are perhaps the rarest. These can be magical or items of renown and can be utilised in their own right.

Whilst money can be found on fallen victims and is traditionally looted by combatant player characters this type of money tends to be at the low end of the value scale.

The following table shows the type of NPC's and the loot they tend to carry:

NPC's Rank	Loot	Threat Level
Grunt	Fluff and Buttons, Basic Quest Items, Goodies, Resources, and Edge based items.	Minimal – Even a starting player character should have little problem in defeating one of these. Although in large numbers they could pose a threat to even the most experienced character
Veteran	Seamstress' Smile, Veteran Quest Items, Goodies, Resources and Edge based items.	Tough opponent's equivalent to a Veteran player character. May need certain conditions to be defeated, although these will be easy to achieve, once worked out.
Elite	Lords Silver, Elite Quest Items, Goodies, Resources and Edge based items	Very tough opponents that will require a small experienced adventuring party. May need certain conditions to be defeated, although these will be tricky to achieve.
Epic	King's Ransom, Epic Quest Items, Goodies, Resources and Edge based items	Extremely tough opponents that will require a strong, organised war band/ships crew or other such group. May need certain conditions to be defeated, although these will be hard to achieve.
Legendary	Dragon's Horde, Legendary Quest Items, Goodies, Resources and Edge based items	Incredibly tough opponents that will require a number of strong, organised war bands/ships crews or other such groups. May need certain conditions to be defeated, although these will be very hard to achieve.

Therefore killing and looting 10 Grunts is the equivalent of selling a grade I item.

Greater amounts of money can be gained (sometimes easier) in many other ways. Such as:

Gathering resources – these may be used to create items which may be sold or sold to other players, role-playing with the correct NPC might gain you instant cash, in the form of a grant, loan or even a donation!, selling your skills to NPC's or Players, gambling with NPC's or players, Aiding NPC's in a task etc etc etc