




ROYAL SOCIETY

Portsmouth House

Modules Overview

Module	Slot			Prerequisite				Hull	Hold	Quarter	Hidden Compartment	Modular Skills			Experimental Modification
	Auxiliary	Plating	Bridge	Iron	Heart	Mirror	Veil					Mining	Butchery	Assaying	
Energetic Mechanic, PORTSMOUTH ARSENAL															
 Montresor <i>Chamber</i>							50		4	4					12
 Rossetti Cabins					25			8		2					8
 Amniotic Crew-Containment							75	13		5					19
 Mighty Pen <i>Defensive Library System</i>					25			5	4						9
 Mechanical Turk							25		1		1				5
 Proserpina <i>Superior Mining and Smelting Array</i>							25		4						10
 Carmilla							25	5							9
Inscribed Tinkerer, THE WORKSHOPS															
 Signora Zenobia's <i>Prestige Scythe</i>					50			8							13
 Adamant-Reinforced Windshield							75	17							16
 Cantankerous <i>Boring-Rig</i>							50	5	4						18
 Heathcliffe <i>Durable Plating</i>					50			11	4						15
 Pluto <i>Miniature Lava-Furnace</i>				75					3	3	2				14
 Osiris <i>Patented Divider</i>							75		8						20

ROYAL SOCIETY

Portsmouth House

Exchange Rate of Experimental Modifications

Goods	Experimental Modifications
 <i>Uncanny Specimen</i> × 1	1
 <i>Uncanny Specimen</i> × 3	3
 <i>Vision of the Heavens</i>	1
 <i>Carefully-Packed Crate of Munitions</i>	1
 <i>Otherworldly Artefact</i>	2
 <i>Caged Catch</i>	2
 <i>Barrel of Unseasoned Hours</i>	2
 <i>Condemned Experiment</i>	5
 <i>Pane of Stained Glass</i>	1
 <i>Searing Enigma</i>	7
 <i>Caddy of Dried Tea</i>	2