

# MANACLE & COIN™



## Merchant Princes of Creation

Many hate and revile them, yet none turn away their visits. They are members of the Guild, a mercantile organization whose caravans and trading ships cross the face of Creation. They care not for the will of princes or Exalts, but only for profit. Some despise it, while others idolize it, but in truth, the Guild cares not if it is loved or hated, so long as those who do business with it pay their bills in full.

## Masters of Jade and Commerce

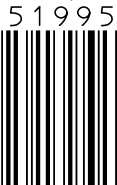
**Manacle and Coin** details the Guild, the greatest of the world of **Exalted**'s commercial organizations. Inside are the details of the Guild's structure and methods — and of its abominable trade in addictive drugs and slaves. **Manacle and Coin** also includes an explanation of the monetary systems of Creation, for Storytellers and players desiring a greater degree of realism in their **Exalted** games.



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# MANACLE & COIN<sup>TM</sup>

Sample file

BY IAN ELLER, MALCOLM SHEPPARD,  
JOHN SNEAD AND ANDREW WATT

## CREDITS

**Authors:** Ian Eller, Malcolm Sheppard, John Snead, Andrew Watt

**Storyteller Game System Design:** Mark Rein•Hagen

**Developer:** Geoffrey C. Grabowski

**Editor:** John Chambers

**Art Direction:** Brian Glass

**Artists:** Ross Campbell, Shane Coppage, Pop Mhan, Yosi Nosaka, Chris Stevens, Andie Tong, and Melissa Uran

**Cover Art:** Ross Campbell

**Cover Design:** Brian Glass

**Layout and Typesetting:** Brian Glass

## SPECIAL THANKS

I'd like to start this book by thanking Ken Cliffe and the other folks in management at White Wolf for allowing so many of you to read it. As originally planned, **Manacle and Coin** was to be a Black Dog book, a part of our adults-only line, because of its unpleasant subject material. When it was decided to keep the book in the main line, I was concerned over the issue of content. I wrote to Ken asking if he felt that any of the material would need to change, and he said I should "keep it up to the high standards of the line." So that's what I've done; I did exactly the book I intended to do in the first place. Let's hear it for managers with brass nuts.

I'd also like to thank the writers. They did a bang-up job on a very hard assignment that happened to fall within the developer's own sphere of personal interest. Andrew Watt, in particular, worked tirelessly to capture the full Byzantine sweep of imperial finance.

Finally, thanks to Ken Hite and Mark Cenczyk for listening to my plans for the imperial economy at SimCon 2002 and for providing their comments.



1554 LITTON DR  
STONE MOUNTAIN, GA  
30083  
USA

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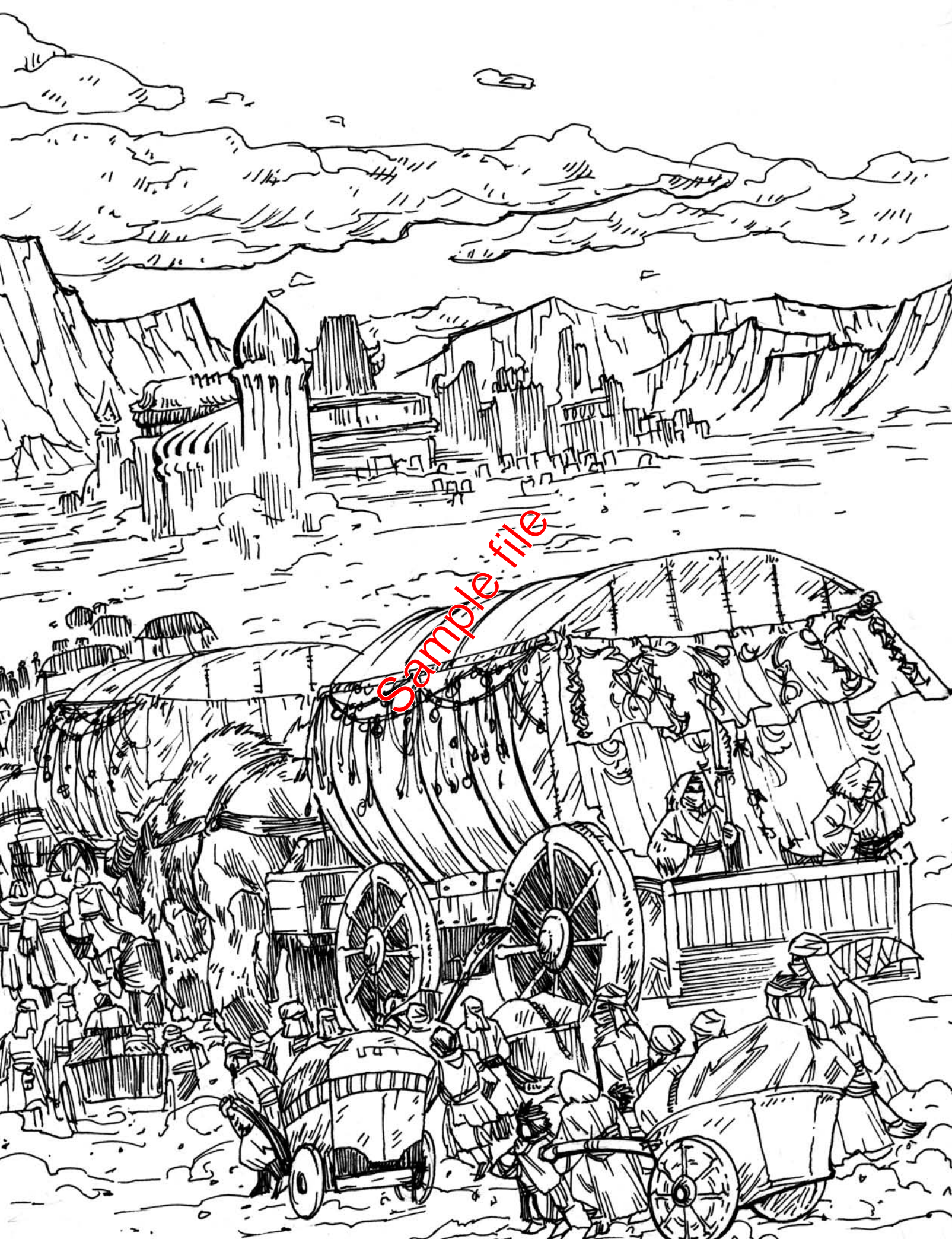
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# INTRODUCTION



*It is not funny that a man should be killed, but it is sometimes funny that he should be killed for so little, and that his death should be the coin of what we call civilization.*  
—Raymond Chandler, “The Simple Art of Murder”

I don’t normally speak directly to the reader, but just this once, I’d like to talk directly to the people reading this book. **Manacle and Coin** is a special book for me, one that I’ve intended to do since I was first developing the main **Exalted** rulebook.

The goals for this book are threefold. First and foremost, I wanted to explain the business practice, macroeconomics and international vice trade of the Age of Sorrows. While none of these matters directly affect a game of kung-fu asskicking, **Exalted** achieves much of its heroic effect from the extreme contrast of the game’s over-the-top action with the grim realism of the Second Age. This book, then, is a key to establishing that grim realism. Like **Savage Seas**, there are doubtless some fans who will find the material in this book not to their tastes. It is a serious treatment of business, particularly dirty and unpleasant business, as transacted in the Second Age of Man. There is precious little graphic sex and even less graphic violence in it, and neither is especially glorified when it does appear. However, the book covers material that, until now, was only available to the developer and a few core writers. I think it is fascinating and fun, and my primary goal for this book is that much of the material find its way into your game.

Second, it was always my intention that this book illustrate the depths to which the human individual can sink. Most of the practices illustrated in this book are modeled on real-

world material: the Arabic and transatlantic slave trade, the partition of China and the subjection of its people to opium, the perversion of entire nations to serve the ends of the single individual who rules and effectively owns them. I hope that when a reader finishes **Manacle and Coin**, he will thoroughly understand that there is nothing that some person will not do to another in the quest for wealth and power. Let this book stand as a lesson to those who would say that “nobody” would “ever” do something. There is always someone willing to perform any particular wicked deed if it profits him or allows him to gain a position where others are in his power.

Thirdly, and perhaps most importantly, this book exists to remind the inhabitants of our own age that the denizens of the Age of Sorrows are wrong. Most of the evils this book talks about are largely, blessedly extinct in our own world, so much so that I needed to publish a book specifically about them so that players and Storytellers could learn enough of these historical terrors to include them in their games.

These practices are not extinct because they are inefficient or unprofitable. Most such inhuman endeavors netted quite tidy sums. If they hadn’t been profitable, their evil would not have been such a pestilence upon mankind. Now, they are extinct, not because of any natural or historical process, but because people of all nations and all creeds together turned their faces against these forms of wickedness