



Week 8.5 Sap

(Roman)

*Welcome to the Paradise of Mythika,
Sap!*

*This seaside pleasure village is built
around a rare coastal-oasis here on the
coast of Oceanus Bay. Sunshine, sea
breezes, and fruit punch. Ahh, this is
the life! Alas, it was before this
abomination showed up. For lack of a
better term, this bone knight, which*

calls itself "Scythian", has been appearing at dawn in the village demanding tribute in gold, gems, and goats. After he wiped out three of our militiamen the first morning, we've just been giving him what he wants, but we are running out of goats. Rid of this bag-o-bones and his next week's payment of gold and gems is yours. Plus, you can keep whatever you find he has stowed away somewhere. Hurry,

Sincerely,

Jorge deFe

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Visitor's Guide

- | | | |
|--------------|------------------------|------------------------|
| → Name | Sap | pronounced (SAHP) |
| → Type | Village | covers an area of |
| | approximately 12 acres | |
| → Population | Registered | 745 as of the previous |
| | census | |

→ Description:

◆ Taboos

- Every place has its own way of doing things or thinking. You better know up front what this town's is. You have no idea if your social faux pas will get you ignored or arrested. So pay

attention. In Sap, no one is allowed to take the name of another person's deity in vain or use it in a curse. Infractions are dealt with immediately and harshly. [\[Downtime activity\]](#)

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→ Government

- ◆ Sap's sole municipal administrator is the duly elected Bugmon Mastiff Bloodfire, dwarf male

→ Underworld

- ◆ In the coastal oasis village of Sap, the underworld operates subtly beneath the watchful eyes of town officials, who are rumored to be complicit. Smugglers use hidden desert pathways to traffic rare spices, illicit artifacts, and forbidden scrolls from distant lands, bribing guards to turn a blind eye. Wealthy merchants secretly fund tomb raiders, selling stolen relics in the black market to collectors. Extortion of local traders is common, with enforcers disguised as priests demanding "donations" to temples in exchange for protection. Meanwhile, whispers of necromantic magic sold in the shadows fuel fears of darker forces at play.

→ Altars

- ◆ 2 altars

- Quetzalcoatl, Aztec
 - A feathered serpent amulet, intricately crafted from jade and gold, symbolizes Quetzalcoatl. Adorned with vibrant quetzal feathers, it represents wisdom,

wind, and fertility. In temples, it's displayed to honor the deity's dual nature—earthly and divine—and serves as a protective charm for worshippers seeking guidance and renewal.

- Helios, Greek
 - A radiant golden chariot wheel symbol, crafted from gilded bronze, represents Helios. Displayed in places of worship, it symbolizes the sun's daily journey across the sky. Adorned with intricate sunburst patterns, the wheel radiates light when touched, evoking Helios' divine power and the eternal cycle of day and night.

◆ 4 shrines

- Aengus og, Celtic
 - A silver harp with golden strings is a common symbol of Aengus Og, the Irish god of love and youth. Crafted with intricate knotwork, it represents his enchanting music and ability to inspire love. Displayed in sacred places, devotees believe the harp channels Aengus's blessings of romance and joy.
- Absu, Mesopotamian
 - A Serpent-Engraved Chalice represents Absu, the primordial god of fresh waters. Crafted from blackened bronze, it is adorned with coiled serpent motifs

symbolizing Absu's chaotic nature. Used in sacred rituals, this relic holds water drawn from deep springs, believed to carry his essence and offer divine protection.

- Rajjin, Japanese
 - A taiko drum, adorned with lightning bolt carvings, symbolizes Raijin, the Japanese god of thunder. Crafted from sacred wood and animal hide, this drum is often displayed in shrines. Devotees believe its sound mimics thunder, calling upon Raijin's protection and power during rituals dedicated to storm control and blessings.
- Thor, Norse
 - A Runestone of Thunder carved with ancient symbols representing Thor's mighty hammer, Mjölnir, is commonly displayed in places of worship. This stone, etched with lightning patterns and storm clouds, is believed to channel Thor's protection. Devotees touch the stone, seeking strength, courage, and blessings for battle or storms.

◆ 2 chapels

- Shang Ti, Chinese
 - A bronze-tipped jade staff, symbolizing Shang Ti's authority and wisdom, could

be displayed in places of dedicated worship. Intricately carved with celestial motifs and dragons, the staff represents divine rulership and protection. Devotees believe its presence blesses the space with guidance and strengthens the spiritual harmony of the land.

- Sedna, Inuit
 - A carved whalebone comb, intricately adorned with oceanic symbols, represents Sedna, the Inuit sea goddess. Used by devotees to honor Sedna's flowing hair, the comb symbolizes her dominion over marine life. Revered in shrines, it is often placed atop offerings to seek her blessings for bountiful ocean harvests.

→ Resources

◆ Access

- Sap is connected by the **Via Sanguis**, an ancient trade route running from the northern dunes to the southern desert coast. This artery of travel ensures a steady flow of traders, nomads, and adventurers passing through.

◆ Water

- The village thrives around a freshwater **oasis** sustained by underground springs. The oasis is sacred to the people of Sap and

heavily guarded. It is their primary source of drinking water and irrigation for crops.

◆ Food

- Crops

- The fertile soil surrounding the oasis supports the growth of **dates, figs, barley, and flax**. These crops are a staple for the village and often traded with nearby settlements.

- Animals

- Domesticated animals include **goats, camels, and fowl**. Hunters also pursue **desert jackals** and **gazelles** in the surrounding sands, while **falconry** is practiced by local nobles.

- Fish

- Being a coastal village, **fish and crustaceans** from the nearby waters are abundant. Fishermen regularly bring in **mullet, catfish, and eels** from the delta, supplementing the village diet with seafood.

◆ Building Materials

- Building materials include **clay**, used for sun-baked bricks, and **limestone** from nearby quarries. Limited **timber** is imported via trade, used sparingly for structural supports.

◆ Metals/Minerals

- Sap's nearby desert caves are known for producing **copper** and small amounts of **lapis lazuli**, which are traded with nomads and passing merchants. These resources are carefully mined and guarded.

◆ Tradeables

- Sap's main exports are **flax, linen textiles, dates, copper, and lapis lazuli**. The village is a crucial stop along the trade routes for luxury goods and practical materials alike.

◆ Workers

- of the town's population of (%) are either gainfully employed or eligible for employment in Sap.

◆ Education

- Gramwar Skuls
 - Oasis of Wisdom Gramwar Skul is the lone public academy in the village.

→ Magiks

- ◆ **Dark magic** is a prominent practice in Sap, with an emphasis on **necromancy, curses, and shadow manipulation**. Mages often gather to enhance their abilities in secret, though this art is not openly discussed with outsiders.

→ Defenses

◆ Class Delta

- ◆ Sap's defenses consist of a mud-covered **stone wall** around the village, reinforced with **watchtowers** at key points. A modest **militia** patrols the walls, with **archers** posted in the

towers. The village also relies on **magic wards** for additional protection, particularly against dark entities and wandering spirits.

→ Docks

- ◆ Sap's small **stone dock** extends into the sea, designed for modest **fishing boats** and **trading vessels**. It operates at dawn and dusk, aligning with the tides, and is primarily manned by local fishermen. Imported goods such as luxury textiles, spices, and timber are brought in by sea.

→ Social hubs

- ◆ **The Serpent's Breath Tavern:** A dimly lit tavern, favored by dark mages and adventurers alike. Known for its potent drinks and lively rumors of magical quests.
 - ◆ **The Black Lotus Market:** A bazaar that operates in the shadows, where rare magical artifacts and cursed objects are traded openly. Adventurers seeking forbidden relics often visit here for dark dealings.
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Lagniappe

[How to get extra loot.](#)

Mythikan Money

Mythikan Currency	NEED	TO MAKE	NEED	TO MAKE	NEED	TO MAKE
• Copper	10 cp	1 sp	100 cp	1 ep		
200 cp	1 gp	1,000cp	1 pp			
• Silver	10 sp	1 gp	10 sp	1 ep		
20 sp	1 gp	100 sp	1 pp			
• Electrum	100 cp	1 ep	10 sp	1 ep		
2 ep	1 gp	10 ep	1 pp			
• Gold	200 cp	1 gp	10 sp	1 gp		
2 ep	1 gp	5 gp	1 pp			
• Platinum	1,000 cp	1pp	100 sp	1 pp		
10 ep	1 pp	5 gp	1 pp			

Sap Merchant Directory

Type	Name	Settlement	Proprietor	Prop race	Prop gender	Item	Details	Price
Armory	Pharaoh's Forge	Sap	Geeww	Argonian	female	armor, leather	Adorned with stamped flowers and forest creatures	15gp
						mail, chain		30gp
						mail, plate		50gp
						helmet		10gp
						Shield, steel		10gp
						shield, wooden	A stag's head is on profile on the face of the shield	1gp
Weaponsmith	Scarab Bladworks	Sap	Wrownar	Giant	male	dagger		3gp
						hand axe		3gp

						mace		5gp
						hammer, war		5gp
						sword, long		10gp
						axe, battle		7gp
						flail, spiked		8gp
						Spear, iron		2gp
						Pole Arm		7gp
						sword, 2 handed, steel		15gp
						lance		4gp
						pike		5gp
Bowyer	Sphinx Archery Craft	Sap	Brelx	Goblin	female	bow, short		25gp
						bow, horse		35gp
						bow, long		40gp
						bow, composite		50gp
						crossbow, light		25gp
						crossbow, heavy		35gp
						javelin		5gp
Fletcher	The Sand Feather	Sap	Tina of Smiles	Human	female	arrows, bow	20	5gp
						arrows, bow	silver tipped, 1	5gp
						quarrels (bolts)	30`	5gp
						quiver		5gp
						quarrel case		5gp
						sling and 30 stones		2gp
Livery	Anubis Equine Haven	Sap	Bresun, The Evil One	Dragonborn	male	mule	adult	20gp
						horse, draft	adult	30gp
						horse, light	adult	40gp

						warhorse, medium	adult	100gp
						warhorse, heavy	adult	200gp
						barding, chain mail		150gp
						saddle		25gp
						saddle bags	set of 2	10gp
						cart, 2 wheeled		100gp
						wagon		200gp
General Supply	Golden Oasis Emporium	Sap	Treoz Wildforce	Leonid	female	rope	10' hemp	1gp
						Pole	10', bamboo	1gp
						Torches	set of 6	1gp
						Cloak or Cape		1gp
						Flask of Oil		2gp
						Grappling Hook		25gp
						Iron Rations	7 days worth	15gp
						Iron Spikes/pitons	12	1gp
						Lantern		10gp
						Large Sack or Belt Pouch		2gp
						Leather Backpack		5gp
						Leather Boots	1 size fits all	2gp
						Shovel	steel/wood	3gp
						mirror, silver		15gp
						Small Sack		1gp
						Standard Ration	1 week's worth	5gp
						mirror, steel		5gp
						Tinderbox	inc flint/steel	3gp
						Water/Wine Skin		1gp
						Rope	10' cotton	15sp
						Rope	5' silk	10gp
						Hammer	Carpenters	3gp

						Crowbar	Iron, 2'	3gp
Reliquary	Tombkeeper's Treasures	Sap	Aelua Perfina	Elf	female	symbol, holy	wooden	2gp
						symbol, holy	silver	25gp
						water, holy	8ox vial	25gp
						garlic bud	blessed	5gp
						wolfsbane	bunch	10gp
						mallet	w/3 stakes	3gp
Scrivener	Papyrus Scroll & Quill	Sap	Mabra	Orc	male	map w charcoal	blank	1gp
						scroll in case	blank	10gp
						book, leather bound	blank	20gp
						ink	8oz	3gp
						quill	turkey	1sp
						bottle, glass	empty, w cork	1gp
Title	Description				Condition		Pages	Price
Astonishing Tracks of the Plains: Castles and Cul de Sacs	This book is meant to give insight about a specific region or landform and the perils that it may contain.				This book is torn/stained pretty badly. Some of the pages are missing. It is written in Common Speech. It is a paperback book.		809pgs	10gp
Enticing Soups: The Dwarven Choice	This book teaches you how to cook and prepare cuisine from a specific region or culture.				This book is torn, stained, and charred, and most of the book is illegible. It is written in Gnomish (Dwarven Runes). It starts with a prayer to appropriate deity.		331 pages	30gp
Essential Scholarship on the Auran Lexicon	this book is meant to teach a person a specific skill. This could be used as a permanent or temporary stat increase if read and studied.				This book is leafed through, but otherwise good condition. It is written in Common Speech. It is bound in leather, with small gemstones embedded in it.		911 pages	21gp
Distant Paths of the Village	This book is meant to give insight about a specific region or landform and the perils that it may contain.				This book is leafed through, but otherwise good condition. It is written in Common Speech. It has a lengthy foreword or dedication to someone.		428 pgs	10gp
Finest Accounts of Bluffing in History	this book is meant to teach a person a specific skill. This could be used as a permanent or temporary stat increase if read and studied.				This book is torn/stained pretty badly. Some of the pages are missing. It is written in Common Speech. It is simple and straightforward.		455pgs	5gp

Ardent Truths of the Humans (Human religion and pantheon)	This book is a written body of teachings of a specific religious organization.				This book is torn/stained pretty badly. Some of the pages are missing. It is written in Common Speech. It is a very thin book.		467 pgs	25gp
Orthodox Addresses of the Dwarfs (Dwarven religion and pantheon)	This book is a written body of teachings of a specific religious organization.				This book is leafed through, but otherwise good condition. It is written in Common Speech. It has a haughty and authoritative tone.		238 pgs	35gps
Perfect Annals of the Druid: A True Heir.	This book is an account on someone's life written by someone else.				This book is torn/stained pretty badly. Some of the pages are missing. It is written in Common Speech. It has richly decorated pages.		526 pgs	10gp
Innovative Beefs: An Essential Guide to the Kitchen.	This book teaches you how to cook and prepare cuisine from a specific region or culture.				This book is bound in brown paper with the title handwritten on the spine. It is bound with string.		981 pgs	10gp
A Story About The Letter X:	This pretty orange book was written by Marc Dahspaht. Honestly not sure who that could be the book talks about the best ways of hiding gold and making a map to lead to it. This book is a little more eye-catching than most other mundane books				This book is torn/stained pretty badly. It appears to have been singed by flame?		360pgs	10gp
Marvelous Soups: 4 Mouth-watering Recipes.	This book teaches you how to cook and prepare cuisine from a specific region or culture.				This book appears to be in mint condition. It has metal corner tips and a working lock. It is written in a language that is undecipherable.		922 pgs	30gp
Inn / Tavern	The Serpent's Breath	Sap	Moptop Rainbowblossom	Elf	male	Ale	pint	1sp
						Wine	quart	1gp
						tea, bark	1 pot	1 gp
						mead, honey	mug	1gp
						bread	hunk	1sp
						cheese	hunk	1sp
						fruit	1/2 lb	1sp
						soup	24oz	1sp
						stew	24oz	1gp
						pie, meat		1 1gp
						fowl, roasted		1/2 1gp
						fish, whole		1gp
						room, shared	4 occupants	1sp
						room,private		2gp

						shower, cold		5cp
						shower, hot		5sp
						laundry	1 fit	1sp
Inn/Tavern	The Black Lotus	Sap	Eehaz the Majestic	Genasi	male	Ale, yellow	pint	1sp
						Wine, red	quart	1gp
						tea, dandelion	1 pot	1 gp
						mead, honey	mug	1gp
						Bread, wheat	hunk	1sp
						Cheese, white	hunk	1sp
						Berries, mixed	1/2 lb	1sp
						Root soup	24oz	1sp
						Black stew	24oz	1gp
						pie, fruit		1 1gp
						fowl, grilled		1/2 1gp
						Fish, fillets (3)		1gp
						room, shared	4 occupants	2sp
						room,private		3gp
						shower, cold		8cp
						laundry	2 fits	3sp
Financier	King's Goldmen	Sap	Ux	Goblin	female	gem exchange		10% fee
						coin exchange		10% fee
						deposit		no charge
						withdrawal		no charge
						loans		negotiable