

Goods and Services

From a storytelling standpoint, the main reason players will want to stop at a particular settlement is to advance the plot of the campaign. However, there are numerous other reasons to interact with populated areas in Last Odyssey, the most common from a mechanical standpoint being to properly rest, to gather information, to buy and sell goods and services, and to recruit followers. The following sections are a guide for GMs for adding these things to a settlement in a systematic way, and for creating structured ways for players to interact with them during the game.

In the Last Odyssey rulebook, the word "currency" is shortened to "cr." This number is an abstraction, and represents the accumulated gold, silver, bronze, platinum, credits, paperbacks, or any other form of currency the players have accumulated, as well as the various valuable but useless items that the players acquire as loot along their journey. Last Odyssey is not a game about being traveling merchants, and making a full determination of the price of trade goods from town to town is complicated and would be the subject of a great deal of bookkeeping on the part of the GM and their players if attempted. That being said, if GMs and players want to simulate trade, they can substitute cr with items of equivalent value. They should keep track of the corresponding cr value of each given item, and change it over time or over space to represent the forces of supply and demand. Keep in mind, however, that in a pre-industrial and pre-mercantile age market pressures are much weaker than they are in the contemporary age, and phenomena like inflation are rare except in cases of crisis.

Resting

After journeying along a path, player characters will have accrued injuries, HP and MP damage, and be drained of Supplies, and will need to rest within the boundaries of a settlement. If there are no other options available to the player characters, villages and towns will generally tolerate people camping on their outskirts so long as they introduce themselves to local authorities and explain their presence. Player characters who do this will undergo a camping phase as normal, and can take all of the same actions they can while camping along a path. That being said, there may be consequences for Hunting or Gathering in people's fields, and GMs should warn players of this if they choose to take these actions. In cities and metropoli, sleeping outside is frowned upon, and will either earn you a beating from the city watch or the local criminal element or get you thrown out of the city in more serious cases. GMs should simulate this by treating the camp as though the players were on a path with a danger rating of their choice that can go up to 10, corresponding to a likelihood of ambush of 50%. Unlike most enemies out in the wild, however, the city guard or local mob will accept surrender for either a bribe of 100 cr or an agreement to not sleep outside again if this is the player characters' first offense.

Besides camping, players can usually find free accommodations in settlements that are friendly enough to the presence of outsiders. In villages or towns, this could take the form of sleeping as a guest of the local lord or alderman, or could be as simple as them setting up in someone's barn. In more populated areas, there are usually hostels or poorhouses that the players can stay in if they are truly out of money. Enjoying free but simple hospitality means that players will be able to take the Mend, Recover, Explore, and Watch actions as normal. In addition, they will heal HP and MP without needing to spend Supplies as though they had taken both the Shelter and Cook actions as well. Players that are staying in poorhouses will not, except in extreme circumstances, be ambushed during the night. However, if the GM feels it is appropriate, they may still simulate the possibility of being stolen from by rolling an ambush die with a danger rating of 10 or below. Instead of being ambushed, a "failure" on the ambush die means that the players will be robbed unless one of them is taking the Watch action for either 1d4 items or 2d6 x 10 cr. If the players don't have that much, they will be robbed of whatever they have left.

The safest option for players to rest in a settled area is to spend the night in a tavern. Most settlements will either have a tavern in town or nearby, although due to the noise and drunkenness they create many village taverns will be situated on the outskirts of the settlement. Taverns serve an important function for travelers, as they are meeting spots for swapping rumors and coin. For 1 cr a night per person, they can have a hot meal and a safe room to sleep in. Sleeping in full accommodations (either comfortable ones that are free or in a room at a tavern) for a single night allows player characters to heal themselves to full HP and MP. They cannot take any camping actions apart from the Mend action, and each additional night the players spend in a tavern when they are already at full HP and MP will heal them for 1 injury per night of rest.

In addition to taverns, there are a few other types of accommodations the players may come across in their travels. The first are hospitals, which treat the sick and injured. An effective stay at a hospital will cost 50 cr per resident per day. They will have to spend all day there, and each day they will heal 1d4 + 2 injuries. In addition, more luxurious accommodations, such as at bathhouses or spas, may give players a +1 bonus to one or more of their battle statistics that lasts until the next time they rest and does not count on the bonus tracker. For each bonus to a battle statistic that staying at a tavern provides to the player characters, the cost of a stay is multiplied by 5. It is also possible that player characters may enjoy certain accommodations for free if they are recipients of the patronage of a local faction or influential person. However, GMs and players should understand that nothing good they receive for "free" comes without strings attached, and that includes hospitality.

Information

Players in a new area will usually be ignorant of the traits of enemies, the local weather patterns, the Lore of the world an/or an area, or other information pertinent to their objectives. This knowledge is often quite scarce, and therefore valuable enough that it shouldn't just be handed to them for free. It might be worked for, traded for, bartered for, or be handed out as a quest reward, but at bare minimum players should be able to access information via something called an *investigation roll*. When players are attempting to gather scarce information, they should pick the attribute that is

most relevant to the manner in which they are gathering information and then roll a 1d10. If they roll equal to or below their current value in that attribute, with a 10 in a given attribute counting as a 9, they will be able to ask 2d6 questions for the GM to answer. If they roll above their target number, they do not "fail" but instead are able to ask 1d6 questions. The main types of investigation rolls are as follows:

Tracking. When attempting to find information by examining physical evidence or searching a specific area, the player should roll equal to or under their character's Body.

Research. When attempting to find information in written materials or deduce it via scientific research, the player should roll equal to or under their character's Mind.

Gossip. When attempting to listen in on conversations in a tavern or learn information through socializing with willing sources, the player should roll equal to or under their character's Spirit.

Gathering information is a time-consuming process, but does not always take all day. Generally speaking, each player character should be able to perform one investigation roll per day. If an NPC or other player character aids the character whose player is making an investigation roll, each additional investigation roll does not increase the total number of questions asked. Instead, each of the participants makes the same check separately, and if one of them rolls equal to or under the relevant attribute, they may all ask 2d6 questions in total. If none of them roll equal to or above the required number, they may only ask 1d6 questions in total instead.

Whether or not the correct answer to a player's question can be found where they are looking is not guaranteed. If a question made of the GM cannot be answered in the context of the investigation roll they have conducted, what happens next is up to the GM. The most common response should be for them to point the way towards where and how players could reasonably find the answer they're looking for. If their source is ignorant or unwilling to talk, GMs should simply say so, but at least drop hints as to what the reason for this might be. Finally, in the rare cases where the information players receive is unreliable, GMs should also give the players fair warning that this might be the case, either directly by telling them or indirectly by dropping hints during the interaction.

If certain kinds of information are not accessible via a regular investigation roll, players also have the option of earning it as a reward for tasks or directly buying it with cr. In general, a question that is common knowledge for people in the area is worth 1 cr, a question that is only answerable by a professional is worth 5 cr, and a question that is rare or unique is worth at least 100 cr, if not more, in addition to the blood, sweat, and tears involved in figuring out whom to ask. Not everyone can be bribed, of course, but people of influence and people whose professions revolve around knowledge gathering are generally happy to accept money in exchange for sharing what they know.

Not every question that the players ask will be worthy of an investigation roll. If a piece of information is common knowledge or it is reasonable that a player would know it due to their particular background, the GM should simply provide it to the players directly. However, there are several categories of question that will almost always require an investigation roll to answer. These are:

Questions about local enemies, such as information about their creature and elemental types, statistics, abilities, and item tables.

Questions about nearby paths, such as their danger rating, their navigation difficulty, how long they are, where they lead, and what weather players might encounter along the way.

Questions about local goods and services, including what merchants, professionals, and followers are in the area and where to find resources and equipment.

Questions about antagonists, including their past and present activities, their abilities, how much power and Anima they have accumulated, and what they might be planning.

Questions about Lore, particularly Lore that the source the players are investigating specializes in.

Any other rumors that the GM thinks would lead players in the right direction.

If players do not have any questions in mind, they can make a *directionless* investigation roll. A directionless roll will still involve the same dice roll as a normal investigation roll. However, if the player or players roll above the value of the relevant attribute, they don't learn anything useful. If at least one of them rolls equal to or below this value, they will learn 1d4 pieces of information of the GM's choice.

Merchants

While in a settlement, player characters will often need to replenish their items and upgrade their equipment. As in many roleplaying games, this means they will be visiting merchants. The only hard and fast rule for how GMs should dispense items to players is that they should not deviate by more than one order of magnitude (i.e. one factor of 10, either x10 or divided by 10) from their set cr costs. However, the relative scarcity and distribution of items can go a long way towards characterizing the world that the players inhabit. The following section will outline how to create merchants to add to the game world that players can buy goods and services from, including extensive guides for generating new ones at the appropriate tier for the players. GMs are not obligated to follow any of the guidelines here, but making bespoke item arrays for each storekeeper can be very time-consuming, and so it is recommended that they make extensive use of the framework in this section as they create their worlds.

It is advised that the GM not create merchants totally on the fly, but rather do so during preparation for their game. In addition to merchants they place in particular settlements, they can also create a few merchants to have in their back pocket in case players go looking in unexpected places or encounter one on the road. When generating a new merchant with the rules in this section, GMs should choose their *theme*, which is the type of vendor they are, and their *rating*, which is a number from 1-6 that determines how rare their goods are. They should then consult the merchant theme and the rules for item generation in the Battle Items section to determine which items the merchant sells. If they would like to add more variety, they may also add a few other items to the merchant's inventory to create a stronger sense of differentiation or give players the opportunity to buy items they will definitely need in the surrounding area. In general, merchants ought to stock items that players can afford, although it can often be interesting to deliberately include a few items that players cannot afford yet as a way to pique their interest. Roughly speaking, players of tiers 1-4 should find

merchants of rating 1-2, players of tiers 5-7 should find merchants of rating 3-4, and players of tiers 8-10 should find merchants of rating 5-6.

Generating Merchants

GMs who are feeling intrepid can come up with their own themes, but by default there are six varieties of specialized merchant that players will encounter on their journey.

Blacksmiths are metalworkers and artisans who specialize in creating weapons of war. By rating, the items they have available are:

Rating 1- At least one Mundane piece of every type of armor and weapon, 1d4 Mundane pieces of upgraded equipment, 1d4 accessories that are either Lucky or Mystical, 1d4 total Mundane Physical Damage items with varying upgrades if desired.

Rating 2- At least one Mundane piece of every type of armor and weapon, 1d6 Mundane pieces of upgraded equipment, 1d6 accessories that are either Lucky or Mystical, 1d6 total Mundane Physical Damage items if desired.

Rating 3- At least one Mundane piece and one Rare piece of every type of armor and weapon, 1d4 Mundane and 1d4 Rare pieces of upgraded equipment, 1d4 accessories that are either Lucky or Mystical and 1d4 Lucky or Mystical accessories with an upgrade, 2d4 total Rare Physical Damage items with varying upgrades if desired.

Rating 4- At least one Mundane piece and one Rare piece of every type of armor and weapon, 1d6 Rare pieces of upgraded equipment, 1d6 Lucky or Mystical accessories with an upgrade, 2d6 total Rare Physical Damage items with varying upgrades if desired, 1d4 Block Physical Damage items.

Rating 5- At least one Mundane, one Rare, and one Expert piece of every type of armor and weapon, 1d4 Rare and 1d4 Expert pieces of upgraded equipment, 1d4 Lucky or Mystical accessories with an upgrade and 1d4 unique accessories, 1d12 total Rare Physical Damage items with varying upgrades if desired, 1d6 Block Physical Damage items.

Rating 6- At least one Mundane, one Rare, and one Expert piece of every type of armor and weapon, 1d6 Expert pieces of upgraded equipment, 1d6 unique accessories, 1d12 total Rare Physical Damage items with varying upgrades if desired, 1d6 Block Physical Damage items.

Alchemists are chemical specialists, who brew poisons, bombs, and other strange mixtures. By rating, the items they have available are:

Rating 1- 1d4 varieties of Mundane Special Damage items, 1d4 Mundane Restore MP items with varying upgrades if desired, 1d4 varieties of Mundane Buff items, 5 units of Fuel for the player's vehicle if they have one, 1d4 varieties of Mundane Inflict Status items.

Rating 2- 1d6 varieties of Mundane Special Damage items, 1d6 Mundane and 1d4 Rare Restore MP items with varying upgrades if desired, 1d6 varieties of Mundane Buff items, 10 units of Fuel for the player's vehicle if they have one, 1d6 varieties of Mundane Inflict Status items.

Rating 3- 1d4 varieties of Mundane and 1d4 varieties of Rare Special Damage items, 1d8 Mundane, 1d6 Rare, and 1d4 Expert Restore MP items with varying upgrades if desired, 1d4 varieties of Mundane and 1d4 varieties of Rare Buff items, 15 units of Fuel for the player's vehicle if they have one, 1d4 varieties of Mundane and 1d4 varieties of Rare Inflict Status items.

Rating 4- 1d4 varieties of Mundane and 1d6 varieties of Rare Special Damage items, 1d10 Mundane, 1d8 Rare, and 1d6 Expert Restore MP items with varying upgrades if desired, 1d6 varieties of Rare Buff items, 20 units of Fuel for the player's vehicle if they have one, 1d4 varieties of Mundane and 1d6 varieties of Rare Inflict Status items.

Rating 5- 1d4 varieties of Rare and 1d4 varieties of Expert Special Damage items, 1d12 Mundane, 1d10 Rare, and 1d8 Expert Restore MP items with varying upgrades if desired, 1d4 varieties of Rare and 1d4 varieties of Expert Buff items, 25 units of Fuel for the player's vehicle if they have one, 1d4 varieties of Rare and 1d4 varieties of Expert Inflict Status items.

Rating 6- 1d4 varieties of Rare and 1d6 varieties of Expert Special Damage items, 1d20 Mundane, 1d12 Rare, and 1d10 Expert Restore MP items with varying upgrades if desired, 1d4 varieties of Rare and 1d6 varieties of Expert Buff items, 30 units of Fuel for the player's vehicle if they have one, 1d4 varieties of Rare and 1d6 varieties of Expert Inflict Status items.

Apothecaries sell healing potions, tinctures, and cures for various ailments. By rating, the items they have available are:

Rating 1- 1d4 Mundane Restore HP items with varying upgrades if desired, 1d4 Mundane Revive items with varying upgrades if desired, 5 Remove Debuffs items, 1d4 varieties of Remove Status Effect items, 1d4 Poultices.

Rating 2- 1d6 Mundane and 1d4 Rare Restore HP items with varying upgrades if desired, 1d6 Mundane Revive items with varying upgrades if desired, 10 Remove Debuffs items, 1d4 varieties of Remove Status Effect items, 1d6 Poultices.

Rating 3- 1d8 Mundane, 1d6 Rare, and 1d4 Expert Restore HP items with varying upgrades if desired, 1d4 Mundane and 1d4 Rare Revive items with varying upgrades if desired, 15 Remove Debuffs items, 1d6 varieties of Remove Status Effect items, 2d4 Poultices.

Rating 4- 1d10 Mundane, 1d8 Rare, and 1d6 Expert Restore HP items with varying upgrades if desired, 1d4 Mundane and 1d6 Rare Revive items with varying upgrades if desired, 20 Remove Debuffs items, 1d6 varieties of Remove Status Effect items, 2d6 Poultices.

Rating 5- 1d12 Mundane, 1d10 Rare, and 1d8 Expert Restore HP items with varying upgrades if desired, 1d4 Rare and 1d4 Expert Revive items with varying upgrades if desired, 25 Remove Debuffs items, 1d8 varieties of Remove Status Effect items, 1d12 Poultices.

Rating 6- 1d20 Mundane, 1d12 Rare, and 1d10 Expert Restore HP items with varying upgrades if desired, 1d4 Rare and 1d6 Expert Revive items with varying upgrades if desired, 30 Remove Debuffs items, 1d8 varieties of Remove Status Effect items, 2d12 Poultices.

Machinists work with cutting-edge technology, whether clockwork or digital. By rating, the items they have available are:

Rating 1- 1d4 Scan items, all varieties of Mundane Cloak, Mundane Bags.

Rating 2- 1d6 Scan items, all varieties of Mundane Cloak, Mundane Bags.

Rating 3- 2d4 Scan items, all varieties of Mundane and Rare Cloak, Mundane and Rare Bags.

Rating 4- 2d6 Scan items, 1d4 Slow items, all varieties of Mundane and Rare Cloak, Mundane and Rare Bags.

Rating 5- 1d12 Scan items, 1d6 Slow items, all varieties of Mundane, Rare, and Expert Cloak, Mundane, Rare, and Expert Bags, 1d4 Negate Resistances items.

Rating 6- 2d12 Scan items, 1d8 Slow items, all varieties of Mundane, Rare, and Expert Cloak, Mundane, Rare, and Expert Bags, 1d6 Negate Resistances items.

Sorcerers specialize in hexes and offensive magic, and tend to be reclusive. By rating, the items they have available are:

Rating 1- 1d4 Mundane Magical Damage items, 1d4 varieties of Mundane Elemental Damage items, 1d4 Mundane varieties of Debuff items.

Rating 2- 1d6 Mundane Magical Damage items, 1d6 varieties of Mundane Elemental Damage items, 1d6 Mundane varieties of Debuff items.

Rating 3- 1d4 Mundane and 1d4 Rare Magical Damage items, 1d4 varieties of Mundane and 1d4 varieties of Rare Elemental Damage Items, 1d4 varieties of Mundane and 1d4 varieties of Rare Debuff items.

Rating 4- 1d6 Rare Magical Damage items, 1d6 varieties of Rare Elemental Damage items, 1d4 varieties of Mundane and 1d6 varieties of Rare Debuff items, 1d4 Haste items.

Rating 5- 1d4 Rare and 1d4 Expert Magical Damage items, 1d4 varieties of Rare and 1d4 varieties of Expert Elemental Damage items, 1d4 Block Magical Damage items, 1d4 varieties of Rare and 1d4 varieties of Expert Debuff items, 1d6 Haste items.

Rating 6- 1d4 Rare and 1d6 Expert Magical Damage items, 1d4 varieties of Rare and 1d6 varieties of Expert Elemental Damage items, 1d6 Block Magical Damage items, 1d4 varieties of Rare and 1d6 varieties of Expert Debuff items, 1d8 Haste items.

Rangers are practitioners of natural magic and experts in survival. By rating, the items they have available are:

Rating 1- 5 Supplies, Mundane maps of local paths.

Rating 2- 10 Supplies, Mundane maps of local paths.

Rating 3- 15 Supplies, Rare and Mundane maps of local paths, 1d4 varieties of Scrolls.

Rating 4- 20 Supplies, Rare and Mundane maps of local paths, 1d4 varieties of Scrolls.

Rating 5- 25 Supplies, Expert, Rare, and Mundane maps of local paths, 1d4 Summon Creature items, 1d6 varieties of Scrolls, 1d4 Disable Attacks items.

Rating 6- 30 Supplies, Expert, Rare, and Mundane maps of local paths, 1d6 Summon Creature items, 1d6 varieties of Scrolls, 1d6 Disable Attacks items.

The vast majority of merchants will have storefronts where there are potential customers. Most villages will have a blacksmith, an apothecary, and possibly a ranger, while most towns and all cities will have markets in addition to at least one of each type of merchant. To add flavor, GMs can create merchant themes that do not follow the typical types outlined above. Here are some suggestions:

A merchant that specializes in selling a particular type of rare good, such as Summon Creature.

A merchant that specializes in selling all elemental types of a common good, such as a merchant who only sells Magical or Physical Damage items.

A merchant whose items all have a particular enhancement, such as Random or All.

A merchant that sells items for unusually low or high prices, up to an order of magnitude above or below the norm.

A merchant that sells items that have unknown effects or effects that the merchant lies about. This should be done rarely, both to ensure that players are surprised and also to ensure that they don't get too paranoid about the goods they are buying.

A traveling peddler who sells 2d6 totally random items.

Not every item needs to be sold by a specialist. In particular, Supplies and Fuel are usually sold in taverns and at any rest stations the players encounter on the road. Some towns and most cities and metropolises will also have a local market, where merchants can unload any goods they think the locals might buy. Markets have a broad variety of items whose availability is less restrictive than those sold by shopkeepers. To generate a marketplace, the GM should generate or create by hand 1d20 random items that might be available to players when they stop by. GMs can change the availability of items at the market if they want to create a more realistic and dynamic feel. Finding truly rare or unique items might even be the subject of an investigation roll, in which case the resulting questions the players can ask are replaced by a list of rare items they can buy in addition to the items that the GM already generated.

To generate a new merchant, the GM should walk through the following steps:

1. Choose the merchant's theme. This can either be one of the listed six themes or a custom theme.
2. Set the merchant's rating. This determines the Item Values of their goods, and which goods they have available.
3. Decide on an aesthetic theme for the items the merchant is selling. Are they mechanical or magical? What kinds of materials are they made of? Are any of them alive?
4. Generate the merchant's inventory based on their theme and rating, either randomly or by hand.
5. Determine where the store is and what it looks like. Is it a first-floor rental unit with glass windows? A tower? A tent on the outskirts of town?
6. Name the shopkeeper(s) and write down a few details about their behavior. Are they harried or relaxed? Curt or friendly? How do they treat their employees, if they have any? How do they treat their customers?

Equipment Upgrades

In addition to buying new equipment, players can also purchase the addition or removal of upgrades for existing equipment by paying a professional who specializes in doing so. To remove an upgrade from a piece of equipment costs 100 cr times the total Upgrade Value it takes up on the equipment. To add an upgrade to a piece of equipment costs an amount of cr equal to the difference between what the equipment would cost with the upgrade and what the equipment

would cost without it, plus 500 cr, 1000 cr, or 5000 cr if the upgrade has an Upgrade Value of 1, 2, or 3, respectively. Regardless of how it's done, upgrading a piece of equipment is a painstaking process, and might take multiple days or even weeks to accomplish. Professionals capable of producing precisely the upgrade that players want should also be rare, and finding one might be a side quest if the GM deems it appropriate.

The Economy

Player characters' main source of income will be the rewards they receive from adventuring. That being said, there will on occasion find themselves short of money. When they do, they can resort to bartering, selling, or performing labor to compensate for being broke. When players are interested in selling an item, they should find a potential buyer. Merchants that sell a particular variety of item will usually buy items of that type back for one half of the cr value of the item rounded down. If players want to sell an item for a higher price than that, they can do so at a market or, occasionally, they can sell to people who need them badly.

If players do not want to or are not able to directly exchange currency, for example in a very poor or out of the way settlement, they can also engage in direct barter. The way barter works is quite simple. If the players are able to offer the equivalent cr value for an item in other items or above, they can exchange their items for one. Exchanging an item for a lesser cr value is difficult, and requires either deception or a good relationship with the person being bartered with, and could be handled with a Skill Challenge.

The opportunity to work for a wage will usually present itself to players who are otherwise out of options. All but the smallest villages have a few forms of employment available. If players decide to work for money, each "round" of work should take the majority of a single day. Here are a few examples:

Grunt labor, such as working in a mine or on a farm, will pay 1 cr per day.

Professional labor that makes use of a character's particular skills will pay 5 cr per day.

Specialist labor requires a successful Skill Challenge of the appropriate type, and will earn players 10 cr per day.

Criminal labor, including trafficking and stealing, will net the players 2d8 cr per day and may require a successful Skill Challenge to avoid facing consequences.

Travel Items

Some items that players can purchase do not have utility in battle but instead during the travel round. These are available at merchants in addition to combat items and equipment. The most basic of these are Supplies, which represent the various kinds of objects a player character might need while on the road. A character may expend 1-3 units of Supplies at any time to create a new object in their inventory that is useful on the road, such as a torch, a lantern, a length of rope, or a set of climbing gear. This piece of gear will stay in their inventory and occupy an amount of Carrying Capacity equal to the amount of Supplies expended, and will last for about as long as it would in real life. For example, a torch might burn out after a night of use, a lantern after several nights, and climbing gear will stay in a player character's inventory until they take a bad fall or remove it. If they do not have any Supplies, then they have run out of inventory. If Supplies are for sale, they will cost 1 cr per unit. Each unit of Supplies or item equivalent to a unit of Supplies takes up 1 Carrying Capacity in the party inventory. When the party is out of Supplies, they also cannot create any more utility items in the manner described in this paragraph. The amount of Supplies that an item requires will depend on its size and rarity:

Small items, such as flint, tinder, or kindling, cost 0 Supplies.

Hand-sized items such as kindling, lanterns, or torches cost 1 Supplies.

Medium-sized items or items stored in bulk such as lantern fuel or rope cost 2 Supplies.

Large items or items that must be carried outside of a pack such as ladders or tents cost 3 Supplies.

Items that are larger than a one-person canoe cannot be created with Supplies, and must be bought instead.

Fuel powers Vehicles. Each unit of Fuel costs 10 cr, and takes up 5 Carrying Capacity in the party inventory if the party members elect to carry it on foot.

Poultices are items that speed up injury recovery. Using a single Poultice will ensure that the Mend action automatically succeeds. Using a Poultice while resting in proper accommodations will heal 1 extra injury per day. They cost 5 cr and take up 1 Carrying Capacity.

Cloaks are special pieces of equipment that protect from the elements. A player character may wear one Cloak at a time. Cloaks do not count as accessories when worn. The number of different varieties of weather a Cloak is proofed for and how much it costs depends on its Quality; a Mundane Cloak has one type of proofing and costs 5 cr, a Rare Cloak has two and costs 25 cr, and an Expert cloak is proofed for three and costs 75 cr. There are four possible proofing types: Sunproof, Heatproof, Waterproof, and Coldproof. When not being worn, Cloaks take up 1 Carrying Capacity in the party inventory.

Bags encompass backpacks, rucksacks, and any other equipment that allows characters to store items. A character may wear only one Bag at a time. The cost of a Bag is equal to the amount of extra Carrying Capacity it provides, which depends on the Bag's Quality. A Mundane Bag provides 10 extra Carrying Capacity, a Rare Bag provides 25, and an Expert Bag provides 50.

Maps take up 1 Carrying Capacity per map in the party inventory. A map of an area reduces the navigation difficulty of traveling the paths that it includes by an amount that depends on its Quality. Mundane Maps cost 50 cr and reduce the navigation difficulty by 1, Rare Maps cost 250 cr and reduce the navigation difficulty by 3, and Expert Maps cost 500 cr and reduce the navigation difficulty by 7. GMs should be aware that Maps of a particular area might not always be available, and quality Maps are likely only sold by specialized professionals who work for organizations such as trading companies or cartographer's guilds.

Scrolls are single-use magic items that allow player characters to use extra actions during the camping phase that cause effects during the next day. Each Scroll is single-use, requires one player to use their camping action to activate, and takes effect during the following travel round. All Scrolls take up 1 Carrying Capacity in the party inventory.

Stormbreaker. 250 cr. This Scroll can only be used during a Storm. When rolling to determine the weather during the following travel round, the GM must reroll until the result is something other than a Storm.

Divine Weather. 100 cr. Activating this Scroll allows you to automatically succeed at the Divine action.

Scrying. 500 cr. Activating this Scroll allows you to automatically succeed at the Scout action. It can also let you sense danger in the nearby vicinity when not traveling.

Clear Weather. 100 cr. If the weather is not a Storm, the next day's weather will be Sunny.

Shadow. 1000 cr. If used during travel, the following day's danger rating is reduced by 4. If used outside of travel, this will obscure the player characters for 1d4 hours or until they do something that reveals their presence.

Forest Walk. 1200 cr. This will let player characters bypass a natural hazard without making use of Supplies or a Skill Challenge. It can also be used during the camping phase to reduce the navigation difficulty for the following day by 6.

Outside of travel, it can also temporarily clear paths of any naturally occurring difficult terrain, such as thick underbrush or boulders.

Bell. 100 cr. Using this during travel will guarantee that an enemy encounter will happen the following day. Using this outside of travel will alert any hostiles to the players' presence, drawing them into a fight.

Reveal the Path. 500 cr. The players will always succeed on their navigation roll during the following day.

Mark. 5000 cr. Creates a magical circle on the ground that players can use Recall scrolls to teleport back to. The presence of a Mark circle is detectable by anyone with magical talent who knows what they are looking for.

Recall. 1000 cr. Recalls the entire party to the presence of a Mark circle. If it would be physically impossible to teleport there, the Recall Scroll fails and is consumed.