

The Commercial Sphere Compendium

Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik

Shattersun of the Darganof Trading Company, 1026



*Tips of solar or pop cards may be offered to Varik Shattersun or the Darganof Trading Company
if you wish to express your gratitude and keep more expeditionary missions like this funded!*

Introduction

This compendium presents, over the course of a few pages, the essentials surrounding the commercial sphere.

You will find the history of commerce in our universe, a presentation of the material tied to it on the field, the buildings and objects on the ground, as well as an overview of the basic rules.

Whether you are taking your first steps in the world of Bicolline or are a seasoned veteran, it will most certainly serve as a useful and enjoyable guide.

Duché de Bicolline

The Commercial Sphere

Negotiation, the Foundation of Commerce

Negotiation is a complex and communicative art, rooted in understanding one another. Every merchant, when conducting trade, attempts to reach an agreement that mutually benefits both parties, while accounting for the differing interests of each interlocutor. This is what is called a good deal.

When the notion of profit comes into play, each person – though in different ways – tends to harden their position. At that moment, from a simple material exchange, one enters the realm of psychological interplay, empathy, and persuasion. In essence, negotiation consists of finding a balance in the diversity, fostering collaboration, and obtaining results that satisfy the parties involved, whether they are honest merchants or consummate swindlers.

To negotiate well, one must hold several cards. But the master card is undeniably knowledge. Synonymous with power, being very well informed strengthens one's position and broadens one's room to maneuver in the negotiation. Knowing the important details related to the object or power one pursues is the one who possesses it. Yet be careful: it can also turn against you if someone opposite you knows as much, or even more, than you.

Negotiation is therefore not limited merely to obtaining an immediate favorable outcome; it is also about building lasting relationships and establishing long-term trust.

Trust is the foundation of successful negotiation. Just like integrity, honesty, and transparency are essential in establishing one's credibility among the populace.

In summary, negotiation is a dynamic process that requires patience, perseverance, and skillfully navigating in order to achieve the greatest possible gains within complexity. It is a subtle balance between affirmation of one's own cooperation, intuition, and the ability to interpret the other person's intentions. Although every negotiation presents its own challenges and opportunities, mastery of the art of negotiation allows one to maximize gains and achieve results that transcend simple compromise.

It may also simply allow you to become a legendary loudmouth.

Barter, at the Origin of Commerce

Since the dawn of time, barter has been at the root of all commercial transactions. Then, with the advent of great men, came the birth of currency, initially created from precious metals. Currency first had value, but it eventually became universal. The Solar is the most widespread legendary coin, but there are many others, such as the Dinar, among many titles of coins in the Cités Sables. Yet it was the emergence of currency, along with many historical events, that laid the foundations of modern commerce.

The Principality of Monarkan

The imperial regime of Monarkan began around the year 235 of the First Era, when a remarkably ambitious man, at the head of an immense army gathered through his



charisma, settled in the fertile region. He eventually proclaimed himself Emperor and took the name Monarkan I. Thus was born the Empire. The sovereign offered protection to all those who wished to settle there, in exchange for a tithe on the fruits of their labor. Monarkan is also recognized for having introduced the silver Solar, a coin of undeniable prestige and, at the time, very highly prized.

It was a woman, Helena de Bayonne, whom people call the Inventor, who first conceived of

trade routes, for she continued to prosper thanks to this trade route system. Wife of the head of a small merchant group by marriage, the once-sedentary woman earned a solid reputation as a negotiator among the first livestock breeders of the nascent Empire. By

purchasing animals from the first peasant farmers and then traveling from village to village to the capital, she negotiated her prices locally and obtained the best offers on the market. Little by little, her caravans traveled through all the provinces, as far as the mountains of Ekengrad.

The Era of Polignac

It was around the year 530 that the Empire entered the era of Emperor Polignac, celebrated by name due to two centuries of incessant war against the Elves of the Woods. From peasant agriculture and the development of roads began commercial modernization. At the time, Andore, Claircastel, l'Argent, and l'Ozome were among the imperial provinces where trade routes were most active. Trade through Andore, the most famous commercial route, extended all the way to Pamiosard and was also connected to the West coast and the South road, exchanging merchants. Seeking to profit from butter and butter money, the Empire also made sure to establish numerous taxes to fund militias and the infrastructure necessary for merchants, not to mention a tax collector and officials of the Empire to ensure efficient financing throughout it all. The flourishing economy thus began in a prosperous period of peace, provoking increased demand for labor, which contributed to the rise of the Voehhoorns, whose vast mining wealth in the mountains and infrastructure favored the extraction of minerals.

The maritime trade economy was also greatly affected by the Polignac era. The port of Pamiosard became the most important, shifting commercial exchange toward the Cité des Sables. The first transactions with the cities of Khadij and Jabba Hal concerning the

import of slaves. Driven by their brutal nature, the Cité des Sables knew the entire oriental world, while facing invasions by tribes from the Terres du Sud and the Sautons. The city-state of the Cité des Sables was often forced into war, yet far from servility, it was difficult to maintain their status as slaves within the Empire. Some of the slaves eventually worked in mines, while others were chained in networks of the wealthy or dungeons of less arrogant masters. The least that can be said is that sending slaves to the Empire could eventually destabilize the lives of certain provinces of the south. Even in our day, slavery remains a poorly regarded subject in the eyes of certain souls.

Solars

Solars are obtained through the minting of ingots. The gold, silver, copper, and green electrum ingots of 2000 solars, while the larger gold ingots, worth 5000 solars, are used in major transactions, evoking wealth.

Bills of Exchange

Although transactions with hard currency remain common, large-scale trade operations often use bills of exchange. These letters, specific to each region, can be traded for solars and allow the purchase of lots, particularly from certain merchants.

Trade Routes

The most prized trade routes become the object of very intense disputes, but counterparties, sometimes represented by large guilds, can impact their profitability.

Though less profitable, a route can always lose part of its initial value, regardless of even minor fluctuations. Competition can sometimes also attract the attention of organized criminal groups specializing in illegal trade.

As for caravans, guilds market interprovincial and interregional trade through trade routes, and this activity can at times involve considerable risks and associated costs. The profitability of an expedition may be influenced by several factors such as duration, the origin, criminal attacks, destination, and even plain bad luck.

Maritime Commerce

Although land trade remains undeniably the most profitable form, the dangers that lie in wait are no less serious than on land. A cargo vessel can be totally lost in a storm, and to avoid piracy, certain captains sometimes must politically maneuver in order to avoid conflict. Sea powers can also demand high taxes for the use of their ports and shipyards, intended for the repair and maintenance of ships. Defending a harbor area is never without risk.

On Land as on Sea

Whether they are land-based or maritime, trade routes are managed officially by the Banque de l'Hippocampe for the registration of a trade order. The choice of departure counter can be of major importance, since the trading guild may choose it, thereby guaranteeing the profitability of the caravan order or maritime commerce.

All journeys require provisions and fresh water, and naturally it would be unwise to forget them, which explains the higher provisions cost for caravans. Any wise merchant will avoid depleting his own stock of provisions, because losing a season of trade results in considerable costs.

Commercial Auctions

Each year, the opportunity to acquire a reputable and profitable trade route is offered to the guilds who participate in auctions. Guilds must therefore bid in order to win contracts at the best possible price. An unavoidable condition, however, is that the guild leader must pay homage and swear fealty to the named monarch of the province as well as to his heirs. These trade routes last for a variable period, often extending two to four seasons, or longer.

The Banque de l'Hippocampe

The Banque de l'Hippocampe is responsible for the free circulation of lots within the honor letters tied to exchange. It also ensures the minting of gold and silver ingots in sufficient quantity. It is also the guarantor of the Empire's financial stability and converts its bills of exchange into solars according to the corresponding province or region.



Commercial Counters

At the heart of the economy, the many commercial counters all play a central role. They are points of transaction designed for the sale of lots, labor, and military units. Guilds send their merchants there for supply, to move surplus inventory, and to obtain the resources needed for the coming seasons. Speculation on fluctuating lot prices generates numerous transactions and presumably produces wealth.

Game Items

The Commercial Seal

Seals are the physical representation of a guild's specialization, and they are the link between field play and the geopolitical game.

The use of a guild seal allows it to increase its influence in carrying out various actions. For example, the commerce seal allows the establishment of commercial routes between provinces, or the chartering of ships for maritime trade.

Solars

The economy is one of the important facets of the game of Bicolline. The currency called the Solar is used for most transactions. Its use is constant, both on the field and in carrying out actions that affect the virtual game. Each major region of our world has

its own regional currency, which essentially consists of denominations at values of 5, 20, and 100 solars.

At each activity you register for, you will receive, upon check-in, 5 hard solars. It is also possible to earn them during activities: campaign gains, quest rewards, treasure discovery, etc.

As you understand, the solar is at the heart of the game and of nearly all possible transactions at Bicolline.

Solars, Some Examples...

20-solar coin produced by the imperial treasury.

Twenty-two years separate the two series of mintings produced in 1001 and 1023.



Two coins of great value in the profile of two illustrious Emperors who marked their era:

Polignac and Karl I.

The evolution of the 1-solar coin over the last three decades, below. *(Translator's note: a favorite of Pehj, the gambling*

master of Darganof Trading Company!)



A few examples of regional minting.



A few examples of guild minting.



The two piecette models in circulation.



Two 5-solar coins produced respectively by the imperial treasury and the treasury of Andore. Minted in 1005 and 1010, they are sought after by numismatists throughout the world.



Piecettes

The piecette has a unique role in the field game. It is there to support roleplay, whether for betting at the casino or on a dice game, paying a messenger, giving to a beggar, obtaining the Dailypocamp, buying trinkets, or acquiring information at an inn bar. Piecettes are also very practical during scenarios, to settle everyday matters in adventure: lodging, food, equipment, etc.

Even though the value of 10 piecettes equals 1 solar, the piecette never goes back into the economy.

Ingots

Two types of ingots are in play: the gold ingot and the silver ingot, with respective values of 5000 and 2000 solars. These ingots may be purchased or exchanged for hard solars from the Banque de l'Hippocampe. Each ingot is stamped and recorded in the ledgers of the Banque de l'Hippocampe when it enters circulation. The ingot, far more than a simple unit of wealth, represents a symbol of power and prosperity. Valued by lords and monarchs, it strengthens the influence of rulers over their subjects, consolidating their authority and elevating their prestige within their provinces and regions.

Bills of Exchange

You can exchange a bill of exchange for its nominal value in hard solars directly at the Banque de l'Hippocampe.

Certain transactions, particularly at the Banque de l'Hippocampe, may be completed by depositing your bill of exchange directly for the purchase of lots, labor, or this action does not require the use of a commerce seal if the transaction is carried out in the region indicated on the bill of exchange.

Meeting a non-player character who possesses the proper regional bill of exchange may also allow you to request a payment. For reasons of security or loyalty, however, the latter does not accept payment in hard solars.

Game Cards

Two editions of cards are in circulation; here is a model from each edition, the older one with photo, and the newer one with illustrations. On these, figures also sometimes appear, representing lots, merchandise quantities, or the importance of a herd, as well as, of course, a value scale.

Below you will find an overview of the principal cards that will be useful in your commercial dealings.

Production

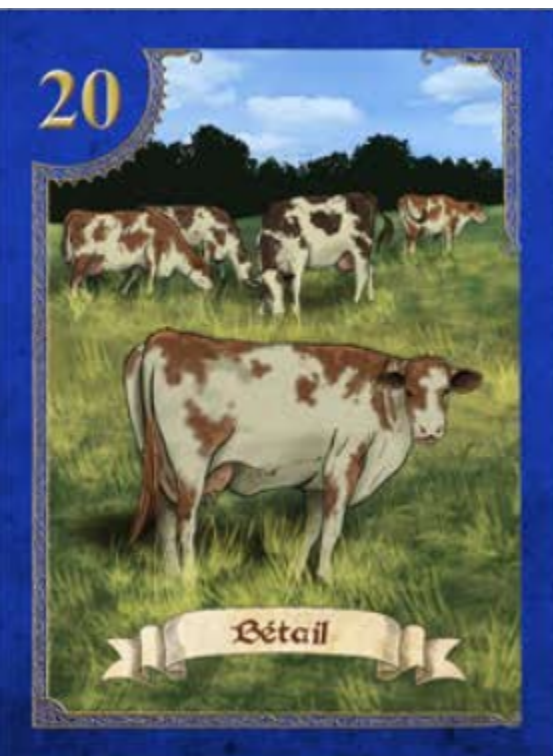
Armament

Armament lots encompass all the weapons, armor, and shields necessary for confrontations, whether for melee engagements, ambushes, or strategic defense. This equipment is essential not only for outfitting infantry and militias, but also for strengthening fortifications, arming warships, and supporting major military campaigns. Possessing a stock of armaments guarantees preparation, endurance, and tactical superiority in the face of prolonged battles and sieges.



Livestock

A livestock lot includes all farm animals essential to food supply and production. It may include sheep or goats, pigs, or poultry. To these are also added beasts such as oxen and mules, indispensable for transporting goods and for agricultural labor. The lot may also include mounts used in combat, such as horses for human cavalry, camels for desert tribes, or even wolves trained by the Vargkyrn. Each species of the animal kingdom forms part of livestock and has a



strategic or utilitarian role that varies from one people to another.

Grain

Grain lots encompass all agricultural products, going well beyond simple grasses. Besides wheat, oats, and rice, they also include oats, flax, peas, broad beans, sunflower, and even olives, more particularly those used for fodder intended for horses and beasts of burden, which constitute a crucial component of commerce and agriculture. Cereal resources are also essential for supplying armies and for maintaining domains by ensuring the sustainability of populations and the proper functioning of economic activity. Grain therefore plays a crucial role in the prosperity and security of provinces.



Equipment

Equipment lots include a wide range of objects comprising boots, belts, and satchels, but also essential tools for the construction of buildings and ships. Each lot plays a vital role, whether in strengthening the protection or comfort of a châtelain and his men. Certain more specialized

equipment is intended for mages and occultists, contributing to the learning and mastery of their arts. Whether intended for artisans or scholars, these equipment lots are fundamental to ensuring the smooth progress of work or rituals.

Resource

Resource lots refer to raw materials provided by nature, indispensable for craftsmanship, construction, and metallurgy. Among these resources are wood and stone, essential for the construction of buildings and various structures. Each has specific properties and uses, making them pillars of the development of infrastructures and equipment. Without these materials, the realization of ambitious architectural, military, or artisanal projects would be impossible. Efficient and rational management of these

resources is therefore crucial for any society seeking to prosper.



Provisions

Provision lots include a variety of foodstuffs such as bread, cheese, meat, milk, as well as fruits and vegetables. Drinks, notably beer and wine, are also part of this

category. Fresh water is indispensable, especially for navies and during crossings of deserts. Ground forces and sea armies need large quantities of provisions to ensure their subsistence. A besieged domain can therefore quickly come to require a large amount in order to supply its garrison with food, which makes resource management crucial in times of conflict.

Labor

Slave

Certain slaveholding regions even enslave their own people in order to better subjugate and control them. A slave is a forced laborer, deprived of rights, who remains the property of a master throughout their life. These individuals perform tasks similar to those of peasants, often under extremely harsh conditions. Some slaves are armed and trained as soldiers, becoming fearsome fighters. Others may develop skills as masons, blacksmiths, or stewards, showing that even in bondage, their talents can be exploited.



Forester

The people of Irendille include elves, half-elves, humans, and various fae creatures, all preferring vast wild expanses to the monotony of human cities. Bound by ancient traditions deeply rooted in their land, its inhabitants cultivate a way of life in symbiosis

with nature, striving to preserve a sacred balance between what they create and their environment. Every structure, whether a home or a workshop, is integrated harmoniously into the landscape, reflecting this profound respect for their ecosystem. Forester builders and craftsmen ensure that their works honor this precious harmony. When the need arises, these forest folk can also be called upon for a range of labors while maintaining their cultural identity.

10



Beastman

Beastmen are nomads, but are distinguished by their non-human nature. Often referred to as fauns or satyrs, these creatures possess intelligence and reasoning ability that allow them to resist enslavement. Those who agree to be recruited are receptive to training, whether as woodcutters, soldiers, or scribes. Having lost everything in the wars that forced them to flee their wild homelands, they are commonly found in cities, where they try to rebuild their lives while preserving their distinct culture.



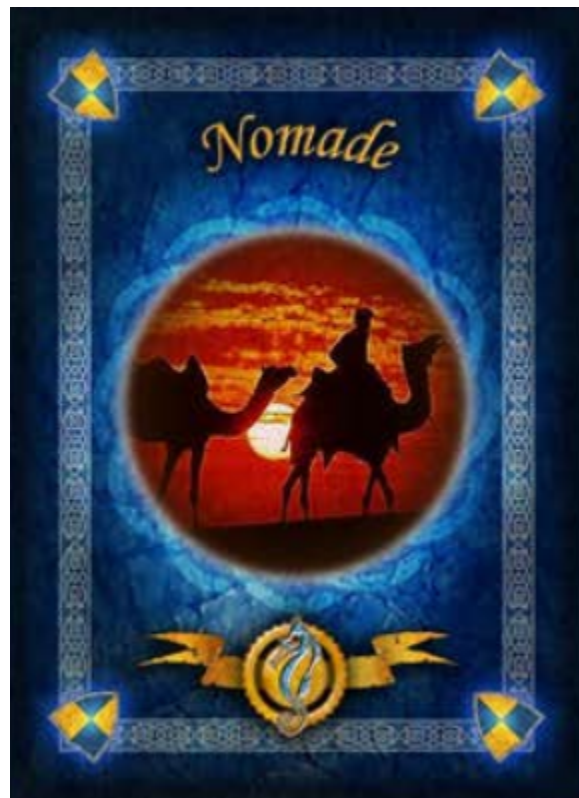


Sailor

The ports teem with sailors, skilled artisans in shipbuilding and often recruited as embarked fighters, becoming the fearsome soldiers of the sea. However, not all choose the path of honor: some turn to piracy, attacking rich merchant ships to seize their precious cargo. In some cultures, the sea occupies such a central place that entire families live there almost exclusively. It is common to see generations gathered aboard the same vessel, where everyone, from the youngest cabin boy to the venerable captain, contributes to life and labor at sea.

Nomad

Originating from the wild lands, nomads are non-sedentary individuals living outside domains and outposts. Above all attached to their freedom, some nonetheless must enter the service of nobles or burghers in order to provide for their families. Nomads are found among various peoples: many elves inhabit the wilds of Irendille, while those of human stock still come predominantly from the Terres du Sud. Their way of life, founded on mobility, deep knowledge of their



environment, and a strong harmony with nature, allows them to survive and thrive in often demanding conditions.

Peasant

The feudal economy rests in large part on the labor of peasants, the pillar of the workforce in fields, forges, and the local militia. This class is not exclusively human: it also includes dwarves, halflings, half-elves, and fae. Gathered under the direction of a domain head, these workers often serve a noble and are commonly called peasants.

Depending on circumstances, they may be trained in schools or equipped to become brigands, skirmishers, or militia members. Construction projects in particular depend heavily on this labor force, underscoring their indispensable role in the life of a domain.



10



Greenskin

Wild territories such as the Territoire de l'Oubli are marked by hostile marshes and swarms of ravenous insects, making life harsh and dangerous. This region is populated by orcs and goblins, often categorized by size. Their skin, ranging from green to brown or even reddish tones, and their strength, sometimes greater than that of

the strongest men, make them imposing beings. Outside the Territoire de l'Oubli, their reputation for brutality precedes them, marked by a lack of refinement and etiquette. Authorities must frequently intervene to contain the disturbances caused by their impulsiveness, since fights involving greenskins are as common as they are troublesome.

Voelhoorn

The people of the Voelhoorns, commonly called Blue Men, come from the vast ocean depths. Amphibious, they move as easily underwater as on land, making them exceptional sailors. Their bluish skin, remarkable endurance, and ability to swim long distances without exhaustion give them unique advantages. Experts in navigation, they master ocean currents with instinctive precision and maintain a natural connection with the creatures of the abyss, reinforcing their reputation as incomparable mariners. Although they favor aquatic environments, Voelhoorns sometimes venture onto land, where they readily share their maritime expertise.



Units



Embarked Fighter

The embarked fighter is a specialized yet versatile unit, master of naval combat and guarantor of a ship's proper functioning. An expert in boarding actions, they play a crucial role in sea engagements. Shipowners also call upon their services to protect cargo and maintain order aboard, acting under the captain's command. Through their skill, the embarked fighter ensures the safety of maritime voyages, faces potential threats, and contributes to the success of commercial missions, while also guaranteeing the secure escort of diplomatic contingents to their

destination.

Orc Warrior

Greenskins chosen from among the strongest and most capable are armed and equipped to become orc warriors. These fighters generally carry a heavy sword, a bow, and a few pieces of armor. The ranks of orc warriors also include goblins who are remarkable marksmen, as well as young orcs eager to prove their worth. Assigned mainly to the defense of palisades or fortins, they ensure the protection



of their territory. Those fortunate enough to receive specialized training may advance to become wolf riders or, for the most fearsome, Ushatars, powerful warriors who increase the strength of their unit.

Militia

The militia is composed of simple peasants living within the walls of their domain. They gather in the barracks to procure weapons such as swords, spears, or halberds, while the more skilled prefer to use a bow. A well-trained militia ensures the protection of its garrison, but some, under the orders of their lord, are sent to fight in an army. Those who choose the military path strive to train themselves into true professional soldiers or even cavalrymen, seeking to distinguish themselves on the battlefield.

Elven Militia

Foresters, armed and well equipped, may be called upon to join elven militias. The bow is their preferred weapon, and it is not uncommon for an entire garrison of elven militiamen to be equipped with it. The most seasoned and experienced train relentlessly to attain the rank of Ilta-Matcha, elite fighters, while those who favor speed



and ranged combat refine their skills on elven steeds, aspiring to become Roquens, exceptional cavalry on the battlefield.

Assets

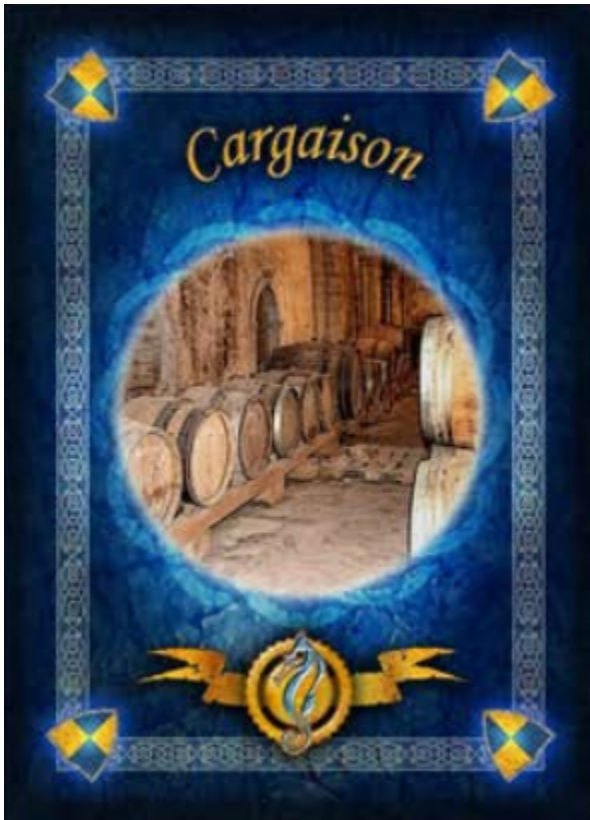
Reinforced Axles

Commercial caravans use beasts of burden and wagons to transport their goods. Because the journey is often long and arduous, it remains less profitable than maritime trade, with its great galleons filled to capacity. To improve the efficiency of wagons, occultists have, through their art, invented reinforced models equipped with larger wheels and strengthened structures. These innovations allow more merchandise to be transported and reduce travel time, making overland trade more competitive in comparison with maritime alternatives.



Riches

Cargo



Cargoes represent valuable goods originating from a targeted region. They include a variety of items such as refined spices, luxury materials, exotic birds, parcels, timber, marble, or the finest silks. Since each region imposes its own standards regarding the quality of imports admitted onto its territory, commercial practices are strongly influenced by local expectations. Honest merchants, well informed about the laws in force and about local tastes, ensure that the composition of their trade routes aligns with the expectations of the wealthy and bourgeois populations of the destination region. By

carefully adapting their cargoes to consumer preferences, they maximize profits and ensure the prosperity of their business, while also fostering cultural and economic exchange between the world's regions.

Silver Ore

Silver ore is crucial to the production of silver ingots, the cornerstone of minting solars, the most widespread currency. Extracting this precious ore from the mines is demanding work, reserved for dedicated laborers. Once refined, the ingots become symbols of wealth and power prized by lords and nobles. In addition to strengthening the influence of local elites, they play a central role in trade and economic transactions. Any silver object, whether jewelry, chains, or silverware, may be melted down to produce new ingots. Thus silver, in all its forms, remains a strategic resource.



Gold Ore

Gold ore, much rarer than silver ore, is a precious resource in the world of Bicolline. Transforming this ore into ingots makes it possible to produce gold solars, whose value generally exceeds that of silver solars. The purity of each gold piece may vary, sometimes making smaller ones more precious than larger ones. Aware of gold's strategic importance, monarchs and lords strive to accumulate ingots in their citadels and castels. These reserves strengthen not only their regional influence, but



also their prestige within the aristocracy, consolidating their position in the power struggles that shape the kingdoms.

Precious Stone

In the world of Bicolline, precious stones are countless and come from deposits spread across various kingdoms where mines have been established. These gems are of vital importance to mages and occultists, serving as essential tools in the learning and practice of spells. Each stone, whether ruby, emerald, or sapphire, possesses unique supernatural properties that amplify the magical abilities of its users. Beyond their aesthetic brilliance, these valuable resources play a central role in the economies of provinces and regions, being frequently traded for silver or gold ore, both indispensable to the production of ingots.



Commercial Counters

The commercial counters represented here are those that were active throughout the year 1024.

Bank in Tareris (Banque à Tareris)

Founded in 1018, the BAT is managed by Edouard Sunsphear of the guild Némésis and is a counter in the region of Kafe that presents itself as staunchly anti-slavery.



Iron Bank (Banque de Fer)

Formerly named CCVV, the commercial counter of the Vénérable Valmir, established in 1011, was renamed Banque de Fer by its new owner, Justicor. The BDF building is located in the Old City.



Upper Town Trading Post (Comptoir commercial de la Haute Ville)

Firmly established in Bicolline's commercial district since 1020, the CCHV is managed by Bastian Worcestershire of the guild de l'Hydre.



Khadija's Trading Post (Comptoir commercial de Khadidja)

A consortium established in 1019 and represented by the guilds des Émissaires de la Cité des Sables and de la Gard, the CCK counts among its important leaders the emir of Khadidja, Said Bassam Ibn Abdi, and Mattai, First Grand Priest of Noisehoc.



Trading Post of the Eastern Seas (Comptoir commercial des mers Orientales)

The fortune of the CCMO is well established. Under the supervision of Légarto Déoro of the Coque rouge, this commercial counter, founded in 1022, has now become indispensable.



Commercial Counter – Bid and Ask (Comptoir commercial Enchère et en Hausse)

A consortium that manages a market in lots, labor, and military units. Transactions at the CCEH are conducted exclusively in solars. Its representatives can be found there to receive your solars or to hand over your purchases. Founded in 1023.



Silfrman Hall (Hall du Silfrman)

A Norse commercial counter established in 1017, the Hall du Silfrman specializes in exchanging lots individually at fixed prices in order to meet the immediate needs of nobles of every sort. Marlaure Krinkov of the guild des Silfrmans d'Ekengrad is always ready to negotiate.



Lys Noir's Commercial Counter of Carcosa

Gabriel Kroft of the guild Lys Noir and Ramiel Portelance of the Lys Royal co-founded the LNCCC during a turbulent period of war. Founded in 1023.



The Banque de l'Hippocampe



The Banque de l'Hippocampe is the very heart of the commercial sphere and is located in the merchant quarter of the Haute Ville. It is open during the vast majority of events on the activity calendar and operates daily throughout our annual event, the “Bataille de Bicolline.” Clerks and bankers work there to meet the needs of the Duchy’s population and to process its actions.

Its second floor is occupied in part by the maritime sphere as well as the exploration sphere.

Some actions affecting both field play and the geopolitical game need to be made official; this is done at the registry counters of the Banque de l'Hippocampe.

It is also in this building that you will find the political registry counter, notably for changing property titles. Please note that certain actions require a fee, so do not forget to bring your solars.

Geopolitical Rules

9. The Commercial Sphere

9.1 Cargoes

In order to engage in commerce, a guild must first obtain cargoes. These may be acquired through certain buildings or by using the commercial action "Manufacture Cargoes." After that, once the other prerequisites are met, a guild may perform an action requiring a commerce seal committed until the end of the following Summer season.

The base value of any cargo is eighty (80) solars and may be modified depending on the resale destination or on particular events.

Cargo sale value

Base value of a cargo	80 solars
------------------------------	-----------

Arrival counter in a region different from the departure region	+25 solars
Distance between the departure commercial counter and the arrival commercial counter	+1 solar per hex of distance between the two commercial counters (as the crow flies), up to a maximum of 100
Neutral Syta draw	Variable according to the Syta draw result
Bonus related to commercial pacts from quests or auctions	Variable

9.2 Commercial Income

Because every journey through the world of l'Hippocampe is filled with many perils and uncertainties, all actions requiring a committed commercial seal are subject to a neutral Syta draw, which will influence the action's result.

Effects of neutral Syta draws on actions of the commercial sphere

Lumineuse E	+50% of the value per cargo
Lumineuse D	+20 solars per cargo
Lumineuse C	+15 solars per cargo
Lumineuse B	+10 solars per cargo
Lumineuse A	+5 solars per cargo
Grise	No effect
Sombre A	-5 solars per cargo

Sombre B	-10 solars per cargo
Sombre C	-15 solars per cargo
Sombre D	-20 solars per cargo
Sombre E	Total loss of the cargoes

9.3 Actions of the Commercial Sphere

Trade between provinces is vital to the population's viability. The choice of your affiliated province is just as important when it comes time to think about having a commercial guild.

Actions of the commercial sphere

Merchant Caravan

Range: Commercial counter. Maximum range of 20 hexes per season.

Target: Commercial counter located in another province.

Cost: 1 committed commerce seal, 10 cargoes, 5 labor, 5 livestock, 5 grain, 2 militia units (or 2 elven militia units or 2 orc warriors), 10 influence from the departure region if it is not from the affiliated province.

Effect: Allows you to bring back a bill of exchange from the arrival region. If the destination commercial counter is not accessible (domain under siege or occupation, building destroyed), the value of the bill of exchange is reduced by 50%.

Action phase: Movement

Limitations / Notes: The commerce seal is committed until the end of the Summer season. The action cannot be performed during the Summer season. Income is subject to a neutral Syta draw.

Maritime Commerce – Caravel

Range: Caravel in the coastal zone of a domain possessing a commercial counter and a quay.

Target: Arrival commercial counter of a domain with a quay.

Maximum range: 1 maritime segment per season (including the maritime province of departure and arrival).

Cost: 1 committed commerce seal, 1 maritime seal, 10 cargoes, 5 sailors, 6 provisions, 2 embarked fighters, 10 influence from the departure region if it is not from the affiliated province.

Effect: Allows you to bring back a bill of exchange from the arrival region. If the arrival commercial counter is not accessible (domain under siege or occupation, blockade, building destroyed), the value of the bill of exchange is reduced by 50%.

Action phase: Movement

Limitations / Notes: The commerce seal is committed until the end of the Summer season. Income is subject to a neutral Syta draw. The caravel may do nothing else until the end of the Summer season. A caravel engaged in “maritime commerce” cannot be attacked. For calamities and natural events, the caravel is always considered to be in the departure quadrant.

Maritime Commerce – Galleon

Range: Galleon in the coastal zone of a domain possessing a commercial counter and a quay.

Target: Arrival commercial counter of a domain with a quay.

Maximum range: 1 maritime segment per season (including the maritime province of departure).

Cost: 1 committed commerce seal, 1 maritime seal, 20 cargoes, 20 sailors, 24 provisions, 4 embarked fighters, 10 influence from the departure region if it is not from the

affiliated province.

Effect: Allows you to bring back a bill of exchange from the arrival region. If the arrival commercial counter is not accessible (domain under siege or occupation, blockade, building destroyed), the value of the bill of exchange is reduced by 50%.

Action phase: Movement

Limitations / Notes: The commerce seal is committed until the end of the Summer season. Income is subject to a neutral Syta draw. The galleon may do nothing else until the end of the Summer season. A galleon engaged in “maritime commerce” cannot be attacked. For calamities and natural events, the galleon is always considered to be in the departure quadrant.

Exchange a Bill of Exchange

Range: –

Target: –

Cost: Bill of exchange

Effect: Allows a bill of exchange to be exchanged for its face value in solars.

Action phase: N/A

Limitations / Notes: This action is resolved directly in person at the Banque de l’Hippocampe.

Withdrawal Request

Range: –

Target: Guild chest

Cost: –

Effect: Allows all or part of the guild chest's assets to be withdrawn and recovered physically by hand. The request is made directly on the guild profile by the guild leader and the treasurers.

Action phase: N/A

Limitations / Notes: The withdrawal request must be made no later than Friday at noon before the start of the activity.

Forge a Silver Ingot

Range: –

Target: –

Cost: 200 lots of silver ore. Precious stones may replace a certain number of silver ore lots: 2 precious stones replace 3 silver ore.

Effect: Allows the creation of a silver ingot.

Action phase: N/A

Limitations / Notes: This action is resolved directly in person at the Banque de l'Hippocampe.

Forge a Gold Ingot

Range: –

Target: –

Cost: 200 lots of gold ore. Precious stones may replace a certain number of gold ore lots: 5 precious stones replace 3 gold ore.

Effect: Allows the creation of a gold ingot.

Action phase: N/A

Limitations / Notes: This action is resolved directly in person at the Banque de l'Hippocampe.

Manufacture Cargoes

Range: –

Target: –

Cost: 100 production lots, 150 solars, 2 loot, or 10 precious stones.

Effect: Allows the creation of 10 cargoes.

Action phase: N/A

Limitations / Notes: This action is resolved directly in person at the Banque de l'Hippocampe.

Coin Minting

Range: –

Target: –

Cost: 1 gold ingot or 1 silver ingot.

Effect: Allows a gold or silver ingot to be exchanged for its face value in solars.

Action phase: N/A

Limitations / Notes: This action is resolved directly in person at the Banque de l'Hippocampe.

Withdraw an Ingot

Range: –

Target: A castel or a citadel.

Cost: 2 commerce seals for one gold ingot.

1 commerce seal for one silver ingot.

Effect: The ingot or ingots will be given to the guild of the commerce seal. A value under 2000 solars cannot be withdrawn.

Action phase: Demobilization

Limitations / Notes: This action may only be performed by the owner of the domain.

Writing and Design

Olivier Renard

Illustration, Layout, and Graphic Design

Steeve Tremblay

Text and Content

Martin Champagne

David Huneault

Olivier Renard

Collaborators

Nicolas Saucier

Francis Bonenfant

Charles Bilodeau

Revision and Translation

Martin Roussy

Editing and Proofreading

Isabelle Proulx

Martin Champagne

Photography

Eric Dubé

Vicky la Rose

English Translation

Christian Yacca (Varik Shattersun, DT Co.)