

WOE TO THE WICKED / ALPHA v44

Commerce and Crafting

Table reference. Follow the **Player Book** and each entry's printed exceptions.

Fortune and payment

Peasant → Serf: 4 Marks, 50 G each. Serf → Freeman: 6, 100 G. Freeman → Aristocrat: 8, 250 G. Aristocrat → Noble: 10, 500 G. Subsequent domain Mark: 1,000 G.

Quest completion pays each participant one Mark at quest-tier conversion: Ranks 1-5 = 50/100/250/500/1,000 G. Town work retains Class-based reward. Loot additional; count goods and sale proceeds only once.

Sale

Ordinary offer: 50% listed value. Consequential Tact Contest: Critical Success 100%, Success 75%, Failure 50%, Critical Failure 25%.

Black Market offer: 25%. Consequential Tact Contest: 50%, 37.5%, 25%, 12.5% respectively; general maximum 50%.

Search and harvest

One search per character per travel day. GM chooses actual biome and opportunity tier. Perception against a reachable TN; success yields Common d12, Uncommon d10, Rare d8, Venerated d6, Exalted d4 raw units. Failed search gives none. Stationary extraction is a work activity with finite supply and risk, not infinite free searches.

Creature harvests use their material's actual tier and can exceed searching allowance. **Player Options:** **Resources and crafting** provides named materials and crafting effects.

Crafting

Material tier	Gold each	Small	Medium	Large
Common	10g	3 (30g)	6 (60g)	12 (120g)
Uncommon	20g	2 (40g)	5 (100g)	10 (200g)
Rare	50g	2 (100g)	4 (200g)	8 (400g)
Venerated	200g	1 (200g)	3 (600g)	6 (1,200g)
Exalted	500g	1 (500g)	2 (1,000g)	4 (2,000g)

Material tier	Base Workdays
Common	1
Uncommon	2
Rare	3
Venerated	4
Exalted	5

Craft size	Final Workday progress required
Small	Half base Workdays, rounded down; minimum 1
Medium	Base Workdays
Large	Twice base Workdays

Missing suitable resources × Gold each = purchase cost, where available. Describe your result; no recipe required. Lowest committed resource tier sets quality and both baselines. Select listed resource effects within capacity 0/1/2/3/4.

Make one Crafting Skill Test at TN 4 per Workday spent on a project. Success records 1 Workday of progress. A maximum on the retained Crafting die grants 1 additional Workday: this is the specific crafting Critical Success exception, with no Affinity die or critical reroll. **Master Maker** adds its printed bonus on a successful Test. Excess progress does not transfer to another project.

On failure, gain no progress, lose 1 recorded Workday (minimum 0), and destroy one committed resource. The GM chooses it directly or randomly: flip a coin between two candidates, or assign unique die results and reroll unassigned results. Replace missing required materials before continuing. No repeat Test on a failed Workday unless a benefit explicitly permits it. Consume surviving committed materials only when the craft is completed and recorded.

Expected value = materials + required Workdays × half a tier Mark (25/50/125/250/500g). Standard additions support four characters including assistants. Full procedure and examples: **Player Book** and 06 **Resources and Crafting**.