



W12 LUXURIES

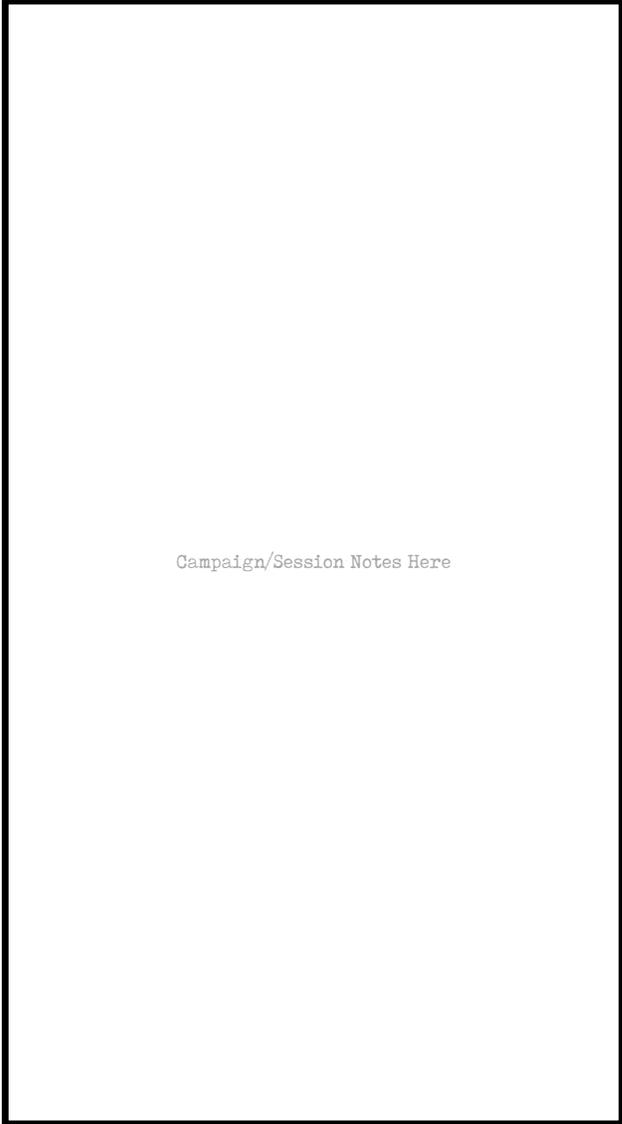
~OF THE UPPER ECHELONS~

"You want to know the worst part about having enough coin to buy anything you could possibly imagine? You quickly realize nothing you can imagine will ever feel grand enough."

1. ABSURD PURCHASES

- 1;1 {Astral Sleeping Pod} Made from the recovered skull of an eldritch deity and filled with cerebral fluid, this sleeping pods allows you to slumber in the Mind Realm where 1 hour of sleep in the real world feels like several days worth of deep rest
- 1;2 {Private Mine} Whereas lesser nobles might purchase their diamonds from exclusive jewelers, the upper echelon hires mining crews to retrieve diamonds from the earth directly beneath their private estates.
- 1;3 {Personal Clone} Through either magical or scientific means, those who find themselves needing to be in more places than humanly possible will spawn clones into the realm to act in their stead {most of these clones are closely followed by "bodyguards" who are actually undercover agents of the original tasked with ensuring the clone doesn't discover its reality}
- 1;4 {Precautionary Contracts} Able to afford the work of the realm's greatest legal minds, some members of the elite {especially those working in nefarious businesses} have specialized contracts written up that can be offered to a devil at a moment's notice to get the elite out of any number of dangerous contingencies
- 1;5 {Personal Oracles} When local priests fail to meet expectations, some nobles take it upon themselves to employ {or enslave} a personal oracle that can provide the noble with near direct contact ti their deity of choice {the employment of esteemed oracles can quickly render lesser nobles poor and destitute}
- 1;6 {The Elder Coin} A common myth spread amidst the elite speaks of a plain copper coin void of any recognizable letters or markings that, when presented alongside a note of purchase, finalizes the purchase of any single object or item, no questions asked {the recipient of the coin is then able to use it to purchase any 1 thing with the exception of the object purchased from them}
- 1;7 {Family Dungeons} It isn't known exactly where or when such traditions started, but many noble or wealthy houses had private dungeons constructed to pit their family's resources and reputation against boastful adventures seeking to plunder their treasure vaults {a family dungeon never successfully plundered marks the family as particularly powerful, clever, and/or ruthless}
- 1;8 {Hired Kidnapping} When every pleasure of this realm has been purchased, those with coin to spare are said to pay witches and satyrs to have their own capture at the hands of fey mercenaries and eventual rescue by daring heroes

- arranged {the more the noble pays, the more certain they can be that no fey trickery will occur}
- 1;9 {Quest Watchers} This highly exclusive and secretive club employs the services of forge mages to construct scrying orbs that can follow adventurers on their exciting quests and provide the club's members a means of witnessing them with their own eyes from the safety of their villas
- 1;10 {Dispelled Jewelry} A growing fashion trend amongst the wealthiest elite is buying enchanted items and weapons only to smelt them down and reforge them into one of a kind pieces of jewelry {the process destroys the enchantments}
- 1;11 {Common Estates} At these invite-only estate auctions, the humble possessions of the common folk are sold to those whose immense wealth keeps them so far removed from normal society they can't fathom their use {items such as a rusty shovel, hunting tent, or washing board}
- 1;12 {Planar Towns} Possessed by only the most sadistic or power-hungry nobles, these fictitious communities are built within demi-planar pockets where the isolated citizens are indoctrinated to believe the town's owner is a god they must praise and worship any time they visit



Campaign/Session Notes Here