

# Kiir-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.