

What is Shock Collection

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An Unfortunate Propaganda

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What is Shock? - Part I

For starters, I would like to introduce myself. I am the all-known but not all-knowing alchemist Lord Patrick Goldgrain. My family has been the owners of the great Goldgrain Farms for hundreds of years and they have always been beloved by the people who work under them because of their generosity. I studied alchemy and learned magic growing up. My father was my first mentor and then I have traveled to the great libraries of the World and spent a fortune to order books or to get them translated. All my research has been done by me and the people who work for me. We have been on this project for the last 23 years and I have decided to make a fair amount of this information public knowledge.

To understand Shock, we must first understand the humanoid body. We have blood in our veins that carry life to our organs. Blood travels through veins and finds the organ it needs to feed. Later the blood is returned through a different vein to the starting point and it completes a full tour.

The same thing goes for Shock. Shock can run through metallic “veins” in order to reach “organs”. Organs in this subject are almost all alive creatures and some objects. Shock enters the system or the item, runs through it, and then gets out using another canal. It is not as easy to see Shock leave through a different canal for 2 reasons:

1. Shock moves way too fast so watching it happen doesn't give us the insight we need.

2. Shock Particles are smaller than Blood Particles so the width of the canal Shock requires is significantly smaller.

If you don't want something alive to not be affected by Shock here is some ways you can do that:

1. Infuse armor with lightning resistance -or if you are rich enough lightning immunity!

2. Get a big wood shield and protect yourself with it. No metal parts to not let Shock possess your shield. No thin-leather or easily flammable wood either because Shock also heats the

material it's engaged with -we don't know why, but it is an usable property!

3. If you have rubber where you live, you can get it in a glass shape and put it on top of the source of Shock. Rubber is the greatest way to stop Shock. If you are interested in rubber-enhanced armor you can always visit the Goldgrain Manor and see the blacksmith. It is pricy, but we have tested it against level 4-5 lightning spells and our pet lightning elemental Wiffy.

4. If you want to isolate a structure in a way that Shock cannot get past it, you also have to consider the heat. The best option for price-efficiency is concrete.

Now that we have settled who I am and how to protect ourselves from lethal doses of Shock, we can start talking about its chemistry.

Shock is a resource just like food, water, daylight, weave, and the pulling force under Teothe. (For detailed information about the pulling force see the book: GRAVITING IT ALL). We can use this resource once we shape it. Just like we need to

chew the food in order to shape it. The best way to transform Shock through a canal is to use a copper-gold mixture. To discriminate against any chance of leaks you need to also cover it with rubber. This also helps with protecting your copper-gold mixture. You dig a canal about 1 in 100 compared to a water canal, put the rubber, copper-gold, and then rubber again. Like a rubber-copper sandwich with rubber as the bread and the copper-gold as the Goldgrain Deer Tenderloin cooked over low-heat for 14 hours and then smoked with carrots and potatoes. Unlike a sandwich, you have to cover all sides to make the isolation work.

Shock as a resource is more useful than most workers. It can turn something way faster than a human with high dexterity and can smash something way stronger than an orc. To see my crafts that ease daily life and are cost-efficient in long term, visit the Goldgrain Manor. I also offer accomodation support for a reasonable price.

One of the best ways I have found to use Shock is either to reflect it on a strong metal and use the metal surface's heat. Be careful to not touch

it through something that carries Shock. If you want the full list of things that reflect Shock or carry it, You can visit the library in Goldgrain Manor.

One more way to consider using Shock is something that is still under research but is showing great possibilities. If you manage to make a really thin copper in a form of a chain and then put it in really small glass pieces, you can use it as a bright light resource. At least 24,567452034 times brighter than the average Goldgrain Candle!

For more information about Shock and how it can be used, or if you are a sage interested in this, you can visit the Goldgrain Manor.

What is Shock? - Part II

To understand references and subjects in this book, you must first read “What is Shock? - Part I”

In the last book I have mentioned who I am but in case some people skipped the first book or

that part of the book I'll have to introduce myself again. I am Lord Patrick Goldgrain. Lord of the Famous Goldgrain Farms and the mighty Goldgrain Manor. My forefathers have been the Lord of Goldgrain for decades and everyone that has been in our presence left with joy.

Me and my work has gotten a lot of attention which I think is caused by my ability as a wordsmith. We Goldgrains have it in our blood to be a true talent in any form of art we decide. I have a lot more sages and wizards working for my research so please stop asking to be a part of it. I will let everyone know when we are in need of more people.

I am glad to say the research for Shock-based lamps instead of flaming ones has been complete. For pricing of Shock systems and different strengths of shock lamps visit the Market of Light in Goldgrain -Not the one in Greyland, that one is run by paladins

What I previously called the "Shock Heat" is now called Juul Heating. Named after my cat that died from it. May she rest in peace.

We have done some blocks filled with metal parts that carry Shock and keep them in the designated area for a long time. With this, you can use Shock as a source of heat without the worry of getting lightning damage. The whole thing is way too heavy so we suggest you send a letter of order. It is 6KGP and every week it carried by a cart is 0.7KGP. You have the right to carry it to your spot yourself, but if it breaks on the way we won't pay you back.

We have opened a factory in Dwarven Union because it is cheaper to find the metal and find the people to Smith it there. We travel it by sea and pay a ton of taxes so everything is more expensive now. This is a sacrifice all humanity has to make because results show that we are producing at least 3 times the normal amount. So it makes sense that the prices are 4 times the normal amount as well.

I think this is a good opportunity to reach out to Winston's Fleet. The rock gnome we have been in contact with is no longer taxing us. We have to explain what we do and the pricing again. We would like the rock gnome named Mermaid back

on the business so things can run smoothly. We have no intention of not paying our part but we would like to not have to explain our cargo every run.

Neighbouring lands to Goldgrain, namely Greenland, Greenreach, Goldreach and, Jyortt have been purchased by me, one and only Lord Patrick Goldgrain. I have turbines working to transform other sources of energy into Shock in order to experiment more with it. I had to talk about this not only to show my success but also to stop the worrying commons who think something underground is coming up with its claws.

We have also made a Shock-Castle next to the great Goldgrain Manor (which is next to the old Goldgrain Manor). It has an entire floor to make things cold. Really cold. Putting things underground only makes them a little cold. This is really really cold. We have put a hundred men worth of deer meat and we are testing if the meat is still good to eat every month since it's done. 7 months in and it is still as tasty as day one. It is safe to assume this is about the Goldgrain

Deer Meat which you can buy over at Goldgrain Farms for a reasonable price.

We have some clerics who are able to perform sending, working with some wizards and alchemists to make a sending-machine. This is still at an early stage but our target is to place one in every city in every kingdom. This way you can do sending to anywhere in Teothe for a reasonable price even without needing a cleric!

What is Shock? – Part III

As you all know I am Lord Patrick Goldgrain and I strongly advise you to read the following books first: What is Shock? – Part I & What is Shock? – Part II

I am proud to announce that I have purchased more of our neighbours. I won't be giving names this time since I will be obtaining even more. I also purchased a place near Hephai just because it was called Graingold. There is a teleportation circle to Goldgrain from there for 200GP only! Previously some people accidentally went there,

and it turned out to be a bother. Just to think how many Goldgrain Quality Deer Ribeyes with Goldgrain Quality Grain were missed by these poor men.

If you have bought our previous books and our creations, this is going to be great news for you; We now sell Shock. Not in containers or in bottles even though we are also working on that. We sell Shock wherever you are. Just purchase a call from your city's town at the electro-sender to Goldgrain Shock Institution and our team will arrive at your address, set you a Shock farm, harvesting the sun! We also let you use it as much as you want for a reasonable price.

We have also moved to the whole of Goldgrain Estate to its respective plane, currently being held by the sorcerer Lord Bob Goldgrain, so you'll need the teleportation circle in Hephai to make your way here.

Unfortunately, we have no service to Akairo and Kheranthe, nor there will be because our couriers have been attacked by numerous entities, over and over again. I also have a new

set of rules to sell my services and the full list of rules is as follows:

Your purchases should add up to 10KGP at a time. Any trade less than that will not be considered.

You have to have a royal title in order to purchase anything.

To have your services delivered, you must first ransom 10KGP to any courier of your choosing, and it has to be delivered.

To use (or see) electro-senders you should first purchase a yearly subscription for only 400GP.

Anyone that has been a citizen of Akairo in the last 10 years or anyone that has lived there

longer than 5 years should report this information before any purchase, if I find it out with my resources I will not be paying you a refund.

Now knowing all these are out of the way, I can explain the procedure to create Shock at your place and why you should buy it;

Similar to what I said in Part I, Shock is a form of energy no different than food or weave. To get the energy from food, you have to have the right set of organs to consume and transform it and the same goes for weave. Since most structures cannot bend weave or eat food, Shock and steam pressure are the best options. Steam is a tricky material to use and even the smallest flaw in the machinery causes the system to fail. Unlike steam, Shock systems usually are not as fragile, and if something goes out of the way the worst thing that can happen is the worker carrying it frying in a few seconds. I have done the math and it is cheaper to pay the family than to be careful enough to prevent it.

The first and the most suggested method we use to obtain Shock is to use windmills, with friction machines instead of the mill. If your castle is on high ground, this is even more effective. We build the shock barrels and the turbines for a reasonable price and for another reasonable price we let you hire a guy who can run it. Race is optional, we have most of them.

Another method, for castles in odd places, is to use a friction machine powered by steam. Friction causes Shock when both materials are fit. My advisors told me to get the names of said materials out in order to prevent fake copies or homemade ones. It takes significantly less space and creates a decent amount of Shock. If steam is also a problem at your castle, you can set 2 of your workers on the bicycle part of the machine. Their energy will be stored as Shock.

Lastly and highly experimental is shock shields. We set a shield that stores any shock energy that is engaging it. You can have your wizard struck it with lightning or something similar whenever you need to store some more. (no spell higher than level 6)

It is also worth mentioning that I have decided to sell a limited amount of these each year in order to make it a treat to those who have it. It would be a nightmare if every castle or even every home had its own Shock. The first set of machinery of the year is the cheapest. Every machinery sold increases the price of the next one by 25GP permanently. I had to take this

precaution to keep it as unpopular as possible so we, deserving rich, can enjoy our specialness.

Also to read Part IV and possibly more, you need to come to visit Goldgrain in winter and get in line once it's released. Or we can deliver it to you via a courier if you already have the Goldgrain Shock services for a reasonable price. Parts beyond this won't be released publicly, since we'll dive in business expansion with infrastructure.

Bye.