

THE ETERNAL COURT

SHOP INVENTORIES

& UNIQUE ITEMS



JESSE ALEXANDER

THE ETERNAL COURT
FILE · EC · SHOPIN · EDITION I · MDCCXCIII



Shop Inventories

& Unique Items

*Krone-prices, contraband stock, and one-of-stranger things – for
the Bastion's quartermaster and the back-rooms of Koss's
Curiosities.*

KORMOR KIRAK · VIDEK · ANNO 1793

FORMAT	COIN	USE
<i>Inventory · A5</i>	<i>Krone · Groats</i>	<i>Between Errands</i>

CAPITULUM

COMMERCE IN KORMOR KIRAK: THE VAMPIRE'S ECONOMY

Kormor Kirak operates under a carefully maintained facade of normalcy, despite -- or perhaps because of -- the Vampire Queen Kiraline's absolute rule. The city's economy functions as a delicate balance between legitimate commerce and supernatural intrigue. Merchants have learned to thrive in this twilight world, where daylight hours belong to the living and moonlight hours to those who profit from serving both masters.

Currency circulates in the form of *Krone* (silver coins bearing Kiraline's profile) and *Groats* (copper coins of lesser value). Gold *Imperials* exist but are rarely seen in common trade -- they command significant premiums when discovered. Barter remains common among the lower classes, particularly those dealing with smugglers and black market operators like Rozito Vallikozo.

The city's merchants pay "protection tithes" to the Queen's collectors -- a system that ensures both safety from the undead and complicity in the regime. Those who profit most are those who ask no questions about why certain customers only shop at night, or why their goods disappear into warehouses that allegedly don't exist. Prices fluctuate based on demand, scarcity, and the buyer's perceived risk level. A character known to hunt vampires will pay dearly for supplies in legitimate shops -- if merchants will serve them at all.

CAPITULUM

ROSS'S CURIOSITIES



LOCATION: The Marrow District, third floor above a condemned textile warehouse

ATMOSPHERE: The shop defies external description. What appears as a three-story ruin from street level opens into a space that seems far larger than should be possible -- shelves stretch impossibly high, lit by candles that never seem to gutter or diminish. The air smells of sandalwood, old leather, and something faintly electrical. Maps of cities that don't exist cover the walls. A massive

oaken counter dominates the center, behind which Devorlen Koss maintains perfect stillness.

The Proprietor: Devorlen Koss

Devorlen Koss is neither young nor old, with pale skin that suggests he rarely ventures into daylight. His fingers are stained with ink, and his eyes -- mismatched, one amber and one grey -- move across customers with cold appraisal. He speaks in a whisper that somehow carries perfectly through the shop. Koss is primarily an information broker; the shop itself is secondary to his real trade: acquiring knowledge, artifacts, and secrets.

WHAT HE WANTS: Koss desires three things above all: *information about unregistered supernatural activity, journals or records from before Kiraline's ascension, and artifacts of clear occult significance.* A character bringing him such items can expect fair prices and, more importantly, access to his deeper inventory -- items not displayed on public shelves.

Standard Inventory:

- Candles of various types (2 sp to 5 gp each) -- Some are just candles; others provide unnatural light that reveals invisible creatures for 1 hour
- Inks and inks in various colors (3 cp to 8 sp per bottle) -- Most mundane; some inks glow faintly under moonlight or allow writing that only appears in darkness
- Charms and amulets (5 sp to 3 gp each) -- Protection against scrying, wards against evil eye, fertility charms, luck tokens
- Maps of Kormor Kirak (1 gp to 10 gp each) -- Common maps to rare cartographies showing hidden passages and tunnel systems

- Ritual components and dried herbs (1 sp to 2 gp per measure) -- Most have legitimate uses; Koss does not judge his customers' intentions
- Strange mechanical devices of unknown purpose (15 gp to 50 gp each) -- Gears, springs, crystalline components
- Journals and ledgers (5 sp to 4 gp each) -- Empty and bound in quality leather
- Animal pelts and bones (3 sp to 8 gp each) -- For rituals, crafting, or simple warmth
- Books (2 gp to 25 gp each) -- Histories, bestiaries, philosophical treatises, and texts in languages few can read

Koss's Unique & Signature Items:

1. The Sorrow-Glass (18 gp)

A hand-mirror framed in tarnished silver, its surface rippling with colors that don't quite match normal glass.

This mirror reveals the truth of undead creatures: vampires appear as corpses, their glammers stripped away. However, using the Sorrow-Glass draws the notice of undead within 60 feet who are attuned to magical effects -- they feel the intrusion and may take notice. The mirror's surface slowly clouds over with accumulated "sorrow" (the imprints of what it has revealed), and after revealing undead on seven occasions, the glass cracks and becomes useless. Koss keeps records of which mirrors are "fresh" and which are nearing their limit; he prices them accordingly (high-sorrow versions cost only 8 gp).

Story Hook: A recent customer purchased a brand new Sorrow-Glass three weeks ago. Koss hasn't seen them since. Their journal, found in their

abandoned lodgings, suggests they were hunting something in the Catacombs beneath the Queen's Court.

2. Bloodborn Ink (25 gp per vial)

A vial of deep crimson fluid that seems to move slightly, as if alive. The stopper is bone.

Written with Bloodborn Ink, text remains invisible until viewed by someone with blood-relation to the writer. The primary use is for secret correspondence between family members that even Koss's information network cannot easily intercept. However, the ink requires a drop of the writer's blood to activate -- and that blood signature becomes bound to the message. A skilled occultist or vampire with sensory powers might trace the message back to its source.

Three vials cost 70 gp. Koss provides bone quills with purchase. The ink dries slowly and smells faintly of copper.

Story Hook: A character might intercept a message written in Bloodborn Ink and bring it to Koss for analysis, learning that the writer is a prominent merchant's estranged daughter -- presumably dead these ten years.

3. The Perpetual Ledger (35 gp)

An ornate journal bound in soft grey leather, its pages filled with handwriting that is not yours.

This ledger records transactions in real-time -- every exchange of goods or money made within thirty feet of the ledger appears written on its pages in precise, invisible script. Only those who hold the book and concentrate can read its entries. The Perpetual Ledger is used by wealthy merchants and crime lords to verify that their associates are not skimming profits. It also serves as a

historical record that cannot be falsified (though the entries can be interpreted in different ways).

The ledger must be bound with a blood oath from its owner and initially costs 35 gp. However, Koss refuses to sell them to known enemies of the Queen -- he has his own survival to consider.

Story Hook: A crime lord's Perpetual Ledger was stolen three months ago. Koss knows this and keeps careful watch for who might bring records to him that match the ledger's "handwriting." He pays well for information about its whereabouts -- and pays even better to keep others from knowing he's looking for it.

4. Nocturne Spectacles (40 gp)

Wire-rimmed spectacles with lenses of dark violet glass. They seem to absorb light.

These spectacles allow the wearer to see perfectly in complete darkness as if it were dim light, and in dim light as if it were bright daylight. However, the wearer is *vulnerable to sunlight* while wearing them -- even brief exposure (more than one minute) causes searing pain and can burn the skin. Vampires and other nocturnal creatures often wear these; the fact that a human would purchase them raises questions.

Story Hook: Buying Nocturne Spectacles immediately attracts the attention of either the City Guard (who wonder why a human needs them) or vampire agents (who wonder if the buyer is a potential thrall or threat). Koss will warn the buyer of this -- for an additional price.

5. Clockwork Familiar, Mark II (120 gp)

A brass and iron mechanism roughly the size of a cat, with articulated joints and a glass lens for an eye. It ticks softly, occasionally.

This is a simple clockwork creature imbued with minor magical animation. It serves as a scout, carrying objects up to 5 pounds, and can be programmed with simple instructions ("go to location X and wait" or "deliver this letter to the address marked"). It operates for approximately 24 hours before requiring rewinding (a 10-minute process). The creature is *not* invisible and *not* silent -- a careful listener can track it by its ticking.

The Mark II version is more reliable than earlier models. Mark I versions occasionally refuse orders or move in unexpected directions. Koss sells these to merchants, researchers, and individuals with specific needs. They are *not* sold to anyone Koss suspects works for the Queen's secret police -- though the Queen herself apparently owns several.

Story Hook: A character might commission a custom Clockwork Familiar with a specific mission: perhaps carrying a love letter, or more sinisterly, carrying a bomb or a vial of poison to a specific location. This immediately implicates the character in conspiracy and assassination plots.

CAPITULUM

KERESKEDO MARKETPLACE



LOCATION: The heart of Kormor Kirak, bounded by five major streets

ATMOSPHERE: The Marketplace is controlled chaos -- a living creature of commerce that throbs with activity during daylight hours and transforms into something altogether different after dark. Stalls sell everything from fresh bread to livestock to bolts of cloth. The smell of roasted meat, spices, and humanity mingles with the scent of open gutters and horse manure. Merchants shout prices and qualities of their goods. During the day, it belongs to the

living; after sundown, the quality of goods changes, prices spike, and certain merchants appear who are invisible during daylight.

The Market Master: Yuri Szeł

Yuri is a weathered woman in her sixties with a voice that cuts through the marketplace noise. She collects the stall fees (a percentage of sales) on behalf of the Queen's collectors, maintains order with the help of three burly assistants, and serves as de facto information hub for the Marketplace. She knows everything: which merchants are struggling, which are thriving, which are actually fronts for criminal operations. She's careful not to share too much -- her neutrality is the only thing that keeps the Marketplace functioning.

Yuri wants *reliable stall-keepers* (she'll provide extra security and preferential placement for merchants she trusts) and *intelligence about planned disruptions* (she pays informants who warn her about riots, theft rings, or interference from the Queen's agents).

Marketplace Stalls: Daily Inventory

The Bread Stall (Magda's)

- Fresh bread, daily (3 cp per loaf)
- Pastries, fruit-filled (5 cp each)
- Honey cakes (8 cp each)
- Cheese wheels (2-4 sp per pound)
- Salt-cured meats (6 sp per pound)

The Fishmonger (Janos's Catch)

- Fresh fish, daily-caught (4 cp to 1 sp per pound, depending on rarity)
 - Dried fish (2 cp per ration)
 - Smoked eel (1 sp per bundle)
 - Shellfish in season (8 cp to 3 sp, depending on availability)
 - Suspicious organs in jars that Janos claims are "medicinal" (1 sp per jar)
-

The Butcher (Mihel's Counter)

Note: This butcher is actually an informant for the City Guard -- he trades in meat and information with equal skill.

- Fresh cuts of beef, pork, lamb (5 cp to 2 sp per pound)
 - Specialty organs (liver, heart, kidney, tongue) (3 cp to 8 cp per pound)
 - Bones suitable for broth or crafting (1 cp to 5 cp per pound)
 - Rendered fat and tallow (2 cp per pound)
 - Information, purchased with discretion (prices vary; starts at 5 gp)
-

The Cloth Merchant (Savitriana's Silks)

- Cotton cloth, plain (4 cp per yard)
- Linen cloth (6 cp per yard)
- Wool cloth (8 cp to 1 sp per yard)
- Silk cloth, imported (3-5 gp per yard)
- Thread, dyes, and notions (1 cp to 2 sp)

The Herbalist (Bela's Greens)

- Medicinal herbs and common compounds (3 cp to 3 sp per bundle)
 - Healing poultices (2 sp each)
 - Sleep aids and calming teas (5 cp to 1 sp per measure)
 - Suspicious dried plants in sealed pouches (1 sp to 2 gp each) -- Purpose unclear
-

The Ironmonger (Laszlo's Hardware)

- Nails, screws, bolts (1 cp per dozen)
 - Tools: hammer, chisel, saw (5 sp to 2 gp each)
 - Locks and keys (8 cp to 5 gp, depending on quality)
 - Chains and rope (2 cp to 8 cp per foot)
 - Horseshoes and basic metalwork (3 cp to 1 sp each)
-

The Livestock Stalls

- Chickens (4 gp each)
- Goats (8 gp each)
- Pigs (10 gp each)
- Horses, work quality (25 gp to 50 gp each)
- Horses, saddle quality (60 gp to 100 gp each)

Kereskedo's Unique & Signature Items:

1. Midnight Lantern (12 gp)

A brass lantern, roughly the size of a man's head, with panes of reinforced glass. Inside, a candle burns with a pale blue flame.

Sold only after dusk by a mysterious vendor who appears once per week, this lantern casts light in a 30-foot radius but *dims* rather than banishes shadows. Creatures attempting to hide in shadows can do so even in the lantern's light. Paradoxically, undead creatures find this light mildly irritating but not painful -- unlike sunlight. Some believe this lantern was created as a compromise, allowing both the living and undead to share space without friction.

The candle within burns for one month before requiring replacement (2 gp). The vendor who sells these always wears a hooded cloak and never speaks. Payment is left in a specific location; the lanterns appear the next week.

Story Hook: The mysterious vendor is actually a neutral agent of the Queen, testing which individuals would purchase such items and marking them for future observation or recruitment.

2. Clockwork Songbird (15 gp)

A mechanical sparrow, no larger than a human hand, crafted in brass and steel with delicate articulated wings. It holds a small cylindrical device in its mechanical beak.

This device plays a pre-recorded message or melody when wound. The message can be recorded by someone skilled in mechanical arts (requires a craftsperson's time and 5 gp payment). The songbird's flight is unpredictable

but charming -- it will fly in roughly the direction its owner points and deliver its message to whoever winds the cylinder on the bottom.

Used by merchants for deliveries, lovers for secret messages, and assassins for last-moment communications. A skilled listener can sometimes glean information from the quality and mechanism of the recording itself.

Story Hook: A character receives an anonymous Clockwork Songbird that delivers a single message: their name and a specific location, with instructions to come alone at midnight.

3. The Mourning Veil (8 gp)

A length of fine black cloth, intricately woven with silver threads that form patterns of roses and skulls intertwining.

This is practical funeral wear but also serves a secondary purpose: those wearing it are treated with slightly more respect and deference by the city's citizens, as if they are in mourning and thus beyond casual harassment. The veil provides +2 to Persuasion checks when the wearer is attempting to seem grief-stricken or when interacting with those who appreciate formality and respect for the dead.

However, the veil is also a marker -- regular merchants and workers recognize it as genuine mourning clothes and will assume the wearer has recently lost someone significant. This can open doors (sympathetic merchants may offer discounts) or close them (certain criminals may avoid the obviously grieving).

Story Hook: A character wearing the Mourning Veil is approached by someone claiming to have information about whoever they are supposedly mourning -- for a price. This person is either a con artist or someone genuinely involved in that person's death.

4. Poisoner's Scales (22 gp)

A small brass scale, perfectly balanced, with weights marked in doses. The device seems designed specifically for measuring fine powders.

These scales are *technically* legal, as they have legitimate use in apothecary work. However, they are also essential for someone preparing poisons, toxins, or deadly alchemical compounds. Selling these to the wrong person could constitute conspiracy; purchasing them as someone known to have poisoned targets marks one for suspicion.

The scales are accurate to within 1/100th of a grain of weight, making them invaluable for precise mixtures. They come with a silk-lined wooden case.

Story Hook: A character purchasing Poisoner's Scales is watched by the City Guard, who are building a case against suspected poisoners. The scales themselves are not incriminating, but the purchase draws attention.

5. The Magistrate's Seal Stamp (40 gp)

A heavy iron seal, ornately carved with the symbol of Kormor Kirak's magistrate -- a crowned serpent. When pressed into wax or lead, it creates a perfect impression.

This is *not* an official seal, but a masterwork forgery created by a counterfeiter with exceptional skill. It will fool casual inspection but will not fool expert scrutiny. Documents sealed with this stamp appear official and authentic to those who don't know better. Using it to forge official documents is, of course, a serious crime.

The seal is sold without explanation. Purchasers understand what they are buying. Yuri Szek's assistant, who actually handles the sale, takes the buyer aside and simply asks, "Will this cause trouble in my marketplace?" If the answer is yes, the sale doesn't happen.

Story Hook: A character using forged documents sealed with this stamp might fool local authorities initially, but eventually the deception will be discovered. The counterfeiter who created it can be located through criminal networks -- but they're extremely careful about who they work for.

CAPITULUM

THE BASTION INN

LOCATION: The Merchants' Quarter, at the intersection of three major streets

Atmosphere: The Bastion Inn is part tavern, part inn, and entirely the heart of Kormor Kirak's social scene. A massive hearth dominates one wall, perpetually warm and welcoming. The air smells of pipe smoke, spiced wine, and roasting meat. Wood beams support a low ceiling covered in decades of carved initials and marks. The clientele ranges from merchants to mercenaries to the genuinely desperate -- the Bastion is neutral territory where business is transacted and enemies can negotiate without bloodshed (so long as the blood stays off the floor).

The Proprietor: Eppy Flinder

Eppy is a woman of indeterminate age with a laugh like breaking glass and eyes that miss nothing. She runs her establishment with an iron hand wrapped in velvet. No violence occurs in the Bastion Inn, and those who attempt it find themselves escorted out by her three enormous sons -- or simply disappear. She serves everyone: legitimate merchants, criminals, vampires, and vampire hunters. Her neutrality is absolute and carefully maintained.

WHAT SHE WANTS: Eppy wants *news and gossip* (she pays for rumors that prove accurate; false information results in being cut off from her establishment), and *reliable suppliers* (she offers favorable rates to merchants who can guarantee consistent quality and timely delivery).

Standard Inventory:

- Ale, local brewery (2 cp per mug, 8 cp per pint bottle)

- Wine, red and white (1 sp to 3 sp per glass, 4 gp to 12 gp per bottle)
- Spirits: brandy, vodka, grain alcohol (2 sp to 1 gp per glass)
- Mead and honey wine (3 cp to 8 cp per mug)
- Tea, coffee, hot chocolate (1 cp to 3 cp per cup)
- Bread, cheese, and cold meats (5 cp to 2 sp per serving)
- Hot stews and meat pies (1 sp to 3 sp per bowl)
- Roasted meats (1 sp to 5 sp per portion)
- Room rentals, single night (6 sp to 2 gp, depending on room quality)
- Room rentals, weekly (3 gp to 8 gp)

Eppy's Unique & Signature Items:

1. Widow's Clarion (20 gp)

A small brass horn, simple and undecorated, that produces a sound like a woman's wailing cry when blown.

This item was created by a widow who lost her husband to the Queen's undead servants. When blown, it produces a sound that causes undead creatures to pause and listen for precisely six seconds. During those six seconds, they are compelled to hear and remember their living selves -- their names, faces, and loves before death. Most recoil in horror and rage; some weep.

The Widow's Clarion cannot control or compel undead, but it can disorient them momentarily. Creatures with particularly strong minds might resist the effect (DC 14 Wisdom save). The sound is loud enough to warn everyone within a half-mile that something is amiss.

Eppy obtained this from its creator, who drank herself to death in Eppy's establishment. She keeps the horn and sells it only to those she believes will use it against the Queen's interests.

Story Hook: Buying the Widow's Clarion puts the buyer on the Queen's watch list. Her agents will eventually approach the buyer, either to recruit them or to eliminate them.

2. The Lies We Tell (16 gp)

A handbound journal with pages of cream-colored vellum, the cover embossed with gold. It smells of leather and old secrets.

This journal is enchanted to reveal truth. Any lie written in its pages will slowly fade, becoming illegible within one lunar month. Truth written in it remains perfect and permanent. The journal is used by merchants to keep honest ledgers, by lovers to write honest love letters, and by those with secrets they want to preserve.

The cost is steep because the journal's power is *permanent* -- once activated by the first writer, it bonds to them and will only accept lies and truths from their pen. It cannot be transferred or sold easily; the next owner will find it slowly rejecting their writing.

Eppy sells these on commission from a mysterious client who appears once per season to collect their percentage.

Story Hook: A character purchases this journal and begins keeping their secrets in it, only to realize that someone is reading it -- and that they're learning things the character never expected to discover about themselves.

3. The Drunk's Bargain (free, but requires agreement)

This is not a physical item but a service: Eppy will listen to any secret, any confession, any terrible truth -- and she will never, ever share it. This conversation happens in a private room upstairs, with a drink of the client's choice.

The catch? Once the secret is shared with Eppy, she owns it. She will never speak it aloud, but she may decide to act on it. If she learns that someone is planning to harm innocents, she might warn those innocents. If she learns that someone is skimming profits from their employer, she might arrange for them to be discovered. If she learns about a conspiracy, she might sell that information to the highest bidder.

Eppy's honor is absolute: she will never falsely claim ownership of a secret, and she will never reveal it to save her own skin. Characters with valuable secrets can use them as leverage or confession, knowing that at least one person in Kormor Kirak will know the truth.

Eppy charges for this service based on the secret's value: a mundane affair might cost 2 gp, while knowledge of a conspiracy costs significantly more (or provides significant social credit with Eppy).

Story Hook: A character confesses a dark secret to Eppy and later discovers that knowledge of that secret is being used to manipulate them -- Eppy is never the source, but somehow others are learning what they confessed.

4. Theriac of Kormor Kirak (35 gp per vial)

A dark red liquid in a crystal vial, sealed with wax. The label reads: "Composed of sixty-three ingredients, distilled thrice under the full moon, aged in oak sealed with silver clasps. Antidote to poison, ward against plague, cure for despair."

This is a powerful universal antidote that cures most mundane poisons (DC 16 Constitution save to resist the poison's initial effect; the theriac then neutralizes remaining poison). It also provides resistance to poison damage for one hour after consumption. The theriac does *not* work against magical poisons or curses, but it works against virtually everything else.

Each vial contains three doses. The theriac is expensive because it takes months to produce and requires rare ingredients. Eppy makes them herself, using a recipe she claims came from an alchemist in the Ottoman Empire.

Story Hook: A character using the theriac discovers that it leaves a trace in the bloodstream for several weeks -- anyone with knowledge of blood magic or the ability to taste it in blood can identify what the character drank and assume they were poisoned. This can either protect them (allies know to be cautious) or endanger them (enemies know they've survived an assassination attempt).

5. Passage Tokens (5 gp each, maximum 3 per customer per season)

Tokens carved from pale bone, roughly the size of a coin, engraved with Eppy's personal mark and valid for one night of shelter, no questions asked.

These tokens are accepted at a network of safe houses throughout Kormor Kirak and in several nearby villages. They are used by refugees, fugitives, and those fleeing dangerous situations. The safe houses provide a meal, a bed, and protection from the outside world for one night. No questions are asked about who the person is or why they need shelter.

Eppy issues these sparingly and carefully tracks who receives them. If someone uses these tokens for criminal purposes (harming their hosts, stealing, etc.), Eppy will remember it. More importantly, the network will remember it, and subsequent tokens will no longer be honored.

Eppy wants to ensure that her tokens are used by the genuinely desperate, not by the genuinely dangerous.

Story Hook: A character using a Passage Token encounters another fugitive at a safe house -- perhaps someone they're supposed to be hunting, or someone who has information they desperately need. The safe house rules prohibit violence, but once dawn breaks, all bets are off.

CAPITULUM

THE IRONMONSTER'S FORGE

LOCATION: The industrial district near the river, marked by constant smoke and the ring of hammers

ATMOSPHERE: The forge is a cathedral to fire and metal. The smell of hot steel, coal smoke, and acrid air fills the space. The heat is intense and unrelenting. Master smith Goran stands at the central anvil, working metal with the precision of a surgeon. His apprentices move efficiently through the space, feeding the furnace and finishing work. The walls are lined with weapons, armor, tools, and half-finished pieces. The constant sound of hammer on metal creates a rhythm that seems to beat like the forge's own heart.

The Proprietor: Goran Ironhand

Goran is a mountain of a man with arms scarred by decades of forge work. His left hand is a masterwork of clockwork and leather, replacing the original hand lost in an accident years ago. His right hand is his dominant hand and possesses strength that can bend steel. He speaks little, communicates much through grunt and gesture, and respects skill above all.

Goran has no patience for small talk, magical nonsense, or customers who don't know their specifications. He charges based on complexity and material quality, not based on time spent. If something can be made quickly, it is. If it requires six months of careful work, so be it.

WHAT HE WANTS: Goran wants *rare materials* (exotic metals, crystal for inlay, bone suitable for working), *commissions from reputable craftspeople*, and *challenges that push his skill* (creating something never attempted before, solving a problem through metalworking).

Standard Inventory:

- Nails, bolts, screws, common hardware (1 cp to 3 cp each)
 - Chains, rope, binding materials (2 cp to 1 sp per foot)
 - Common tools: hammer, saw, chisel, etc. (5 sp to 2 gp each)
 - Locks and keys, various qualities (8 cp to 4 gp each)
 - Horseshoes and farrier tools (3 cp to 1 sp each)
 - Hinges, brackets, fasteners (3 cp to 8 cp each)
 - Cookware: pots, pans, skillets, cauldrons (2 sp to 5 gp each)
 - Shields, common quality (15 gp to 25 gp each)
-

Goran's Unique & Signature Items:

1. The Sunburst Sword (180 gp)

A longsword forged from meteoric iron, its blade etched with a radiating pattern that seems to catch light from impossible angles. The hilt is wrapped in white leather. When exposed to sunlight, the blade glows faintly golden.

This is a masterwork weapon (grants +1 to attack and damage rolls) that deals an additional 1d4 radiant damage against undead creatures. Vampires and lesser

undead particularly despise this weapon, as its light-touched nature causes them visible discomfort.

Goran forged this weapon decades ago and has never quite been satisfied with it. He sells it periodically to worthy buyers, only to buy it back when that buyer no longer has use for it. The current asking price is higher than ever, suggesting Goran is less willing to part with it.

Purchasing this sword marks the buyer as a likely vampire hunter. It cannot be hidden or disguised effectively.

Story Hook: The previous owner of the Sunburst Sword disappeared three years ago under mysterious circumstances. Goran paid a significant sum to recover the blade and refuses to speak about what happened to its owner. A character purchasing it might attract attention from whoever made that previous owner disappear.

2. Armor of the Blackened Saint (250 gp)

Full plate armor rendered entirely in black iron, its surface etched with religious iconography in fine detail. Despite the weight of full plate, it provides +1 AC, and the wearer gains advantage on saving throws against being frightened.

This armor was commissioned by a paladin who fell in service to the Queen's forces and was never paid. Goran keeps it as a memorial, selling it only to those with genuine religious conviction and a stated purpose of combating darkness.

The armor is uncomfortable to wear for extended periods (proficiency with heavy armor is required to avoid disadvantage on Stealth checks), but it provides +1 AC compared to normal plate armor, and the religious iconography grants the psychological benefit of +1 to saving throws against fear-based effects.

Story Hook: Wearing this armor marks the wearer as a religious warrior and will draw attention from both the Queen's secular authorities (who are wary of religious fervor) and from legitimate churches (who may attempt to recruit the wearer).

3. Clockwork Dagger of Accuracy (85 gp)

A dagger with a blade of fine steel, but the hilt contains visible gears and springs. Tiny mechanical components whir softly when the blade is drawn.

This dagger grants advantage on attack rolls within 30 feet. However, it requires winding every 12 hours, and if not wound, the gears seize and the advantage is lost until rewound. The rewinding process takes one action and is audible (anyone within 30 feet hears the mechanical whirring).

Goran created only three of these before deciding the mechanism was too temperamental for regular combat. This is the last one he will sell.

Story Hook: The other two Clockwork Daggers of Accuracy are in circulation. One is owned by an assassin working for Rozito Vallikozo; the other is owned by someone the Queen considers a serious threat. Recovering or destroying these daggers could be a longer campaign thread.

4. The Watchman's Manacles (40 gp per set)

Heavy iron shackles, perfectly forged and fitted. They are designed to hold humanoid wrists and are nearly impossible to escape without a key or magical enhancement.

These are quality manacles superior to those used by common guards. They provide no bonuses in themselves but are notable for being completely mundane -- they cannot be resisted or broken by non-magical means short of exceptional strength (DC 20 Strength check to break free).

Goran sells these to legitimate city guards, slavers, bounty hunters, and anyone else with a legitimate reason to restrain people. He refuses to sell them to those he believes will abuse them, though his definition of "abuse" is loose (he won't refuse to a slaver, but he will refuse to someone he's caught being sadistic in his presence).

Story Hook: A character arrested and shackled with these manacles discovers they contain a hidden mechanism -- when triggered from outside, they can be opened remotely. This suggests corruption in the city guard or a spy in their midst.

5. The Sorrow Hammer (95 gp)

A warhammer forged from iron and bone, its head heavy and perfectly balanced. When swung, it seems to carry weight beyond its physical mass.

This is a masterwork warhammer (grants +1 to attack and damage rolls) that additionally reduces the target's maximum hit points by 1d4 for 24 hours (this damage reduces maximum hit points but doesn't directly damage the target). Undead and constructs are unaffected by this reduction.

The Sorrow Hammer is used primarily for breaking objects and overwhelming opponents through attrition. It is a weapon of psychological warfare.

Goran has only made a handful of these and is uncertain if they're tools or instruments of torture. He prices them high to discourage casual purchase.

Story Hook: A character wielding the Sorrow Hammer discovers that it seems to grow heavier with each use, as if absorbing the suffering of its victims. Eventually, it will be too heavy to lift unless the accumulated "sorrow" is somehow released or transferred.

CAPITULUM

BROTHER AEDRJE'S MONASTERY OF ETERNAL VIGIL



LOCATION: The northern heights, overlooking Kormor Kirak from above

ATMOSPHERE: The monastery is a fortress of faith, built into the mountainside with walls of pale stone carved from the rock itself. The interior is cool and quiet, filled with the sound of chanting from distant chambers. Candles burn perpetually in alcoves dedicated to saints and protectors. The air smells of

incense, candle wax, and old stone. A library occupies three full floors. The monastery maintains its own brewery, bakery, and herbarium.

Brother Aldric is the monastery's keeper of relics and curator of protective artifacts. He is elderly but sharp, with eyes that seem to look through rather than at people. He has served the monastery for sixty years and has survived three attempts by the Queen's forces to suppress religious houses.

WHAT HE WANTS: Brother Aldric wants *relics of genuine spiritual significance, donations to continue the monastery's work, and news of other religious houses* (the monastery maintains a network of allied faithful across the region).

Standard Inventory:

- Blessed candles (5 cp each) -- Burn without diminishing, provide comfort against supernatural fear
- Holy water (2 gp per vial, 6 gp per flask) -- Damages undead on contact, provides advantage against possession
- Prayer beads and religious tokens (1 gp to 5 gp each, depending on saint and quality)
- Blessed bread and wine (3 cp to 8 cp per portion) -- Sustains both body and spirit
- Religious texts and scripture (5 sp to 3 gp each, depending on rarity)
- Incense and sacred unguents (1 sp to 2 gp per bundle)
- Protective amulets and blessed medallions (4 gp to 12 gp each)
- Herbals with medicinal properties (2 sp to 2 gp each)

Brother Aldric's Unique & Signature Items:



1. The Widow's Anointing Oil (30 gp per vial)

A small vial of clear oil that smells of rose, olive, and something distinctly otherworldly. It was blessed by a saint who died before the vampire ascendancy.

This oil, when applied to the eyelids, allows the user to see ghosts and spirits for one hour. It provides no protection against these entities, only the ability to perceive them. Some spirits are benign; others are hostile or mad with suffering.

Brother Aldric only supplies this oil to those who come to the monastery requesting it in person, and he never sells more than two vials to any individual.

He carefully interviews purchasers to ensure they are seeking spiritual communion rather than supernatural exploitation.

Story Hook: A character uses this oil to see a ghost and discovers that a murdered soul is trying to communicate something important about their death -- or about something the character is about to walk into.

2. The Seal of Sanctuary (50 gp)

A wax seal imprinted with a simple cross, blessed by the monastery's high priest.

A door or space marked with this seal is considered sanctuary -- violence committed within or against those holding this seal is considered a grave sin in the eyes of the faithful. This seal carries no magical power but carries significant social and cultural weight.

Certain individuals and groups recognize and respect the Seal of Sanctuary: genuine believers, some of the Queen's noble court, and most mercenaries and criminal organizations (who maintain a code of honor about neutral spaces).

However, the seal only works if the space is actually used as sanctuary. If a character uses a sealed space for ambush or betrayal, the seal loses its power permanently and the betrayer becomes known as a user of false sanctuary -- a status that damages reputation significantly.

Brother Aldric provides these seals only to those he trusts to use them honorably.

Story Hook: A character purchases a Seal of Sanctuary and establishes a safe meeting place. Someone violates the seal's protection, breaking the code and making themselves a target for those who value honor and oaths.

3. The Tears of the Martyr (65 gp per vial)

A vial of crystal containing liquid that glows faintly with an inner light. According to Brother Aldric, these are the actual tears of a saint, collected after her martyrdom.

When a single tear from this vial is consumed, the user gains the ability to heal others through touch. For 10 minutes, the user can cast *Cure Wounds* at will without expending spell slots. After the effect ends, the user is exhausted and cannot take actions for one hour.

Only three vials remain in the monastery's collection. Brother Aldric will not create more, as he considers them sacred relics beyond reproduction.

Story Hook: Using the Tears of the Martyr marks the user as someone with access to the monastery's most precious resources. This attracts attention from both those who would protect such holiness and those who would exploit it.

4. Blessed Iron Chains (20 gp per 10 feet)

Heavy iron chains blessed with prayers and anointed with holy water. Each link is individually blessed and marked with a tiny cross.

These chains can be used to restrain supernatural creatures (demons, devils, certain undead). They provide advantage on any check to maintain restraint against magical creatures attempting to break free. They have no special effect against mundane creatures.

Brother Aldric sells these freely to demon hunters, vampire hunters, and those engaged in genuine combat against supernatural forces.

Story Hook: A character obtaining blessed iron chains draws attention from the Queen's forces, who monitor the sale of anti-supernatural weapons. Vampire agents may attempt to acquire or destroy these chains before they can be used.

5. The Bell of Awakening (120 gp)

A bronze bell, small enough to hold in one hand, inscribed with prayers in a language Brother Aldric claims is older than Kormor Kırak itself. Its tone is impossibly clear and pure.

When rung, this bell produces a sound that pierces through magical silence and suppression. Any *Silence* spell or similar effect within 100 feet is suppressed for one round. Additionally, all creatures within 60 feet who are charmed, dominated, or magically compelled must make a Wisdom save (DC 16) or break free of that compulsion for one round.

The Bell of Awakening cannot be used more than once per day without losing its magical properties for a full lunar month.

Brother Aldric has only three of these bells in existence. He guards them jealously and will only sell one if the buyer demonstrates genuine need and commitment to fighting magical domination and control. He interviews purchasers extensively and has refused many over the years.

Story Hook: Possessing the Bell of Awakening makes the bearer a target for anyone using magical control or charm effects. The Queen's forces would very much like to acquire this bell.

CAPITULUM

ROZZO DALL'ROZZO'S
PROCUREMENT SERVICE



Location: No fixed location; business conducted through intermediaries, letters of introduction, and contacts established through the Bastion Inn

ATMOSPHERE: Rozito never operates from a fixed location. Those who need his services must be introduced by someone he trusts (usually Eppy, sometimes the Marketplace Butcher). Meetings happen in neutral locations: quiet gardens, rooftop gardens, boats in the harbor at dawn. Rozito himself is a ghost -- a middleman, a fixer, a procurer who claims to be able to acquire anything for a price.

The Fixer: Rozito Vallifojo

Rozito is a thin man of indeterminate age and origin, with accent that shifts when he speaks and eyes that never quite focus on any single point. He dresses in fine but nondescript clothes and wears a network of small scars across his hands that might be from work or might be from punishment. He is the ultimate information broker and middleman, connecting those who have with those who need.

Rozito's true power lies not in his inventory but in his connections. He has contacts in every criminal organization, several legitimate businesses, and at least one person in the Queen's inner circle who provides him with advance warning of official actions.

WHAT HE WANTS: Rozito wants *unusual goods* (anything that will surprise him or present a problem he's never solved before), *introductions to powerful people*, and *secrets that will create leverage*.

Rozito's Available Procurements:

Note: Rozito doesn't keep an inventory. Instead, when a client approaches him with a request, he quotes a price and a delivery timeline. He *always* delivers. His reputation depends on reliable service.

Standard Services & Prices:

- Acquiring illegal goods (weapons, stolen property, forbidden substances): *Cost varies, typically 150% of black market value*
- Arranging safe passage out of the city: 50-200 gp depending on destination and heat level
- Procuring false identities and documents: 75-300 gp depending on quality
- Arranging "accidents" or disappearances: 100-500 gp depending on target and method
- Acquiring restricted magical items: 2-5 times the standard price
- Gathering information on specific individuals: 25-100 gp depending on target's prominence
- Arranging meetings between parties who would normally never interact: negotiable, based on danger level

Rozito's Signature Procurements:

1. The Queen's Own Spy

A procurement so dangerous that Rozito will only make this offer once, to someone he has tested extensively.

For an amount of gold equivalent to the buyer's annual income plus a significant additional amount (typically 400+ gp), Rozito will arrange for the buyer to meet and potentially recruit an actual spy working for the Queen's intelligence service -- someone whose loyalty can be bought or turned or who has already decided to defect.

This procurement comes with extreme danger. The Queen's intelligence apparatus does not take kindly to losing agents. Anyone attempting this will be marked for attention, and failure results in death or enslavement.

Story Hook: A character recruits a Queen's spy only to discover that the spy has a hidden agenda -- they were *supposed* to be recruited as part of a long-term operation to identify and eliminate threats to the Queen.

2. A Sympathetic Judge

Rozito can arrange for a character facing trial to have that trial heard by a judge who is either bribed, blackmailed, or sympathetic to the defendant's cause.

The cost is 200-400 gp depending on the severity of the charges and the judge's risk level. The judge will find in the defendant's favor if they can present a reasonable defense. This does not guarantee acquittal, but it does guarantee a fair hearing.

However, using this service marks the defendant as someone with connections. Other judges and officials will note this, and future trials may be less favorable.

Story Hook: A character uses a sympathetic judge to escape conviction, only to later be approached by the judge with a request to return the favor -- perhaps to use that character's skills for something illegal or immoral.

3. Passage to the Underground Kingdom

Rumors speak of cities and civilizations that exist beneath Kormor Kirak, in vast caverns and tunnel systems older than human civilization. Rozito claims he can arrange passage.

Cost: 350 gp plus whatever the parties underground demand once the character arrives.

Rozito provides a guide, supplies for one month, and a letter of introduction to a contact in the Underground Kingdom. He will not accompany the character and will not answer questions about what they will find. "Adventure," he says simply.

This procurement is essentially a one-way trip. Characters who return from the Underground Kingdom often come back changed, with items and knowledge that cannot be found in the surface world.

Story Hook: A character traveling to the Underground Kingdom discovers that the Queen has agents down there as well, and that Kormor Kirak's troubles are merely reflections of deeper conflicts in the darkness below.

4. Resurrection Services

Rozito claims -- and there is no way to verify this -- that he can arrange for a dead character to be brought back to life through necromantic means.

Cost: 500+ gp, plus the character's understanding that they will owe Rozito a favor that he will collect eventually.

Characters brought back through this method are changed by the experience. They might be missing memories, have fragments of other lives bleeding through, or develop an affinity for undeath that marks them as uncomfortable around the living.

Rozito will only offer this service once per customer, and only if the customer has already proven themselves valuable through previous business.

Story Hook: A character returns from death through Rozito's services and discovers that they were actually dead for six months. Time has moved on without them, people they cared about have changed or died, and the city is different than they remember.

5. An Audience with the Queen

Rozito's most dangerous and most expensive procurement: arranging for a character to meet face-to-face with Vampire Queen Kiraline herself.

Cost: 600+ gp plus whatever the Queen demands.

This is not guaranteed to result in the character being alive afterward. However, Rozito provides safe passage to the meeting, guarantees the Queen will hear the character out, and arranges for a neutral location where the Queen is at least theoretically bound by honor not to execute the character without hearing them first.

What happens at that meeting is entirely up to the character's ability to negotiate.

Story Hook: A character meets the Queen and discovers that she is not the mindless tyrant they expected -- she is intelligent, has reasons for her rule, and might even be open to limited cooperation if the character can offer her something she values.

CAPITULUM

CONCLUSION: NOTES ON PROCUREMENT AND SECRETS

The economy of Kormor Kirak is sustained by a careful balance between legitimacy and shadow. Most inhabitants never engage with figures like Rozito Vallikozo or know the truth about the Marketplace Butcher's secondary trade. They shop at Kereskedo, drink at Eppy's, and pray at Brother Aldric's monastery, never fully understanding how interconnected these worlds truly are.

A character shopping at Koss's Curiosities for rare ink might not realize that the ink they're purchasing is being watched by the Queen's agents. A character obtaining a Clockwork Familiar might not understand that the clockwork devices in Kormor Kirak are part of a larger surveillance network. A character visiting the monastery for blessed water might not appreciate that Brother Aldric is part of a resistance movement slowly gathering strength.

In Kormor Kirak, every purchase is a story waiting to be told. Every merchant is a potential ally or enemy. Every unique item carries with it the weight of history, conspiracy, and the very real possibility that someone, somewhere, is watching to see what you do with it.

This is the true currency of the Eternal Court: not gold, but secrets.

EC · SHOP INVENTORIES · EDITION 01 · MDCCXCIII
FILED · EC · SHOPIN · FORMAT · A5 · STATUS · ACTIVE