Keyford (nee. Keford)



Key aspects: the device, the accord, low military, sprawling

*Large city, demonym: " #Keyfordian "*

South of the original site founded by Gregory Landers after a war between the two most influential Houses left the original site a magically charged wasteland (see The Device), the newest city of Landers' Coast lies wedged between the Litorian Forest and the Rockhold Range. New generations of human noble families have now run the city of Keyford for centuries. Tumultuous alliances since the ages of war have paved the way for prosperous technological and magical advancements. Since its relocation, Keyford's population has thrived under The Accord and is now one of the pinnacles of civilisation within Landers' Coast.

Keyford is a beautiful sprawl that spans from the mouth of the Rockhold River to well into the Farnhallow Fields. The farms of the city stretch out well into these Plains run by the Accord itself to protect the main source of food for the city and neighbouring Litoria. The city is dissected by a complex system of roadways ruled by a prominent named house creating unique districts with varied architecture and culture as each district reflects its ruling house and its views.

While each district is governed by its ruling house, each house submits to the laws enacted and enforced by the Accord. Each ruling house isn't necessarily determined by blood or lineage, but association and respect. To be part of someone's house is to be known all across Keyford's lands.

Most of the population within Keyford are human, however as a result of immigration, refuge and asylum and natural shifts in demographics, Keyford is home to a collective smattering of races both considered common and uncommon alike.

As a result of a mixed heritage and blended culture across the city, all religions are mostly accepted with the exception of worship of commonly known fallen gods. Multiple temples to the gods can be located all throughout the city. The most prominent however is the church of the Lightbringer, his tenets commonly revered by commoners and nobles alike.

## Futher Reading

Main Keyfordian Political Tensions

# The Keyford Militia

After the destruction of Old Keford, the Keyford Militia were born from the survivors of the tragedy.

Believing themselves nothing more than militia, the humans don't wish to recreate the mistakes of the heavy-handed Kefordian Armed Forces.

The Militia is a collection of misfits, reformed bandits and volunteers from all walks of life advancement is determined by merit and referential power. The one who would be considered a natural inherent leader would be Fabian Oscuro: a charismatic, ruggedly handsome male human fighter who holds a love for people and the city.

Despite its disorganisation, the instinct and natural talent of most militia members makes up the difference. Whenever a significant threat comes to Keyford, the competitive and reckless smattering of individuals becomes a collection of versatile teams.

# The Device

The destruction of the old city of Keford is an event most denizens of Landers’ Coast can remember. It was the result of a long-standing feud between two influential houses within the city, which culminated in the use of a magical artefact known only as “The Device”. Studies by archaeologists and magical academics are of the understanding that this bomb not only absorbed ambient magic, but also drew in energy that bound the immediate ethereal plane. This device's design was lost along with its progenitors upon its activation and subsequent annihilation. With its destructive power, The Device left Keford in ruins, wiping out much of the city and its population. The aftermath of the explosion was devastating, leaving behind what is now known as the Kefordian Crater. A permanently corrupted magical ley line causes the surrounding area to still be inhospitable to any living creature. Magical monstrosities and spirits of the victims aimlessly wander the crater. The recreation of such a device or similar has been also banned by divinity itself.

The effects of the fall of Keford were felt throughout the peninsula of Landers' Coast. The loss of such a significant city had a ripple effect on the economy, with the disruption of trade routes and the loss of a major source of food and resources. The political landscape was also greatly impacted, as the balance of power shifted toward the mercantile Litoria. The void left by the city's destruction resulted in the subjugation of the peaceful elves of Mewood.

Overall, the fall of Keford was a tragic event that had a significant impact on the Landers' Coast. Its effects were felt for years to come, with the loss of life, economic disruption, political instability, and environmental damage are considered a new era in the history of Landers’ Coast, designating the year’s date be succeeded by the initials ‘FK’.

# The Accord

The Accord holds two meanings within Keyford.

Firstly, the Accord refers to the deal struck by the prominent houses of Keyford to avoid the mutually assured destruction from conflict that scarred the land of the old city. The Accord is detailed on a unilateral agreement setting out rules of engagement, conflict resolution through dialogue and negotiation as well as determining the overarching methods of governance of Keyford as a whole.

The second meaning of the Accord is "The Accord", an amalgamation of both armed forces and legislators submitted by each of the prominent houses to keep the peace and enforce laws created by the agreement. Each participating house is required to submit between 15-25% of its standing guard as well as its eldest and youngest eligible family members as representatives on what is known as the legislative stage.

# Keyfordian Culture

In the wake of the cataclysmic fall of Keford, the city of Keyford emerged as a cultural and economic fulcrum within the Landers' Coast. The society that developed in the shadow of such a disaster is a tapestry woven from threads of tradition, innovation, resilience and a wary scepticism of technology.

For further reading: see Keyfordian Culture

# Key Houses

### Relationships Between the Main Houses of Keyford

**Wellington:**

* **Argentwind:** "The Argentwinds' constant manoeuvring in trade deals speaks to their cunning, yet their reluctance to take a firm stance leaves us questioning their loyalty. They are like shadows, always present but rarely seen."
* **Alderbrook:** "Alderbrooks' generosity is admirable, yet their fixation on Elven matters can be a distraction. They pour their hearts into the commonfolk, a virtue we respect, but they must remember we govern a diverse populace."
* **Stormweaver:** "The Stormweavers' breakneck pace in pursuing innovation is reckless. Their disregard for established protocols in favour of change is a recipe for chaos. They could benefit from a touch of decorum and patience."

**Argentwind:**

* **Wellington:** "The Wellingtons' obsession with formality and tradition feels outdated. While their ceremonies are grand, they seem more focused on maintaining appearances than on addressing the real issues at hand."
* **Alderbrook:** "The Alderbrooks' dedication to the commonfolk is both heartwarming and naive. Their generosity is commendable, but it often comes at the cost of political pragmatism. Their Elven priorities can cloud their judgment."
* **Stormweaver:** "The Stormweavers' relentless push for progress is both exhilarating and terrifying. Their innovative spirit is unmatched, but their impulsiveness can lead to unforeseen consequences. They are visionaries, but sometimes vision needs restraint."

**Alderbrook:**

* **Wellington:** "The Wellingtons' focus on ceremony and tradition can be stifling. While they bring a sense of stability, their rigidity often prevents them from seeing the needs of the commonfolk. Their propriety is both a strength and a weakness."
* **Argentwind:** "The Argentwinds' subtlety in negotiations is impressive, yet their tendency to stay in the background makes them hard to trust. They are skilled diplomats, but their aloofness can be mistaken for indifference."
* **Stormweaver:** "The Stormweavers' enthusiasm for change is invigorating, yet their methods can be too hasty. Their innovations bring much-needed advancements, but they sometimes overlook the importance of community and tradition."

**Stormweaver:**

* **Wellington:** "The Wellingtons' adherence to tradition feels like a shackle in a world that demands progress. Their ceremonies and protocols are relics of a bygone era. We need action, not pageantry."
* **Argentwind:** "The Argentwinds' expertise in trade and subtle politics is impressive, yet their passive stance can be frustrating. They navigate the complexities of statecraft with ease, but their reluctance to commit can hinder progress."
* **Alderbrook:** "The Alderbrooks' deep roots in Elven culture and their generosity towards the commonfolk are commendable. However, their priorities can sometimes seem misplaced when rapid innovation is needed. Their heart is in the right place, even if their methods are not."

## House Wellington

## House Alderbrook



Elegance & manners, elven focus, common folk

### Coat of Arms

**Shape of Coat of Arms**: Oval **Main Colors**: Green and white **Symbols**:

* **Elven Tree**: Central, symbolising their connection to elven heritage and unity.
* **Circle of Leaves**: Surrounding the tree, representing the cycle of prosperity.
* **Two Crossed Diplomatic Quills**: Beneath the tree, indicating their role in mediation and diplomacy.

### House Representatives

Lady Seraphina (F, #elf, 112)  
Lord Cedric (M, #human, 45)

#### House Administrator

Lady Elara (F, #half-elf, 32)

### House Goals

**Stated**: LG, fostering unity and prosperity in Keyford  
**True**: Expanding influence, preserving elven heritage

### Brief

House Alderbrook, known for their elegance and refined manners, embodies the spirit of unity and prosperity within Keyford. They are respected for their diplomatic skills and are often called upon to mediate disputes between rival houses. Behind their noble facade, House Alderbrook is quietly working to expand their influence and maintain the elven heritage within the city. Their strategic alliances with influential merchants and their support of elven cultural events have allowed them to slowly increase their power and influence. Despite their ambitions, they maintain a public image of fairness and goodwill, making them a popular choice among the common folk.

## House Stormweaver



Magic, the device

### Coat of Arms

**Shape of Coat of Arms**: Shield **Main Colours**: Royal blue and silver  
**Symbols**:

* **Dragon in Profile**
* **Bolt of Lightning**: Striking down behind the book, representing their quest for arcane power.
* **Circle of Stars**: Around the spellbook, symbolising their exploration of mystical secrets.

### House Representatives

Lady Vivienne (F, #tiefling, 87)  
Archmage Arcturus (M, #human, 65)

#### House Administrator

Master Ignatius (M, #gnome, 235)

### House Goals

**Stated**: NG, promoting magical knowledge and innovation  
**True**: Expanding magical influence, seeking arcane secrets

### Brief

House Stormweaver is renowned for their mastery of the arcane arts and their relentless pursuit of magical knowledge. They have a deep understanding of the arcane and are known to house some of the most talented spellcasters in Keyford. Their representatives, Lady Vivienne and Archmage Arcturus, are respected figures in magical circles and are sought after for their expertise.

House Stormweaver actively promotes magical education and sponsors research in various fields of magic. They are committed to advancing magical knowledge and innovation within Keyford. The house is known for its impressive libraries and prestigious magical academies, attracting aspiring wizards and sorcerers from across the region.

Behind closed doors, House Stormweaver is driven by a desire to expand their magical influence and discover long-lost arcane secrets. They believe that uncovering these secrets could grant them unparalleled power. While their stated goal of promoting magical knowledge is genuine, they are also focused on gaining an advantage over their rivals. This house plays a significant role in shaping the magical landscape of Keyford and the region.

## House Argentwind



Litorian, mercantile, diplomatic

### Coat of Arms

**Shape of Coat of Arms**: Diamond **Main Colors**: Purple and gold **Symbols**:

* **Sailing Ship**: Center, representing their mercantile and diplomatic ventures.
* **Pair of Handshakes**: Below the ship, symbolising peace and cooperation.
* **Litorian Star**: Above the ship, indicating their alignment with Litorian values and causes.

### House Representatives

Lord Aric Argentwind (M, #half-elf, 18)  
Lady Eveline Argentwind (F, #human, 18)

### House Administrator

Master Garrick (M, #dwarf, 63)

### House Goals

**Stated**: CG, fostering peace and understanding among diverse cultures  
**True**: Supporting Litorian causes, advocating for equal rights

### Brief

House Argentwind stands out among the noble houses of Keyford for their sympathy and support toward Litoria. The Argentwinds have a unique history that has shaped their compassionate outlook.

Lord Aric's father was a Litorian refugee who sought shelter in Keyford during the turmoil of the fall of Keford. He was taken in by the Argentwind family and eventually married into the house, solidifying the bond between House Argentwind and Litoria.

Their personal connection to Litoria have fostered a deep empathy within House Argentwind.

They recognise the power and influence of Litoria, and House Silverbrook believes in seeking peaceful coexistence and diplomatic solutions to maintain stability within the region. They emphasize the importance of dialogue, trade, and cultural exchange to bridge the gap between Keyford and Litoria, fostering understanding and mutual respect.

While some may perceive Litoria negatively through recent events, House Silverbrook sees beyond the surface, acknowledging the complexities of power dynamics and the need for diplomatic channels. They understand that peace and economic prosperity can be achieved through collaboration rather than conflict.

House Argentwind actively engages in diplomatic efforts between Litoria and Keyford, acting as mediators and advocates for Litorian causes within the city. They have also established initiatives to bridge the gap between Litorians and Keyfordian citizens, encouraging cultural exchange and integration.

House Argentwind's stance may not be universally embraced, but their commitment to maintaining stability and pursuing diplomatic solutions has garnered respect and support from individuals who recognize the potential for cooperation and mutual benefit between Keyford and Litoria. They strive to be a voice of reason and understanding, navigating the complex political landscape with a focus on long-term stability and prosperity for all parties involved.

# Districts of Keyford

Keyford, with its rich history and complex socio-political landscape, is divided into several distinct districts, each reflecting the culture, architecture, and interests of their ruling houses. Below is a detailed breakdown of these districts:

* The Wellington Quarter

## 2. **Alderbrook Enclave**

Further: Shops and POIs

### **Appearance and Architecture:**

* **Structures:** Buildings within the Alderbrook Enclave are constructed from warmly hued sunstone and cool-toned moonstone, which react to the natural light to create an inviting atmosphere throughout the day. The architecture features a mix of graceful arches and practical, robust designs that provide both beauty and utility. Buildings are adorned with reliefs and mosaics depicting scenes from Keyfordian and Mewoodan lore, making art a part of everyday life.
* **Windows and Facades:** Windows extend from floor to ceiling in many public spaces, allowing natural light to flood the marketplaces and galleries, making them welcoming to all. The facades are less ornate lower down, to resist wear and tear, but become more intricate higher up where they can be admired from a distance.
* **Streets:** Cobblestone paths glow faintly at night with embedded luminescent stones, ensuring safety and adding a touch of magic. The streets are wide and lined with benches and flowering plants, inviting passersby to pause and enjoy the surroundings.

#### **Vibe:**

* **Cultural Heartbeat:** The enclave thrums with the energy of artisans at work and the bustling of daily commerce. It’s a place where the arts are celebrated not just as high culture but as part of everyday life. Street performers, local musicians, and artists frequently showcase their talents in open areas, contributing to a lively and engaging atmosphere.
* **Community-Focused:** Designed with openness in mind, the enclave encourages interaction and community bonding. Marketplaces feature communal eating areas, workshops for artisans to ply and demonstrate their crafts, and galleries where local artists can display their works affordably.

#### **Key Features:**

* **Cultural Centres and Art Galleries:** These spaces not only exhibit renowned elven and Keyfordian artworks but also host workshops and talks by local artists. They serve as educational hubs where people of all ages come to learn painting, sculpture, and other crafts.
* **Marketplaces:** Vibrant and teeming with life, the marketplaces are popular among the commonfolk for their wide array of goods—ranging from daily necessities to exotic curios. These markets are a focal point for community interactions, featuring stalls that transform into performance spaces or public forums in the evenings.
* **The Commons:** A large, open parkland in the heart of the enclave, designed for public gatherings, festivals, and market days. It includes a permanent stage for performances, and movable stalls can be set up for special events.
* **The Heritage Path:** A winding pathway throughout the enclave that features statues and interactive installations telling the history of Keyford and Mewood. It's both an educational resource and a pleasant walk.
* **Echo Court:** A courtyard that is encircled by a colonnade where locals gather to hear news, debate issues, or participate in community decisions. Its acoustics are magically enhanced so speakers can be easily heard.

#### **Best Known For:**

* A welcoming hub for the arts that enriches the community's cultural fabric.
* Its markets, which are celebrated for their diversity of products and as a lively community gathering space.
* Engaging the commonfolk with accessible art programs, community projects, and public spaces that encourage social interaction and cultural appreciation.

## 3. **Stormweaver End**

### **Appearance and Architecture:**

* Gothic structures with tall spires and stained glass that depict magical motifs.
* The streets are lined with shops selling arcane artefacts and the district buzzes with magical energy.

#### **Vibe:**

* Mystical and slightly secretive; magic is a common part of everyday life.
* The air is often filled with the scent of incense and the sounds of enchantments.

#### **Key Features:**

* Prestigious magical academies and libraries.
* Shops specialized in magical goods and potions.

#### **Best Known For:**

* Centre of magical study and innovation in Keyford.
* The arcane prowess of its inhabitants and the mysterious allure of its nightlife.

### Points of Interest

#### **Arcanist's Archive**

*Magical Library and Research Centre, Archmage Arcturus Stormweaver*  
The Arcanist’s Archive is a towering library filled with ancient tomes and modern magical research. The building is constructed with dark stone and features stained glass windows that cast colourful patterns inside. Patrons can access a wide variety of magical texts and participate in study groups or seminars led by experienced mages.  
*Membership: 10 gp/month, Research Fees: 5 gp/day*

#### **The Glimmering Cauldron**

*Potion Shop, Master Ignatius Stormweaver*  
This quaint shop sells a variety of potions and alchemical supplies. The shelves are lined with bottles glowing with internal light, casting eerie shadows on the walls. The air is thick with the scent of exotic ingredients. Potions range from simple healing draughts to complex polymorph concoctions.  
*Healing Potion: 50 gp, Invisibility Potion: 100 gp, Specialty Brews: from 500 gp*

#### **Celestial Dreamcatcher**

*Dreamcatcher Room, Illusionist Lyra Stormweaver*  
One of the more affordable dreamcatchers, this establishment offers a variety of programmed experiences, from serene landscapes to thrilling adventures. The room is modest, utilizing a single skilled illusionist who crafts visual and auditory effects.  
*Basic Experience: 10 gp/hour, Advanced Experience: 30 gp/hour*

#### **Mystic Blades**

*Enchanted Weaponry, Forgemaster Elric Stormweaver*  
Specializing in the sale and customization of magical weapons, Mystic Blades caters to adventurers seeking an edge in battle. The shop features weapons that softly hum with power. Customers can purchase off-the-shelf items or commission custom enchantments.  
*Standard Enchanted Sword: 200 gp, Custom Enchantments: start at 500 gp*

#### **The Prism Gallery**

*Art Gallery and Illusion Showcase, Curator Vivienne Stormweaver*  
This gallery displays magical art that uses illusions to create ever-changing pieces. The walls themselves are enchanted to shift and change, offering visitors a unique experience each time they visit. It’s a popular spot for those interested in the fusion of magic and art.  
*Entry Fee: 2 gp, Guided Tours: 10 gp*

#### **Elemental Dreamcatcher**

*Advanced Dreamcatcher Room, Illusionist Team Led by Cassandra Stormweaver*  
A premium dreamcatcher facility that employs a team of illusionists, each specializing in different sensory experiences. The room can simulate any environment from the elemental planes themselves, providing not only visual and auditory, but also tactile, olfactory, and taste illusions.  
*Standard Session: 50 gp/hour, Full Sensory Experience: 150 gp/hour*

#### **Starfire Emporium**

*Magic Shop and Sorcery Boutique, Owner Orion Stormweaver*  
Starfire Emporium offers a wide array of magical gadgets, spell scrolls, and mystical artefacts. Items range from practical magic tools to rare, ancient artefacts that are almost priceless.  
*Spell Scrolls (Common): 25 gp, Magical Gadgets: 50-300 gp, Rare Artefacts: Negotiable*

#### **Ethereal Eats**

*Magical Degustation, Chef Mirabel Stormweaver*  
This restaurant offers a dining experience enhanced by illusion magic, where the flavours and environment adapt to create the perfect ambiance for your meal. The menu includes dishes like Twilight Truffle Risotto with glowing truffles, Mystic Marrow Stew that enhances perception, vanishing Phantom Pheasant with smoky flavours, floating Arcane Lobster Tail with saffron butter, and Celestial Sorbet that changes flavours as it melts.  
A culinary adventure where each dish offers not only a feast for the palate but also for the eyes, making dining here a uniquely magical experience.  
*Typical Experience: 10-50gp per diner (varies per day)*

#### **Whisperwind Dreamcatcher**

*Elite Dreamcatcher Room, Illusionist Ensemble led by Maximilian Stormweaver*  
The most extravagant dreamcatcher in Stormweaver End, Whisperwind offers complete sensory immersion with different illusionists focusing on each sense. It’s popular among high-end adventurers and those seeking the ultimate escape.  
*Exclusive Experience: 200 gp/hour, Group Sessions: 500 gp/hour for up to four participants*

#### **The Spellbound Tome**

*Bookshop and Café, Owner Tiberius Stormweaver*  
A cozy spot where visitors can browse a wide selection of magical literature while enjoying enchanted beverages that boost mental clarity and creativity. The shop hosts weekly readings and magical theory discussions.  
*Books: 15-100 gp, Enchanted Beverages: 5 gp each*

## 4. **Argentwind Esplanade**

### **Appearance and Architecture:**

* A mix of high-end mercantile buildings and diplomatic venues, featuring architecture that blends Keyfordian styles with Litorian influences.
* Elegant townhouses and diplomatic offices line the beautifully landscaped boulevards.

#### **Vibe:**

* Diplomatic and upscale, with a focus on luxury and cultural exchange.
* The district is bustling during the day but peaceful at night.

#### **Key Features:**

* Embassies and trade houses that facilitate diplomacy and commerce.
* Exclusive restaurants and inns that cater to diplomats and foreign dignitaries.

#### **Best Known For:**

* Being a hub for diplomacy and international trade.
* Its role in fostering peace and understanding between different cultures, especially Keyford and Litoria.

### Points of Interest

#### **The Diplomat's Rest**

*Luxury Hotel, Lord Aric Argentwind*  
This opulent hotel caters to diplomats and high-ranking officials with its luxurious suites that offer enchanting views of the esplanade. Its architecture blends modern design with Mewoodan elven elements, featuring high arches and soft, glowing lights.  
*Room Prices: Standard 2 gp/night, Deluxe 10 gp/night, Diplomatic Suite 50 gp/night*

#### **Camor Embassy**

*Embassy, Ambassador Celina Thorne (Camor)*  
The embassy of Camor is a fortress-like building with robust stone walls and a constant magical barrier for protection. It serves as the diplomatic hub for Camorian interests, providing aid and counsel to its nationals and negotiating international affairs.  
*Services: Visa Processing (5 gp), Diplomatic Meetings (by appointment), Cultural Exchanges (free)*

#### **Litorian Consulate**

*Consulate, Consul General Tatiana Elvorix (Litoria)*  
Less fortified than an embassy, the Litoria Consulate is welcoming, with open gates and lush gardens that mimic the landscapes of Litoria. It assists Litorian citizens in Keyford and promotes Litorian culture and trade initiatives.  
*Services: Travel Documentation (2 gp), Trade Agreements (by appointment), Cultural Events (1 sp entry)*

#### **Argentwind Trade House**

*International Trade Centre, Lady Eveline Argentwind*  
This bustling centre facilitates trade agreements and transactions between Keyford and foreign entities. It's a grand building with vaulted ceilings and rows of offices where traders and diplomats negotiate deals. The Trade House also houses the auction house, where a number of high value items are sold  
*Service Fees: Contract Drafting (15 gp), Trade Dispute Resolution (50 gp)*

#### **The Fold's Frontier Office**

*Adventurer's Guild Satellite Office, Guild Recipient Jonas Quick*  
Not owned by an Argentwind, this branch of The Fold provides adventurers with quests, resources, and payment for services rendered to the region. The office is practical, outfitted with a remote extension to the Camorian map room and a stockpile of adventuring gear.  
*Membership: 5 gp/year, Quest Assignments (free), Gear: Ropes (1 sp), Torches (1 cp each), Potions (50 gp)*

#### **Eveline's Elegance**

*High-End Clothier, Lady Eveline Argentwind*  
This boutique sells luxurious garments and accessories, often adorned with rare gems and enchantments for the fashion-conscious aristocrat or diplomat. The interior is as elegant as the wares, with silk drapes and soft, magical lighting.  
*Garments: 10-500 gp, Enchanted Jewelry: 200-1,000 gp*

#### **The Gilded Fork**

*Fine Dining Restaurant, Chef Marcellus Honeycutt*  
Not to be confused with the Gilded Lily in Wellington Quarter, The Gilded Fork offers a gourmet menu with dishes prepared from the finest ingredients gathered from across the realms. The dining room features opulent gold leaf decorations and panoramic windows overlooking the esplanade.  
*Meal Prices: 5 gp - 100 gp*

#### **Celestial Visions**

*Art Gallery, Curator Sophia Argentwind*  
This gallery features art from across Keyford and beyond, specializing in magical and exotic pieces. The space is modern with white walls and minimalist decor to highlight the art. Exhibitions rotate monthly.  
*Entry Fee: 3 gp, Art Pieces: 25-10,000 gp*

#### **Argentwind Apothecary**

*Luxury Apothecary, Master Alchemist Percival Argentwind*  
A high-end shop selling exotic potions, herbs, and magical ingredients. The shelves are stocked with beautifully labeled containers, and the air smells of lavender and mint.  
*Potions: Healing (50 gp), Strength (100 gp), Rare Ingredients: up to 500 gp*

#### **Serenity Springs**

*Spa and Wellness Centre, Mistress Ilana Naiad*  
Offering relaxation and rejuvenation services such as magical massages and herbal baths, Serenity Springs is designed to soothe the soul and mend the body, featuring tranquil water features and soft, ambient music.  
*Services: Massage (10 gp), Herbal Bath (15 gp), Full Rejuvenation Package (50 gp)*