

KENZER AND COMPANY PRESENTS A PLAYER'S ADVANTAGE™ GUIDE:

GOODS AND GEAR: THE ULTIMATE ADVENTURER'S GUIDE

version 1.1

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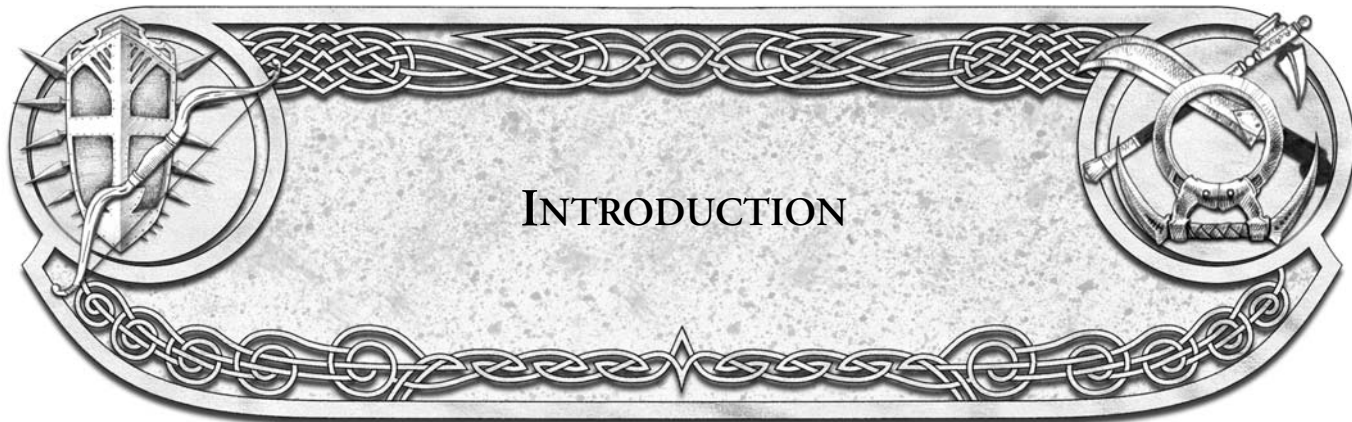
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TABLE OF CONTENTS

INTRODUCTION	3	TOOLS	160
CHAPTER 1: IN THE MARKETPLACE	5	TALISMANS	163
BARTERING	5	THIEVES' TOOLS	164
COINAGE	5	VARIANT CLASS TOOLS, GEAR AND EQUIPMENT	171
DEGREES OF CRAFTSMANSHIP	10	CHAPTER 8: FOOD AND DRINK	173
INFLATION	11	BRANDOBIA	173
TAXATION	12	THE CENTRAL PLAINS	174
TRADE	12	THE DELNONDRIAN ISLANDS	174
MARKETPLACE FRAUDS, SCAMS AND SWINDLES	13	THE ELOS DESERT	175
MERCHANT GUILDS	14	KALAMAR	175
CHAPTER 2: WEAPONRY	15	THE KHYDOBAN DESERT	176
HAFTED WEAPONS	15	THE OBAKASEK JUNGLE	176
AXES AND PICKS	18	REANAARIA BAY	177
BOWS AND BLOWGUNS	22	SVIMOHZIA	177
AMMUNITION	27	THE WILD LANDS	178
CLUBS	29	THE YOUNG KINGDOMS	178
DAGGERS AND KNIVES	32	FOODSTUFFS	179
FLAILS AND WHIPS	38	BREADS & CEREALS	179
HAMMERS AND MACES	40	DAIRY	180
MISCELLANEOUS WEAPONS	42	DRINKS	180
POLEARMS AND POLEAXES	49	FRUITS AND POTHERBS	184
SIEGE WEAPONS	54	FISH AND OTHER MEATS	185
SPEARS AND LANCES	56	VEGETABLES	187
SWORDS	62	MISCELLANEOUS	188
SPECIAL MATERIALS	72	OTHER FOODSTUFFS AND MEALS	188
CRAFTING VARIANT HILTS	72	SAUCES	192
WEAPON ACCESSORIES	72	SPICES AND SEASONINGS	192
HM LARGE WEAPONS AND TABLES	75	CHAPTER 9: CONCOCTIONS	193
CHAPTER 3: ARMOR, SHIELDS AND BARDING	87	ALCHEMICAL MIXTURES	193
ARMORS	88	HERBAL CONCOCTIONS	197
ARMOR ACCESSORIES	92	HERBAL REMEDIES	199
HELMETS AND HEAD ACCESSORIES	93	POISONS	200
GETTING INTO AND OUT OF ARMOR	95	DRUGS	202
SHIELDS	95	CHAPTER 10: PERSONAL GOODS AND SERVICES	204
SPECIAL ARMOR MATERIALS	96	COSMETICS	204
BARDING	99	GROOMING AND HAIR STYLES	204
ARMOR MAINTENANCE	102	PERFUME	205
CHAPTER 4: CLOTHING	113	SERVICES	205
CLOTHING LISTS	114	HIRELING PROFESSIONS	208
HEADGEAR	116	NPC STATISTICS	213
OTHER CLOTHING	117	MERCENARIES	218
DESIGNS AND MATERIALS	120	BROTHELS	225
CLERICAL RAIMENT	121	SLAVES	226
SYNODAL RAIMENT OF THE DEITIES OF TELLENE	122	CHAPTER 11: ANIMALS	227
CHAPTER 5: GAMES AND ENTERTAINMENT	127	ANIMAL ACCESSORIES	244
GAMBLING SIMULATIONS	132	CHAPTER 12: LODGING	245
CHAPTER 6: MUSICAL INSTRUMENTS	133	SLEEPING ARRANGEMENTS	245
CHAPTER 7: TOOLS, GEAR AND EQUIPMENT	145	RENTED ACCOMMODATIONS	246
ACADEMIC AND COMMERCE-RELATED EQUIPMENT	145	FURNITURE	247
CONTAINERS	147	COOKING AND EATING UTENSILS	247
HEALING	148	BUILDINGS	249
ILLUMINATION	150	CHAPTER 13: TRAVEL AND TRANSPORTATION	251
MISCELLANEOUS	151	DANGERS OF TRAVEL	251
PRECIOUS METALS	156	TRAVELING BY LAND	251
RELIGIOUS	157	TRAVELING BY WATER	252
REPAIR KITS	158	SHIP ACCESSORIES	258
SEAFARING EQUIPMENT	159	HIRED TRANSPORTATION	258
		INDEX	259

Sample file



INTRODUCTION

ABOUT THIS BOOK

Goods and Gear: the Ultimate Adventurer's Guide describes a variety of medieval-fantasy arms, equipment and services that can be used with multiple games and campaign settings.

For the sake of consistency, item descriptions and flavor text refer to one particular campaign setting: the *KINGDOMS OF KALAMAR*. In this realistic, dynamic world of Tellene, complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

Of course, while many items have a racial name specific to this setting, you may notice that other items or weapons (such as the flamberge sword) have the same name as they do here on Earth. These non-Tellenian names or words, such as "flamberge" or "flask," are considered the Merchant's Tongue name for this item. (Merchant's Tongue is the international language of traders, often considered equivalent to the Common tongue in other settings.) If you are not using this setting, you can either disregard setting-specific information or adapt it to fit into your own world.

Readers who are already familiar with similar equipment from other sources may notice that some details and game mechanics differ. This is due partly to the flavor of the different campaign settings, and to the differing creators and writers. Use what you want and adapt the ideas to the specifics of your game. Remember, though this book is very comprehensive, there are always other items available, limited only by your imagination (and that of your Dungeon Master). For in a universe of magic and multiple planes of existence, anything is possible!

Chapter 1: In the Marketplace introduces you to the topics of bartering, coinage, craftsmanship, taxes, trade and more. Both player and Dungeon Master will certainly find many ideas to incorporate into their own shopping sprees.

Chapter 2: Weaponry provides the reader with information hundreds of different weapons, plus information on their basic parts and types. You see, while the basic weapons provided by most roleplaying books are enough for many campaigns, they fail to provide any racial or regional flavor. For example, how does a bow crafted by elves, hobgoblins and humans of different regions vary? Is its length, material, game statistics, or a combination of the above? This chapter answers those questions.

Chapter 3: Armor, Shields and Barding gives information on these items, as well as details on various accessories, maintenance and materials.

Chapter 4: Clothing presents clothing for all types of characters, as well as introducing an optional "style point" system that takes into account how the character's clothing affects those he or she interacts with.

Chapter 5: Games and Entertainment provides a detailed list of items commonly used by with an acting profession, as well as basic entertainment and gambling simulations.

Chapter 6: Musical Instruments includes dozens of such items usable by bards and other characters with a flair for music.

Chapter 7: Tools, Gear and Equipment details various equipment used by many professions, including: academic, arcane, commercial, clerical, engineering, seafaring and thieving.

Chapter 8: Food and Drink details many differing meals and dining customs, as well as lists of foodstuffs (breads, desserts, alcoholic and non-alcoholic drinks, fruits, fish and meats, herbs, and more).

Chapter 9: Concoctions covers many alchemical, herbal and poisonous mixtures, as well as alchemical items. Also included are information on drugs and their effects.

Chapter 10: Personal Goods and Services goes into detail on cosmetics, grooming and hair styles, as well as dozens of Non-Player Characters (NPCs) and the services that they provide.

Chapter 11: Animals includes a listing of commonly encountered animals that the player characters are likely to encounter, either in battle or as allies. Also included are price lists and details on related accessories.

Chapter 12: Lodging provides information on buildings, sleeping arrangements, and other related items found in homes and inns through the land.

Chapter 13: Travel and Transportation lists the dangers and costs of travel by land and by sea, as well as detailing the many methods of available transport.

HOW TO USE THIS BOOK...

As noted above, this supplement can be used with multiple game systems and campaign settings. Details on this follow below.

...WITH THE *KINGDOMS OF KALAMAR* CAMPAIGN SETTING

For players and Dungeon Masters who already use this setting, most of the information in this book is applicable. Each description divulges where the item is found on Tellene, and who is most likely to use it. This supplement also assumes that you are using the

Introduction

current (version 3.5) edition of the Dungeons & Dragons rules. As a player, you need the *D&D Player's Handbook*. DMs should have access to the *D&D Dungeon Master's Guide* and the *D&D Monster Manual*. Other recommended (but not required) references include the *KINGDOMS OF KALAMAR Player's Guide to the Sovereign Lands*, *Villain Design Handbook*, and *Dangerous Denizens: the Monsters of Tellene*. One of our many other fine supplements or adventures would also be useful when running your campaign.

Game statistics are presented in tables, either with the HackMaster statistics or in a separate table (indicated by "D" for Dungeons & Dragons, or "H" for HackMaster). Most of the items that appear herein do not have wide circulation, meaning that DMs should feel free to introduce only those items that they choose. Many items can be found only in certain areas of Tellene, and can only be constructed or repaired by trained smiths or crafters. On the other hand, DMs should also feel free to increase the availability of items they like. Finally, the prices listed with the items are merely suggestions. Each vendor on Tellene is likely to have differently priced items. Unfamiliar or rare items are likely to be more expensive when found.

...WITH OTHER D20 CAMPAIGN SETTINGS

Even if you do not use the *KINGDOMS OF KALAMAR* campaign setting, this book is an excellent resource for your game. Most of the items and weapons in this book have counterparts in reality, meaning that they have a logical basis in most campaigns. In addition, many of Tellene's human cultures have general characteristics that could appear in any campaign.

Brandobians: are vibrant and proud, with a love of exploration.

Dejy: are diverse, nomadic and tribal, but are also skilled craftsmen.

Fhokki: are tall, bearded and clannish, with bodies adapted to the cold north.

Kalamarans: are proud and militaristic, with a love of grandeur.

Reanaarians: are artistic, open-minded, and often sailors or merchants.

Svimohz: are dark-skinned, wise and strong, with an ancient, rich culture.

Items from most nonhuman cultures, such as dwarves and elves, can easily be substituted into another campaign setting with little difficulty. Hobgoblin gear might go to orcs, humans or other hobgoblins, depending on the campaign setting.

As a d20 player, you will need access to the *D&D Player's Handbook*. DMs should have the *D&D Dungeon Master's Guide* and the *D&D Monster Manual*. In this supplement, d20-specific statistics are either included with the HackMaster items (see below), or have their own tables (indicated by an "D" in the table name). Note that the DM may want to adjust the listed prices so that they fit within his or her campaign.

Throughout this book, you may notice references to unfamiliar character classes such as Basiran Dancer (Dan), Brigand (Brg), Gladiator (Gld), Infiltrator (Inf), Shaman (Sha), Spellsinger (Spl), or Watchman (Wch). These are simply variant classes, defined in the *KINGDOMS OF KALAMAR Player's Guide to the Sovereign Lands*.

...WITH HACKMASTER OR EARLIER EDITIONS OF D&D

As the *KINGDOMS OF KALAMAR* setting can be used with multiple game systems, you may already be using it for your HackMaster game, or an earlier edition of D&D (such as 1st or 2nd edition). In

this case, you may keep the flavor text as is. Otherwise, you may alter it to fit your own campaign setting.

For the rules, however, HackMaster players will need a copy of the *HackMaster Player's Handbook*, and would benefit from one or more of the four class books (either the *Spellslinger's Guide*, *Combatant's Guide*, *Zealot's Guide*, or *Griftmaster's Guide*). GameMasters (GMs) will also need a copy of the *HackMaster GameMaster's Guide*.

In this supplement, HackMaster-specific statistics are either included in the d20 tables or have their own tables (indicated by an "H" in the table name). When no HackMaster-specific statistic appears, the listed value applies. In addition, any non-campaign specific information in the item descriptions still applies to the HackMaster version of the item. Finally, most HackMaster-specific rules are called out in italics for ease of reference.

Sample file



CHAPTER 1: IN THE MARKETPLACE

This chapter deals with bartering, coinage, the economy of Tellene, and touches upon other topics detailed further in this book. A player or Dungeon Master who wishes to understand the inner workings of buying, selling and trading goods on Tellene should certainly read this chapter before embarking upon any shopping sprees.

BARTERING

Bartering, the oldest form of exchange on Tellene, occurs when individuals trade goods for other goods without coins changing hands. Among humans, bartering is most common in the lands of Drhokker, and in settlements of only a few hundred (or less) inhabitants. Elven, halfling and gnome communities also barter goods as a primary method of exchange. The goods may be of equivalent worth, where the gold piece value of the exchanging goods are identical, or they may be of favorable worth. In favorable bartering, the characters exchange goods that are not necessarily of equal gold piece values. A starving fighter may trade his prized sword for a bowl of stew, or a rogue may trade a set of masterwork thief's tools (55 gp) for a set of ordinary thieves' tools (30 gp).

Favorable bartering must always be role-played out, because the perceived value of each item depends upon the item, character and situation. In standard bartering, however, players may choose to either role-play or use dice to set the price. Using dice to settle bartering takes a maximum of three rounds, as detailed below.

In each round, both characters roll 1d20, adding his or her Charisma bonus to the result. Characters with the Bazaar Veteran feat (see the *Player's Guide to the Sovereign Lands*) add +2 to this roll. The winner of the roll forces the opponent to raise or lower the price of the opponent's barter item by 10%. Either character can choose to stop here, or continue for a second or third round. Once either character chooses to halt, the favorable bartering is ended and the deal is set. Note that attempting to intimidate a prominent merchant usually ends in the merchant calling for help and the character being hauled away by the city guards.

For example, let us say that Mark's character, a sil-karg fighter named Kelghaz Hazar (Charisma 12, bonus of +1), chooses to enter into bartering with a Svimohz weaponsmith (Charisma 14, bonus of +2) for a masterwork longsword (cost 315 gp). In the first round, Kelghaz has a total roll of 16 (15+1), while the weaponsmith has a total roll of 12 (10+2). Kelghaz wins, forcing the weaponsmith to drop the value of the sword to 284 gp ($315 - 10\% = 283.5$ before rounding up).

Both characters choose to continue bartering, so they roll again. Kelghaz has a total roll of 13 (12+1) while the weaponsmith has a total roll of 15 (13+2). The weaponsmith wins, changing his mind

about how much his sword is worth, and raising its price back to the original 315 gp.

Both characters choose to continue bartering for a final round, and roll. Kelghaz has a total roll of 4 (3+1), and the weaponsmith has a total of 10 (8+2). The weaponsmith wins, using his persuasive salesmanship to convince Kelghaz that this sword is worth even more. Kelghaz trades the weaponsmith an amount of goods equal at least to 347 gp ($315 + 10\% = 346.5$ before rounding up), and walks away with the sword, scratching his head. If the characters agree on a price and the Player Character (PC) refuses to pay, the Non-Player Character (NPC) will act according to his nature. If using the D&D rules, the DM may use a Diplomacy check to determine the NPC's reaction. Since the PC in this case begins from a negative starting point, impose a -2 to -4 circumstance penalty to the PC's check.

HackMaster: HackMaster rules for bartering can be found on page 322 of the HackMaster Player's Handbook (GameMasters should also consult page 169 of the HackMaster GameMaster's Guide). When two characters skilled at bartering negotiate against each other, the one who succeeds by more can move the value 10% in the direction he wishes. Most characters will bargain for three rounds, but after that there is a 5% cumulative chance per round that a character will simply walk away in frustration (with some personalities and situations, this may happen anyway!).

COINAGE

The other method to obtain goods, rather than bartering, is by paying with coins. Coinage makes transactions easier and smoother, and was developed independently by many different civilizations. Among the adventurers of Tellene and Aldrazar, the gold piece is the most prevalent coin. Merchants and the upper class also use the gold piece as their standard coin, though exotic goods, promissory notes and even gold bars are used when dealing with large quantities of goods or services. After all, who wants to try to transport 50,000 gold coins? Promissory notes are the most common of the three, for they are easiest to safely carry. These notes are written documents marked with both the debtor's and creditor's seals, sigils or marks, and witnessed by a (usually Castle) official. Falsifying, stealing or not holding up your end of the bargain stated in the promissory note is strictly prohibited. Violators are punished by heavy fines, time in the pillory and/or public flogging. For very serious offenses, punishment includes the above, plus confiscation of property and either exile for life, or death.

Among beggars and the poorest commoners, the copper is most prevalent, while among the general populace it is the silver piece. On the other end of the scale, the wealthiest men and women (usually royalty) often deal in platinum pieces. Of course, as

Chapter 1: In the Marketplace

distance, politics and war divide the many lands of Tellene, the coinage of different countries will not (and realistically, should not) be the same.

All coins in the Sovereign Lands are minted by hand, in a three-stage process: making a blank (a plain metal disk that will become the coin), making the dies (stamps that imprint the blank with the text, or type, and images, or legends) and finally, striking the coin. The minter may be a smith temporarily hired by the government or ruler, or it may be a group of slaves. Coins produced by cities are typically produced in much smaller quantities, and are (usually) somewhat spottily minted.

The ruler or governmental body issuing the coins also determines all aspects of the coin, including the size, shape, type, legends and purity of metal. Most coins are fairly pure, being equal to their value as precious metal (known as “bullion”). These precious metals primarily include silver, gold and platinum.

Because of their value, some folk make it a practice to illegally “shave” these coins – removing small amounts of the precious metal. Coins too often shaved will eventually be refused as a proper coin. Instead, they are treated as a simple lump of metal only worth their weight in metal. When a character leaves a coin as a deposit, it is an occasional practice to mark it with his or her initials, to ensure against receiving a different, shaved coin in return.

If donating coins to a church, or sacrificing them to a deity, it is a common practice to mark coins with the symbol of the deity. Though this does not generally reduce the value of the coin, merchants who worship an opposing god will often refuse to take coins marked in such a manner.

Less commonly used metals include bronze, the precious metal electrum (an alloy of gold and at least 25% silver), lead, orichalcum (an alloy of copper and zinc) and tin. In areas where there is little to no access to metal, coins may even be made of other materials such as baked clay, glass and stone. Any coin not made of a precious metal (bronze and copper, for example) are overvalued in comparison to the intrinsic worth of their metal), and are known as ‘token’ coins. These token coins are mostly used locally, and rarely leave their homeland or even city.

Coins made of precious metals, on the other hand, may travel far and wide across the Sovereign Lands. While many merchants may accept these foreign coins, they almost invariably give change in the local monies. However, they often charge a small fee, or simply give less change, for foreign coins. Unscrupulous merchants may give change in shaved coins, or foreign coins that they themselves have been unable to “unload.”

The bullion for these coins can come from collecting surface deposits, mining, overland or seagoing trade, war spoils, tithes or simply by melting down the coins of other lands. Much of this metal comes from dwarven mines, such as those in the dwarven kingdom of Karasta, where one can find huge quantities of extraordinarily pure gold. Metal for the token coins is much easier to find.

A coin's value is based on the gold piece standard, where 10 coppers = 1 silver; 10 silvers or 100 coppers = 1 gold; and 1,000 coppers, 100 silvers, or 10 gold = 1 platinum piece. However, as noted above, this does not necessarily apply everywhere. The city-state of Dynaj, for example, has no platinum coin, though it does have a token glass coin equal to five gold pieces. The names and values for all coins minted on Tellene are listed on Table 1-1: Coinage of Tellene. Note that in some realms with large numbers of governments and long histories, (such as Aldrazar) the vast majority of people deal only in the weight value of coins. Generally, coins that travel some distance lose some of their power even against that weight, as merchants must consider that coins from more

distant, and even unknown, lands may be harder to verify in terms of purity or simply more difficult to unload. In such lands, it is customary for the more cultured types to speak of “pieces” or “coins” rather than using very specific regional titles for each coin, due to the bewildering array of current and ancient coins one might find throughout the land. Such names are essentially not recognized outside of the minting nation's boundaries.)

A character that tries to mint his or her own coins, or knowingly pass counterfeits, is subject to punishment by mutilation and exile for life. A lighter sentence includes all of the following: hard labor, dungeon imprisonment, heavy fines, confiscation of property and a ban or edict against the individual, as well as the pillory and/or public flogging. Regardless of region, the government treats forgery very seriously.

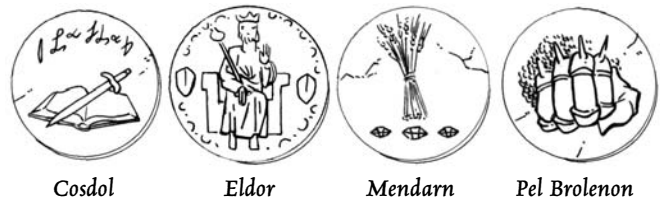
COMMON COINAGE

The names, sizes and shapes of coins vary widely, depending on where in the Sovereign Lands they were minted. For example, all Brandobian colonies and countries (including Pel Brolenon) use a standard size, shape and weight of coinage minted with platinum, gold, silver and copper. However, most Svimohzish coins, though minted from the same metals, are not round – instead, they have eight slightly rounded sides.

Coins are typically named after a famous historical figure or leader from the area. Of course, as new rulers come to power, coins are occasionally renamed, as the new monarch attempts to build his own legacy or erase that of his predecessor. Coins may also be named after concrete things or abstract ideas. For example, the Kingdom of Cosdol, with its higher concentration of wizards and sorcerers, has coins named after various magical aspects.

Characters may notice that while some coins have racial names appropriate to the area where the coins were minted, other coins in the same area are called by their names in Merchant's Tongue. This is due to the common use of Merchant's Tongue among, well, merchants. Some new coin names stick, and pass into common speech, while other coins retain their older names. For ease of reference, this section also briefly repeats some information previously found in other *KINGDOMS OF KALAMAR* sourcebooks and adventures.

The terms “obverse” and “reverse,” as mentioned in the following section, refer to the two dies used in minting coins. The obverse, or lower, die is used to stamp the more detailed legend, while the reverse die imprints the coin's value on the opposing side. In modern terms, obverse refers to the coin's head, while reverse refers to the tail.



BRANDOBIA

As noted above, all Brandobian countries (including Pel Brolenon) use a standard size and weight of coinage minted with platinum, gold, silver and copper. The reverse of each coin displays the words “1 [name of coin].” However, the images imprinted on the obverse vary by country.

Coins from Cosdol display the name of the kingdom above the image of an open book crossed with a shortsword, while Eldoran coins are imprinted with the royal seal. The coinage of Mendarn is