

Kiiro-Ryuu Yellow Dragon

Keywords

Fortune, Treasure, Prizes, Plunder, Trading, Determination

Artefacts

Treasure Map

A drawing of the world that promises great fortune to whomever reaches the X.
The Travelers will find something very valuable in their journeys.

Jewelry Box

A beautiful box filled with precious rings, bracelets, and necklaces.

Items without any traits can gain a new trait after a special incident involving the item. E.g. if a character rolls a critical while negotiating with a well respected noble, they may gain a positive modifier "Stylish" to their hat or some other article of clothing.

Abacus

A device for counting great numbers in a matter of moments.

When arriving in a new town, items may cost slightly more or less. Roll 2d6 and consult the chart:

2	-30%
3 - 4	-20%
5 - 6	-10%
7	No Change
8 - 9	+10%
10 - 11	+20%
12	+30%

Apply these to the base cost of items before any other modifiers.

Benediction

The Tale of Tithing

Any PC who gives one tenth of their G to someone in need may increase their INT by one step for the remainder of the session. (Up to two PCs at once may meet this condition.)

The Tale of Debts Repaid

An NPC that was once helped by the PCs comes back to return the favor.

The Tale of Commerce

When selling specialty goods in a different town, their base price is actually 10% higher than normal. This effect lasts for the remainder of the session.