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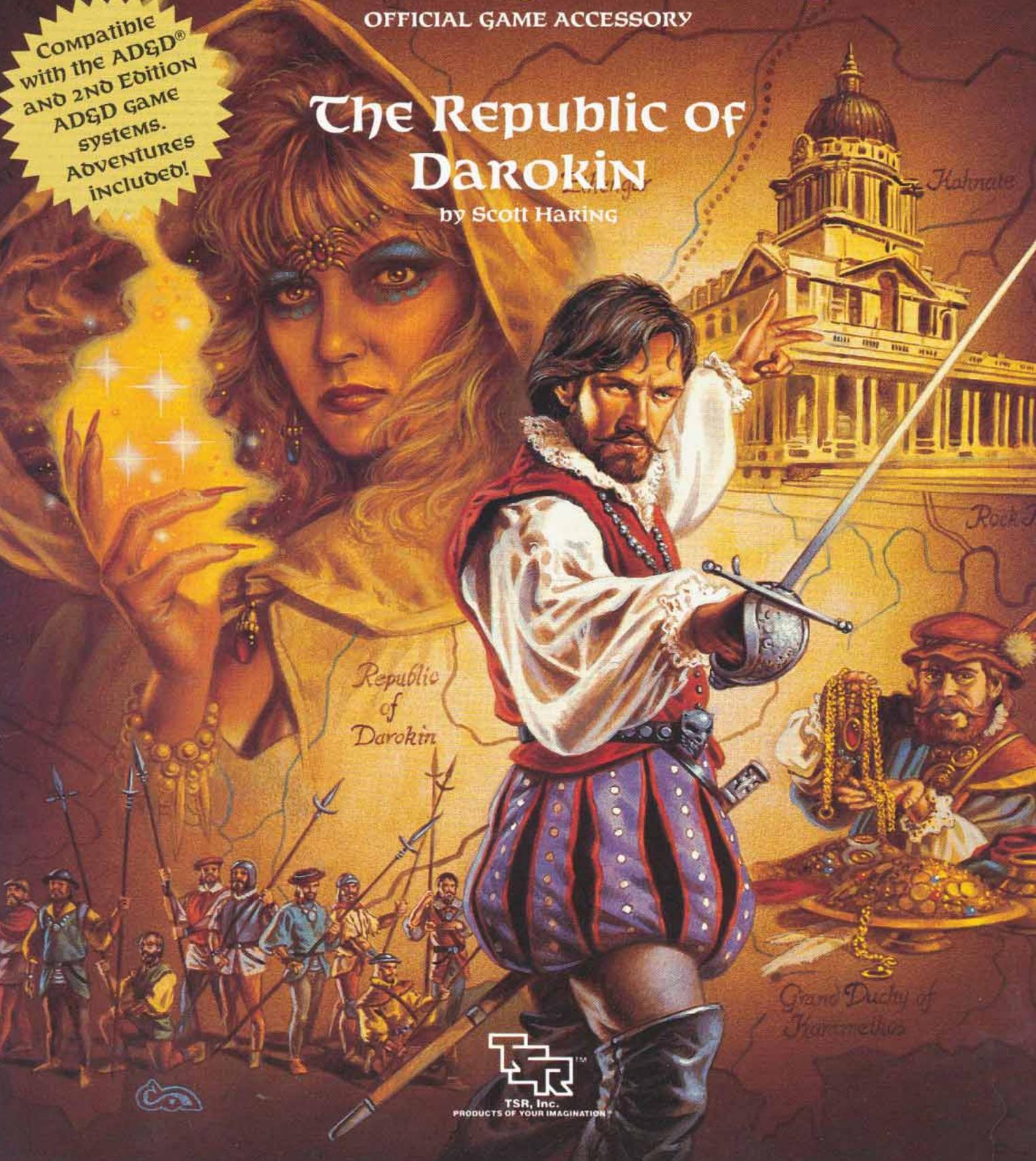
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The Republic of Darokin

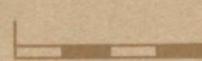
by Scott Haring



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DAROKIN

Scale: One inch equals 1,000 feet



GAZETTEER

An Official DUNGEONS & DRAGONS® Game Supplement

The Republic of Darokin

by Scott Haring and William W. Connors

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What Everyone Knows About Darokin

Truth is often a subjective and elusive thing. Different people often see the same things in different ways. In order to give you who play the D&D® game a better grip on what a Darokin character is like, we'd like to introduce you to several people of varying backgrounds and points of view. By taking their various thoughts and impressions on different subjects, you can get a clearer picture of the people, society, and customs of the Republic of Darokin.

Your Guides

Eldram Hallonica is a senior member of one of the richest merchant families in all of Darokin. Eldram is 58 years old, married, with five children, and makes his home in Selenica. He speaks to you from his second-floor study.

"Good day, my friends. I have long wanted to share my knowledge of this wonderful Republic. Since I believe that you will find my words quite useful, I urge you not to waste this opportunity. We have a saying here in Darokin: If it's good advice for nothing then it's worth the price. I have journeyed extensively in my years as a Trader for Hallonica house, and I have seen nearly every town, village, and farm in the land. I have done business with everyone from the lowest coppers to the highest elites, and now that I am advancing in years, I am spending more time at home, taking care of special projects such as this. Welcome."

Corwyn Rand grew up around the docks of Athenos, and worked there unloading cargo ships until he joined the army when he was 20. After four years in the service, he settled down in Ansimont, where he works as a shift foreman at Ansimont Forge. Corwyn, 33, was recently married, and he and his wife are expecting their first child. Corwyn is at a large round table in his favorite tavern, The Grindstone, as he speaks.



"Well, pull up a chair and buy us a round! M'name's Corwyn Rand, and I'll tell you whate'er you want to know, as long as my throat'll hold out, if you get my meaning. I've been a few places, mostly in my soldierin' days, and my men at the forge, they tell me I'm good with a tale, so let's get to 'er! Barkeep! Where's that ale?!"

Davon Mendel, 41, is a citizen of the Grand Duchy of Karameikos and a traveling merchant. His home is in Specularum, but he spends most of his time traveling to Darokin and back. He is not married and is sitting in a meeting room of the Merchant's Guild Hall in Darokin when he speaks.

"I was honored when asked to help you in this matter, because the Republic has been very good to me and my company. I've always been interested in this country and its people, and while Specularum is still where I hail from, I consider Darokin a second home."

Tomas Hundley is second-in-command aboard *Nor'easter*, a cargo ship that sails on Lake Aksorak. Hundley is a citizen of Akesoli, although his real home is his ship. Hundley is 27 and unmarried, though he has several lady friends in each of his various ports of call. He is sitting on a pier overlooking the Akesoli docks with *Nor'easter* tied up behind him, when he speaks.

"I've been for the life of the sea ever since I was a tot. This beautiful lake is my lady—though I've had a few others, you can be sure of that—and a fiery lady she is, too, all calm and loving one minute, and full of fury the next. I've had some close calls and grand adventure on this scow behind me, and I'll be glad to tell you a tale or two."

The People of Darokin

Eldram Hallonica: "I have found nearly everyone I've ever dealt with to be deliberate, serious, and hard-working. Competition in this country is very strong on all levels, and effort and dedication is the way to get ahead."

"But as I've grown older, I have started to think that many Darokinians are missing something in life by this single-minded drive for wealth and success. Let me give you an example: I have traveled to nearly every city on this continent at one time or another and in only a handful of them have I seen anything more than the inside of a trading hall. Now, I sit here and think of the sights which I could have seen and the people I could have met! All those experiences were wasted because I was too busy negotiating for that extra 200 daros. I sometimes think I'd have been a better person if I had not worried about the extra money so much and had taken the time to develop some other interests."

"But that's just the rambling of an old man, and certainly not a common attitude in Darokin. I look around this fine house, see my lovely wife happy in her tailored clothes, know my children's future is as secure as I can make it, and I certainly can't

What Everyone Knows About Darokin

say that my life has been wasted. I'm proud of what I have achieved, and I believe that most other Darokinians are proud of their achievements, too. That's why they work so hard."

Corwyn Rand: "I've met many, many folks in my time, and there's somethin' that sets us Darokin folk apart. You always know where you stand with one of us. Even those high-and-mighty diplomats are honest—even though their job is to speak honeyed words and make people more agreeable, they won't lie."

"And another thing—nobody around here's shy 'bout puttin' in a full day's work. Most of us copper types are at it from dawn to dusk, tryin' to keep our families fed, get a little ahead, you know, make a deal and strike it rich. But even those guys that's got more daros than I could ever count, they're at it all day, too, workin', tradin', just tryin' to stay ahead."

"But while everybody's tryin' to get ahead, it's not a cutthroat kind of thing. People still help each other here, look out for each other. It's not like we're all candidates for sainthood—there are plenty of those who'd rather steal than work, who'd rather draw a sword than talk out a problem—but for the most part, these are good people."

Tomas Hundley: "You don't meet that many people on the lake. Me and the captain get along all right—he'd get himself a new Number Two if we didn't—and the crew, well, they keep to themselves on account o' me being their boss."

"Now, when I get in port, that's another story entirely. I got lots of friends in Akesoli and Akorros, plus just about everywhere else we ever stop. We're a hard-working, hard-partying lot we are, and that's no lie! I mean, let those with families and responsibilities scrimp and save. I make good money in my line of work, and my needs are few—so why not live a little? I know that may not be a typical attitude, but it works for me and my friends."

Davon Mendel: "It is not easy to characterize an entire people; there will always be exceptions to any observation. But I shall try."



**Corwyn
Rand**

"The first word that comes to mind when describing Darokinians is 'purposeful.' These people do nothing just for fun—everything has a reason. Usually, this reason has something to do with money. But even in other aspects of their lives, the people are serious and dedicated.

"I wouldn't characterize their lust for material wealth as 'greed,' exactly. Some of the other things you would normally associate with greedy people do not apply to Darokinians. For example, these people are dedicated to the idea of 'fair play'; they feel that a victory won unfairly doesn't really count. And they are scrupulously honest."

"But they are not naive. Darokinians seem to have some sort of magical sense when it comes to deception or unfairness, and they will not tolerate it. That's why dealing with them is such a pleasure."

MONEY AND BUSINESS —

Tomas Hundley: "Money's what makes this country go, that's for sure. I mean, if you don't care about money, people just don't know how to react to you. And just

because I like a bit more fun than most of these wet boots doesn't mean I don't like money—nothing could be further from the truth!"

"Business is going well for me, too. As the second aboard *Nor'easter*, I make enough to keep me happy. Captain Miggs, the owner, handles cargo one of two ways, and how we get paid depends on which way. If we're just hauling someone else's load, Miggs gets a flat fee, and we get paid a set amount for the trip. What's better is when Miggs buys the cargo outright, hoping to sell it at a profit. In that case, we all get a percentage of the deal—I'll tell you, we can all make a real haul on one of those."

"Not long now, I'll have enough daros for a boat of my own. Maybe not as nice or as big as the *Nor'easter*, at least not at first—but that'll be just the start. After that, there'll be more ships, then my own warehouses . . . no telling where it'll end!"

Eldram Hallonica: "The system of business and commerce that has been developed here in Darokin is undoubtedly the finest the world has ever seen. We enjoy unprecedented prosperity throughout the Republic, in every area and in every class. No one able and willing to work is without a job, and those unfortunates who are unable to help themselves are taken care of. It is a grand testament to the wisdom of this country's economic leaders, of which, I'm proud to say, this house is one."

"Darokin is able to maintain its high standard of living because of trade with the other lands of the world. We take the surplus goods produced here—mostly grain and other foods—and take them where they are needed, turning a profit along the way. Then we buy what is plentiful in those other lands at low prices and bring them back here to eager buyers. Our trade balance is nearly perfect, and everyone benefits."

"It works very much the same way within the Republic, as goods are moved from areas of plenty to areas of need. This system, too, has become very efficient, and there are many opportunities to enter the merchant business and seek one's fortune. I know of a great many people who have

What Everyone Knows About Darokin

become quite wealthy in just a matter of a few years, due to hard work and a little luck.

"And that's the beauty of our economic system. Any person, no matter how poor or disadvantaged, has the chance to strike it rich. This chance, this hope, is the fuel that keeps tens of thousands of people—people who would give up under other circumstances—working hard, contributing to the system."

Corwyn Rand: "I don't know if I'm the right person to be askin' about money, seein' as I seem to never have any. I'm just a copper workin' stiff, not one of those big time traders. Still, I figure I do all right; I'm paid well, and me an' my new wife, we got ourselves a real nice place to live and plenty to eat.

"I don't have much head for tradin', I know that. But that little one on the way might be a regular merchant prince, and I'm savin' up so that when he's ready, he'll have a stake. Then he can support me in my old age!"

Davon Mendel: "I'm quite impressed by the Darokin economy. The rich are very careful to make sure that enough wealth and opportunity passes down to the poor to keep them interested in contributing to the system. For, while the merchant princes make the big deals and live in the huge houses, it is the thousands of simple farmers, craftsmen, cargo loaders, factory workers, guardsmen, and other laborers—those they call 'copper' and 'silver' people—that make everything work.

"And that opportunity is real, not just some sort of hoax. Every time I've returned to this country, there have been new merchants to do business with, merchants who were laborers and apprentices the last time I was there. This is the only place I've ever seen where the rich do not jealously and viciously guard their wealth and position. One trader explained it to me this way: 'If we try to hang on to every passem, we could lose it all; by sharin' some of it, we guarantee ourselves the balance.'

"These people have no shyness about money, nor any reluctance over business. They will trade anything, anywhere, anytime, if they think there is a profit in it.



And money seems to be the deciding factor in all sorts of things that you might think wouldn't matter. For example, you have to be worth a certain amount of money before you can be considered a candidate for various political offices! The underlying belief, it seems, is that only the wealthy have the time to govern, and that being wealthy is also proof of ability to govern. I don't know if I believe that or not, but it works for them."

DAROKIN'S PLACE IN THE WORLD

Corwyn Rand: "I don't think the high-and-mighty folk that run this country have any conquerin' on their minds, but I do know they're intent on keepin' what they have got. I did my time in the Darokin Legions, sure. I was with the First Army, 'The Sword of Darokin' we were, and that was a tough time. Long hours, marchin', drillin', learnin' tactics and that—and for what? I spent most of my time helpin' farmers find lost sheep at Ft. Cruth and marchin' in ceremonies in the capital city.

"Then, 'bout six months to go in my tour, and our Legion gets sent to Ft. Nell. Different as night and day! Everyone always on alert, passwords, inspections, it was real intense. Then I goes out on my first patrol. 'Orc hunting,' the captain says. I was never so scared in my life. When the orcs sortie out of their lands, sometimes they come by tens, sometimes they come by hundreds, and sometimes they come by thousands! There being only a hundred or so of us, I was hopin' for tens!

"Well, we didn't get tens. When the orcs came charging out of a little valley, I figured them for about 150, maybe 200. The captain, he knew just what to do, and was barkin' orders almost before we saw the orcs. I was too scared to do anything but go where the sergeant said. I know now why we drilled so much; all my moves were automatic, I wasn't even thinkin'.

"I still don't remember much about the actual battle. I remember a buddy of mine dyin' right next to me, and I remember runnin' through the orc that got him. The orcs up and run after losin' about half their force, and we lost nine. The captain wan't happy—he hated to lose men—but we set up a quick burial detail, burned the orc bodies, and marched on. The only action I ever saw, thank the gods, though I got me a citation for it. Everybody that kills an enemy gets a citation and I got three that day.

"I got nothin' but respect for those professional soldiers. I couldn't do that all my life, that's for sure. Anyway, my point is that we've got a fine army here in Darokin, but all its trainin' and preparin' is for defendin' the land, not invadin' other peoples. Besides, who'd we invade? The elves? The Hin? Get serious!"

Eldram Hallonica: "Well, I believe that Darokin has a very prominent and powerful place in the world, and rightly so. We grow enough food to feed twice our own population, and other lands depend on our grain to feed their own people. Our merchants and traders are unparalleled in all the world and are at the heart of the biggest business transactions. Our merchant houses and money-lenders have invented many new

What Everyone Knows About Darokin

methods of dealing with large sums of money, methods that are more convenient and much safer and are being copied throughout the world. I could go on, but I'm sure you get the idea.

"Perhaps the best thing about the continuing growth of Darokin's influence is that it is happening naturally, almost inevitably. There is no subtle manipulation, ruthless scheming, or sneaky dealings here. We simply approach other countries with what we have to offer, and many of them see fit to take advantage of the many good things we have."

"So, in conclusion, let me say that I feel that Darokin is becoming more and more influential on the world scene, and while that is certainly wonderful for us here in the Republic, it is also good news for the rest of the world."

Davon Mendel: "Darokin is a major player in the world scene, at least in this part of the world, certainly. They export so much, and bring in so much of other countries' money, that they can hardly help but be influential. What's amazed me, as an observer, is how much economic power they have developed over other countries without those other countries becoming upset about it."

"I honestly don't think that Darokin has any desire for conquest, military or otherwise. This is a country of adapters and reactors, not initiators. They can always make the best of any situation, but they don't like to draw attention to their success. Keeping that in mind, it's easy to admire their foreign trade patterns. Every one of their neighbors, with the exception of The Broken Lands, would suffer if Darokin was harmed. So not only does no neighbor have any desire to conquer Darokin, if one decided to attack anyway, the rest would undoubtedly rush to its aid. It's a very enviable position to be in, and the Darokinians put themselves in it quietly, without anyone noticing until they were already there."

"Militarily, Darokin has a potent force, but the type of troops they use and the places they station them make it clear that they have a defensive army. They pose no external threat, and everyone knows it."



Eldram
Hallonica

Tomas Hundley: "Darokin's place in the world? How should I know? Look, business is good—we carry lots of cargo bound for other countries, that much I know. As long as that stays the case, I'll be a happy sailor."

"I've hoisted a few with some soldiers on leave from Ft. Lakeside and Ft. Anselbury, and they seem like good men, for the most part. The last thing you want to do is ask a man a lot of boring questions about his job when he's trying as hard as he can to get away from that it, but I've picked up a little here and there in conversation. The soldiers keep talking about 'containing' and 'delaying' the enemy, not so much about attacking and invading. And who's the enemy, anyway? I hear of orc problems to the northeast, but things are peaceful on the lake, except for the storms, the monsters, and a few pirates!"

"I guess the country's position in the world is good—at least, it's good for me. And I think it's likely to stay this way for quite awhile."

Diplomacy

Eldram Hallonica: "Diplomacy may be Darokin's finest achievement, one that will be remembered long after all our wealth has passed away. The Darokin Diplomatic Corps has proven to be immensely useful in both foreign and domestic affairs. It has never been our way to use force to change another's mind—logical persuasion is so much better."

"The diplomat has also been a key figure in the Republic's growth as an economic power. Our diplomatic missions throughout the surrounding lands have given our merchants vital information on the business practices, social customs, economic needs, and political situations of countries we have wanted to improve our trade with. Our diplomats have also proven useful in the actual negotiating of business arrangements with foreign partners, both as translators and as mediators."

"I would be most remiss if I did not mention the excellent service which the DDC provides right here in Darokin in the way of business arbitration. Most Darokinians would rather talk out their problems than get involved in costly fights over them anyway, but the presence of the DDC makes the option of arbitration the most attractive one in almost all situations. They have made our own businesses more peaceful, and that in turn has made them more profitable."

Tomas Hundley: "I remember once, Captain Miggs had a real problem with this Porter in Akesoli. The merchant, he sells Miggs a shipload of what he calls 'fine, authentic Glantrian crystal'. We sail across the lake and look for buyers in Akorros, and get laughed off the dock! Turns out our 'fine, authentic Glantrian crystal' was made in Ylaruam! The trader, well, he's got no explanation, and while he promises to make things right, time drags on and nothing happens."

"Eventually, Miggs suggests DDC arbitration. The trader knows he doesn't want to go to court on this, and he agrees. Maybe he thinks that he can out talk a ship captain in front of the arbitrator, I don't know. Anyway, Miggs brings me along to testify,

What Everyone Knows About Darokin

and maybe to learn something.

"I don't know what I was expecting, but it sure wasn't what I got. Instead of some formal chamber, and people all dressed up in fancy robes, we just met in this room with a couple of couches, and some plush chairs, and a nice fire in the hearth. I was worried that the arbitrator would be on the trader's side from the start, but it turns out the man was a trader *and* a sailor before he became a diplomat. I later learned that they try and get people with some knowledge of the businesses involved to hear these cases.

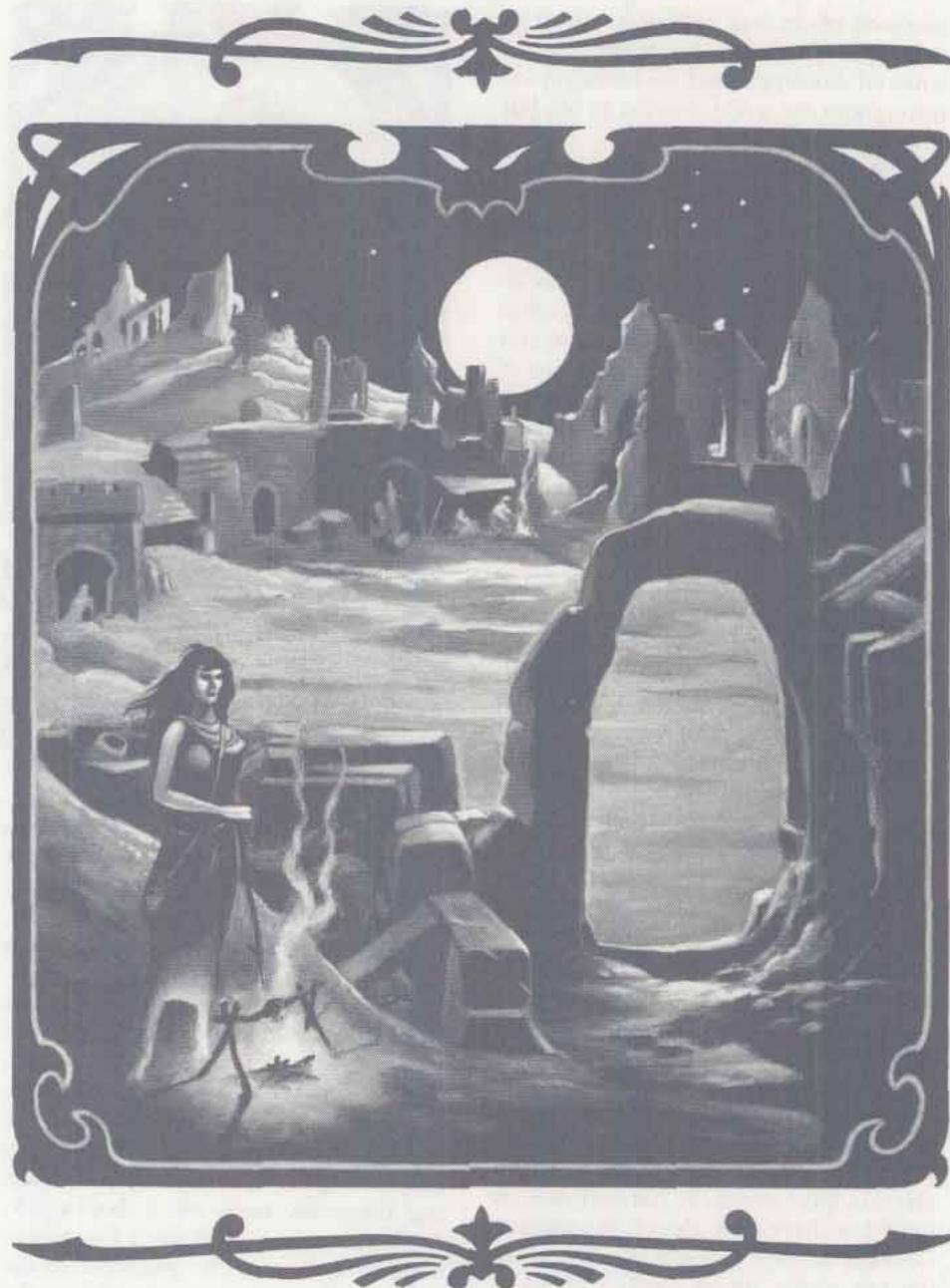
"Anyway, this arbitrator turns out to be one sharp fellow. He asks a lot of real bright questions, listens politely to everybody, but he'll cut you off if you start to ramble. The whole thing took only a few hours. The next day, we had our ruling and the Trader paid up the day after that. I was impressed."

Corwyn Rand: "I've only met one diplomat my entire life, and that's my wife's brother. He came back to Ansimont for the wedding from his post in Athenos. Right nice fellow, but different, you know? Even-tempered, almost quiet, he was. This was a wild wedding, I'll tell you, with dancin' and hollerin' and all sorts of noise-makin' well into the night, and this guy was just, well, so *calm* the whole time. Guess it's part of their trainin'.

"The only time I really hear from him all night, he delivers the toast just before we dig into the supper. The things he said were so beautiful, so pretty ... I tell you, I can't remember a word of it, but just thinkin' back on it brings tears to my eyes. He's a great fellow—if I ever got myself in real trouble, he'd be the first person I'd call."

Davon Mendel: "The way Darokin has elevated diplomacy to the high form it is, as they practice it, is yet another reason I continue to be impressed with this land and its people. Diplomacy is not only a key to their political survival, but to their economic prosperity as well.

"Darokin learned long ago a lesson most other countries still haven't figured



out: that is that armed conflict is the least efficient and most dangerous method of solving a problem. The consequences of defeat are, of course, disastrous; but frequently, the so-called 'winner' is little better off. Hence, the Darokin aversion to fighting. Instead, they use diplomats.

"And what diplomats! Intelligent, even-tempered, well-trained—Darokin

diplomats are much better at what they do than most other countries' emissaries, who are usually distant relatives of some powerful landholder. These men and women are cagey, tough negotiators, with almost a magical sense for what approach to take with the person across the table. I've seen them in action many a time, and never fail to come away impressed."

Creating Darokinian Player Characters

While their attitudes and activities may be different, the people of Darokin are really much the same as people throughout the Known World. This means that when creating player-characters that will live and work in Darokin, most of the standard D&D® game rules still apply. There are some minor changes, however, that will affect the character creation process.

MONEY

In the Basic D&D game, all adventurers begin with 30-180 gp to buy equipment. If your character is a native of Darokin, there is a fair chance that he or she will start off with considerably more than that, depending on what class your family belongs to.

Even if your character is from one of the great merchant houses of Darokin, that doesn't mean you will start your adventuring career loaded with daros. In Darokin, the children of wealthy families are expected to work in the family business and see that its growth continues after the previous generation retires or passes on. A son or daughter who forsakes that for the life of an adventurer risks being disowned, and at the very least, cannot expect to draw on the families' wealth to any great extent.

To determine what class of Darokin society your character comes from, roll percentile dice and check the table that applies to your character's race:

Humans

%	Class
01-50	Copper
51-85	Silver
86-97	Gold
98-00	Elite

Elves

%	Class
01-20	Copper
21-85	Silver
86-98	Gold
99-00	Elite

Dwarves

%	Class
01-35	Copper
36-88	Silver
89-99	Gold
00	Elite

Halflings

%	Class
01-25	Copper
26-85	Silver
86-98	Gold
99-00	Elite

Copper: If you come from a copper background, your parents could be laborers, clerks, guards, or any number of other things. It is also possible that you were brought up a penniless street orphan and your starting supply of daros represents every last coin that you could scrape together. Adventurers from copper class families start their careers with the standard 3d6 x 10 daros to purchase equipment.

Silver: Typical silver class occupations include shopkeeper, traveling merchant, successful farmer, supervisor at a factory or on the docks, and the like. Roll percentile dice to determine your starting money:

01-70: 3d6 x 10 daros
71-95: 3d8 x 10 daros
96-00: 3d10 x 10 daros

Gold: Gold class families comprise Darokin's truly rich. Factory owners, international traders, exceptional craftsmen, land owners, and other similar professionals fill this level of society. Children of gold class families risk the wrath of their elders by forsaking the family business to go off adventuring. Roll percentile dice to determine your starting money:

01-03: Disowned. You get only the normal 3d6 x 10 daros.
04-50: 3d8 x 10 daros
51-80: 3d10 x 10 daros
81-98: 3d12 x 10 daros
99-00: 3d20 x 10 daros

Elite: The elite class of Darokin is the

ruling class, the wealthiest people in the country. They include members of the largest merchant houses, guildmasters, shipping magnates, land barons, and the like. These are people who are used to getting their way; any child who abandons the family business to go off on wild adventures risks a lot. To determine how much money an elite class adventurer starts with, roll percentile dice:

01-15: Disowned. You get only the basic 3d6 x 10 daros.
16-35: 3d8 x 10 daros
36-50: 3d10 x 10 daros
51-70: 3d12 x 10 daros
71-90: 3d20 x 10 daros
91-98: 6d20 x 10 daros
99-00: 9d20 x 10 daros

Skills

There are a wide variety of skills available to Darokinian characters. Some may prove to be useful in the course of an adventure, others merely help "flesh out" a character and make him or her seem more real. Players are encouraged to take both kinds of skills, and look for chances to use them in play. Each skill listed here is based on one of the character's abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, or Charisma).

BEGINNING Skills

When creating a Darokinian character, each player may choose up to three skills. If a character's Intelligence is 13 to 15, he or she may choose up to four skills; with an Intelligence of 16 or 17, five skills; and with an Intelligence of 18, six skills.

USING Skills

When a character needs to use a skill, the player rolls 1d20 against the ability score that skill is based on. If the result is less than or equal to the ability score, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success.

When two characters compete in the same skill, the one who makes the roll by a greater margin of success wins. For

Creating Darokinian Player Characters



example, a result five under the number needed would beat a result only one under the number needed.

Improving Skills

A character's skill chance can be higher than the ability on which it is based. This is done by "trading in" a skill choice for a +1 bonus in another skill. For example, if a character started with four skill choices, he or she could elect to take only three skills, and trade in the fourth choice for a +1 bonus in one of their remaining three skills.

Learning More Skills

As a character gains experience, he or she can obtain new skills or improve existing ones.

Humans get another skill every four experience levels, that is, at level 5, level 9, and so on. Elves gain a new skill when they acquire 1,100,000 XP and then for every 750,000 XP thereafter. Dwarves and halflings gain new skills when reach-

ing 1,200,000 XP, and for every 800,000 XP after that. These new skills can be used to purchase a totally new skill, or to improve an existing one by +1.

The Skills

What follows is a list of the skills available to typical Darokinian characters, with the corresponding ability the skill is based upon. Included with the skills are brief descriptions of them to help players and referees incorporate them into a campaign.

This list is by no means exclusive. Players are encouraged to think up new skills and use them, with the DM's approval, of course.

Advocacy: Wisdom
Animal Training: Wisdom
Appraisal: Intelligence
Armorer: Intelligence
Bargaining: Intelligence
Bargemaking: Intelligence

Barrelmaking: Intelligence
Blacksmithing: Intelligence
Bowyer: Intelligence
Brewing: Intelligence
Building: Intelligence
Cabinetmaking: Intelligence
Canvasmaking: Intelligence
Cartmaking: Intelligence
Climbing: Dexterity
Cobbler: Intelligence
Drayer: Intelligence
Drover: Intelligence
Farming: Intelligence
Finance: Intelligence
Fletching: Intelligence
Gambling: Intelligence
Gemcutting: Intelligence
Glassblowing: Dexterity
Jeweler: Intelligence
Lawyer: Intelligence
Leatherworking: Dexterity
Lumberjack: Strength
Mining: Intelligence
Navigation: Intelligence
Negotiating: Intelligence

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Netmaking: Dexterity
Persuasion: Charisma
Potter: Dexterity
Riding: Dexterity
Ropemaking: Dexterity
Saddlemaking: Intelligence
Shepherd: Intelligence
Shipbuilding: Intelligence
Ship Sailing: Intelligence
Spinning: Dexterity
Stonecutting: Intelligence
Tailor: Intelligence
Toolmaking: Intelligence
Trapbuilding: Intelligence
Wagonmaking: Intelligence
Weaponsmithing: Intelligence
Weaving: Dexterity
Wheelwright: Intelligence
Woodworking: Intelligence

Skill Descriptions

Advocacy is the skill used when arguing a criminal case before a Darokin court. It is more specialized than either the Lawyer or Persuasion skills, and more effective. While the use of this skill will never get a judge to ignore the obvious facts, it can make all the difference in the typical trial.

Animal Training indicates that the character has had experience in the domestication of wild animals. Because of the many different techniques used to tame various types of animals, it must be taken separately for each type of creature which you will want to control. For example, someone with Animal Training who selects dogs as the focus of their expertise will not be able to use his knowledge to train a horse.

Appraisal is used by the character to determine the value of a given object. In cases where the character has a familiarity with the item being examined (like a dwarf checking over a fine gem) the DM will want to allow a bonus to the character's skill. Similarly, a character attempting to appraise an object which is wholly new to him will find himself penalized to some extent.

Armorer skill permits the character to

design, craft, and maintain various types of armor. In addition, it provides the character with an understanding of the protection offered by various forms of armor, including knowledge of their weak points.

Bargaining is used in simple haggling over prices in a market, or wages for a simple job. As a rule, successful use of the Bargaining skill will result in a shift in the price of an object. For every point by which the character makes his or her role, alter the selling price of an object by 2%. Thus, if a character from Darokin is buying a longbow which is normally priced at 40 daros makes his Bargaining roll by 5 points, they receive a 10% break (making the sale price 36 daros). If the character had been selling the bow, he would have gotten 44 daros for it. This skill is not appropriate for the complex intricacies of major business transactions, however, as that requires the Negotiating skill.

Bargemaking permits the character to design and construct barges for use on rivers and small lakes. It is important to note that, because of their construction, barges are not well suited for travel in rough water. The DM will want to set the time required to create such a craft based on available supplies, labor, and conditions.

Barrelmaking allows the character to do more than just fashion barrels, although that skill is one which is highly sought after in many small villages. Those who are familiar with the techniques used to make barrels can also spot poor workmanship in already existing barrels and thus assure themselves of the highest quality in any barrels which they purchase for themselves.

Blacksmithing skill indicates that the character is familiar with the workings of a forge and the creation of various tools and implements from iron, steel, and similar metals. This skill is also useful in the repair of broken or damaged items, often eliminating the need to replace an object which might otherwise be lost.

Bowyer skill permits the character to craft archery equipment for personal use or for sale. In addition, the character can determine the quality of another's work-

manship and the relative value of any bow which they come across.

Brewing indicates that the character is familiar with the techniques used in fermentation for the creation of beers, ales, liquors, and wines. Although the character can create such beverages for their own consumption, they may also want to market their products. The character's knowledge extends to the evaluation of various alcoholic beverages and allows them to spot an excellent vintage which may have potential for sale elsewhere.

Building skills allow the character a knowledge of the various construction and design principles used in the erection of anything from a small home to a large guild hall. For large projects, the character will not want to work alone and may hire laborers to do the physical tasks under his or her instruction. The DM should adjust the amount of time which it takes to construct a given building based on the available supplies, labor, and tools.

Cabinetmaking gives the character a knowledge of furniture construction which, in addition to its obvious uses, permits the character to spot hidden compartments and the like more easily than those without this skill. The DM will want to keep this in mind but should consider that this is still not in league with a thief's ability to spot similar caches.

Canvasmaking talents permit the character to work with hemp and cotton in the fabrication of sturdy canvas cloth and similar fabrics. For residents of Darokin's port towns, this skill insures a career in the sail-making industries which are so vital to the regional economies.

Cartmaking ability is useful in many situations. In Darokin, a nation known for its vast merchant caravans, the potential uses of such a talent are obvious. In addition to construction of carts and similar objects, those with this skill are able to repair damage and maintain existing carts.

Climbing skill can be most valuable in a variety of situations. Although it is not as versatile as a thief's ability to climb walls and similar sheer surfaces, the climbing skill makes a character far more

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agile in ascending trees and cliffs which offer plentiful hand and toe holds.

Cobbler talents can make the life of any character far more comfortable. By maintaining the footwear of a party, one insures maximum speed and minimum discomfort on even the longest of marches. Of course, the fabrication of shoes and footwear for sale is another useful aspect of the cobbler skill.

Drayers know how to load carts and wagons so that their cargo will not shift or become damaged on an overland trip. A skilled drayer can find work with many merchant houses, setting up a caravan for a long voyage and then traveling with it to insure that any mishaps are dealt with as quickly as possible.

Drovers are individuals who drive herds of animal and get them to go where they are meant to. This skill is also used to direct teams of animals who are employed in pulling very heavy loads.

Farming is one of the most common skills among residents of the Darokin countryside. This nation, which depends very heavily on its surplus agricultural

goods for trade with other nations, recognizes the importance of farmers to everyone's welfare.

Finance skill deals with the knowledge of the finer points of the Darokin economy: certified letters of credit, loans, trusts, partnerships, interest rates, and so forth. Characters with the finance skill will often be able to find employment with a moneylending firm or in the accounting branch of any major merchant house.

Fletching skill permits the character to create arrows and bolts for bows and crossbows. It is usual for a fletcher to make his work distinctive so that anyone who sees one of his arrows will be able to identify its maker. In many cases, however, arrows and bolts are produced to the buyer's specifications and can be used to identify him or her in lieu of the fletcher.

Gambling indicates that the character has a knowledge of various games of chance and an instinctive understanding of statistics. It allows the individual to spot a good bet and to recognize a crooked game. Of course, it also allows the

character to operate such a game.

Gemcutting knowledge is used to "break down" large gems into smaller ones for setting in various items of jewelry (see jeweler skill) or for improving the appearance of a specific stone. It can be used to disguise a stolen gem by splitting it into several smaller stones.

Glassblowing talent is rare, indeed. A skilled glassblower can make a fine living by selling his creations for daily use or as items of art. As with many forms of art, Darokin glass is among the finest in the Known World and is highly sought after on foreign markets.

Jewelers are able to craft fine jewelry and ornaments for themselves and others. Darokinian jewelers are some of the finest in the Known World, and any character with this skill can earn a very good living selling his creations to those who will export them.

Lawyer skill provides the character with a general knowledge of Darokin criminal, civil, and (especially) commercial laws. Persons with this skill can check contracts and other legal agreements for loopholes

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which might later prove to be troubling to their clients. Of course, they are also capable of inserting such clauses in documents to provide a safeguard for their own interests.

Leatherworking skill permits the character to design, create, and repair items made of leather. Further, it allows the individual to cure hides and includes a fair degree of knowledge about the tanning and dying process. As with many of the other skills listed in this section, Leatherworking can be used to estimate the value and quality of any leather items which the character comes into contact with.

Lumberjack expertise is especially useful to characters who live in the regions around Alfheim. Here, more so than in any other region of the Republic, lumberjacks are respected for their contributions to the economy. This skill can be employed to fell trees and break them down into raw lumber products. The creation of finished products, however, normally rests in the realms of the cabinetmakers, woodworkers, cartmakers, and the like.

Mining talent indicates more than just a familiarity with the procedures used in building and operating a mine. Characters with this ability will also be able to estimate the best locations for a mine and can often locate valuable ores in regions considered to be mined out by those who are less skilled than themselves.

Navigation skill is useful for the finding of one's way in the wilderness or at sea. There are many means of locating one's position with this skill including the position of the sun (during the day) and the location of various stars and constellations at night. During periods of overcast skies, when astronomical references are not available, the character will find himself depending on "dead-reckoning" and the use of charts and maps.

Negotiating skill is used to establish and close complex business deals and political agreements. The machinations of the Darokin economy can become quite difficult and it often takes more than just a little Persuasion or a smile to

bring home a contract. This skill combines some of the finer points of economics, law, and logic to accomplish its goals.

Netmaking talents allow the character to craft or repair nets. In addition to those commonly used by travellers for fishing or similar activities, the skillful netmaker may be called upon to create snares capable of holding powerful beasts or even magical monsters.

Persuasion is used in a number of situations, including diplomacy, simple business dealings, and many social situations. DMs should be careful not to allow this skill to be abused. Remember, a person will never do something obviously harmful to himself or his friends because of this skill.

Potters are able to employ their talents to create utilitarian items (such as simple jars or pots for food storage) or fine works of art (like a richly decorated amphora). Skilled potters are able to evaluate the works of their peers and can often make a fine living selling their wares.

Riding skill permits the character to control a domesticated mount like a horse or camel. In most cases, this skill must be taken once for each specific type of animal which is to be controlled.

Ropemaking is useful in many ways and can be applied to both sturdy, but heavy, lengths of twisted hemp or the fine and delicate silk cords which are affordable only by the wealthy. Characters with this skill will be able to examine a line prior to its use and spot weak points which might otherwise go undetected until it was too late.

Saddlemaking can be used to craft a variety of items useful in riding animals including saddles, saddlebags, and bridles. Those who possess this skill can create items for use on many different types of animal if they are given a chance to study the beast beforehand.

Shepherds are persons who are trained in the maintaining of flocks of domesticated animals. Unlike drovers, who are able to drive animals along trails and the like, shepherds normally work to contain their charges in a given area. As one might expect, the two skills have much in

common.

Shipbuilding skill allows the character to find employment in the shipyards which are found in Athenos, Akorros, or any of Darokin's other port towns. It allows the character to participate in the construction of large ocean going vessels or to repair them when they have been damaged. Those who are especially skillful will often be called upon to design a craft to meet a specific purpose.

Ship Sailing skill indicates that the individual is an able and competent seaman. Although Darokin produces many fine sailors on its own, those who have a true love of the sea and an interest in learning the finer points of sailing often spend some time serving aboard the merchant ships of the Mirothad Guilds.

Spinning permits the character to produce fine threads, yarns, and cords for a variety of uses. If they also possess the Weaving skill, many professional spinners will use their materials to create cloth for use in the manufacture of clothing.

Stonecutting, although often believed to be primarily a dwarven pastime, is often practiced by other people. As a quick examination of Darokin's many fabulous public and private buildings will show, the stonecutters of Darokin are among the finest in the Known World. Use of this skill allows the individual to do anything from raw and quick block construction to finely detailed stone carvings.

Tailors are individuals who take raw materials, like the thread and cloth produced by spinners or canvas makers, and fashion them into clothing. A truly skillful tailor can make items of fine apparel which are highly valuable and sought after by the wealthiest of Darokin's citizens while others may only produce run-of-the-mill items which, although functional, do little to improve the appearance of those wearing them.

Toolmaking skill includes a basic knowledge of many other areas and indicates that the individual has a keen understanding of "how things work". By stepping back and watching how a process is undertaken he is often able to find ways in which a new tool might save

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time and improve quality. Obviously, he is also fully capable of creating examples of already designed tools like hammers and vices.

Trapbuilding skill indicates that an individual has acquired some degree of training in the security procedures used to defeat thieves. As one might expect, those with this skill have a small chance to also spot and disarm traps due to their experience with them. This chance should be no substitute for the skill of a thief, however, and referees are encouraged to use it judiciously.

Wagonmaking ability can be most useful in a nation like the Republic of Darokin. Many people think of long merchant caravans when they think of the Republic and without the wagonmakers these would not be possible. In addition, nearly all major caravans employ a wagonmaker to travel with them in case a major repair is required.

Weaponsmithing is a most valuable talent as it allows the character to fashion his or her own arms. As might be expected, a skilled weaponsmith will be sought out by would-be adventurers in search of the finest arms for use in their travels.

Weaving skill permits the character to take the threads and yarns created by spinners and process them into fabric or cloth for vari-

ous uses. Many weavers will also have the Tailor skill and are able to use their own cloth to make clothing of various types.

Wheelwrights are master craftsmen who use their talents in the construction of wheels and wheeled objects. Although this most basic of human inventions may seem to be a simple item to craft, the ability to build an even and balanced wheel is quite rare and valuable.

Woodworking skill permits the character to create fine works of art or utilitarian items from a variety of woods. It includes a knowledge of carving and the use of a wide variety of carpentry tools. Darokinian woodworkers are often considered to be among the finest in the Known World.

Racial Skill Specialties

In addition to the skill levels all characters get just for being Darokinians and the levels they get for intelligence, the demihuman races also get extra skills. Elves, dwarves, and halflings may choose two extra skill levels when their character is created, taking either an entirely new skill or a +1 bonus in another skill already chosen. Only certain skills qualify for the racial bonus, though, skills that these demihuman races have a special talent for.

Elf Specialty Skills

Bowyer
Climbing
Fletching
Glassblowing
Leatherworking
Navigation
Riding
Woodworking

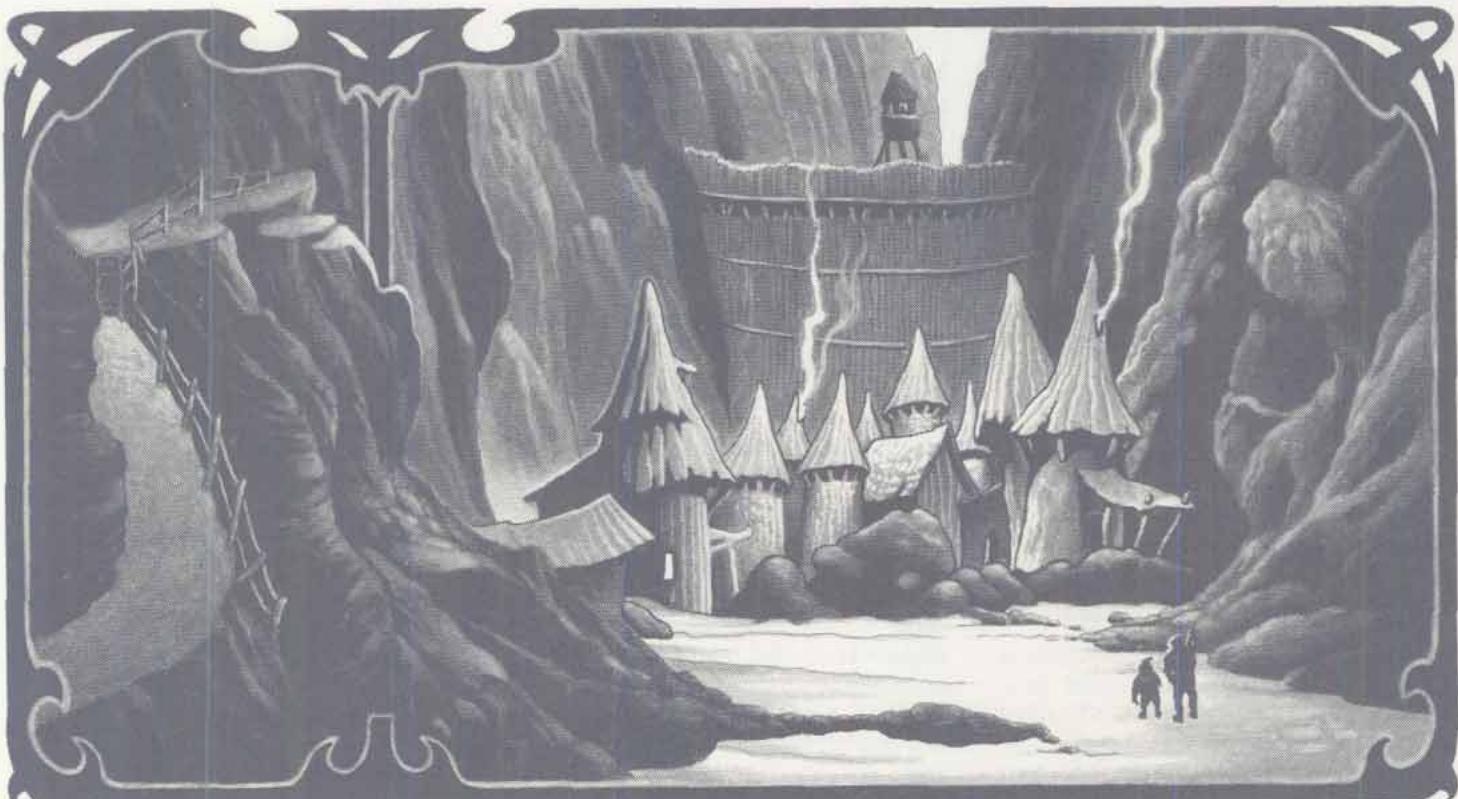
Dwarf Specialty Skills

Armorer
Blacksmithing
Cobbler
Gemcutting
Jeweler
Mining
Stonecutting
Trapbuilding
Weaponsmithing

Halfling Specialty Skills

Appraisal
Brewing
Cabinetmaking
Persuasion
Tailor
Trapbuilding

DAROKIN MERCHANTS



"That damn Linton! He never checks the entire cargo against the manifest—everyone knows that. But this time, this one time ... it's like he knew, before he got to the caravan, that something was up. I pay my wizards good coin to make sure that these sorts of mistakes don't happen. Maybe it's true, what they say of Darokin Merchants, that they have some sort of sixth sense."

—An Anonymous Irendi Merchant

It is said that there are two kinds of people in Darokin: Those who are merchants, and those who want to be. This should be no surprise as the merchants of Darokin are the wealthiest and most powerful people in the Republic.

Darokin merchants are not a small, mysterious group of secluded men running the country behind closed doors. Quite the contrary. There are thousands of merchants, from the leaders of the great merchant houses to the humble shopkeeper on the corner. Some merchants travel to exotic lands and make tremendous sums of money, while others

just get by. But the potential for riches is much greater for merchants than for any other segment of the population, hence its popularity.

BECOMING A MERCHANT -

The most important step toward becoming a Darokin merchant is joining the Merchant's Guild. The Guild is very powerful, and doing business independent of them is just not done. Guild members do not do business with non-Guild members, and manufacturers, warehouses, and shippers that deal with non-Guild merchants risk a catastrophic boycott by the Guild.

Fortunately, joining the Guild is pretty simple. Prospective Guild members must be sponsored by someone who is already a member, usually a friend or similar associate, who vouches for the applicant's ability and character. There have been reports of some merchants taking money to sponsor less qualified applicants, but that seems to be rare. The applicant is then interviewed by a membership com-

mittee, which approves or denies the application. Every Guild hall in Darokin has a membership committee, and approval is usually granted quickly.

The Merchant's Guild charges dues of 1,000 daros a year, plus they get 1/2% of all wholesale transactions made by Guild members. Although this does not include sales made by shopkeepers to the public (which the Guild feels to be too much paperwork for too little money) it does include all transactions between traders. The general rule is simply this: if the merchandise is being bought for the purpose of reselling it later, the Guild gets its percentage.

The prohibition against dealing with non-Guild merchants does not apply, of course, to business with merchants from other countries. The Guild does want, however, to keep control of all domestic business, so foreign traders are encouraged to sell their goods to Darokin merchants when they reach a major city. Foreign merchants who want to do business more directly with the suppliers and shopkeepers of Darokin usually join the

DAROKIN MERCHANTS

Guild. Foreign members of the Guild pay 2,000 daros a year dues, but in most other ways are the same as domestic members.

The Guild does have a process for expelling members, but it is rarely used. Offenses that can result in expulsion include cheating a fellow Guild member, giving the Guild a bad name by cheating the public, or committing a serious crime. Once someone is expelled from the Guild for one of these reasons, he is out for good—no readmission is possible. Because of the severity of this punishment (out of the Guild means, effectively, out of business), members of the Merchant's Guild are some of Darokin's most honest, upstanding persons.

The Merchant Class

Many Darokin merchants do nothing more with their lives than travel from town to town, buying low and selling high. There's nothing wrong with this—it's a great way to get rich. But there are those who want some adventure in their life. They seek out more than just the unusual goods which can be found in neighboring towns; they travel the Known World looking for the most unusual of items. While the money to be made buying a caravan full of wine at a good price and selling it for a high profit is respectable, the wealth which these individuals crave can not be so easily had. They spend their lives searching for lost treasures, powerful magical objects, and the most fantastic of wares. For these rare few, a great fortune can be had—but only if they survive the myriad dangers of such quests.

Thus, characters of this type may find that the actual buying and selling of items is of secondary importance to them. They desire action and adventure as much or more than a solid profit. With this in mind, the character will actually have two classes. He or she will still primarily be a fighter, magic-user, cleric, druid, thief, halfling, elf, or dwarf.

Characters who take Merchant as a secondary class will have to keep track of special experience points, called Merchant

Experience Points (or MXPs), separately from their regular XPs. MXPs are earned and used differently from regular XPs.

MERCHANT EXPERIENCE POINTS

Merchant Experience Points are earned for money made as a merchant, that is, for profit earned in the buying and selling of goods. Each daro earned this way is worth one MXP.

MXPs are awarded for *profit*, not for final sale price. Let's say, for example, that a character bought two wagons full of flour in Ansimont for 1,200 daros. On the trip to Athenos, he had to pay 100 daros for extra guardsmen on a dangerous stretch of the canal. When he arrived in Athenos, he sold the grain for 2,000 daros. Of the final purchase price, 200 daros were divided among the guards and drovers, and 10 daros went to the Guild. The final *profit* on the deal is 490 daros, and that's how many MXPs the character gets.

To continue the example, if while on the road to Athenos the wagons were attacked by three ogres, and the character helped fight them off by slaying one of them, the XPs for the slain ogre and any treasure he may have been carrying would count toward the XP total for the character's primary class, and *not* as MXPs toward Merchant advancement.

A successful adventurer who used the vast wealth amassed in his or her travels to get started in the merchant business would certainly have a leg up on the competition, but MXPs would only be awarded for the profit made on merchandise purchased for the purpose of resale. A fighter who sold a magic sword acquired in a dungeon, for example, would get XPs for the sale price added to his Fighter Experience Point total, because the sword was acquired originally with his Fighter skills and abilities. If, on the other hand, the same Fighter/Merchant bought the sword for the purpose of reselling it, the profit on the deal would count toward his MXPs.

Sometimes, a number of characters will pool their resources on a merchant

venture. In this case, each would get MXPs equal to whatever their share of the profit was at the end of the venture.

If, for some reason, a business venture *loses* money, the loss is not deducted from a character's MXP total. A character could conceivably, by making huge sums on one deal and then losing it all on the next, rise rapidly in levels as a Merchant and still have very little money to show for it.

This can get just as complicated as the players want it to be. If they're not interested in keeping track of how many daros were spent on which ventures, and splitting profits and so forth, then perhaps the merchant life is not for them.

As a character rises in Merchant levels, he or she will acquire special Merchant Abilities, which are explained in more detail in the next section. Unlike other classes, a 1st-level Merchant gets no special abilities whatsoever. As the Guild would be quick to remind you, simply calling yourself a merchant doesn't make you one! Only after a few modest profits have been made and some actual experience is under your belt can you start developing the Special Abilities that set Darokin Merchants apart.

MERCHANT SPELLS

Over the years, Darokin merchants have sought ways to undercut the competition and turn a bigger profit on their deals. Of course, one of the best ways to get an edge on your adversaries is to use magic and that is exactly what the early Darokinian traders began to do. With the founding of the Merchants' Guild, the system of spells employed by Darokin Merchants became fairly standardized. Presently, the guild acts to train new members in these spells as they advance in levels.

An important item to note is that many Darokinian merchants have learned to employ some of these spells while their competitors from other lands have not. It is primarily this which has given the traders of Darokin their reputa-

Darokin Merchants

Merchant Experience Table

Spells by level

Level	MXP	Title	1	2	3	4
1	0	Apprentice				
2	5,000	Peddler	1			
3	10,000	Vendor	2			
4	20,000	Bargainer	2	1		
5	40,000	Seller	3	2		
6	80,000	Trader	4	2	1	
7	150,000	Dealer	5	3	1	
8	300,000	Magnate	6	4	2	
9	750,000	Jr. Merchant	6	4	2	1
10	1,500,000	Merchant	7	5	3	1
11	3,000,000	Sr. Merchant	7	6	3	2
12	6,000,000	Merchant Prince	8	6	4	2
13	12,000,000	M.P., 13th level	8	7	4	3
14	25,000,000	M.P., 14th level	9	7	5	3
15	50,000,000	M.P., 15th level	10	8	6	4

tion for a "sixth sense". The Merchants' Guild is so determined to keep these powers out of the hands of foreigners that any member caught teaching them to an outsider is instantly expelled from the order. In fact, this is taken so seriously that a number of thugs or assassins would almost certainly be employed to make certain that the traitor does not continue to betray the Guild. Foreign members of the Merchants' Guild are not trained in these spells and most are not even aware that they exist.

Like other spells, any spell can be taken more than once if the merchant wants to.

A spell is not automatically acquired when a merchant meets the MXP requirements and picks it out. The merchant must search out another merchant who already has the spell and learn it. Learning a 1st-level spell takes one week; a 2nd-level spell takes two weeks to learn; a 3rd-level spell takes four weeks to learn; and a 4th-level spell takes eight weeks. A member of the Darokin Merchant's Guild is required by the Guild to honor any reasonable request to teach a skill he or she knows to any other merchant who qualifies. Many times, these skills are taught on long caravan trips, when there is little else to do to while away the time. Guild members are not supposed to charge for this teaching, but it happens.

Each level beyond the 15th requires 25

million additional MXPs, and gives the Merchant Prince one more Special Ability from each of the four levels.

First Level Spells

1. Calm Animal
2. Clear Sight
3. Count Coins
4. Detect Evil
5. Evaluate
6. Ignore Road
7. Orientation
8. Predict Weather
9. Resist Climate
10. Trust

Second Level Spells

1. Check Load
2. Crowd Summoning
3. Detect Ambush
4. Detect Magic
5. Hold Animal
6. Quicken Pace
7. Savior Faire
8. Silver Tongue

Third Level Spells

1. Charm Animal
2. Detect Lie
3. Find Traps
4. Infravision
5. Inventory
6. Smuggling

Fourth Level Spells

1. Accounting
2. Charm Person
3. Check Caravan
4. Embezzeling
5. Resist Magic

First Level Spells

Calm Animal

Range: Touch
Duration: 1 turn per level
Uses: 3 times/day

By making soothing sounds and stroking the animal in special ways, this spell can be used to calm a spooked domestic animal. It will not work on wild animals, nor will it work on animals the merchant is not familiar with. It takes a full turn to calm each animal. This spell will not work under severe circumstances. For instance, a pack mule startled by a falling branch can be calmed easily, while a horse being attacked by a monster can not be. For situations that fall between the two, the DM may require a die roll for success.

Clear Sight

Range: 0'
Duration: 2 rounds per level
Uses: Once per day

When this spell is used, any spot up to one mile distant can be seen by the merchant as if it were only ten feet away. The area magnified is a circle up to 60 feet in diameter.

Count Coins

Range: Touch
Duration: 1 turn
Uses: Once per day

With the use of this spell, a merchant can tell the exact amount of money in a specific location (be it a bag, chest, or pile) with the following restrictions: the coins must all be of the same type and the merchant must either pick them up or run his hands through them. The maxi-

Map Key

- Caravansery or small town
- 144 Mileage, Normal Trails
- 144 Mileage, Rough Trails
- Areas subjected to humanoid or raider activities

Trade Goods

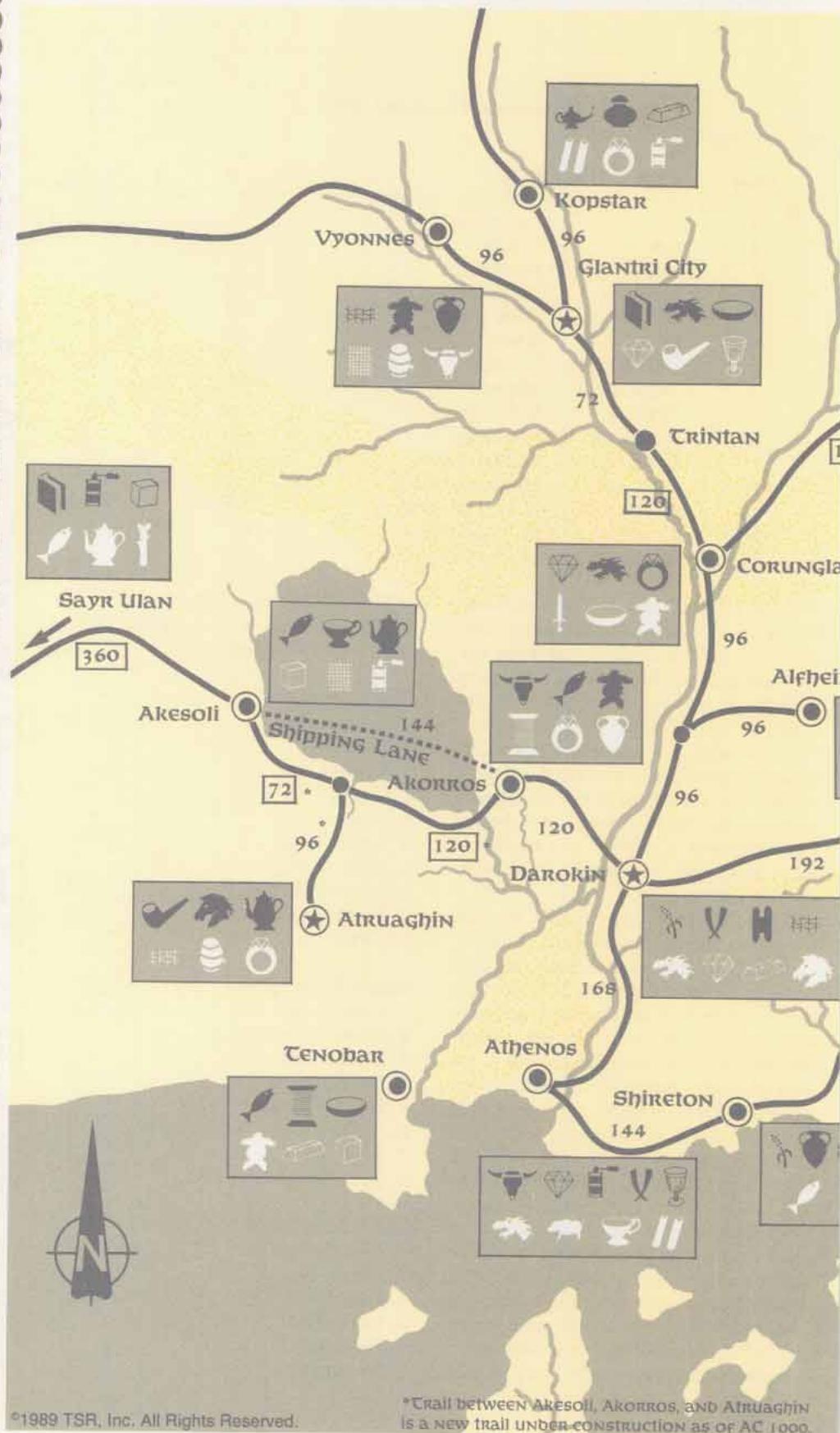
- Wood, common
- Oil
- Textiles
- Salt
- Beer, ale
- Grain & vegetables
- Fish, preserved
- Hides, furs
- Tea or coffee
- Animals
- Pottery
- Wine, spirits
- Meat, preserved
- Metals, common
- Dye & pigments
- Cloth
- Weapons, tools
- Monsters
- Glassware
- Semiprecious stones
- Tobacco

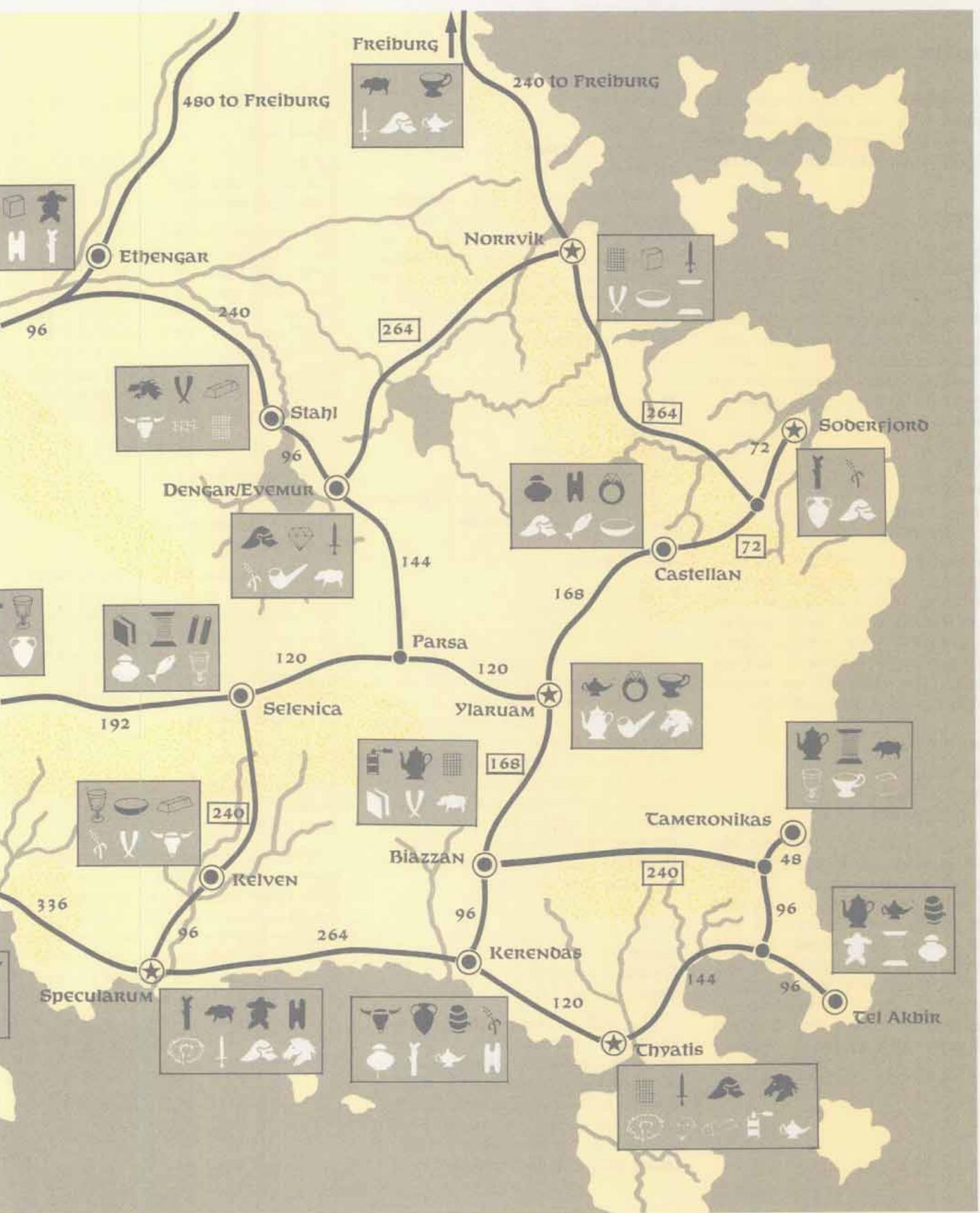
Precious Merchandise

- Mounts
- Wood, precious
- Porcelain, fine
- Books, rare
- Armor
- Ivory
- Spices
- Silk
- Furs, rare
- Metals, precious
- Gems

Symbols in black sell at less than market value.

Symbols in white sell at more than market value.





Darokin Merchants

mum number of coins which a merchant can count with this spell is 2,000 per level. Thus, a 4th level Merchant could use this spell to rapidly count up to 8,000 coins.

Detect Evil

Range: 30'
Duration: 1 turn
Uses: Once per day

This spell is identical to the first-level clerical spell *detect evil*, except the range and duration is reduced as noted above. Also, only the merchant senses the evil thing—there is no tell-tale glow for everyone to see.

Evaluate

Range: 10'
Duration: 1 turn
Uses: Once per day

With this spell, a merchant can inspect any goods within the range of the spell, and tell the general quantity, quality, and value of the items. This spell is good for spotting shoddy workmanship, inferior materials, forgeries, imitations, and other frauds. This spell will not uncover magically altered or disguised items.

Ignore Road

Range: Special
Duration: 12 hours
Uses: Once per day

This spell is used on the drivers and animals of a caravan to counteract the slowing effects of bad roads. The merchant helps the caravan pick out solid footing and thus make better time. This spell will reduce any movement penalties for bad roads by 1 mile per level per day. Thus, if a muddy road would normally slow a caravan down by 5 miles/day, use of this spell by a third level merchant would reduce that penalty by 3 miles/day.

Orientation

Range: 0'
Duration: 12 hours
Uses: Once per day

With the use of this spell a merchant is able to sense the direction of magnetic north and, thus, determine his or her location with a chart. For those who are travelling and stricken with a long period of foul weather, the Orientation spell can mean the difference between becoming lost in the wilderness and reaching your destination alive.

Predict Weather

Range: 0'
Duration: 12 hours
Uses: Once per day

This spell is identical to the first-level druid spell of the same name.

Resist Climate

Range: Special
Duration: 12 hours
Uses: Once per day

This spell allows a caravan or other road travelers to counter the slowing effects of cold, heat, storms, and similar ecological hazards. The use of this spell reduces any movement penalties by 1 miles per level of the caster. A merchant can only affect five pack animals or two wagons per level, however. To illustrate, a fifth-level merchant could employ this spell to reduce the negative affects of a thunderstorm on travel by 5 miles per day for as many as 25 pack animals or 10 wagons.

Trust

Range: 0'
Duration: 1 turn/level
Uses: Once per day

This spell endows the Merchant with an aura of trustworthiness. In order to maintain the spell, the Merchant can not do anything that violates the trust of those he or she is dealing with. This spell is useful in gaining the trust of persons you do not intend to betray but not in setting people up to be swindled.

SECOND LEVEL SPELLS

Check Load

Range: 10'
Duration: 1 turn/level
Uses: Once per day

A merchant can tell, with the use of this spell, if a cart or wagon is properly packed for travel. If this spell is used before a trip starts and once every ten days thereafter, a merchant can ignore a "Load Shift" result (see "Mercantile Trade," later in this book). It takes a full turn for a merchant to check a wagon or cart with this spell, and he can check as many wagons as possible given the duration of the spell.

Crowd Summoning

Range: 25'/level
Duration: 1 turn/level
Uses: Once per day

This spell causes all those within range of the caster to be subtly drawn to his or her location by making the merchant seem to be the center of attention. Thus, the merchant can dominate the attention of buyers at a crowded and confusing street market, virtually assuring an increase in business.

Detect Ambush

Range: 1 mile/level
Duration: 1 turn
Uses: 2 times/day

When cast, this spell sets up a magical ward which is triggered when the merchant comes within range of an ambush or similar surprise attack. The duration listed is the length of time which the ward will remain in effect waiting to be set off. If the duration passes without the spell being triggered, it must be cast again for continued protection. If an ambush is detected, the location will be pinpointed to within $\frac{1}{4}$ mile.

Darokin Merchants

Detect Magic

Range: 10'
Duration: 1 turn
Uses: Once per day

This spell is identical to the first-level magic-user spell of the same name, except for the reduced range.

Hold Animal

Range: 60'
Duration: 1 turn per level
Uses: Once per day

This spell is similar to the third-level druid spell of the same name, but with some important differences. A merchant can affect 1 Hit Die of animals for every level, but the spell only works on domesticated beasts of burden, including mules, horses, camels, elephants, and oxen. The merchant must be familiar with the animals he wishes to hold, as well. The animals do not get a saving throw, but are paralyzed for the duration listed above. This spell is usually reserved for emergencies, like when a team of animals threatens to run away with a wagon. There is a 1 in 6 chance that a panicked animal subjected to this spell will die instantly.

Quicken Pace

Range: Special
Duration: 12 hours
Uses: Once per day

By use of this spell a caravan can increase its rate of travel. For each level the merchant has attained the caravan may add 2 miles to its progress that day. Hence, an eighth-level merchant could increase his caravan's rate of travel by 16 miles per day.

Savior Faire

Range: 0'
Duration: 1 turn/level
Uses: Once per day

This spell permits the merchant casting it to "fit in" with any given crowd of individuals by giving him a temporary infusion of knowledge similar to their

own. As an example, if it were used while the merchant was attending a formal ball in the palace of Duke Stefan Karameikos it would make the caster an elegant dancer and charming, sophisticated guest. On the other hand, if it were used while the character sat in a bar on the docks of Akesoli it would endow him with a resistance to strong drink, an spell to curse like a sailor, and the words to a few good drinking songs.

Silver Tongue

Range: 0'
Duration: 1 turn
Uses: Once per day

This spell gives the caster the ability to mislead others without fear of being caught. While it is in effect those who speak to the merchant will believe almost anything they are told. The DM will have to consider each statement made by the *silver tongued* merchant and decide whether a saving throw is allowed. A statement like "this dagger is the finest blade of its kind in all of Darokin" would not entitle the subject to a save while "this dagger was used by Karinda the Mighty to slay the Dragon of Thundersea" certainly would.

Third Level Spells

Charm Animal

Range: 30'
Duration: 1 day per level
Uses: Once per day

With this spell, a merchant can take untrained, untamed animals and use them to draw wagons or carry loads. The merchant may *charm* 1 Hit Die of animals per level. Magical beasts are immune to this spell, and all other animals get a standard saving throw. Some very bizarre animals may be *charmed* into pulling wagons by use of this spell, but that doesn't guarantee that appropriate harnesses are available, or that the animals will be well-suited to the task.

Detect Lie

Range: 10'
Duration: 1 turn per level
Uses: Once per day

With this spell, a merchant can tell when someone within the spell's range is lying, either to the merchant or to someone else. This spell will also detect omissions of important information or evasive answers, but it will not detect honest mistakes.

Find Traps

Range: 30'
Duration: 2 turns
Uses: Once per day

This spell is identical to the second-level clerical spell of the same name.

Infravision

Range: 0' (merchant only)
Duration: 1 hour per level
Uses: Once per day

This spell is identical to the third-level magic-user spell of the same name, except for the range and duration changes noted above.

Inventory

Range: 10'
Duration: 3 turns
Uses: Once per day

By using this spell, a merchant can tell, after one turn's study, the exact contents of a wagon, cart, section of warehouse, or any other pile of merchandise within the spell's range. Items in sealed crates, barrels, and other containers, of course, cannot be determined unless they are opened at the time the spell is cast.

Smuggling

Range: 30'
Duration: 1 turn/level
Uses: Once per day

Use of this spell insures that hidden items remain hidden. For example, a concealed compartment will be overlooked and a false bottom not found by

Darokin Merchants

customs inspectors. When cast it affects all such places within range of the merchant.

Fourth Level Spells

Accounting

Range: 0'
Duration: 1 turn
Uses: Once per day

With this special spell a Merchant can go over financial records very quickly and check for evidence of accidental errors or deliberate theft. Similarly, the spell permits a character to quickly determine his or her financial status and establish amounts of money owed to or by the caster.

Charm Person

Range: 25'
Duration: Special
Uses: Once per day

Except as noted above, this spell is the

same as the first level magic-user / elf spell of the same name.

Check Caravan

Range: Special
Duration: 1 hour
Uses: Once per week

With this spell, a merchant can detect sabotage or hidden flaws in a caravan and its cargo. The merchant will "sense" something wrong, and can home in on the problem until he finds it. Anything from cracked wheels, frayed ropes, and sick animals to mispacked crates, leaking barrels, or false documents can be found with this spell. Use of this spell does not guarantee a safe journey, but the chance of an accident is obviously greatly reduced.

Embezzle

Range: 0'
Duration: N/A
Uses: Once per day

With this spell a merchant can falsify

financial records to conceal his or her business transactions. It can be used to fool tax investigators, trick customs agents, or hide theft. The maximum amount of money which the character can cause to "vanish" is 100 gold pieces per level of experience. Money earned through theft by the use of this spell does not earn the character any MXP's.

Resist Magic

Range: 0' (merchant only)
Duration: 1 turn per level
Uses: Once per day

This spell confers a 50% *magic resistance* on the merchant using it, but only against magic spells and effects used to gain a business advantage. For example, this spell would guard against another trader using a *charm person* spell to get a better price, but not against the same spell in a combat situation. All disputes over what is and is not a business situation must be resolved by the DM.

MERCANTILE TRADE

Mercantile trade is the backbone of Darokin life; almost everyone in the country participates in it at least some of the time, either directly or indirectly. The trick is to buy low and sell high, cover your expenses, and avoid disasters. There can be quite a few details to consider in the caravan business—weather, road conditions, wagon maintenance, employee morale and so forth—and this section will deal with most of it. If you're not interested in quite this much detail, that's OK, too; just ignore the parts you don't want to deal with.

Getting Started

There are several different ways the PCs can become involved in the overland trading business.

For one, they could form a caravan company and carry other people's cargo. The adventurers would have to buy wagons and animals, hire employees, and then find customers. The caravan company usually gets half the profits when the cargo is sold at its destination.

Another way to get into the speculative trading game is to buy a load of cargo and hire someone else to take it to another town and sell it for you. The someone else gets half the profits, of course, but the big advantage is that you are making money on the deal without doing anything but risking your initial investment—you are free to go do other things (slay orcs, search ruined castles, rescue princesses, whatever).

The last way, and the one that involves the most potential for profit, is to do it all yourself. Buy the wagons and animals, and transport your own cargo in them. This way, you get to keep all the profit. Of course, you are taking all the risks, too.

Pack and Draft Animals

Cargo is moved across the lands of the Known World by animal power. The table on this page details the most common (and some of the not-so-common) animals used by Darokin merchants.

Animal	Cost	Miles Per Day	Pack Encumbr.	Draft Enc.
Draft Horse	40	18	45/90	75/150
Riding Horse	75	48	30/60	50/100
War Horse	250	24	40/80	65/130
Mule	30	24	30/60	45/90
Camel	100	30	30/60	45/90
Ox	40	12	50/100	100/200
Elephant	1,500	24	75/150	150/300
Human	—	18	6/12	10/20

Cost is given in daros.

Miles Per Day is the base speed of the animal on a normal road. The base speed of a caravan will always be the base speed of the slowest animal in it. This base speed will be modified by all sorts of things, as you will see.

Pack Encumbrance is the amount of weight the animal can carry in packs on its back. The numbers in the table are "hundredweights," the common Darokin measure of bulk cargo. 1 hundredweight is equal to 100 cns, or 10 pounds. The first number is the amount of weight the animal can carry and still maintain its base speed. The second number is the amount of weight it can carry at half speed. The draft horse, for example, can carry 45 hundredweights (that is, 4,500 cns, or 450 pounds) at full speed, and up to 90 hundredweights (9,000 cns or 900 pounds) at half speed.

Draft Encumbrance is the amount of weight the animal can pull when hitched to a cart or wagon. The numbers mean the same things as in the previous column.

There may be times that more exotic animals may be found on the roads of Darokin or elsewhere, doing the menial labor of a pack beast. Bears, great cats, centaurs, minotaurs, ogres, giants, and even dragons have been heard of, though their violent and unpredictable nature makes them generally ill-suited for the job. Most cities do not allow such beasts, even seemingly docile ones, inside their walls.

Carts and Wagons

There are several common types and sizes of cargo carriers in use in the Known World. There are different styles used in different nations, but the basic types remain the same. They are described on the table below.

Cart and Wagon Table

Vehicle Type	Cost	Weight	Cargo Capacity
Pull Cart	25	6	30
Mule Cart	50	8	40
Horse Cart	100	10	100
Small Wagon	200	30	200
Medium Wagon	350	50	400
Large Wagon	500	100	600

Cost, again, is in daros.

Weight and Cargo Capacity are in hundredweights.

The Pull Cart has two wheels and is not usually seen on the open roads of Darokin, but is instead found in the cities. It is most often pulled (or pushed) by its owner.

The Mule Cart and Horse Cart are also two-wheeled carts, and are designed to be pulled by a single animal.

The Small and Medium Wagons have four wheels, and are designed to be pulled by teams of two or four horses, respectively.

The Large Wagon is typically pulled by six or even eight horses, and has six wheels.

Larger wagons are simply not practical. Even if enough animals could be hitched to a larger wagon to pull it, it would get bogged down on even good dirt roads,

Mercantile Trade

the wagon's great weight burying the wheels in the soil. While some merchants dream of paving the Darokin Road with flagstones so that larger, more efficient wagons could travel on it, most realize the impracticality of such a plan.

WAGON ACCESSORIES

Of course, the prices and descriptions above just cover the basic wagon. Special cargo, difficult routes, and the personal whims of individual merchants mean that many "options" can be added to wagons as the need arises. For example:

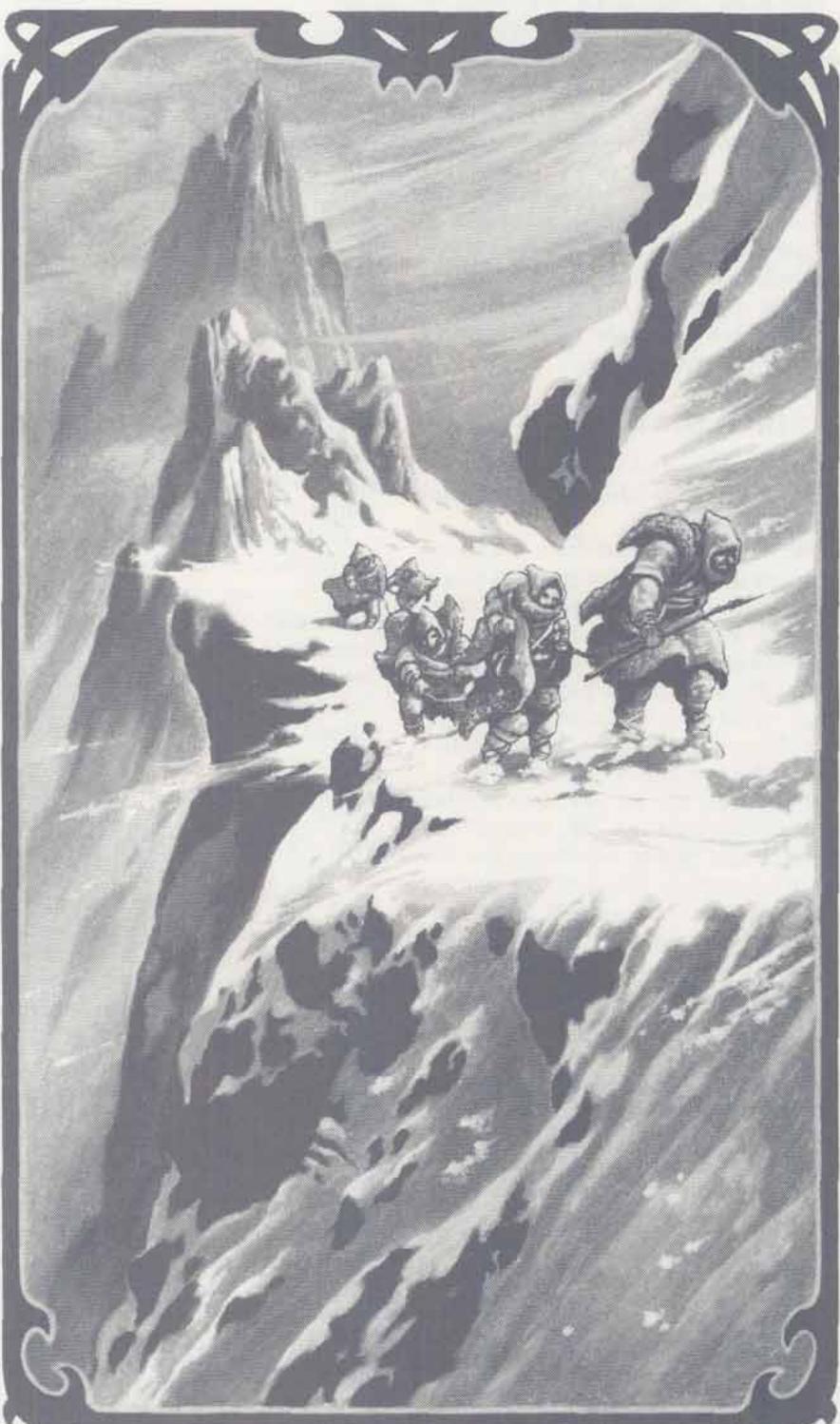
Covers are necessary for cargo that should not be exposed to the elements. Covers also hide the amount and type of cargo being carried from prying eyes. A simple waterproofed canvas cover and frame (the most typical type) costs 20 daros and adds no appreciable weight to the wagon.

A **Roof** goes one step further than a mere cover, enclosing the cargo in a solid box. A roofed wagon costs and weighs twice as much as a normal one of the same size. Carrying capacity is unaffected.

A **Secret Compartment** is useful both for smuggling and for hiding valuable cargo from thieves. A secret compartment will not be detected by most cursory inspections, though a thorough search specifically made for such a compartment has a 4 in 6 chance of success. A secret compartment costs 100 daros; up to 20% of the cargo capacity of the wagon can be allocated to the secret compartment.

Living Quarters may be necessary for the wealthy merchant who is not interested in "roughing it" on the open road. When a wagon has living quarters put in, the carrying capacity is cut in half at the minimum (some merchants won't share their home with any cargo at all). Living quarters cost 100 daros minimum, and weigh at least 50 hundredweight. Depending on the tastes of the merchant involved, of course, the weight and costs could be much higher.

There are other customizing details PCs should feel free to experiment with—perches for lookouts, extra driver's seats, whatever—which may or may not



alter the basic statistics of the wagon.

Operating Expenses

Once the animals and wagons are bought, you're almost ready to go. There are still a few more points to consider, however.

The caravan must carry food for its crew. Each week the typical crewman will require 1 hundredweight of provisions at a cost of 1 daro. Food spoilage is not usually a problem on overland journeys, as supplies can be replenished at towns and villages along the way. Guards can be sent out to hunt for fresh meat during the trip, as well, but this has its own perils, including upset landowners, ambushes by monsters, and fewer guards on duty at the caravan.

The pack and draft animals usually have no trouble finding food along the road, grazing during rest breaks, and so on. When a caravan stops in town, however, fodder must be bought for the animals. The cost is $\frac{1}{2}$ daro per day for each horse, mule, or camel, and 2 daros per day for each elephant.

Wagons and carts must be maintained regularly (wheels tightened, rotted boards replaced, and so on) or they will fall apart. Maintenance must be done every six months, and costs 1 daro per 100 hundredweight cargo capacity per 500 miles traveled. For example, a Medium Wagon that had traveled 3,000 miles the past six months would cost 24 daros to maintain. That doesn't sound like much, until you start paying for maintenance on an entire caravan. Wagons and carts that are overdue for maintenance must roll twice every time there is a chance for a mishap. (There'll be more on mishaps later in this section.)

Animals get old and broken down, too. Every six months, there is a 3% chance that an animal is too old or too sick to go on and must be retired. (Roll individually for each animal.) For elephants, the chance is only 2%.

Doing Business

Now that you've got an idea of what

your operating and start-up expenses are going to be, it's time to get to the nuts and bolts of the mercantile trade—the buying and selling of cargo.

The system that follows is modeled after and compatible with the sea trade rules in GAZ 9, *The Minrothad Guilds*. Thanks to Deborah Christian and Kim Eastland, authors of that Gazetteer, for their fine work.

City Classifications

The mercantile trade begins (and usually ends) in a city, town, or village. The only exception is the Traveling merchant, who stops at individual farms and ranches. The city classification affects the availability of cargo and the price of that cargo.

Trading Skills

A combination of skills are required for the successful buying and selling of cargo, whether the business is conducted by PCs or NPCs. Broker points, a special modifier to several important die rolls, are explained below. The skills and special abilities mentioned below are explained earlier in this book.

Appraisal: NPCs who engage in trade as their primary business can be assigned an Appraisal skill equal to their Intelligence score. If the NPC is a member of the Darokin Merchant's Guild, then he or she may possibly have the Merchant Special Abilities of *Evaluate*, *Appraise*, or even *Inventory*, depending on his or her merchant's level. Of course, there's always the chance that one practices the spell of *Embezzling* as well.

If the NPC evaluating a cargo does not have a Special Merchant Ability, the DM secretly rolls 1d20 against that person's Appraisal skill. If the result is equal to or less than the character's score, he has made an accurate estimate. If the roll is higher than the score needed, the attempt fails.

If the failure is an odd number, the character's evaluation of worth is low. If it is an even number the evaluation is high. The character is off by 5% times the dif-

ference between the roll needed and the roll made. For example, Trader Krel has an Appraisal skill of 14. When checking over a cargo, he rolls a 17. Krel's estimate is low by 15% ($17 - 14 = 3$, $x 5\%$).

An NPC merchant who sells goods usually sets his price 10 to 40 percent (roll 1d4, and multiply by 10) above the appraised value of the merchandise. An NPC buyer makes an offer 10 to 40 percent below what he appraised the goods at. An NPC rarely sells for less than half his perceived profit margin, nor pays more than his estimate of an item's worth.

Bargaining: The Bargaining skill is designed for quick encounters with NPCs. More important negotiations, like setting the final price of an entire cargo, should be roleplayed. However, the DM can use a PC's Bargaining skill to modify price negotiations at any time—This method is especially useful for summing up the bargaining effect when many loads are haggled over.

Step 1. Determine the difference in Bargaining skill between NPC and PC. If one character has no Bargaining skill, treat it as a score of 0.

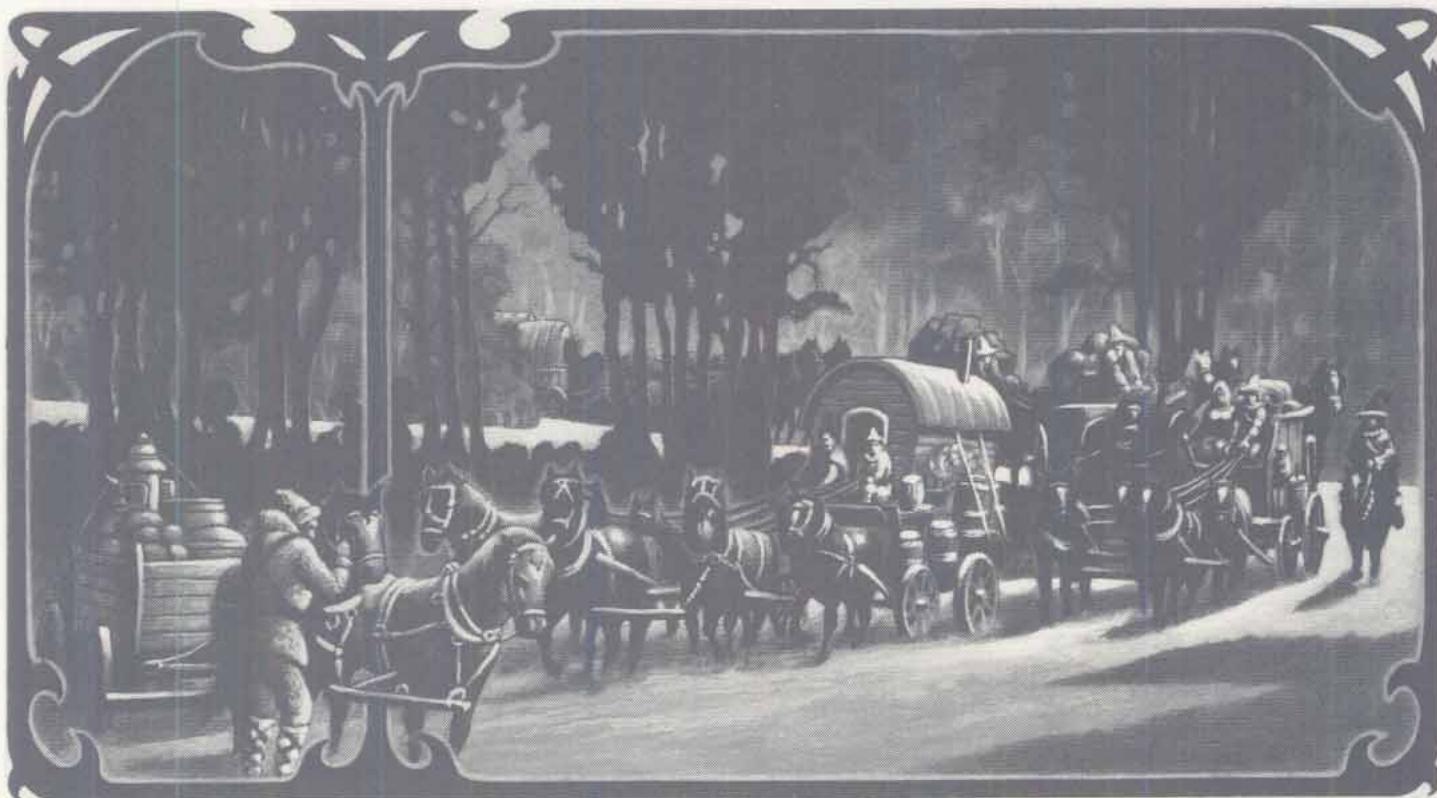
Step 2. Multiply that difference by 5 percent. The result is the Price Adjustment.

Step 3. If both characters have Appraisal skill (or a similar Merchant Special Ability), use the evaluation of the superior bargainer to determine the price which is adjusted. If only one character has Appraisal skill, use that price. If neither party has that skill, the DM should arbitrarily set a "fair market value" and use that as the base price to be adjusted.

Step 4. The superior bargainer improves the price or decreases the cost over a cargo's perceived value by the indicated Price Adjustment. That is, if the winner is buying goods, the price is lowered by the amount of the Price Adjustment; if he is selling goods, his agreed-on selling price is increased by that amount.

Step 5. When used for the price of many different items, total the value of the goods (as perceived by the superior bargainer) and add or subtract the percentage as determined above.

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For example, Trader Krel is trying to buy a load of flour from an NPC merchant. Krel has appraised the flour at 1,000 daros, but the NPC merchant appraises the cargo at 1,200 daros.

Both characters have Bargaining skill; Krel's 16 is slightly better than the NPC's 15. First, that means that Krel's appraisal of 1,000 daros is the base price.

Since the difference between their Bargaining scores is 1, Krel bargains a final price of 5% less, or 950 daros, from the NPC. If Krel were selling the flour, the final sale price would be 1,050 daros (1,000 + 5 percent).

If the result of all this is that an NPC agrees to sell for more than 25 percent less than his original appraisal, or to buy for more than 25 percent more than his original appraisal, he should make a Wisdom check. If the check fails, he is carried away by the great sales pitch and agrees to the high purchase price (or deep discount). If the check is made, the NPC reverts to the 25 percent above or below original appraisal as a final, "take it or leave it" price.

For example, Trader Krel would refuse to pay more than 1,250 daros for his desired load of flour while the merchant would refuse any offer of less than 900 daros.

BROKER POINTS

Broker points are unlike other skills acquired by characters. A broker point is a die roll modifier used in the mercantile trade system described in the following pages. It is used to reflect the difference that experience makes in the success of merchant trading ventures.

Broker points are awarded by the DM to characters and to NPCs according to the criteria given below. Once received, points are never used up and can be applied any time a modifier is needed. Each point counts as a +1 modifier to a mercantile trade dice roll.

No character can ever have more than five broker points, which are normally gained only after years of game time and much trading experience, as detailed below. PCs may also receive them as

rewards for good roleplaying or spectacular trading achievements. All awarded broker points are cumulative.

PCs and NPCs alike receive broker points when they meet the following criteria:

Level 4 - 8 Merchant: +1

Level 9 - 12 Merchant: +1

Every 4 additional levels of Merchant experience: +1

Character Level 10-20: +1

Character Level 21+: +1

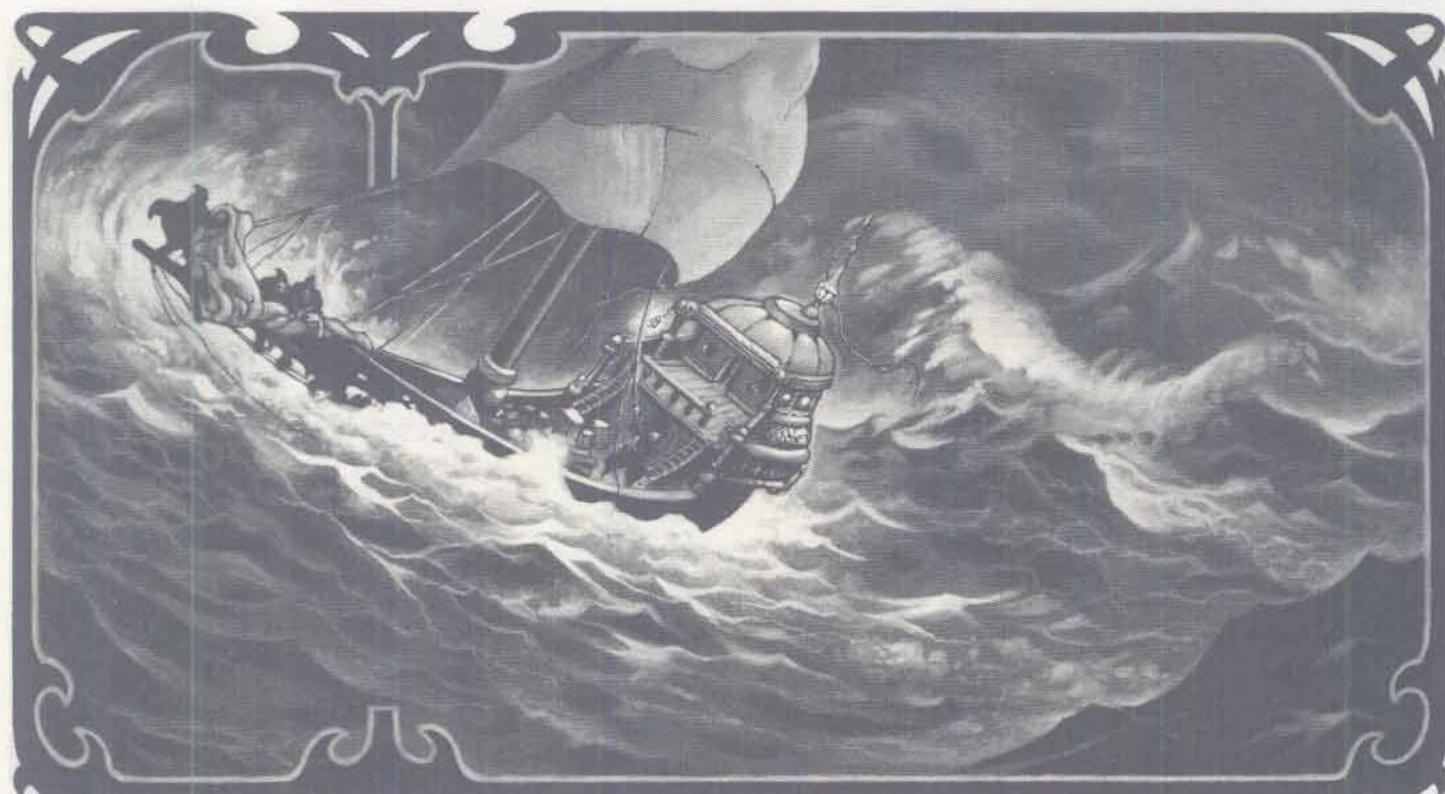
More than 5 years trading experience: +1

More than 16 years trading experience: +1

Character has both Appraisal and Bargaining skill and raises each at least one point: +1

BUYING AND SELLING CARGO

This procedure is used whenever a character wishes to buy or sell cargo.

**Step 1. Determine city's classification.**

Major trading cities throughout the Known World are listed on the Supply and Demand Table, p. 26. Cities and Towns not on add page number the table should be assigned a classification by the DM.

Step 2. Find the number of merchants and cargo loads available.

Use the table below to find the number of merchants and cargo loads in town. Broker points can be applied to rolls on this table.

The number of merchants does not show the total that are in a city, but rather how many are interested in doing business with the PCs. "Cargo loads" is a convenient measure for quantities of goods, and are further defined in the Trade Goods Table (p. 26). If PCs are buying, the number of loads shows how much cargo they can purchase. If they are selling, the number of loads shows how much of their cargo a merchant is interested in buying.

City Class	Merchants	Size of Transaction
A, B	1d6 + 2	3d8 loads
C, D	1d6 + 1	2d8 loads
E	1d6	2d6 loads
F	1d6-1	2d4 loads

The DM is free to modify results that conflict with what he knows about a given city. If, for example, the addition of broker points results in ten merchants in a class F village and the DM feels that is too many merchants for such an out-of-the-way place, he can reduce the result to a reasonable number.

One half of the merchants indicated on the table appear the first week a caravan is in town (round fractions up). Another $\frac{1}{4}$ of them appear during the second week, and the rest trickle in at the rate of one per week until all the merchants rolled up have arrived.

For example, if there are eight merchants who will do business with the adventurers in a given town, four appear the first week, two the next, and one each in the third and fourth week. If the PCs

want to deal with all of them, they'll have to wait around for four weeks. If, after all the merchants have been dealt with, the adventurers want to wait around for more business, roll again on the table above, with a -1 modifier for each week the caravan has stayed in town.

Step 3. Determine types of cargo.

The Trade Goods Table (p. 26) lists specific types of goods that can be purchased or sold in a port. DMs are welcome to change items if they wish. For example, a result of "smoked fish" might become "smoked sausage" in one port, or "pickled hogsfeet" in another.

The DM can select cargo from this list or settle on goods with a random die roll. If a random result is desired, broker points can be applied to the roll.

If player characters are in search of a specific type of cargo, there is a base 20 percent chance that it will be available in a particular port. This percentage is increased by 5 percent for each broker point applied to the roll. Chances can also be increased or decreased by the DM

Mercantile Trade

Trade Goods Table

Roll	Merchandise
01-04	Wood, common
05-08	Oil
09-12	Textiles(2)
13-16	Salt
17-20	Beer, Ale
21-26	Grain and Vegetables
27-30	Fish, preserved
31-35	Hides, furs
36-39	Tea, coffee, tobacco
40-43	Animals
44-47	Pottery
48-51	Wine, spirits
52-54	Meat, preserved
55-60	Metals, common
61-63	Dye and pigments
64-68	Cloth
69-73	Weapons, tools
74-75	Monsters
76-80	Glassware
81-85	Semiprecious stones
86-00	

1 Load	Encumbrance per Load (hundredweights)	Base Price
1 cord(1)	80	50 daros
5 jars	30	100 daros
4 bags	20	100 daros
150 bricks	75	100 daros
1 barrel	8	100 daros
20 bags	80	150 daros
10 barrels	80	150 daros
10 bundles	40	150 daros
2 bags	10	150 daros
2 crates(3)	10	200 daros
1 barrel	8	200 daros
10 barrels	80	200 daros
200 ingots	100	200 daros
5 jars	25	250 daros
20 rolls	80	200 daros
1 crate(3)	10	varies(4)
1 monster	varies(5)	varies(5)
2 crates(3)	10	400 daros
1 box	1	200 daros

Roll on Precious Merchandise Table

Precious Merchandise Table

Roll	Merchandise
01-10	Mounts(7)
11-21	Wood, precious
22-33	Porcelain, fine
34-41	Books, rare
42-53	Armor(3)
54-61	Ivory
62-67	Spices
68-75	Silk
76-85	Furs, rare
86-94	Metals, precious
95-00	Gems

1 Load	Encumbrance per Load (hundredweight)	Base Price
See Animals Table, below		
1 cord	80	500 daros
2 crates	10	1,000 daros
1 box	3	1,000 daros
1 crate	10	varies(4)
1 tusk	10	800 daros
1 jar	6	800 daros
5 rolls	20	1,000 daros
1 bundle	5	500 daros
2 ingots	4	600 daros
1 box	1/2	3,000 daros

Animal Table

Roll	Animal	1 Load	Encumbrance per Load (hwt)	Fodder Cost per Load	Base Price
1	Rabbit, hen	100	50	20 daros/wk.	25 daros
2	Goat, hound	20	100	20 daros/wk.	100 daros
3	Pig	10	100	20 daros/wk.	100 daros
4	Cow	5	500	20 daros/wk.	125 daros
5	Horse	2	300	20 daros/wk.	200 daros
6	Bull	2	300	20 daros/wk.	200 daros
7	Warhorse	2	400	30 daros/wk.	1,000 daros
8	Elephant	1	1,000	20 daros/wk.	1,500 daros

to reflect how rare or common a type of merchandise might be in that town. For example, the chances of finding livestock for sale in Akorros, or cloth in Ansimont, are much higher than normal—probably 90%. But if the DM decides that a certain cargo is not available at all, not even broker points can help locate the goods.

Step 4. Find the adjusted price of cargo.

Once the nature of a cargo load has been determined, use its base price to derive its adjusted price. The base price is an arbitrary, relative value placed on an item before its value is adjusted for supply, demand, and random economic and political factors. These factors are modeled with a simple system of die rolls and situational modifiers that lead to the adjusted price—the “real” value of the goods at a specific place and time. The adjusted price must be determined before cargo negotiations can begin.

- * Find the cargo’s base price on the Trade Goods Table which follows (or the Precious Merchandise Table, if appropriate).
 - * Consult the Supply and Demand Table to find out whether there is an unusually high or low demand for this commodity at the city in question. This is indicated by a dice roll.
 - * If the city is class A or B, there is a +1 modifier. If the town is class E or F, there is a -1 modifier.
 - * Roll 3d6, adding or subtracting modifiers for supply and demand and city class, and consult the Base Price Adjustment Table (p. 27). Players can also modify the roll with broker points: If characters are selling, adding broker points results in a higher sale price; if they are buying, subtracting broker points results in a lower sale price.
 - * Multiply the cargo’s base price by the adjustment percentage to arrive at the adjusted price.
- The adjusted price represents the true value of the goods in that particular market. When broker points are applied to the roll, the result also reflects the benefits of canny business dealings.

The adjusted price is calculated when a

cargo load is bought and again when it is sold in a different city. If several merchants buy or sell the same type of goods in the same place, the adjusted price is calculated only once.

Base Price Adjustment Table

3d6 Roll	Percentage
3	30 percent
4	40 percent
5	50 percent
6	60 percent
7	70 percent
8	80 percent
9	90 percent
10	100 percent (no change)
11	110 percent
12	120 percent
13	130 percent
14	140 percent
15	150 percent
16	160 percent
17	180 percent
18	200 percent
19	300 percent
20	400 percent

Step 5. Determine the final price.

Characters next conduct any Appraisal or Bargaining that they are entitled to do (as described earlier in the section on Doing Business). The final price is the sale or purchase price agreed on after these skills have been used. If characters do not have Bargaining skill, the final cost remains the same as the adjusted price. If Bargaining skill results in a price change, the adjusted price is altered by that amount, yielding the final price for the goods.

Step 6. Exchange goods.

Goods exchange hands after the final price is agreed upon and paid. The merchant selling the goods must set aside $\frac{1}{2}\%$ of the final price for the Darokin Merchant's Guild, if he is a member. Caravan crews usually handle the loading and unloading of cargo as part of their regular duties.

Supply and Demand Table

CITY	CLASS	MODIFIERS TO PRICE ADJUSTMENT
Akesoli	D	Fish -3, Porcelain -2, Tea -2, Salt +3, Silk +4, Spices +2
Akorros	C	Fish -2, Hides -2, Meat -2, Cloth +2, Semiprecious Stones +2, Wine +2
Alfheim	C	Glassware -3, Precious Woods -2, Rare Furs -3, Grain +3, Rare Books +3, Wine +3
Athenos	D	Gems -2, Glassware -3, Ivory -3, Meat -2, Animals +1, Monsters +2, Precious Woods +2, Porcelain +3
Atruaghin	E	Coffee -3, Mounts -3, Tobacco -4, Textiles -2, Beer +3, Semiprecious Stones +4
Biazzan	D	Silk -2, Spices -2, Tea -2, Animals +2, Ivory +2, Rare Books +2
Castellan	E	Common Metals -4, Dyes -2, Semiprecious Stones -3, Armor +2, Fish +2, Pottery +3
Corunglайн	B	Gems -2, Monsters -2, Semiprecious Stones -2, Hides +2, Pottery +2, Weapons +3
Darokin	A	Common Metals -2, Common Woods -2, Grain -3, Ivory -2, Textiles -2, Gems +3, Monsters +5, Mounts +2, Precious Metals +4, Weapons +2
Dengar/Evemur	B	Armor -4, Gems -4, Weapons -3, Animals +3, Grain +3, Tobacco +4
Ethengar	D	Hides -3, Mounts -4, Salt -3, Common Metals +4, Common Woods +4, Tea +2
Freiburg	D	Animals -3, Porcelain -2, Armor +2, Oil +3, Weapons +2
Glantri City	B	Monsters -4, Rare Books -3, Pottery -6, Gems +4, Glassware +3, Tobacco +4
Kelven	C	Glassware -2, Pottery -3, Precious Metals -2, Grain +2, Ivory +2, Meat +2
Kerendas	D	Beer -2, Grain -3, Meat -2, Wine -2, Common Metals +3, Common Woods +3, Dyes +2, Oil +2
Kopstar	D	Dyes -3, Oil -5, Precious Metals -3, Precious Woods +4, Semiprecious Stones +2, Spices +2
Notrvik	C	Salt -3, Silk -3, Weapons -2, Cloth +3, Ivory +3, Pottery +3
Sayr Ulan	B	Rare Books -2, Salt -2, Spices -2, Common Woods +2, Fish +2, Tea +3
Selenica	B	Cloth -2, Precious Woods -3, Rare Books -1, Dyes +3, Fish +3, Glassware +2
Shireton	D	Beer -3, Grain -2, Tobacco -4, Wine -3, Coffee +2, Fish +3, Tea +2
Soderfjord		Common Woods -4, Grain -2, Armor +2, Wine +3
Specularum	C	Animals -2, Common Metals -2, Common Woods -3, Hides -3, Armor +2, Mounts +3, Rare Furs +3, Weapons +2
Stahl	C	Ivory -3, Monsters -3, Precious Metals -4, Meat +3, Silk +2, Textiles +4
Tameronikas	E	Animals -3, Cloth -2, Tea -3, Glassware +1, Porcelain +2, Salt +2
Tel Akbir	D	Beer -2, Coffee -2, Oil -2, Cloth +2, Dyes +2, Hides +2
Tenobar	D	Cloth -3, Fish -5, Pottery -5, Hides +2, Precious Metals +2, Salt +4
Thyatis	A	Armor -3, Mounts -2*, Silk -2, Weapons -3, Gems +3, Oil +2, Precious Metals +3, Rare Furs +3
Vyonnes	E	Rare Furs -6, Textiles -5, Wine -4, Beer +4, Meat +4, Silk +3
Ylaruum	B	Oil -2, Porcelain -3, Semiprecious Stones -4, Coffee +3, Mounts +3*, Tobacco +3

Mercantile Trade



* As an option Ylaruam also sells camels. This qualifies as "Mounts - 3". This is a potential market that has yet to develop. Note that Sayr Ulan may be a good customer (Camel/Mounts + 3). A small number of Thyatian "mounts" are elephants. So far, Thyatis has a quasi-monopoly on pachyderm dealership.

Notes on the previous charts:

(1) A cord contains either: 15 12'-diameter, 10'-long logs, or: 400 board-feet of 2" by 6" planks.

(2) Textiles include rope, sacking, and any woven goods other than cloth.

(3) The encumbrance of a crate is 2 hundredweight. To find the quantity of goods contained within it, divide the remaining encumbrance (8 hundredweight, or 800 cns) by the weapon or armor weight given in the rules. Round the number down; any remaining fraction is part of the crate and packing weight.

(4) Use prices given in the rules multiplied by the quantity in the crate. Quantity is calculated as explained in Note (3).

(5) Monster encumbrance is set by the DM. The suggested price for a monster is 100 daros per HD, times 10 for each asterisk. A 2HD** monster would be worth $(100 \times 2) \times 20 = 4,000$ daros. Monsters worth 1,000 daros or more are considered precious merchandise. Fodder must also be carried to feed live monsters.

(6) Semiprecious stones include amber, turquoise, alabaster, agate, geodes, and so on.

(7) The mounts are either warhorses (80 percent chance) or DM's choice of exotic mount (20 percent), such as an elephant, camel, mule, or even a domesticated monster.

The larger animals, of course, are rarely carried overland. Instead, they are driven down the road in herds. Smaller animals,

and those prone to escape, such as chickens, rabbits, turkeys, and the like, are transported in cages.

ON THE ROAD

As stated before, a caravan moves over land only as fast as its slowest loaded animal. Consider this the caravan's Base Movement Rate. A great number of factors must be taken into account before a player can tell how fast a caravan will actually move, however—terrain, weather, road conditions, and random mishaps will all affect a caravan's Final Movement Rate.

TERRAIN

Terrain affects a caravan's movement rate by multiplying the Base Movement Rate by a terrain factor. The major factors are:

Terrain	Movement
Good road	1 1/2 x
Trail, clear, grass, city	Base
Forest, hills, desert, broken	2/3 Base
Mountain, jungle, swamp	1/2 Base

The good roads in Darokin are the Darokin Road, extending from Akorros, through Darokin, and on to Selenica; and the Street Road, from Corunglain through Darokin and on to Athenos. The other roads in the Republic are considered trails.

Weather

At the beginning of each day, the DM should roll for the day's weather. The effects of each type of weather are explained below.

When traveling in a dry area or during dry season, subtract 15 from the roll. During wet season or in a wet area, add 15 to the roll.

% Roll	Weather
01-30	Clear
31-40	Partly Cloudy
41-45	Overcast
46-50	Unseasonably Hot
51-55	Unseasonably Cold
56-60	Windy
61-65	Volatile
66-70	Storm
71-73	Thunderstorms
74	Severe Thunderstorm
75	Tornado
76-85	Drizzle
86-95	Light Rain
96-00 +	Heavy Rain

Clear, Partly Cloudy, and Overcast weather does not effect caravan speed in any way.

Unseasonable Heat or Cold puts strain on the animals, crew, and equipment. A caravan's movement rate is reduced 2 miles/day. A merchant with the Resist Climate spell can, of course, reduce the negative effects of this or any other type of weather on his or her travels.

Windy weather will cause some delays as cargo is secured, animals calmed, etc.

Subtract 1 mile/day from the caravan's speed.

Volatile weather is unpredictable. Instead of checking just once in the morning, make another weather roll at mid morning, noon, mid afternoon, and dusk. Once all of the day's weather has been determined, average the effects to determine how far the caravan was able to travel that day.

Storms are best handled by stopping the caravan and waiting it out. If a caravan does this, its speed is reduced 5 miles/day. On the other hand, if a caravan slogs through the storm, its speed is reduced by only 3 miles/day, but is subject to random mishaps at the DM's whim.

Thunderstorms will delay a caravan by 10 miles/day if they wait them out. If the caravan decides to push on, its speed is reduced by 7 miles/day, and it is also subject to up to three random mishaps decided by the DM.

A Severe Thunderstorm is so intense that visibility is reduced to nothing and no movement is possible. This is a lost day, and it doesn't even count as a day of rest for the caravan.

A Tornado result means only that a funnel cloud has been sighted. There is only a 5% chance the tornado will strike a caravan that takes cover. Taking cover from a tornado means unhitching the animals, tying down the wagons, and seeking whatever shelter may be nearby. It will delay a caravan by 10 miles/day. If a caravan decides to risk travel during such times, the chance of a strike goes up to 20%. If the caravan is hit, each PC must save vs. Death or be killed. In addition, (1d10 x 5) + 50 percent of the wagons, cargo, and animals are destroyed.

Drizzle slows a caravan by 2 miles/day. Constant drizzle may also affect road conditions.

Light Rain slows a caravan by 3 miles/day, and can also affect road conditions.

Heavy Rain will slow a caravan 5 miles/day, and will also cause road conditions to worsen.

If the time of year is right, any of the above results that include rain could be sleet or snow, instead. Sleet and Snow

penalties are double those for the same level of rain.

Road Conditions

Road conditions will affect a caravan the same way whether the wagons are on a good road or a trail. Like weather, road conditions subtract miles per day from a caravan's speed. The DM should roll once per day for road conditions, at the start of each day's journey.

It is important to keep in mind that the use of the *ignore road* spell available to merchant characters can greatly reduce the negative effects of poor road conditions.

Bad weather will affect the road conditions. For each consecutive day of drizzle previous to the day being rolled for, add 2 to the die roll. For each consecutive day of Light Rain or Storms, add 5. For each consecutive day of Heavy Rain or Thunderstorms, add 10, and for each consecutive day of Severe Thunderstorms, add 20. These modifiers can be cumulative: For example, if three days of drizzle were followed by one day of heavy rain, the next day's road condition die roll would have a +16 modifier ($3 \times 2 + 10 = 16$). In addition, each consecutive day of no rain subtracts 3 from the die roll. On the first clear day after rain, or the first rainy day after a clear stretch, there is no modifier at all.

% Roll	Road Condition
01-65	Clear
66-75	Rough
76-90	Muddy
91-00 +	Mired

A Rough stretch of road is just bad enough to cause animals to misstep, already loose joints to work free, and already stressed ropes to break. Traveling on this kind of road slows a caravan by 2 miles/day.

A Muddy road slows a caravan's movement 5 miles/day. In addition, the DM should assign one random mishap.

A Mired road slows a caravan's movement 10 miles/day. In addition, the DM may create two random mishaps.

Mercantile Trade



Across the Borderlands

A quick look for the guards—there aren't any—and I move in. As the moon slides behind a cloud I hit the wall of the manor house. It's made of stone, strong enough to stop a mad ogre, but its full of cracks and crevices. Without even breaking into a sweat I reach the top and drop myself into the courtyard beyond.

Twenty yards of open ground separate me from the window to LeDouce's study. He may be one of the wealthiest men in Akesoli, but he should have been less stingy about hiring guards for his estate. A lot of the golds are like that, so confident that "nobody would dare break into my home" that they don't take enough precautions. Ah well, it's my job to teach them their lesson.

Another cloud drifts lazily across the shining face of the moon and I make a dash across the lawn. Just outside of the window is a hedge of thorns, but I hardly notice it as I vault onto the sill. The latch on the window is good, better than

I had expected considering the rest of LeDouce's security, but still nothing special. A few seconds with my picks and it snaps free.

Without a sound I drop through the opening and into the house. The window slides shut behind me with the faintest click and I take a few seconds to allow my eyes to adjust to the darkness of the study. In the hallway beyond this room I can hear the sounds of a party. Every few minutes, someone passes by the door, but I'm sure that it's locked to keep out drunken guests.

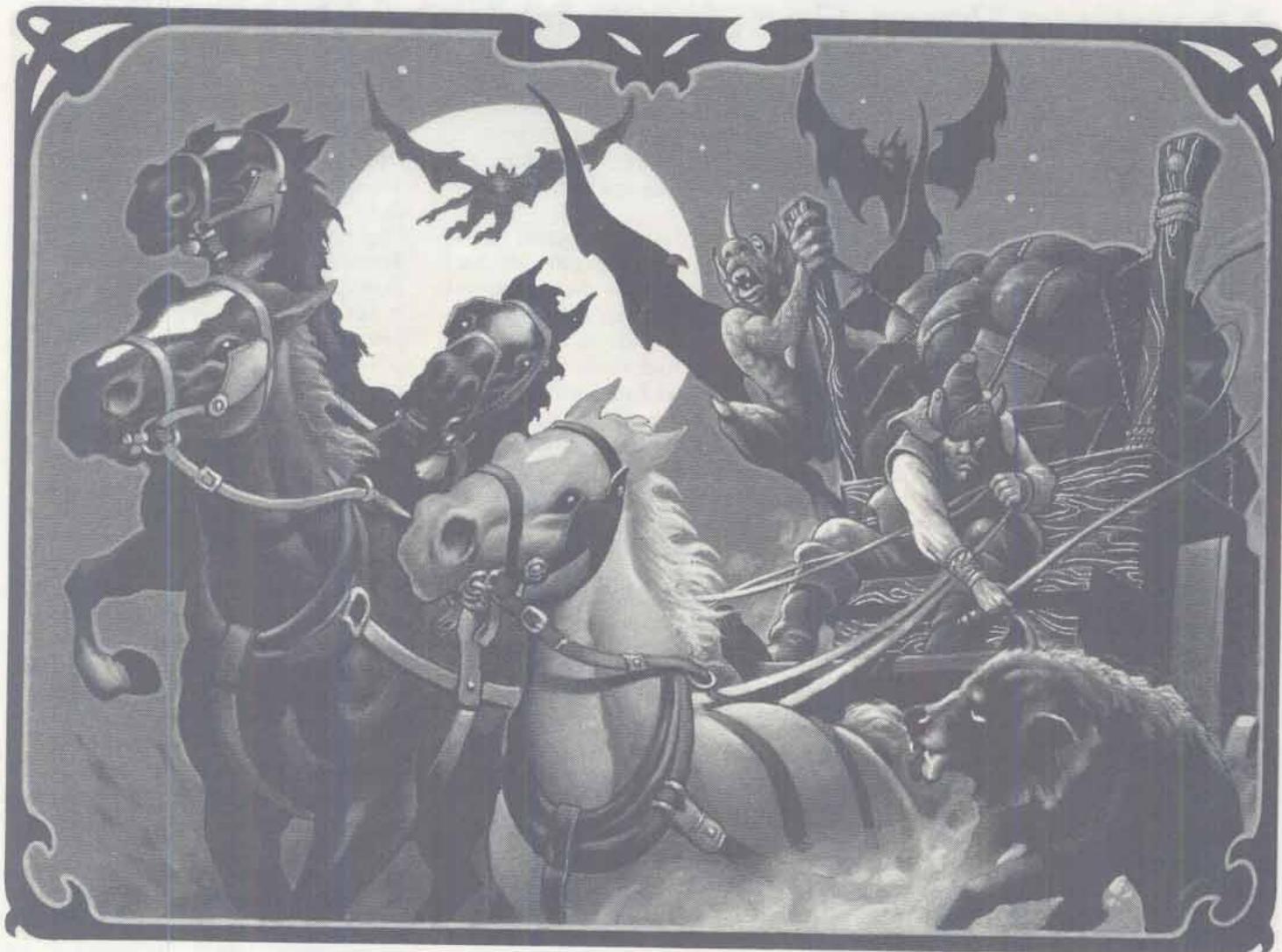
Using my best cat's feet, I creep to a position behind the desk and examine the blotter on it. Just as my informant had told me, a hidden catch released it from its place. With only a faint creak of poorly oiled runners, it slides back to reveal a secret panel half an inch deep. Even in this light, the gems hidden there sparkle.

A couple of fast motions and the whole horde finds its place in my pouch. I drop my calling card, a single blossom from a Monk's Hood plant, and slide the panel back into place. Too bad I won't be around when he opens it.

Darting from the shadows along the house to those at the base of the wall, I turn and look up. At a balcony high above, lighted by a fine crystal lamp, I see one of the most beautiful women I have ever laid eyes on—LeDouce's private secretary, Millana. I remove the small silver mirror from my belt pouch angle it to catch the moon's light. She sees the faint sparkle and smiles. Lifting her lantern, she steps away from the railing on the balcony and through the doors into the bedroom beyond. In the morning, we'll meet in our agreed location and I'll give her a share of the take. After all, she earned it by letting me know about that hidden cache.

I slip the mirror back into my pouch and scramble quickly up one side of the wall and down the other. Five minutes later, I'm half a mile away in the pub at the Bee & Thistle and pocketing some cold cash from a Minrothrad seaman. Within a month, LeDouce's gems will be spread across the world with no trace of their trail from his desk. All in all, a perfect operation.

Darokin, the land of opportunity. Ya' gotta love it.



Adapting Your Gazetteer to the AD&D® Game

Many of you may be avid players of the ADVANCED DUNGEONS & DRAGONS® game. For your convenience, we included this section to help you use this Gazetteer in your AD&D campaign.

The differences between the D&D® and the AD&D games are small enough that adaptation should not be much of a problem. However, for those of you who are not familiar at all with the D&D game, there are a few details that need to be clarified. For simplicity and reference, topics appear in alphabetical order.

Keep in mind when adapting your D&D adventures that AD&D characters are slightly tougher at low level, but D&D characters can deliver much more damage at middle and higher levels.

The D&D game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games, up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. Using this, a level 36 wizard would turn out to be a level 28 arch-mage in the AD&D game.

Gazetteer nations can now be set up in other game worlds, such as those described in the FORGOTTEN REALMS™ Campaign Set or the WORLD OF GREYHAWK® Fantasy Game Setting. This offers interesting alternative developments to regions not yet charted, allowing you to continue your campaign without having to switch to the other game. The best of two worlds could create the greatest campaign ever!

The society described in this Gazetteer would fit nicely in either Cormyr, around Arabel, or in the Southern Lands of Calimshan, Amn, and Tethyr (for a more desert feel), for those of you using the FORGOTTEN REALMS Campaign Set. If you are working with the WORLD OF GREYHAWK Fantasy Game Setting, perhaps the Kingdom of Keoland would be appropriate.

Alignments: D&D game characters have only three alignments: Lawful, Neutral, or Chaotic. In the AD&D game,

assign Good, Evil, or Neutral alignments, depending on the context.

Armor Class: Unarmored characters in the D&D game have AC9, but in the AD&D game, those characters have AC10.

Classes: In the D&D game, elves, dwarves, and halflings actually are character classes. D&D game elves correspond to AD&D game elven fighter/magic-users. D&D game dwarves and halflings are fighters. At high levels, D&D demihumans use *Attack Ranks*, which are abilities to fight better. Ignore these in the AD&D game. Human fighters, clerics, magic-users, and thieves are unchanged.

Coins (cn): The cn abbreviation stands for *coin* and is a measure of weight equal to the AD&D game gp.

Dominions: These are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. The D&D game dominion populations grow an average 15% — 5d10 people per month. At 50 inhabitants per square mile, the growth tops out at 1d5% — 5d10 people. Use AD&D game taxation.

Equipment: The terminology in the D&D game is very similar to that in the AD&D game. Equipment cost, encumbrance, and damage in combat are slightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Encumbrance: See *cn* or *Coins*.

Experience: Total accumulated experience for characters is also different between the two games, but not enough to have a substantial effect on play. Everybody understands the difference between a level 1 magic-user and a level 15 wizard... hopefully!

Immortals: These are equivalent to the AD&D game deities. Immortals are often NPCs who reached level 36, and completed a heroic quest of some sort. Immortals belong to various "spheres," such as:

Matter: Usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.

Energy: Usually related to chaos, magic-users, or the element of fire. Opposed to

the Sphere of Thought.

Time: Usually related to neutral beings, cleric types, or the element of water. Opposed to the Sphere of Matter.

Thought: Usually related to any alignment, thief types, or the element of air. Opposed to the Sphere of Energy.

Entropy: Not related to anything except destruction, it opposes all other spheres. It corresponds to AD&D game lower planes. Lords of Entropy are demons.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility they would surrender or flee. Use the AD&D game reaction/loyalty system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D game. Simply replace them with another appropriate creature. Keep an eye on play balance; differences in HD and special abilities may occur at times, calling for adjustments.

Movement: Movement rates in D&D games are given in *feet/turn*, and then in *feet/round*. In the D&D game, 100'/turn equals 10"/round in the AD&D game.

Ranges: All distances are expressed in *feet*, rather than inches. Assume 10 feet are equal to 1" in the AD&D game.

Rounds: Rounds and turns are used the same way in both games. The D&D game does not use segments. A D&D game round equals one minute; a D&D game turn equals 60 rounds. For simplicity, use the AD&D game equivalents, without converting.

Spells: Some D&D game spells have slightly different names than their AD&D game counterparts. Simply use what comes closest. Modify the number of memorized spells listed for spellcasters, to match the AD&D game rules.

War Machine: This is a mass combat system developed for use in the D&D game that has no AD&D game equivalent. BR stands for *Battle Rating* and is used only for the War Machine. We suggest the BATTLESYSTEM™ Fantasy Combat Supplement which works for both games.

Weapon Mastery: Ignore details for D&D game weapon mastery and replace with the AD&D game equivalent.

The Republic of Darokin

INTRODUCTION

"There is no place in Darokin for the unthinking brute who solves every problem with force . . . Darokin has survived these many years, surrounded by stronger, more barbarous nations, by cleverness, by negotiation, by guile—in short, by finesse. It is a lesson no one wishing to succeed in this land should forget."

—Reynard Varsho, Historian, Darokin Merchant's Guild

"Darokin! Pfah! Land of women! They have no stomach for conquest, nor a love of war. Why they prosper is more than I can understand."

—Ludwig von Hendriks, Black Eagle Baron of Karameikos

The Gazetteer

This sourcebook describes the Republic of Darokin for use with fantasy roleplaying campaigns set in the D&D® game Known World. In addition to D&D game play, the information in this sourcebook could be used in an AD&D® campaign, or with many other fantasy roleplaying games. This Gazetteer contains the following:

- * A 64-page DM's Book which describes the history, geography, government, economy, peoples, and society, as well as interesting cities, towns and wilderness areas all across the huge and diverse land of Darokin. This book also includes a complete D&D adventure set in the Republic, and plenty of ideas for an extended campaign set in Darokin.
- * A 32-page Player's Book, giving differing points of view on many aspects of the Darokin culture, guidelines for creating a Darokinian player-character, and a system for running a Merchant as a new character class.
- * A 22" x 34" full-color map of the vast Republic of Darokin, including some smaller diagrams along its edges and a number of more detailed maps and some building diagrams.
- * 2 full-color sheets of cardboard fold-ups, suitable for building your very own

25mm merchant caravans in 3-D.

Welcome to Darokin

Darokin is a young country as countries go, with ample opportunity for anyone with skill and courage. Whether you prefer a cosmopolitan city, filled with back alleys and political intrigue, or untamed wilderness, overrun with monsters and wild creatures, adventure awaits you in Darokin.

Rarely does anyone do anything half-way in Darokin. Given that, it makes sense that the patrolled, civilized areas of the country are well-structured and relatively safe. The parts of Darokin that are still wild, however, are *very* wild. In fact, there are some areas that are technically part of Darokin that the government has no power over whatsoever.

Wealth and power go hand in hand in Darokin. In the minds of most citizens, in fact, the two words are synonyms. The Darokin slang word *skiff* (short for *skifflington*, a no-longer-used coin), for example, means both "cash" and "power." Rich Darokinians are always quick to quote their Golden Rule: "He who has the gold makes the rules."

A society as money-oriented as Darokin's might be expected to be extremely class-conscious. Surprisingly, there is very little bigotry or prejudice. This is because just about anyone in Darokin, no matter how poor or disadvantaged, has a chance to make a fortune here. Because there are so many opportunities as a merchant or trader to break out of the ranks of poverty, the poor rarely complain. The newly rich, rather than being snobbishly looked down on by the establishment, are instead congratulated on their hard work and ingenuity and welcomed into the fold. Darokin has a very high standard of living, and a generally happy people.

But there's more to do in Darokin than just making one's fortune. There are thieves to be caught, monsters to be slain, wilderness to tame, and glory to be won. So welcome to Darokin, and may good fortune be yours!

The History of Darokin

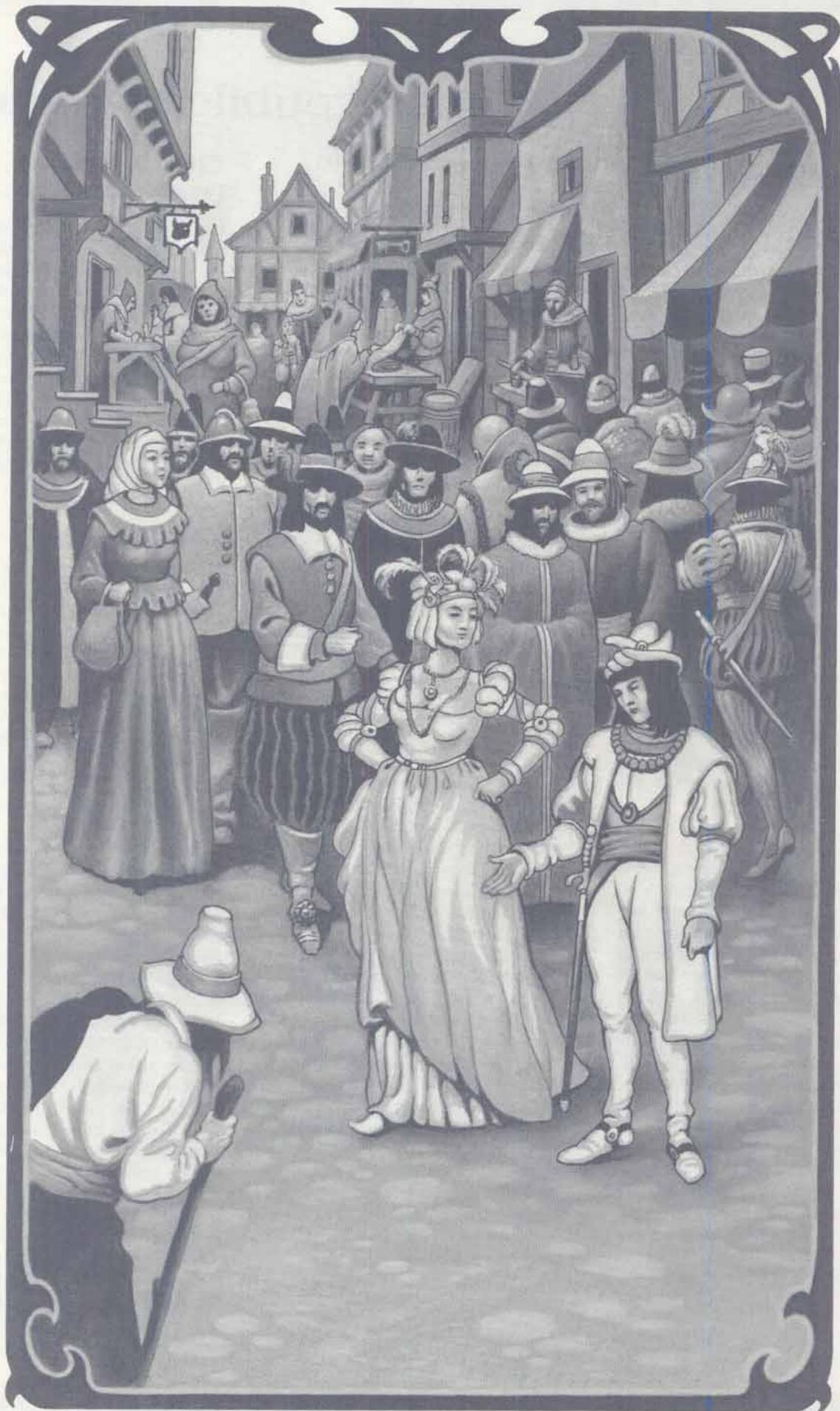
Like many of the other predominantly human kingdoms in the Known World, the Republic of Darokin is not particularly old, even though the area has been inhabited for over 2,000 years. Perhaps because of their drastically shorter natural life-spans, humans tend to move around more. Thus, while the elves have been in Alfheim for 1,800 years, and the dwarves in Rockhome for nearly that long, the events that led to the formation of the Republic of Darokin took place only 200 years ago.

Early Settlers

The first eyes to see the lands that were to become Darokin were probably those of an orc, in the earliest days of the Nithian Empire. Humans, elves, halflings, and even gnolls and other demi-humans were not far behind, but no race settled the area in large enough numbers to claim it. There were no great nations, no armies, and weapon craft (along with most other knowledge and technology) was not very far advanced. Thus, the different races tended to ignore each other for the most part.

By 200 BC or so, the western half of what is now Darokin was divided into two factions: orc and human. The orcs controlled the land to the north and west of a line from present-day Corunglain, down the Streel River, and then due west through Akorros. They also controlled all of the Broken Lands, southern Glantri, nearly all of Ethengar, and the mountains between Ethengar and Alfheim. Fortunately, these large orc holdings were divided among 17 different orc tribes, and their constant tribal skirmishes prevented them from making any coordinated attacks on their neighbors.

The humans living in the south of Darokin were not much more organized, though they did not attack each other with the frequency or ferocity of the orcs. The humans gathered in small villages and raised good crops in the excellent farmland. The best organized of the



The Republic of Darokin

human groups was a clan called Eastwind, which inhabited the area between the Strel River and Alfheim.

Although records are inconclusive, many historians believe that the Eastwind humans received a great deal of help from the elves of Alfheim in the way of magic, weapons, and supplies. The orcs, living right across the river, rarely came close to Canolbarth Forest because of the deadly elvish raiders, but the elves still feared the might of the orcs should they ever combine into one force. The elves, normally wanting nothing to do with humans, were apparently willing to help the Eastwind clan while using them as a buffer against the orcs.

Slowly, over the next 400 years or so, the humans continued to expand their holdings. The orcs gave ground grudgingly, and bloodshed was a constant fact of life in the area. It was during this time that the Eastwind clan rose to dominance among the other human tribes, trading their surplus elven-made weapons and magic in exchange for a tribe's allegiance. By the time the Empire of Thyatis was formed (0 AC on the standard Known World calendar), the Eastwinds had the allegiance of over three-fourths of the humans in the area.

The Republic of Darokin gets its name from Ansel Darokin, the first of the so-called Eastwind Kings. Ansel I came to power early in the First Century AC, and was responsible for the first steps in organizing the Eastwind clan and its allied tribes into a semi-competent military organization. The Darokin line of kings abruptly ended in 87 AC when Ansel's great-grandson, the newly-crowned Aden I, was killed in an orc raid near the present-day site of Fort Nell. As Aden had not yet married and had no heir, the various factions lined up their candidates to replace him and the fragile coalition of humans quivered on the brink of civil war.

The orcs were quick to take advantage of the situation, and in one bloody summer they reclaimed nearly all the territory that it had taken four Eastwind Kings some 65 years to take. The three strongest candidates to succeed the Darokins all

agreed that the situation was critical, but none was willing to step aside. By the first snows of winter, the orcs had taken all of Darokin west of the Strel River except for Athenos and the Malpheggi Swamp. As is their nature, they were hungry for still more.

Once again, the elves of Alfheim intervened, their fear of the orcs overcoming their distaste for dealing with humans. The elves backed a compromise choice for the leadership of Darokin, a warrior named Corwyn Attleson, and promised to provide the humans with arms, magic, and even troops (if necessary) if the humans would stop their fighting and unite under Attleson.

The troops were never necessary. Attleson proved to be an excellent choice, a strong fighter, charismatic leader, and a canny politician. He quickly rallied the bickering factions under his banner, and won an important battle almost immediately, repulsing a major orc attack on the town of Darokin itself.

Under Attleson's leadership, the orcs were steadily beaten back and more human clans pledged allegiance to Darokin. Corwyn died of natural causes in 122 AC, but his son, Corwyn II, proved every bit as capable as his father. The Attleson Dynasty had begun.

The Attlesons ruled for another 400 years, driving the orcs completely out of Darokin. The country was even bigger than it is now, as clans loyal to the Attlesons claimed portions of what is today Karameikos, Ylaruam, and Glantri. Roads were built and trade was established. It was a time of great peace and prosperity, a "Golden Age" for Darokin.

The Elfwar

As Darokin grew and prospered, their dependence on and contact with the elves of Alfheim became less and less. This suited the reclusive elves, who saw no need for contact with Darokin once the orc threat was removed.

Relations between Darokin and Alfheim gradually deteriorated in the latter half of the Fifth Century AC. Both elves and humans record in their respective his-



tories that the problems were entirely the fault of the other, but, as is often the case in such disputes, the truth lies somewhere in the middle. Although many different factors contributed to the growing enmity between Darokin and Alfheim, the most important of these were:

* As the elves distanced themselves more and more from the humans, entire generations of humans lived in Darokin that had never so much as seen an elf. As the stories of the elves' help against the orcs grew more and more distant, the humans' lack of familiarity with the elves grew into distrust, then suspicion, and on through dislike and into hatred and paranoia. To many, it seemed clear that the elves must have some dark secret to hide.

* The elves, too, had their share of misconceptions about the humans. In the tales of the previous 400 years, the Darokin humans were portrayed as well-meaning, but essentially bumbling fools, who had to be "rescued" time and time again by the "superior" elves. Many elvish tales of past encounters with the

The Republic of Darokin



men of Darokin took on the flavor of jokes.

* As might be expected when a single family rules for 350 years, a few clunkers worked their way into the Attleson line. Particularly bad were Mithras IV (467 - 480) and Mithras V (480 - 503). Their reigns were marked by corruption, inept management, and a nasty streak of racist hatred for the elves of Alfheim.

The results were predictable and sad. When times got a little tough in Darokin, the king blamed the elves. The people believed unquestioningly, and began persecuting visiting elves and talking of war. The elves, feeling misunderstood and betrayed, took the talk seriously and began their own preparations. All that was missing from this powder keg was a spark.

That spark was provided in the spring of 501, when a cottage and farm near the Alfheim border was attacked and burned, with all of its occupants murdered. The nearby villages quickly organized a militia, and marched on

Alfheim.

The attack was actually made by human bandits, but the mob was beyond reason. The elves defended themselves from the villagers and inflicted some casualties. As great battles go, this was nothing more than a minor skirmish, but it was sufficient to push already inflamed human tempers over the edge.

The actual fighting of Elfwar lasted just under four years. Mithras V was killed in battle in 503, and his successor, Corwyn XIII, carried on the fighting for another 18 months or so before he proclaimed that the elves had "learned their lesson," and that the war was over.

Corwyn based this decision on three facts:

- * First, the Darokin forces were making no headway at all in their attempt to invade Alfheim. The elves could not be tracked in the thick Canolbarth Forest, and seemed to be able to attack with complete surprise at any time, only to disappear as soon as resistance was organized.
- * The second, and perhaps more disheartening reason, is that it became obvious almost from the start that of the war that the elves weren't trying very hard. They looked at this "war" as some sort of game; a grand-scale version of Hide-and-Seek.

For their part, the elves *did* see the whole thing as a big game. This perhaps explains why this entire episode is given such brief treatment in the elves' own histories. In fact, many elves of today are not even aware that Alfheim and Darokin were ever anything but the best of friends. (For more information on the Elves of Alfheim, players and DMs should see Gazetteer number 5.)

- * The third reason was provided by the orcs of the Broken Lands. They took quick advantage of the situation and laid siege to Corunglain. This development was a double blow to the war effort against Alfheim, because not only could Corunglain troops and goods not be used against the elves, but more forces had to be sent north to break the orcs' siege.

Weighing these three factors carefully, Corwyn quickly came to the realization that the elves, if they really wanted to,

could have wiped out Darokin's armies in a month, and wisely called the whole thing off. Even though the fighting was relatively brief and bloodless (fewer than 2,000 humans were killed in the war, and fewer than 50 elves), the enmity between elves and humans would not soon die.

Even with the Elfwar over, the Darokin army was not prepared for the tenacity of the orcs. The siege of Corunglain was broken a dozen times, only to be clamped back on by the orcs, each time stronger than before. In 523, the city finally fell. The orcs ransacked the city and slew thousands of people before they went back home, carrying the wealth of an entire city on their backs.

Trade, military cooperation, and diplomatic relations with the elves were practically nonexistent for centuries. Individual towns and villages became more and more independent and, by 650, the position of King of Darokin was ceremonial in nature, and completely powerless. When Santhral II died in 723 without an heir, the era of Darokin Kings came to an end.

Land of Leftovers

The next 200 years or so were not eventful ones in Darokin history. Most towns and villages governed themselves, while a few larger cities, namely Akorros, Darokin, Corunglain, and Selenica, began to exert some influence in the surrounding countryside. Contact and trade with other countries improved, especially with Alfheim and the Five Shires.

Trouble with the orcs was at a minimum during this time, with one notable exception. The northern town of Ardelphia was looted and leveled in 846 by a huge army of orcs crossing the border from the Broken Lands. Fortunately, the orcs quickly fell to bickering among themselves over the booty, and the army disbanded and returned home without causing any more damage.

But the most important events of the era 725 - 925 were the continual migrations of refugees from other nearby lands. As more neighbors settled their own fates, losers in those struggles poured into

The Republic of Darokin

Darokin. The story is repeated throughout the area: In 828, the Principalities of Glantri established their independence and expelled all dwarves, some of whom fled south to Darokin. Also in the early 800s, the Emirates of Ylarum declared independence, and those loyal to the previous rulers were kindly asked to leave. Many of them, too, ended up in Darokin.

In the early part of the Tenth Century, colonists from Thyatis claimed the Duchy of Karameikos, and many of the people already living there decided to come to Darokin. In fact, nearly every major country surrounding Darokin had more than one group of people fighting for it, and the dispossessed from each of those conflicts came to Darokin, the one land, apparently, that nobody wanted.

Today, Darokin takes great pride in its "melting pot" population while many of its critics deride the country as a "Land of Leftovers," a phrase which has been picked up in Darokin and stands as an unofficial national motto.

The Rise of the Merchants

Ever since the Eastwinds used weapons and goods from the elves of Alfheim to persuade other human tribes to ally with them, Darokinians have always equated wealth with wisdom. It is part of their national character. Thus, it is no surprise that, as the Darokin Kings grew less powerful and eventually disappeared altogether, people looked to the wealthy landowners for guidance and leadership. Only the wealthiest could afford to pay troops, keep roads passable, and build keeps. Since these things, which the wealthy did to protect their personal holdings, had a natural benefit for all, many local landowners found themselves holding the reins of leadership and, whether they truly wanted to or not, gradually took over.

But wealth in Darokin is not just tied to the mere ownership of the land. Numerous other aspects of the climate and geography have combined to make Darokin what it is today. The nation's

agricultural regions, for example, are almost without equal in the Known World, and create huge yearly surpluses of everything from grain and timber to fruits and dairy products.

Heavy industry has not been forsaken in Darokin either, as the mighty Strel River provides a constant source of power for mills and similar facilities of all types.

With so prosperous a land about them, it was not long before some far-thinking Darokinians began organizing great caravans to transport their goods to other lands.

All in all, business has been good. Whether merchants stick to low-profit, low-risk runs to nearby ports for quick sales to sea merchants, or guide a caravan for months before reaching a distant destination, Darokinians quickly became the undisputed masters of overland commerce. Many a poor farmer's son or mill worker has parlayed a meager stake into great wealth, acquiring power and respect in the bargain.

Just as their cousins the landowners did, the merchants of Darokin began to fill the power vacuum left by the decline of the monarchy. The result was, for a time, a patchwork quilt of "private governments," where wealthy individuals provided the basic services of government to an area for a fee. Since this was usually less than the taxes which had been levied by the Darokin Kings, the people were more than happy to pay. These small, private governments eventually began to merge when it became clear that it was the economically efficient thing to do, until the leaders of the largest conglomerates met in Darokin City in 927 and established what is known today as the Republic of Darokin.

The current government of Darokin is explained in greater detail later in this book.

The Rise of the Diplomats

Ever since the time of the Elfwar, Darokin has managed to not involve itself in the many wars of revolution and conquest



Corwyn
Atteson

that have raged around them. This is deliberate, the result of careful planning and hard work.

Darokin's interest in diplomacy has an economic foundation. While it is true some short-term profits can be made dealing in war goods, war is ultimately bad for business. Dead people don't buy things, and towns that have been burned to the ground don't have very impressive industrial outputs. Markets scarred by war often take decades to recover. With these economic realities in mind, many of the great merchants of Darokin took it upon themselves to study the art of negotiation and diplomacy to bring quick ends to conflicts and, more importantly, to prevent hostilities from erupting in the first place.

The first of the so-called "Great Diplomats" was Sasheme Vickers, a junior trader in the Umbarth trading house. Before the Great Merger in 927, the Umbarth house controlled the western city of Akesoli. When a dispute arose between the Attuaghin Clans and Glantri, it didn't take a genius to figure out

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that, if it came to war, Darokin (and especially Akesoli) would be caught in the middle. Vickers took it upon himself to negotiate a peace between the two nations. The dispute was, fortunately, not major and Vickers got both sides to pull back their troops and talk out their problems.

It didn't take long for the other major trading houses of Darokin to sit up and take notice. Vickers had saved his house hundreds of thousands of daros, and soon every major trader had diplomats in his or her employ.

In the beginning, things were a bit rough. Many of these would-be diplomats had no formal training and no knack for the work. Frequently, they were failed merchants who had nowhere else to turn. But over time, the bad ones were weeded out, and Darokin's merchants had a corps of tough, able negotiators at their disposal.

One of the provisions of the Great Merger of 927, when the Republic of Darokin was born, was that all the various houses' negotiators be turned over to the new

government, forming the Darokin Diplomatic Corps (DDC). Today, the DDC has a number of responsibilities, including: Maintaining good relations with all of Darokin's neighbors, resolving disputes between neighbors (especially if Darokin is caught in the middle,) and negotiating trade agreements of all types, both within Darokin and without.

The Darokin Diplomatic Corps, its methods, leadership, and role in Darokin society, is discussed at length later in this book.

TIMELINE

3000 BC: The Great Rain of Fire. Blackmoor is obliterated and the planet shifts on its axis, freezing the Blackmoor continent and causing ice sheets to recede from the modern Known World.

2000 BC: Bronze and Iron Age cultures evolve in Known World.

1700 BC: Elves leave Glantri.

1500 BC: The Nithian Traldar clans land in Karameikos. As these colonists spread out, they become the first humans to inhabit Darokin.

1000 BC: Gnolls cross southern Darokin and invade Karameikos. Most of the Darokin humans flee north, right into orc territory, where few survive.

800 BC: Elves settle in Alfheim and drive orcs from the open lands to the west. Human clans begin building permanent settlements in Darokin.

0 AC: Empire of Thyatis formed.

21 AC: Ansel Darokin declares himself King of Darokin, beginning the reign of the Eastwind Kings.

87 AC: Aden I killed by orcs, ending the Eastwind reign.

88 AC: Orcs make major gains against the leaderless Darokin humans, forcing the Elves of Alfheim to support Corwyn Attleson as a compromise choice to lead Darokin. The reign of Darokin Kings begins.

122 AC: Corwyn I dies after a long and successful reign. His son, Corwyn II, assumes power.

250 AC: Thyatians colonize Ylarum, causing many displaced humans to migrate to Darokin.

293 AC: Last of the orc tribes driven from Darokin.

501-504 AC: The Elfwar.

523 AC: Corunglain falls to orc armies. Thousands are killed and the entire city is looted.

723 AC: Santhral II dies, ending the reign of the Darokin Kings.

828 AC: Principalities of Glantri expel all dwarves, some of whom migrate to Darokin.

846 AC: Orc horde from the Broken Lands loots Ardelphia, utterly destroying the city.

900 AC: Thyatis conquers Karameikos; many refugees flee to Darokin.

927 AC: The Great Merger. Darokin's largest and richest merchant families agree on a central government for the entire country. Charles Mauntea picked to lead Darokin, beginning the reign of the Merchant Kings.

932 AC: Lydia Mauntea takes over after the death of her husband, Charles. She assumes the title "Chancellor".

934 AC: Chancellor Mauntea calls the Second Great Merchants' Council. Many of the reforms started in 927 are finalized, including the election of a new president upon the death of the current leader by a standing Council of 15 major merchants.

949 AC: Vardon Kalimi named Chancellor after the death of Lydia Mauntea.

971 AC: Corwyn Hoff named Chancellor after the resignation of Kalimi.

975 AC: Rypien Hallonica named Chancellor after the death of Hoff.

988 AC: After Hallonica's death, the Merchant's Council names Corwyn Mauntea, great-grandson of Charles and Lydia, president.

1000 AC: The present. All of the D&D® Gazetteers are set in this period.

1200 AC: The invasion of the Master of the Desert Nomads and the setting for adventures X4, X5, and X10.

Climate and Geography

Darokin is a huge, sprawling country, which spans more than 700 miles at its longest point. With this size comes a natural diversity with nearly every type of terrain found somewhere in Darokin. From the dismal fens of Malpheggi Swamp to the jagged peaks of the Dwarfgate Mountains and from the thick Canolbarth Forest to the open Streel Plain, this country has something for everyone.

Neighbors

Darokin has common borders with the Broken Lands, the Ethengar Khanate, Rockhome, the Emirates of Ylaruam, the Grand Duchy of Karameikos, the Five Shires, the Atruaghin Clans, the Sind Desert, the Principalities of Glantri, and, of course, Alfheim, which it completely surrounds. With so many neighbors, is it any wonder that Darokinians have become the world's greatest diplomats?

Southeast Darokin

The southeastern portion of the Republic of Darokin is dominated by two major features: the Cruth Mountains to the south and the Canolbarth Forest to the north. Between the two lies gently rolling hills of fertile farmland, filled with small villages and towns.

The Cruth Mountains (and, a little farther east, the Altan Tepes Mountains) form a strong natural barrier between Darokin and both the Five Shires and Grand Duchy of Karameikos. The mountains are by no means impassable, for thousands of settlers have crossed them over the centuries, and most of the passes stay open, even during winter, but it is not an easy trip. The peaks in the center of the range top out near 17,000 feet, and many promising trails through the mountains are dead ends. Crossing the Cruth Mountains is not recommended without an experienced guide or an excellent map. While guides are fairly easy to find in many of the villages on both sides of the mountains, suitable maps are far more rare.

The Canolbarth Forest is a thick,

ancient forest that is almost entirely within the borders of the elven kingdom of Alfheim. Beyond Alfheim's southern border, however, lies enough of the forest to provide the wood and timber needs for all of Darokin. The forest also provides abundant shelter and game for travelers. The Darokin Road to Selenica cuts through the forest as much as possible.

The hilly country in between is, as one might expect, gentler near the forest and more rocky near the mountains. The land is rich and the weather good, and many types of crops and livestock are raised here. Many small independent farmers live in this area. The large farming combines, on the other hand, stay away from this part of the country, preferring the higher yields per acre available on the Streel Plain.

The land that lies between Alfheim and Rockhome is part of Darokin in name only. Another reason that Darokin is called the "Land of Leftovers," this spur of the Altan Tepes Mountains, called by the Dwarfgate Mountains, along with its surrounding foothills, is a rocky, barren, harsh land that nobody wanted.

The Dwarfgate Mountains are not as towering as those in the Cruth range. Most of the mountains here are no higher than 15,000 feet, though a few notable peaks climb to over 20,000 feet. What makes the Dwarfgate so inhospitable are its numerous sheer drops, unpredictable rock slides, hidden passes, and the vast regions of ice and snow which accumulate in all but the warmest months. Veteran climbers and adventurers who have braved the Dwarfgate Mountains swear that passes which were there one year will disappear the next, and that previously impassable routes become open.

When one also considers the exceedingly hostile local humanoid population, it's fairly easy to see why northeast Darokin is still largely unsettled by humans of any nationality.

Southwest Darokin

Water plays a very large part in the geography of southwest Darokin. The largest single feature of the area is, of course, the

Malpheggi Swamp, a huge, flat, humid expanse bordered and fed by the Streel and Arbandrine Rivers.

The swamp is by no means a featureless blur of shallow, brackish water and exotic wildlife, however. Several groups of low hills rise up out of the muck at various points in the swamp, providing the dry ground needed for small settlements, bandit hideouts, and monster lairs.

To the east of the swamp is a pleasant mix of wooded hills and heavy forest. The Grayhare and Helleck Rivers wind through this region before joining the Streel on its march to the sea. The border with the Five Shires is unfortified and unguarded since current relations between the Halflings (or Hin, as they call themselves) and Darokin are as good as they have ever been.

To the south of the swamp is Darokin's only access to the ocean, Malpheggi Bay. Most of the shoreline where the swamp meets the bay is indefinite, at best with the mire gradually turning into open water over the course of several miles. The cities of Tenobar and Athenos, built on more solid land, have real beaches, however. Both of these cities have substantial harbors and thriving ports.

Athenos is the larger port of the two, because of its direct access to the Streel River and the center of Darokin. That access would not be possible, however, without the Athenos Canal, a 30-mile long artificial channel dug over 130 years ago. The Canal is considered one of the great achievements not only of Darokin, but of all the Known World. Even today, the Canal is a tourist attraction for wide-eyed visitors from all over the country.

Northwest Darokin

Just as it dominates the map of northwest Darokin, Lake Amsorak dominates the everyday lives of nearly everyone in the region. The lake is fed by three rivers (the High Lake, the Ithel, and the Upper Amsorak) as well as several major springs. The lake is shaped very oddly, due to the steep hills and mountains along its southern and northern shores. Sages believe that the land between the High Lake and

CLIMATE AND GEOGRAPHY

Amsorak Rivers was once dry, but some cataclysm shortly after the retreat of the ice sheets several thousand years ago caused the land to sink, forming the lake.

There are three islands in the lake. Two smaller islands, Greenleaf Island and Razak's Rock, are located near each other in the eastern half of the lake and are for the most part unremarkable. The third, Itheldown Island, is quite large and infamous as the site of a large, ruined castle and the source of many evil tales. Most sailors and fishermen making their living on the lake prefer to stay out of sight of Castle Itheldown's twisted spires, for even spotting them on the horizon is considered very bad luck.

The mountains to the north of the lake are called the Amsorak Mountains by those that live in the area, but in reality, they are just the southern edge of a vast mountain range extending well into the Principalities of Glantri. The mountains, called the "Silver Sierras" by the Glantrians, only average 12,000 feet in height, and are much less dangerous than, say, the Dwarfgate Mountains.

The hills to the east of Lake Amsorak are quite gentle, gradually flattening out into the Streel Plain. This is a very heavily populated part of Darokin, especially around Akortos, a major trading center.

STREEL PLAIN

In the center of Darokin lies the Streel Plain, a great open land with light patches of forest cut down the middle by the mighty Streel River. Nearly half of the entire population of Darokin lives in this part of the country, because of the water power made available by the river, the quality of the land, and the location of the capital city, Darokin.

The only geographical feature of the area is the Streel River. The Streel is one of the mightiest rivers in all the Known World ranging to over half a mile in width and running as deep as 70 feet in many places. The Streel runs very strong and fast for a river of its size but is navigable from Corunglain all the way to Athenos. Barge travel downriver is extremely easy and cheap, while river

travel upstream is a real challenge. Swimming in the Streel River is tricky because of the strong currents, and drownings are not uncommon. In addition, the river's power is good for industry, allowing mills, forges, weavers, and similar businesses to thrive along the Streel's banks.

The Arbandrine River is also heavily traveled from Darokin to Tenobar, though it is not as swift or wide as the Streel. During the rainy season (primarily in the fall), ships can easily travel from Lake Amsorak, down the Amsorak River, and on to the Arbandrine. This is not as certain a proposition during the other seasons of the year, but the waterway is often still possible with luck.

The open land to either side of the Streel is some of the finest agricultural land in all the Known World. Many large agricultural companies operate on the Streel Plains, farming huge tracts of land under one central manager for greater efficiency. Every year, Darokin's farmers send a surplus of grain, flour, vegetables, beef, and other agricultural products downriver to Athenos and Tenobar for sale to merchants from all over the continent.

CLIMATE

Summer temperatures in Darokin average around 90 during the day and drop to the mid 60s at night. These temperatures are five to ten degrees cooler in the various mountains and also around Lake Amsorak. Temperatures in the Malpheggi Swamp are 10 to 15 degrees higher, on the average. Summer is the driest of Darokin's seasons, but thunderstorms are usually common enough to keep any region from drying out completely.

Autumn arrives a full month earlier in the Amsorak and Dwarfgate Mountains than in the rest of Darokin, but it is the one season which is the most consistent across the country. Temperatures range from the 60s and 70s during the day to the 40s at night. Autumn is Darokin's rainiest season. Overcast skies and constant rain lasting for four or five days (and sometimes even more) are not unheard of.

Winter provides the greatest weather contrasts in Darokin. Temperatures are bitterly cold around Lake Amsorak where it is rarely above 40 during the day and drops well below freezing nearly every night. Occasionally, temperatures in this region will drop to well below 0. When the low temperatures are coupled with the strong winds blowing off the lake almost constantly, the conditions can quickly become dangerous or even deadly for people who are not dressed for the elements. Ice is also a problem for winter shipping in Lake Amsorak. The southern half of the lake tends to stay fairly clear in all but the severest winters, however, because some of the springs feeding the lake are very hot.

Another part of Darokin that suffers in winter is the Dwarfgate Mountains. Some passes receive over 15 feet of snow during the course of the winter, and 8 to 10 feet is the average throughout the region. Average temperatures are every bit as cold as those near Lake Amsorak, and the winds are, if anything, stronger.

Over the rest of Darokin, winter is much milder. The temperatures are only 10 degrees or so higher on the average, but the winds are much milder, as is the snowfall. It only snows four to six times a year on the Streel Plains, and even less at points south.

Just as autumn comes early, so spring arrives late in the Dwarfgate Mountains and in the area around Lake Amsorak. Spring showers are common throughout Darokin, though there is not as much rain as in the fall. Temperatures are generally mild, ranging from the 50s to the 70s during the day and cooling to 40s and 50s at night.

Severe or catastrophic storms are not common in Darokin. The most common severe weather is a spring or summer thunderstorm on Lake Amsorak. These squalls can form in a matter of minutes, and are very difficult to predict or anticipate. They move very quickly, with very heavy rain, severe lightning, occasional hail, and winds upwards of 80 miles an hour. The storms only last minutes, but that is often enough to disable or even sink an unprepared lake-going vessel.

GOVERNMENT

The Republic of Darokin has had a stable government since only 927, making it one of the youngest nations in the Known World. But the Republic is also one of the strongest, thanks to its effective leadership, general prosperity, and a happy population.

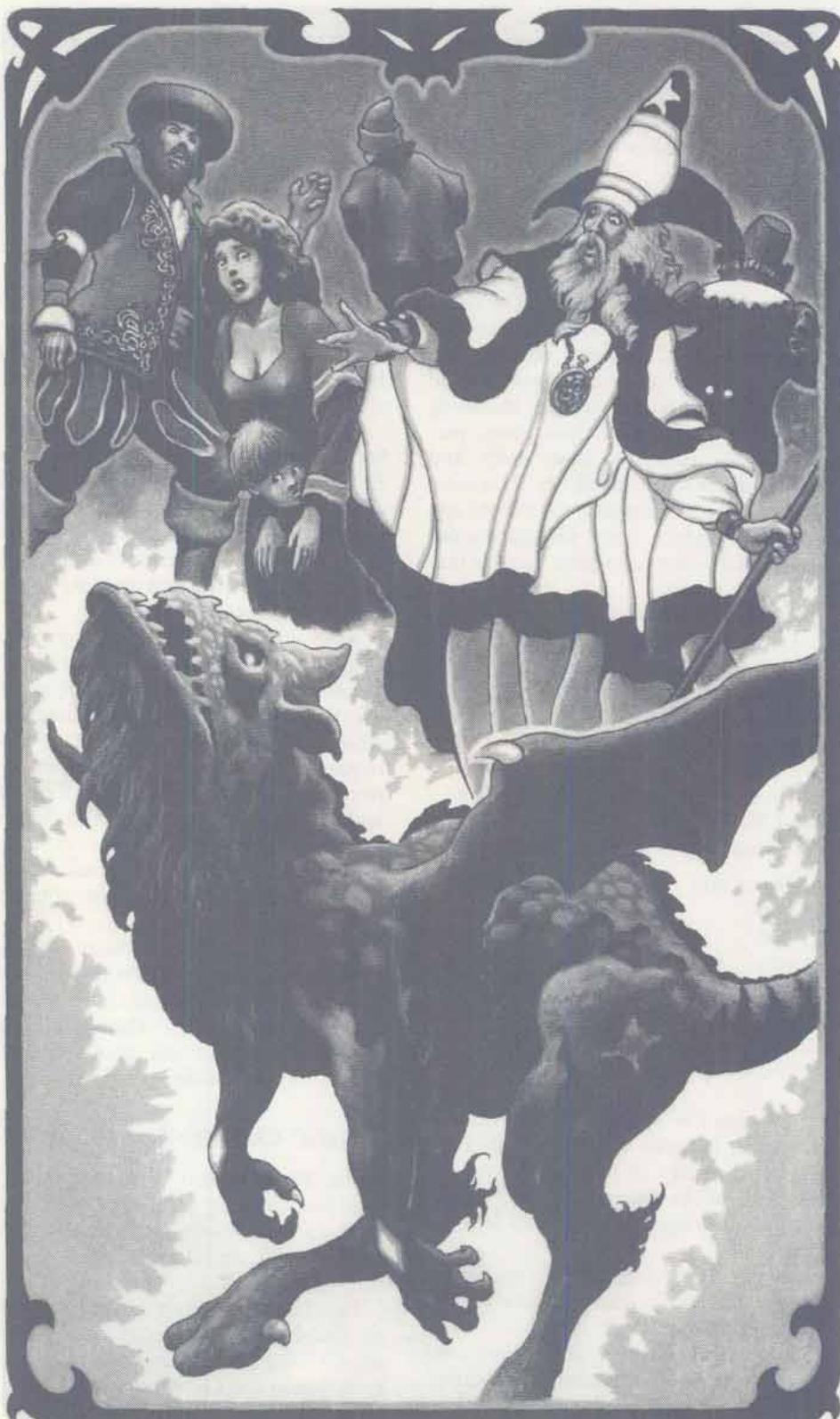
There is no significant political opposition to the current Darokin government. This is not because the establishment ruthlessly stifles dissent, for quite the opposite is true; Darokin has an extremely open society, as far as freedom of expression goes. It's just that very few people have any complaint against the way things are currently run. The basic precepts that are the foundation of Darokin society—self-reliance and responsibility, not apologizing for having money, and not blaming others if you don't have it—are so ingrained in everyone's upbringing that it is believed unquestioningly by most citizens.

Plutocracy

It is not unusual that power goes hand-in-hand with money in Darokin for there are many places in the Known World (and elsewhere) where that is true. What is unusual about the way things work in Darokin is the extent to which this relationship is embedded in the laws, customs, and even attitudes of the citizens.

The Republic of Darokin is a plutocracy; that is, it is governed by the rich. Unlike some other governments which might seem to be similar to the Republic's, the system does not run on bribery. It is not necessary for an individual to spend money to gain access to the system, it is only necessary to *have* it. Anyone who has enough money automatically commands enough respect in Darokin to get what they want done. In short; if you can afford it, you don't have to buy it.

This is not to say that the rich regularly run roughshod over the poor in Darokin. The wealthy citizens of this country realize that they need the "less well off" (as the rich refer to them), as a source of labor and as a market for their products. So, while they are not specifically written into Darokin law, every citizen is afford-



GOVERNMENT

ed certain basic rights, no matter how rich or poor. When an individual member of the plutocracy abuses his or her power to the point where it could be bad for business, his or her fellows usually put a quick end to it.

The ticket into the halls of power in Darokin, as said before, is money. The more money one has, the more power is available. Every five years, the government undertakes what it calls "The Great Reckoning," which is much like a census, except instead of counting people, they count money. Values are placed on all possessions of all residents, including homes, land, livestock, businesses, personal items, cash, and other assets, and the numbers are totalled up. This final total is a matter of public record and can be looked up by anyone, though it is not considered polite to inquire directly into a person's worth.

The final worth recorded for each citizen is used for two things. One, it determines their taxes for the next five years. And second, it defines the extent to which they can participate in Darokin government.

Level of Government Participation

Total Worth (in daros)	Allowed Position
under 15,000	Non-voting Citizen
15,000	Voting Citizen
25,000	Local Office
75,000	Regional Appointee
150,000	Outer Council
250,000	National Appointee
1,000,000	Inner Council
3,000,000	Chancellor

A Voting Citizen cannot hold office of any kind, but may vote for all offices in the town or city in which he lives, the members of the Outer Council that represents his geographical region, and the Chancellor.

Local Offices include Mayor, Town, Village, or City Council, and a number of administrative posts.

There are 37 Regions in the Heartland of Darokin. (The Borderlands, governed in a different manner, are covered in

depth in the next section.) Each Region elects a representative to the Outer Council. Regional appointments are made by that representative, and are frequently honorary in nature. Sometimes, though, they involve hard work and planning for the region by designing public works, planning new settlements, allocating troops for defense, and other important matters.

National Appointees fill such roles as leading trade delegations to other countries, hearing judicial appeals, planning future expansion and development, and similar posts.

These daro value requirements are only for elected and some appointed offices. Employees of the government, like soldiers, clerks, town guardsmen, road builders, and the like, are taken from all levels of society. In fact, many of the more menial government jobs are held by the poorest members of the society.

Also, the Outer Council (in the case of Regional appointments) or the Inner Council (in the case of National appointments) has the right to appoint someone who does not meet the daro value requirement with the approval of the next higher authority (the Inner Council and the Chancellor, respectively). This is particularly common in the military, where generals and other high officers are selected based on their abilities, not their wealth.

Of course, there are many wealthy Darokinians that want nothing to do with public service and are content to let others run the government. There is no social stigma attached to this since Darokin's wealthy are free to do as they please.

BASIC ORGANIZATION —

There are two types of government in Darokin, covering two different types of land: the Heartland and the Borderlands. We'll look at the Heartland first.

Heartland law covers the vast majority of Darokin. The Heartland is divided into 37 Regions and voting citizens in each region elect a representative to the Outer Council. A new Outer Council is

elected every eight years, and the outgoing council members prepare a list of candidates for the electorate. These candidates meet the total worth requirements, of course, and are usually politically similar to the outgoing council members. This is not always the case, however, as some outgoing members deliberately pick candidates of radically different views so as to give the voters a clear choice.

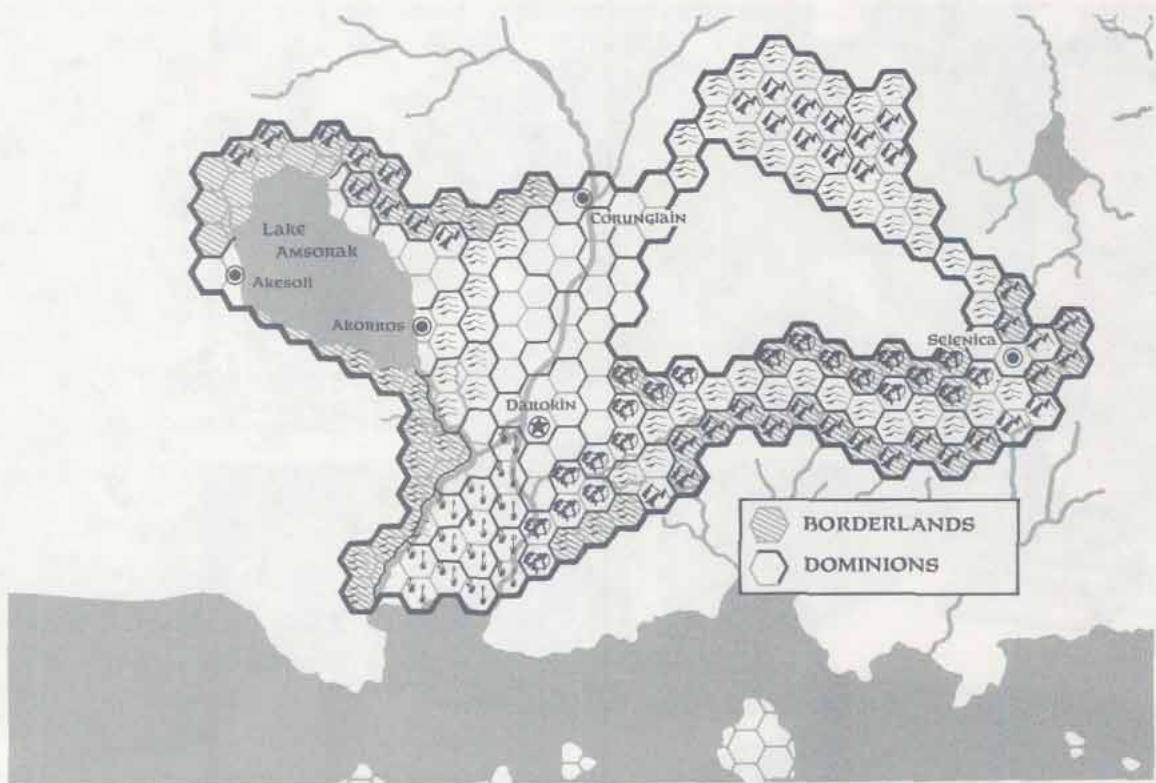
Once the new Outer Council has been chosen, they elect from their ranks an Inner Council of six members. These people actually take care of the day-to-day operation of the country, while the remaining 31 members of the Outer Council offer advice and ratification of Inner Council decisions.

The Inner Council, and in fact all of Darokin, is led by the Chancellor. The Chancellor is elected by all the voting citizens of the nation, and serves for life. A Chancellor may be removed by office by a unanimous vote of the Inner Council and a $\frac{3}{4}$ majority of the Outer Council, but that has never even been attempted. One Chancellor, Vardon Kalimi, resigned in 971 after a 22-year reign due to failing health, but all of Darokin's other Chancellors have died in office.

When a vacancy in the Chancellor's office occurs, the Inner Council prepares a slate of candidates. There is no legal limit to how many candidates may be on the ballot, but in the history of Darokin, there have never been more than four. These candidates must be named within one month of the vacancy, and the election is held exactly two months later. A majority is not required for election and whoever gets the most votes wins. The current Chancellor, Corwyn Mauntea, beat two other candidates with 45 percent of the vote.

Frequently, the new Chancellor is a former member of the Inner Council. If that is the case, the Outer Council selects a new person from their ranks to move up to the Inner Council, and the new Chancellor's home region elects a new member of the Outer Council.

Border law covers the Borderlands (see



map, p. 11), a collection of small (and sometimes not-so-small) holdings along the borders of Darokin. Note that the Borderlands do not follow the country's border in an unbroken line for as some Magistrates died without heirs, the Republic absorbed their lands into the Heartland. In other cases, the Republic bought out the ruling Magistrate, paying cash for more direct control. This is true in the case of strategically important areas, including Athenos, Corunglain, the sites of most major military installations, and the like.

For those Borderlands that remain, they are divided into areas of varying sizes and are each run by a special class of hereditary ruler, the Magistrate of the Borders. A Magistrate is very much like a baron in a feudal system, except they are still answerable to the Inner Council and may not take as many liberties with the populace as feudal barons often do. In extreme cases, the Inner Council may confiscate lands from a Magistrate and either appoint a new Magistrate or simply absorb the territory into the Heartland.

This has never been done in the brief history of Darokin, though the threat of it has been useful in bringing certain Magistrates under control.

The Role of Diplomacy

Darokin has acquired a reputation for experts diplomacy throughout the Known World. This should come as no surprise when one considers the following facts:

- * **Darokin's tenuous geographical position:** As noted earlier, Darokin has common borders with practically every nation in this part of the continent. It only has two ports (both of which are easily blockaded) and most of its overland trade routes are easily cut. What's more, Darokin is a huge country which would be impossible to defend against a concerted invasion even if the standing army was three times its current size.

- * **The dependence on foreign trade:** Darokin produces a wide variety of goods, and could survive a prolonged war fairly well. But the key word here is "sur-

"We try to avoid trading with some of the Borderlands, as do many of the houses. There are many reasons for this policy, but the most obvious one is uncertainty. Within the Heartlands, you know what's up and who you're dealing with. Once you enter the one of the Borderlands, you start to run into complications.

"Once, I recall, we drove a caravan for ten miles before a member of the local guard rode up and informed us that it was a toll road. None of our maps showed it as such, but the fellow insisted that we pay. His papers seemed to be in order, so we did as he requested.

When we reached town, it only took a few minutes to confirm that he had been legitimate. The local ruler had imposed the tax only a few days before and we had no warning. In the end, it turned a fairly profitable event into a break even operation."



vive." Darokinians have grown accustomed to a fairly high standard of living, and they know a war would shatter that.

* **The national character:** For lack of a better explanation, it is not in the country's national psyche to be warlike. They disdain armor and heavy weapons, and would much rather talk out a problem than fight over it. And if fighting is inevitable, they prefer economic and social solutions over violence. This is not to say that Darokinians are pushovers, quite the contrary, they can be very stubborn. More often than not, however, they end up with whatever it was they wanted. They simply prefer finesse over force.

As briefly mentioned before, the tradition of Darokin diplomats began with Sasheme Vickers of Akesoli, who took it upon himself to mediate a dispute between Glantri and Atruaghin, preventing an armed conflict that would have caught Akesoli in the middle. Many other merchant houses soon started developing or employing diplomats themselves, but there was much duplication of effort

and inefficiency. One of the provisions of the Great Merger of 927, the meeting of the great merchant houses that created the current government of Darokin, was that a national diplomatic service be formed, and all private diplomats would be automatically assigned to it to get it rolling. Thus the Darokin Diplomatic Corps was born.

Today, the Darokin Diplomatic Corps is a very powerful part of Darokin government. The Corps is directed by the Inner Council and the Chancellor, though most requests by members of the Outer Council and Border Magistrates are honored automatically. The functions of the DDC include:

* Maintaining and improving relations with all other countries in the Known World. The DDC has "missions" (as they are known) in the capitals of every neighboring country, as well as many other major cities. Even distant realms like Thyatis and Alphatia have DDC missions assigned to them. Each mission has an overseer who is permanently assigned to

that post and, in fact, many overseers never visit Darokin again after taking on such an assignment. Additional staff are rotated throughout the DDC on five-year terms. The size of the staff depends on the situation: The mission in Specularum, for example, has 17 diplomats, plus a staff of clerks and assistants totaling over 100.

Diplomats at foreign missions are charged with becoming experts on that country's government, politics, society, and (especially) economy. Foreign missions are routinely consulted by home businesses and even the government, asking them to predict that country's reaction to a proposed change of policy or a planned business deal. Conversely, foreign governments, businesses, and individuals frequently contact the Darokin mission in their home country as the first step in proposing a new treaty or business operation. Each mission overseer is fully empowered to negotiate and sign treaties with the country to which he is assigned, though such treaties must still be ratified by the Outer Council and approved by

the Chancellor before they are legal.

Mission diplomats are also supposed to keep a careful eye out for any sign of trouble between their assigned country and Darokin, and nip it in the bud. "Stop trouble before it starts" is one of the many sayings of the Darokin Diplomatic Corps, and it's one they take seriously. Frequently, the DDC is even more conciliatory than usual when mediating a minor dispute, because they feel they can afford to give up more when the stakes are low. If a dispute is allowed to escalate, they feel, a negotiated settlement will be harder to reach.

* The mediation of disputes between other countries when Darokin interests are involved. This also relies heavily on the mission's ability to spot minor troubles before they become large ones. As they have a much better feel for things "out in the field" than their counterparts working in the sheltered environment of the DDC compound back in Darokin do.

Just what exactly constitutes "Darokin interests" is up to interpretation, of course, but Darokin diplomats tend to look at any given situation rather broadly, preferring to interfere in a case that may not really involve Darokin than to miss one that does. The most obvious example is two warring nations whose conflict threatens to destroy Darokin property. But there are plenty of other situations where well-timed action by the DDC saved Darokin interests from loss.

The DDC at Work

—As told by Atwell Consortia, Diplomat Second Class, Ylaruam Mission.

"Ylaruam's not the easiest mission in the world, certainly, but it seems we get more than our share of young diplomats on their first foreign rotation out here. I guess that's because my overseer, Wilhon Page, is held in such high esteem in the Corps. I shouldn't complain, I mean, the first-timers do come to us well-trained, but there are some things that can only be learned with experience. But, at any rate, I digress.

"The reason I bring it up at all is that the story I'm going to tell you is one I use all the time to illustrate some important points to those young ones. To sum it up, I'm talking about the necessity to pay attention to every detail and investigate any incident to see how it may impact us in Darokin. Often, by the time those connections come to light by themselves, it's usually too late to take corrective action.

"Anyway, it was, I believe, about seven years ago. This local merchant was having bandit trouble. You know, caravans attacked, shops burned, and even a warehouse robbed. The man was strictly local: no business contacts in Darokin and no contracts on file. Strictly a local matter; none of our business, right?

"Well, one of our young first-timers took an interest in the situation and did some digging. He found out some very interesting things. First, the bandit gang was concentrating on this one merchant. Second, the local authorities were taking their time tracking down the bandits. And third, this "strictly local" merchant was recently married to the daughter of a trader high up in the Al-Azrad house! So while he had no business dealings himself in Darokin, if he went under, Al-Azrad would end up supporting him.

"Once he's found this out, that sharp first-timer calls in a Second Class, and things really get moving. It turns out the local army captain was trying to marry his own daughter off to the merchant, and when the merchant went and married another, the army captain set out to ruin him by tipping the bandits off and then dragging his heels.

"At this point, we could have called in the proper authorities and made a big stink. But another lesson from this episode is: Solve things as quietly as possible. In this case, all we did was find another suitable husband for the captain's daughter, and a richer one at that! Then we got the bandits to return a portion of their booty in exchange for not being hunted down and wiped out, and everybody came out ahead—especially the Al-Azrad house back home."

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* Acting as mediators in business disputes between Darokinians. DDC members frequently serve as arbitrators when two Darokin businessmen disagree. Both parties must request the DDC mediator, and they both must agree in advance to abide by the mediator's decision. The mediator is paid a fee based on the time spent hearing the case, and each party pays half.

While major cases are heard by diplomats who specialize in business arbitration, many minor cases are heard by diplomats-in-training, students at the DDC compound in Darokin. The diplomats (even the students) do a very good job for the most part, and there are very few complaints. This service also helps to ease the load on Darokin's judicial system, as DDC hearings take care of many cases that would otherwise go to a civil trial.

Do you drive a hard bargain?

If you do, then we may have a valuable offer to make to you. Ever since the founding of the Republic, our nation has held its place in the world community by skillful diplomacy. As a member of the Darokin Diplomatic Corps, you'll receive the training you need to pursue a career in the service of your country.

Every year, the DDC receives hundreds of applications from citizens of the Republic—people just like you! Only a few are chosen to attend the rigorous training schools which we maintain, however, and even fewer turn out to have the qualities we're looking for in a diplomat. For those that enter into the Corps, however, a rewarding and exciting career is guaranteed.

If you think that you have what it takes to serve your nation and its interest both at home and abroad, contact the recruiter at your local DDC office today.

Take charge of your life, join the Darokin Diplomatic Corps!

Any resident of Darokin who wishes to become a diplomat need only apply at the Darokin Diplomatic Corps headquarters in the capital city or at any field office (in all major and many minor cities across the country). There are no set requirements of intelligence, total worth, or anything else. Only certain basic education requirements (literacy, for example) are mandatory. The rest depends on a battery of interviews that are given at DDC headquarters. "It takes more than book learning or a rich father to be a diplomat," a DDC saying goes, and the numerous interviews given each applicant stress qualities like an even temper, logical thinking, and the ability to see both sides of an argument.

Those applicants who are accepted (approximately 300 a year out of over 5,000 applicants) begin intensive training in Darokin almost immediately. There is no "school year," as such, because so much of the training is on an individual level, anyway. Diplomat training involves a very heavy dose of history, economics, foreign languages (usually three or four), and psychology. After two years, successful students are given the title "Diplomat-In-Training," and they may start hearing minor business arbitration cases. Of the original 300 students who are accepted, only about 175 make it this far.

Training continues for another four years before the student earns the title "Counselor." Only 50 or so of the original 300 students actually get this far. At this point, Counselors who aspire to foreign service are sent out on their first five-year rotation in a foreign mission, where they are known as "first-timers."

Counselors who prefer to stay in Darokin or specialize in business arbitration also draw five-year assignments at this time.

At the end of each five-year assignment, a Counselor is reviewed by his or her superiors. About 20 percent of Counselors are promoted to Diplomat Second Class after their first stint of service; the rest receive a new assignment. A very few are dismissed from the Corps. The latter event is rare because the vast majority of

bad or ineffective diplomats has been weeded out long before this point in the process.

Every diplomat is reviewed at the end of each five-year assignment for possible promotion. The rank above Diplomat Second Class is simply Diplomat. Only 10 percent of those that reach Second Class get promoted to Diplomat. And if someone continues to excel after reaching the rank of Diplomat, they may be given the highest rank possible in the DDC, Diplomat Supreme. This rank is frequently conferred upon Diplomats upon retirement or death as an honor; only a handful of active diplomats have earned the title.

The DDC is an official branch of the Darokin government, and as such is supported by tax money. They also keep the fees earned in business arbitration. The profession of diplomat carries with it more honor than monetary remuneration, but the members of the Corps are by no means paupers.

Diplomats-In-Training receive free room, board, books, and of course, a very valuable education, as well as the opportunity to earn a little "pub money" by doing menial chores. Counselors receive a salary of 1,000 daros a year to start, though that is usually raised 300 daros for each five years of service, even if he is never promoted. Starting salary for a Diplomat Second Class is 2,500 daros a year, and Diplomats make a minimum of 5,000 daros a year. There is no increase in pay for the few Diplomats Supreme, as they are usually already making the highest salaries in the Corps.

The Role of Guilds

The Guilds of Darokin, most notably the Merchant's Guild, are a very powerful political force. There has never been a Chancellor or member of the Inner Council who was not a member of the Merchant's Guild, and 96 percent of all the Outer Council members in history were also in the Merchant's Guild.

Despite this power, the guilds are not above the law. They have great influence in setting policy, but they abide by those



policies just like everyone else. The guilds, especially the Merchant's Guild, realize that they need the cooperation of a contented populace to enjoy maximum prosperity. "Enlightened self-interest" is a key word in describing the guilds' role in Darokin politics.

The guilds wield much more blatant power in their manipulation of the Darokin economy and this will be discussed in greater detail later in the text.

Taxes

Taxes are not high in Darokin. But while the rates themselves are low, nearly everything is subject to taxation, and some monies get taxed twice or three times before the system is done with them.

There are three types of taxes in Darokin: Income taxes, Total Worth taxes, and Sales taxes.

Income taxes are very low and quite simple. Everyone pays five percent of his income each year. Those with incomes above 100,000 daros a year pay eight percent.

The Total Worth tax is assessed only once every five years, shortly after each "Great Reckoning." Anyone who increases his Total Worth from the previous Reckoning owes a tax of five percent of the gain. If your Total Worth went down, you owe no tax, but you cannot count losses in one five-year period against gains in another. As a result, businessmen who go either boom or bust are penalized. Risky speculation is discouraged, and steady growth encouraged.

New residents of Darokin, and young people who have come of age since the last Great Reckoning, obviously have no previous Total Worth to measure against. In these cases, no tax is owed. This encourages people with a great deal of wealth to move to Darokin, and quite a few do. People who move out of the country just prior to a Great Reckoning to avoid paying taxes usually get away with it, but the Darokin tax clerks are very efficient and have long memories. If the tax dodger ever returns, or even does business with any Darokin company, the tax clerks will find out and get their money—

one way or another.

The sales tax in Darokin is also low (only three percent) but it is levied on all sales. No types of merchandise are exempt, and no types of transactions are, either. Wholesale, retail, even barter is legally taxable (though the government admittedly has trouble collecting the sales tax on barter arrangements).

Darokin has little trouble with tax cheats. Everyone realizes that tax rates will stay low only if everyone pays up, so people who cheat tend to get turned in by their associates and business rivals. Also, remember that the Darokin culture values the concept of "fair play" very highly and this extends to paying taxes. For those that still don't play by the rules, the tax clerks of the Republic have a number of methods of getting their due, including seizure of property, attaching wages and/or profits, and indenturing the cheat, if necessary. All these measures require the approval of a Regional Court (or higher authority). Tax problems involving the very rich are often handled directly by the Outer Council of the Republic.

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One thing the Darokin government does not charge is tariffs of any kind. Importers of foreign goods do not have to pay any sort of duty, and exporters are likewise free of tariffs.

The Military

Soldiers at Work

—As told by Ragnar Stoneface the Younger, dwarf trader

"I was headed back to Rockhome on the Darokin Road with four wagons filled with all sorts of goods. It had been a great trip so far—got a good price for my gems and metals, and made some good connections in the stone trade, too.

"Well, anyway, we're about 10 miles west of Selenica, and it's past dusk and well into night. Some of us wanted to push on and stop in town (I admit a fondness for warm beds and ale), but others wanted to make camp. Now, I'm not the type to give orders that no one wants to obey, so I let the discussion go on for a bit before I decide.

"Just then, a Darokin soldier rides up. He cut a pretty good figure on that horse, carrying a pike straight up like a lance. He had a thin sword at his belt, and wore light leather armor with a tin breastplate. Y'know, I never can get used to the way they equip their warriors. I mean, give me a heavy axe and the security of dwarven plate, any day!

"Anyway, this fellow's still got an air of authority about him, so we listen up.

"He tells us that a band of orcs have slipped out of their lands just to the north and were looking to make a little trouble. He says we should double-time it to Selenica and that a division of men were in the vicinity hunting for the orcs. If didn't feel like pushing on to town, he offered to send a few over as extra guards.

"I've fought my share of orcs in my time, so I grabbed my helm and my axe from the back of my wagon, told

the officer we could take care of ourselves (but thanked him for the kind offer), and got ready to quicken it up to town.

"We get about a mile down the road when we hear the orcs' war cry up ahead and to the left. I know they're not after us—too far ahead—but I'm not going to pass up a chance to crack a few orc heads, so I leave half the guards with the wagons, and the rest of us gallop on ahead.

"We come around a bend, and I nearly stop dead in my tracks. It couldn't have been more than two minutes since we heard their war cry, and there's only a handful of 'em left. Just by looking around, it was pretty easy to tell what had happened: The Darokinians had met the orc charge with a line of those pikemen while their cavalry fanned out to flank them on both sides and keep them bottled up. Those fancy pikes opened up that orcish armor like it was paper.

"Once the orc line broke, the rest was easy. Remember those thin little swords I was telling you about? The ones that didn't look like they could cut through a stiff breeze? Well, in the trained hands of one of those soldiers, it was an impressive sight. An orc would charge, and a soldier would parry, parry, dodge, parry again, giving ground all the while, until the orc grew tired, or frustrated, or both, and made a mistake. Then the soldier would finish it in one thrust—usually to the throat.

"The outnumbered Darokinians only suffered minor losses, mostly inflicted by the orc archers who got ridden down by the cavalry early in the fight, though, so they didn't make much of a difference.

"It was as impressive a display as I've ever seen, outside our own dwarven armies, of course. Most people think those Darokinians are all manners and fancy talk and that makes them weak, but I tell you, they're tough enough for me."

There are approximately 25,000 fighting men in the Darokin army, divided into 30 legions. Each legion contains from 600 to 1,200 men, and includes 50 to 200 units of cavalry and 100 to 250 archers. The rest of the unit is composed of foot soldiers. Each legion also carries anywhere from 50 to 200 support personnel, including smiths, cooks, medics, horse tenders, porters, and the like.

Test your metal!

If you long for action and adventure, there's only one career choice that's right for you: The Legions of Darokin.

Renowned throughout the world for their skill and valor, the Legions of Darokin are always looking for new men. Whether you crave the excitement of life in the Infantry or the fast-paced charge of the Cavalry, we have a position for you!

To find out more about the action and adventure that awaits you in the uniform of a Legionnaire, stop by the recruiter's office at your local Town Hall today!

The following information is included to allow use of the Darokin army with the D&D® War Machine system for resolving mass combat. This system is fully detailed in the D&D Companion edition.

First Army

"The Sword of Darokin"
Headquarters: Darokin

I LEGION

1,091 Excellent troops
MV 6, BR 182

III LEGION

1,160 Fair troops
MV 4, BR 73

IV LEGION

1,160 Fair troops
MV 4, BR 73

V LEGION

1,160 Fair troops
MV 4, BR 73

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XXI LEGION
667 Below Average troops
MV 4, BR 44

XXII LEGION
667 Below Average troops
MV 4, BR 44

Second Army
"Orc Smashers"
Headquarters: Selenica

VII LEGION
1,160 Fair troops
MV 4, BR 73

VIII LEGION
1,160 Fair troops
MV 4, BR 73

IX LEGION
1,160 Fair troops
MV 4, BR 73

X LEGION
1,160 Fair troops
MV 4, BR 73

XXV LEGION
667 Below Average Troops
MV 4, BR 44

XXVI LEGION
667 Below Average Troops
MV 4, BR 44

Third Army
"The Great Stone Wall"
Headquarters: Corunglain

II LEGION
1,091 Excellent troops
MV 6, BR 182

XIII LEGION
1,160 Fair troops
MV 4, BR 73

XIV LEGION
1,160 Fair troops
MV 4, BR 73

XV LEGION
1,160 Fair troops
MV 4, BR 73

XVI LEGION
1,160 Fair troops
MV 4, BR 73

XXVII LEGION

667 Below Average Troops
MV 4, BR 44

Fourth Army
"Shield of Darokin"
Headquarters: Fort Fletcher

XIX LEGION
1,160 Fair troops
MV 4, BR 73

XX LEGION
1,160 Fair troops
MV 4, BR 73

VI LEGION
1,160 Fair troops
MV 4, BR 73

XI LEGION
1,160 Fair troops
MV 4, BR 73

XXIII LEGION
667 Below Average troops
MV 4, BR 44

XXIV LEGION
667 Below Average troops
MV 4, BR 44

Fifth Army
"Attleson's Axe"
Headquarters: Fort Anselbury

XII LEGION
1,160 Fair troops
MV 4, BR 73

XVII LEGION
1,160 Fair troops
MV 4, BR 73

XVIII LEGION
1,160 Fair troops
MV 4, BR 73

XXVIII LEGION
667 Below Average Troops
MV 4, BR 44

XXIX LEGION
667 Below Average troops
MV 4, BR 44

XXX LEGION
667 Below Average troops
MV 4, BR 44

The cavalry soldiers are armed with a pike much like the foot soldiers', except

it is slightly shorter (10' instead of 12') so that it can be used more easily from horseback. The archers use either longbows or short bows, depending on the situation. The foot soldiers use the 12' pike. All soldiers also carry a sword that has become known as the "Darokin rapier." Treat the rapier as a normal sword (costs 10 daros, 60 encumbrance), except it does 1d8-1 damage. In the hands of a trained Darokin soldier, the rapier is +2 to hit and also -2 to the soldier's AC in melee, because of his parrying abilities. A "trained" soldier is one that has spent at least one full year in the Darokin military.

All Darokin soldiers wear padded leather armor, usually with a metal breastplate of some kind (treat this armor as AC 6). The foot soldiers also carry a light buckler-type shield strapped to one arm (lowering their AC to 5), but the archers and cavalry do not.

Most officers of Captain rank or higher have magical equipment, either armor, weapons, or both. Below that rank, magical equipment is uncommon. Some legions have magic-users in their ranks, but they are in the minority. Most magic-users, and all clerics, thieves, and other specialists that may be required from time to time, are hired (or, in an emergency, conscripted) on a case-by-case basis.

All soldiers are trained primarily in the weapons and tactics appropriate to their assignment, of course, but they also receive enough cross-training that, in an emergency, any soldier could fill any of the three basic roles.

Each legion of the Darokin army is commanded by a Legionate. Under him, each legion has one Captain for every 100 troops. Some Captains command groups of just one type of soldier, while others command mixed groups. Each Captain has ten Sergeants under him, each responsible for ten men.

The 30 legions of the Darokin Army are grouped into five "armies," each commanded by an officer called a "Novash." Above the Novashi is the single supreme commander of the Darokin armed forces, called simply the "Commander." The Commander answers

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directly to the Chancellor. The Commander and the Novashi, of course, all have large staffs of advisors and assistants. These staff members carry the rank of either Legionate or Captain, but they are considered to hold less "status" than "real" army officers of similar rank.

Darokin has only a small navy, since it does not have a large coastline or a great deal of territorial water to protect. Tenobar and Athenos both have their own harbor patrols, but they fall under the jurisdiction of each cities' local guard. Ships from the navies of the Five Shires, Ierendi, and even Minrothad and Karameikos are common, as they escort their country's shipping through Darokinian waters.

JUDICIARY

Under Heartland law, Darokin's court system concerns itself primarily with criminal matters, leaving civil disputes to the arbitrators of the Darokin Diplomatic Corps. Almost all trials are heard by a sole judge (important cases and high-level appeals are sometimes heard by a panel of judges). There is no such thing as a jury trial in Darokin, and the notion of "trial by one's peers" is scoffed at. "The fellows of a thief are other thieves," a Darokin saying goes.

Criminal defendants do not enter a Darokin court presumed innocent, nor are they presumed guilty. Darokin law instructs judges to take no assumptions about a case into the courtroom; whichever side presents the stronger case wins.

Accused criminals may hire advocates to speak for them in court, but this is often seen as a bad sign, almost an admission of guilt, by many judges. The more directly a person conducts his or her own defense, the better it looks. Every court keeps lists of available advocates to serve as prosecutors. These advocates are paid by the government for their time. Crime victims, if there are any around, often help the advocate in prosecution of the case.

Any town or city large enough to need a judge has one. Smaller towns and villages are handled by traveling judges who visit on a regular schedule. Many larger cities, of course, have more than one judges. Local judges usually handle only minor cases,

such as simple assaults, robberies, burglaries, small-time con games, etc.

More serious crimes, such as major thefts (greater than 2,000 daros), rape, murder, or assault resulting in serious injuries, are handled by a Regional Court. There is no limit to the number of such courts a region may have; it depends entirely on how many are needed. A Regional Court will also hear an appeal from a local court.

Defendants on the Regional level also have the right to appeal directly to the Inner Council. Only defendants may appeal; the prosecution has no such option. Appeals are dangerous things, however. On an appeal, the defendant is *presumed guilty*, since that is what the lower court determined; the defendant must prove otherwise. What's more, the stakes on an appeal are much higher, and a defendant who appeals a minor conviction may find himself in serious trouble for taking up valuable court time.

Most penalties in Darokin law involve fines and/or imprisonment. The death penalty is used for major crimes involving bodily harm. Some judges occasionally come up with more inventive punishments, such as branding or banishment, but that is rare.

If the fine assessed a criminal is greater than he can pay, the criminal becomes *indentured*, that is, private property. Indentured criminals are usually awarded to their victims or the victims' family. If that is not possible or if the victim does not desire it, they become property of the state.

The owner of an indentured criminal is required to put the indentured to work, paying a wage set by the court (usually much fewer than the work is worth). The indentured must live off that lower wage, and if any excess can be saved, pay it to the government against the amount of the fine left to be paid. Once the fine is paid off, the indentured is set free. Depending on the severity of the crime, of course, the fine and the indentured's wage are usually set so that the indentured will go free in fewer than ten years. The penalty for attempted escape by the indentured is death.

The state usually sells its indentureds

to brokers, who buy them at a discount and put them to work in local industries. These brokers house and feed the indentureds and make sure they go to work, and their employers pay the broker. The broker is then required to pay off the indentured's fine at a set pace. Brokers can make a lot of money, but many businesses won't hire indentureds, and the brokers are often looked down on by other businessmen. Crime victims who are awarded indentured criminals are free to sell the indentured outright to a broker for whatever the market will bear.

As stated earlier, all this information pertains to Heartland law only. Criminal justice under Border law is much simpler—the Magistrate of the Borders dispenses justice in his holdings. Appeals may be made to the Inner Council, but they must be approved by a special advocate appointed by the Council, usually a staff member or a member of the Outer Council. The Magistrate is free to give out any sentence he wishes, though the farther a sentence deviates from the norm, the more likely it is that an appeal will be heard.

When a business is accused of a crime, such as misrepresenting inferior merchandise, price fixing, or fraud, the people in the company responsible for the crime are considered co-defendants with the business. If found guilty, the employees serve any sentences and pay any fines personally. In addition, the company is assessed a penalty fine of three times whatever the total fine was against the employees. There is a corporate version of the death penalty, by the way; a company's assets are seized and sold off, with the proceeds going to the government.

Darokin courts will hear non-criminal cases (civil lawsuits), but only as a last resort. Both parties are encouraged to accept DDC arbitration, right up to the moment they enter the courtroom. Judges rarely enjoy hearing non-criminal cases, and unless one side is clearly in the right, a judge will usually find a creative solution that ensures that neither party comes out ahead. Appeals are possible, of course, but one of the few things nastier than a judge hearing a non-criminal case is a judge hearing a non-criminal appeal.

CRIME AND PUNISHMENT

The typical sentences under Darokin Heartland law for many common crimes are as follows:

Disturbing The Peace: 50 daros fine.

Public Intoxication: 50 daros fine.

Simple Assault: 100 daros fine.

Petty Theft (under 50 daros value): 100 daros fine.

Non-Payment Of Debt: Debtor is indentured for the amount of the debt.

Theft By Deception: 1,000 to 10,000 daro fine (depending on severity of case).

Serious Assault (resulting in broken bones or other serious injury): 5,000 daros fine and/or up to three years in Prison.

Serious Theft (under 2,000 daros in values): 5,000 daros fine.

Armed Robbery/Mugging: Up to 10,000 daros fine and/or up to three years in prison.

Major Assault (resulting in multiple serious injuries): 20,000 daros fine and/or up to five years in jail.

Major Theft (over 2,000 daros value): 15,000 daros fine.

Attempted Murder: 50,000 daros fine.

Rape: Death.

Murder: Death.

Causing A Death: 50,000 daros fine, and/or up to ten years in jail.

Escape By a Prisoner or an Indentured: Death.

Most of the crime categories above are self-explanatory. "Causing A Death" is a charge levied when a person's negligence

causes a death, or in other circumstances when a murder charge is not appropriate.

Darokin jails are not particularly pleasant places, though most able-bodied prisoners do survive their terms. Prisoners are fed and clothed, and are put to hard work in isolated parts of the country, clearing rough ground, building roads and bridges, and other difficult manual labor.

Note that many of the so-called "victimless" crimes are not against the law in Darokin, including: prostitution, narcotics, and gambling. Crooked gambling games, however, fall under the category of "Theft By Deception," while narcotics sellers have been held responsible for the overdose deaths and the drug-induced actions of their customers. So, people wishing to promote such activities for a profit still should be very careful.

LOCAL GOVERNMENT

Under Heartland law, all villages, towns, and cities in Darokin have the same system of government. Each town is divided into six districts of equal population, and each of those districts elects a representative to that town's council. In addition, a mayor is elected by all the voting citizens of the town.

Town officials are elected every six years, and the list of prospective candidates is prepared by the outgoing council. Council members are allowed to run for re-election, but the mayor is not. The outgoing council also selects the candidates for mayor. There are no runoffs; whoever gets the most votes wins.

The Town Council decides the day-to-day business of its town, with the Mayor serving as a tie-breaking vote. The Mayor may also veto anything the Town Council decides, but that veto can be overturned by a five-vote majority of the six-member Council. The Mayor also represents the city in matters before the Outer and Inner Councils, as well as serving as a ceremonial representative at business openings, school functions, etc.

Each local government is given a portion of the national tax money each year with which to run things. Cities are

allowed to levy additional taxes for themselves, but only with the approval of the Inner Council. Each city is responsible for its own local guard, its courts, maintenance crews, garbage collectors, and whatever other services they deem necessary. Local governments may also pass their own criminal laws, making activities legal elsewhere in Darokin (like gambling, for example) illegal there.

People who live in the open country between towns have no access to city services, and that's pretty much the way they like it. If a crime is committed in the wilderness, it falls under the jurisdiction of the closest village, town, or city to the scene of the crime.

In the Borderlands, of course, local government consists of absolute rule by the Magistrate of the area. Each Border Magistrate is pretty much free to rule as he wishes, within the limits described previously.

EDUCATION

As is the case throughout most of the Known World, there is very little formal education in Darokin. For the poor and most of the middle classes, children learn what their parents teach them, and nothing more. Sages and scholars are available in most towns and cities, but only the wealthy (or a family willing to sacrifice) can afford them.

There are several universities in Darokin, offering intensive study in advanced subjects, such as economics, history, logic, philosophy, and other liberal arts. These universities are quite expensive, but do on occasion offer scholarships to promising students whose families cannot afford tuition.

For those who can't pay for education (the vast majority), the traditional method of learning a trade is to serve an apprenticeship under an established master, trading a certain number of years of manual labor and dirty work for room, board, and training in the master's craft.

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Darokin's economy is the envy of most other nations of the Known World. Prices are reasonable, no one lacks for work, and the people have a standard of living unparalleled in the world. It is important to remember that this is not the product of a fortunate location, since Darokin is essentially the land no one else wanted. Neither is it some temporary, short lived phenomenon as Darokinians have enjoyed this healthy economy for decades.

First and foremost among the reasons for this seeming inconsistency is the fact that Darokin's is a trading economy. Manufacturing, agriculture, and services all have their place, but it is the buyers, sellers, distributors, brokers, and merchants who make it all happen. Trade, both within the country and with other lands, is the lifeblood of Darokin.

DOMESTIC TRADE

Merchants who join the domestic trade business enter the most crowded segment of the Darokin economy. The domestic trade is also the traditional starting point for aspiring merchants and nearly all of the great traders of Darokin got their start here.

The word "domestic" simply means that the goods involved are both bought and sold entirely within Darokin. An importer may bring merchandise in from a foreign land, and then, once it is in Darokin, sell it to a "domestic" trader. The advantages of domestic trading are obvious: no foreign travel; no dealing with foreign governments, traders, or cultures; and since the period of time between the purchase and the sale of goods is short, a merchant's money turns over much more quickly.

Of course, domestic trading has its drawbacks, as well. Its many advantages make it a very popular field, and competition is fierce. This competition means lower prices for the consumers, but also lower profits for the merchants. These lower profits, in turn, mean two things. First, while many domestic merchants make a comfortable living, it is very hard to become fabulously wealthy, and sec-

ond, the constant temptation to increase profits by cutting expenses (wait an extra year before buying new wagons, hire fewer guards for caravans, and so on) is an invitation to disaster. The truly wealthy can ride out a run of bad luck but most domestic merchants don't have any financial cushion, so the smallest misfortunes are often fatal.

There are several types of domestic traders in Darokin, but the defining lines between them are often hard to distinguish. The most common is the one who owns and operates a single shop, usually specializing in one type of merchandise, and sells his goods directly to individual consumers. This type of merchant is called a "Keeper," short for shopkeeper. Keepers are one of the mainstays of the Darokin middle class, though the most successful Keepers make enough to be among the nation's elite. The richest Keepers usually have very large shops, and usually more than one (often in different cities).

Merchants who sell out of carts or go door-to-door are called "Streeters." Streeters often sell inferior merchandise at lower prices, and they are often rumored to deal in stolen goods. This is no doubt sometimes true, but most Streeters simply don't make enough money to own or even rent their own shops.

Another type of merchant similar to Streeters but much more highly respected is the "Traveler." Travelers operate away from the major cities of Darokin, moving from village to village, often on a regular route, bringing the finer goods to out-of-the-way places. The arrival of a Traveler is often the high point of a village's month. Travelers are also tempting targets for bandits, so some villages, especially those where bandit activity is high, will escort a Traveler to his next destination to insure his safety.

Supplying all three of these domestic traders is a merchant known as a "Dealer." Dealers purchase goods in large quantities at equally large discounts from various suppliers, either directly from the farmer, mill, factory, or whatever, or from another Dealer. They then sell the items

at a profit to the other merchants. Dealers tend to make more money than the first three types of merchants, but they have much higher expenses, too, in the way of caravan wagons, horses, guards, and the like.

Probably fewer than half of Darokin's domestic traders fit one of the above four categories exclusively. Many merchants are both Dealers and Keepers, using their Dealer connections to get a lower price on goods they sell in their shops. Many Keepers have also moved into Traveler and Streeter territory to find new customers and profits.

FOREIGN TRADE

Foreign traders are the elite of the merchants of Darokin. Though domestic traders outnumber them by more than four to one, foreign traders as a group make more than half again as much as their domestic counterparts. Because of the money, plus the glamor of dealing in foreign goods and traveling to exotic lands, the foreign trader is one of the most admired persons in Darokin culture.

Foreign trading is simply defined. If either the buyer or the seller in a transaction is a business or person from another country, it counts as foreign trade. Sometimes, both the buyer and the seller are from other lands, and the Darokin merchant involved is simply a middleman. This, too, is foreign trade.

Most foreign traders are "Porters," a name derived from both "import" and "export." The terminology of the foreign trade business uses this contraction quite a bit: to bring foreign goods to Darokin is to "port in"; to send native goods overseas is to "port out".

Incidentally, these two expressions have worked their way into many different levels of Darokin society, with a wide variety of applications. Farmers brag of "porting in" a huge crop while children are asked to "port out" the day's garbage. One wealthy merchant was heard to toast at his daughter's wedding that he felt he was "not so much porting out a daughter, as porting in a son." True lovers



of language everywhere are understandably dismayed.

There is one last type of Darokin merchant to discuss, a fairly uncommon form of foreign trader known as a "Tweener." Tweeners conduct trade between two different foreign countries (hence the name), not setting foot on Darokin soil for years at a time. Tweenets make a decent amount of money, but they are often social misfits, merchants who prefer foreign lands because they couldn't get along in Darokin society. Tweeners do pay Darokin taxes, however, because they would be subject to the usually much higher tax rates of the countries they work in without proof of taxes paid back home.

Trade-Related Industries

If commerce is Darokin's number one industry, then commerce support is a close second. There are nearly as many people employed in these so-called "Background" businesses in Darokin as

in the merchant business itself.

There are hundreds of types of Background businesses, but most of them can be put in one of three categories: storage, transportation, and security.

Every city and town in Darokin has a warehouse district. Some are small, while others—notably those in Darokin and Athenos—are mind-bogglingly vast. Every merchant who gathers goods from many sources to fill a caravan needs a warehouse to store the goods until it is time to leave. Warehouses are even more important for those who port in goods in large quantities, to sell them off in small portions once they're in the country. Some of the larger merchant houses own their own warehouses, but that is rare. The need for warehouse space is usually too varied to accurately predict, and most houses prefer leaving the work to specialists in the field.

Transportation is probably the biggest of the Background industries, because it encompasses so many businesses. Everything from wagonmakers to shipbuilders to porters (hired load carriers, not to be

confused with Porters) to horse tenders to saddlemakers thrive in Darokin, thanks to the merchant business. In fact, some of these Background businesses, most notably the wagon and cart makers, have acquired an international reputation for quality that have made their products valuable merchandise in their own right. In addition, companies specializing in water transportation do well in Darokin, carrying goods across Lake Amsorak on sailing ships, as well as moving goods from Darokin to Tenobar and Athenos by barge.

Security is a very large consideration in the minds of most of Darokin's merchants, and a great deal of money gets spent on it every year. Smaller merchants hire less expensive, free-lance guards on an individual basis, while the large houses usually contract with a security company to supply all the guards for a particular trip. Other types of security businesses that do well in Darokin include warehouse guards, locksmiths, and tramps.

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The Caravan

If any one thing defines Darokin in the minds of the other countries of the Known World, it is the merchant caravan. Many citizens also consider the caravan a sort of national symbol, and a particularly impressive one will still bring crowds out to the road, just to watch it go by.

The caravan is the only proven effective method of moving large amounts of merchandise over long distances. Certain powerful magic spells will also do the job, but are not very cost-effective. Not only are caravans the mainstay of the domestic Dealers, but most Porters also use them on their travels to foreign countries.

A caravan can be nearly any length or size, but most domestic ones average 20 to 30 wagons. Each wagon is drawn by two or four animals, though some larger wagons with very heavy loads require six. In any caravan, two or three wagons are used to carry the caravan's own supplies (food, weapons, tents, cooking equipment, spare parts, the crew's payroll, the merchant's papers, and so on). On longer trips, there may be as many six wagons just carrying supplies.

While most caravans operate in the same manner, each merchant also has his own distinctive style when it comes to some of the details of day-to-day operation. Some merchants, for example, outfit a special wagon as a private apartment and sleep in it while on the road. Others pitch a tent like the rest of the crew, and still others will insist on stopping for the night at a favorite inn along the way, even though there may be enough light for more travel. Some merchants paint their wagons in bright colors and decorate their horses' livery with thinestones, feathers and such, believing that it impresses customers, especially foreigners. Other merchants are deliberately as plain as possible, trying not to attract attention.

Given good weather and decent roads, a caravan will usually make 25 to 30 miles a day. Of course, there are a number of factors that will affect a caravan's progress: the caravan's length, the condition of the horses (or whatever animal is doing

the work), the weather, traffic on the road, and numerous other unpredictable happenings along the way. When planning for a trip, most merchants count on needing a day's supplies for every 20 miles traveled. For a more detailed look at overland travel in Darokin, see the *Player's Book* in this Gazetteer.

Each wagon or cart in a caravan must carry an easily-seen identifying mark that indicates which merchant or merchant house owns the cargo. This is the law in Darokin, and it applies to Darokin merchant caravans in other countries, as well. These marks vary from simple designs roughly painted on the side of each wagon to elaborately carved crests, painted in bright colors and covered in gold leaf.

Merchant Houses and Guilds

Aside from the government itself, the merchant houses and guilds are the most powerful institutions in Darokin. Some critics (though they are rare) claim that the merchant houses are the government, but that's not exactly true. It is true that the houses and the guilds exercise a great deal of power over the economy of Darokin, and that in turn affects the government and all the people, as well.

A merchant house is a large trading company, usually dominated and named after a single family. It was the largest merchant houses that met in 927 and formed the current system of government, and it is the members of the largest merchant houses that fill the majority of important government positions, including the Chancellorship and the seats of both Inner and Outer Councils.

A merchant house uses the vast wealth of its many members to buy huge quantities of merchandise at tremendous discounts, and then distributes it across Darokin for a sizable profit. Most of the biggest houses deal in foreign trade, leaving the domestic market to the smaller houses. This is not always true, however, as some houses are trying to establish themselves in all aspects of Darokin commerce, from importing and warehousing

to distributing and direct sales.

Most merchant houses have a long history and a great deal of pride in their traditions. While some houses are large enough to have thousands of employees, only family members ever wield real power in the house. Traditionally, the nine richest and, therefore, the most powerful, merchant houses (as determined by the latest Great Reckoning) are considered the upper echelon of Darokin business and society. The current "Great Houses" of Darokin are:

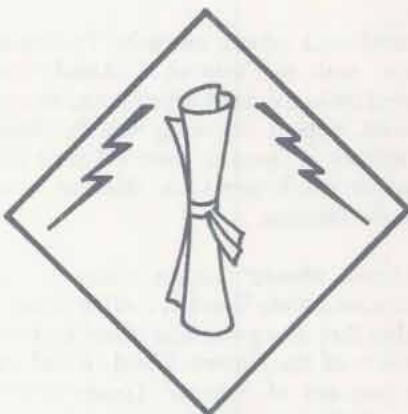
Al-Azrad House: Kalafi Al-Azrad was already a merchant of some repute when he left his native Ylarum in 853 AC and relocated in Selenica. Today, Al-Azrad house is the seventh richest house in Darokin, mostly due to their strong connections in Ylarum. In fact, Al-Azrad does more business with Ylarum than any other Darokin house. Al-Azrad house is led today by Eshram Al-Azrad, a direct descendant of Kalafi. Al-Azrad house does very little domestic trading because of the long distance from Selenica to the major markets in the center of Darokin. Instead, they prefer to port in goods by caravan to Selenica, then sell to domestic Traders who will move the goods west.

Corun House: The Corun family has been the leading family in north central Darokin for over 700 years. It was a Corun who founded Corunglain (originally "Corun's Glen"), and the Coruns led the effort to rebuild the city after orcs destroyed it in the Sixth Century. Today, Corun house is the fourth richest in Darokin, a fortune built almost entirely on domestic trading. Corun house is quite active in Darokin politics as evidenced by the fact that the third Chancellor of Darokin, Vardon Kalimi, was a member of Corun house and his widow, Natalie Kalimi, is the current leader of Corun house.

Franich House: Franich house is a relative newcomer to the top rank of Darokin society, having been founded only 63 years ago. Arturo Franich, son of the



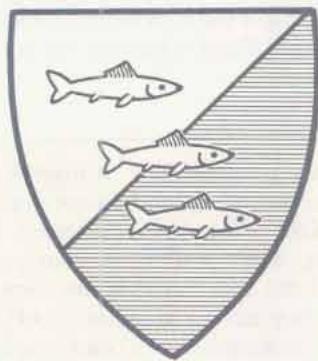
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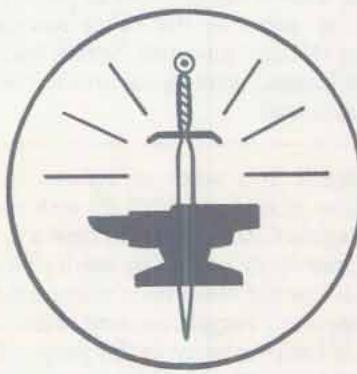
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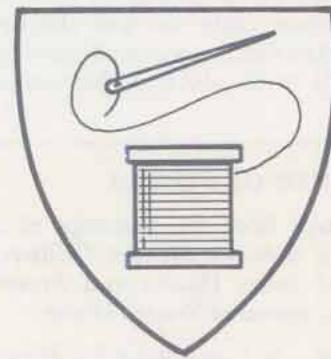
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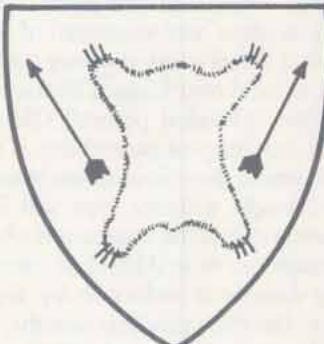
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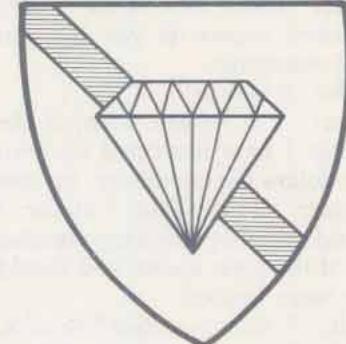
PENNYDOWN



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FRANICH

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founder, has almost single-handedly built Franich house, which was once a modest domestic house like hundreds of others, into the eighth largest house in Darokin. Franich has done this without specializing in any one market or type of business. Rather, there seems to be nothing that Franich house doesn't have at least a small piece of. As befits their wide-angle approach to business, Franich house is based in the capital city of Darokin.

Hallonica House: Hallonica house has dominated business in Selenica and eastern Darokin for as long as anyone can remember, and they continue to prosper despite the arrival of Al-Azrad. Hallonica's response to Al-Azrad, in fact, is a textbook example of the Darokin approach to business. Rather than getting into a protracted and expensive trade war with the newcomers, Hallonica house instead negotiated agreements with Al-Azrad that comple-

mented each other's strengths; Hallonica house, with the help of Al-Azrad, has moved up to the third richest house in the country. Rypien Hallonica was the fifth Chancellor of Darokin, from 975 until his death in 988. Rypien's son, Bertram, now runs the business.

Linton House: Linton house is an exception among Darokin trading houses in that they do a great deal of business on the seas of the Known World. Based in the port city of Athenos, Linton house owns a substantial fleet of cargo ships and works with the merchants of Ierendi and Minrothad very heavily. Linton house has parlayed this almost exclusive hold on Darokin sea trading into a position as the second richest trading house in the nation. Linton house is not as politically active as some of the other so-called "Great Houses" and their current leader, Lucius Linton, seems quite content with the status quo.

BALANCE OF POWER

an excerpt from the transcript of a meeting between Mendel Callister, head of Toney House, and Arturo Franich, master of Franich House.

Callister: So that is my offer, Mister Franich. I believe that you will find it to be quite satisfactory, shall we do business?

Franich: I will say this for you, Callister: you are a shrewd man. But tell me that you do not think that we at Franich House are fools do you?

Callister: Fools? Not at all! I have the utmost respect for you and your various enterprises.

Franich: Is that so?

Callister: It is indeed. Many is the time that I have instructed my own staff to follow the example set by your employees. 'Look to Franich House,' I have said, 'for they are clearly the most clever of the great houses and should not be taken lightly!'

Franich: If that is so, friend Mendel, then why do you present me with an offer which is counter to my own best

interests? If I were to reduce the amount of trade which I do with the Artuaghin Clans you would have a virtual monopoly on it. The small profit which I would make from your pitiful attempts at a bargain are next to nothing. If I were to agree to this proposal, I would certainly be setting a very poor for those young merchants at your House who look to me so often for instruction, wouldn't I?

Callister: I am sorry that you feel that way, my friend. However, you really have no choice but to agree to my terms.

Franich: What do you mean! How dare you come here so assured of your position! What magical power do you claim to hold over Franich House?

Callister: 'Magical power?' Oh, my friend, no 'magical power.' But if you will examine these documents which I have brought with me, you will find that every one of the warehouses which you make use of in Akorros is owned, either directly or indirectly, by Toney House. Over the past few months, we have kept a careful track of all your stock and we have noted certain, shall

Mauntea House: Merchant houses will come and go, but there will always be a Mauntea house. To a great extent, the Maunteas are Darokin; four of the first six Chancellors of the Republic were Maunteas, including the current one, Corwyn Mauntea. Mauntea house is by far the richest house in the country and, for over 200 years, has remained the standard by which every other merchant house is judged. Mauntea house is based in Darokin, of course, and continues to lead by example. Mauntea house was the first to use Darokin Diplomatic Corps students as arbitrators, thus starting that tradition, and was the first to include elves, dwarves, and halflings in the business, not just as employees, but as full trading partners. They were the first to share profits from individual caravans with the employees who were most responsible for its success. All of these "reforms" are standard throughout Darokin business today.

we say, 'irregularities?' It may be that we are mistaken, but I do not think so.

Franich: You think yourself very clever, don't you? I see your papers and I tell you that they are correct—but they fall far short of proof! You could never convince a court or arbitrator that these were not products of your imagination!

Callister: I quite agree, sir. There is no way that I would introduce these documents as evidence in a court of law. Still, my investigations have shown me that you have managed to acquire a great deal of money which might otherwise have gone to the coffers of Mauntea House. I think that they would be more than interested in the information which I could present them with. Don't you agree, Mister Franich?

Franich: Bah! You are not worthy to stand with the Great Houses of Darokin!

Callister: I'm very sorry that you feel that way, Mister Franich. Now, if you will sign here...

Pennydown House: Pennydown house is based in Darokin as well, and it is a house famous for its domestic trade. Pennydown house has a large number of Travelers and Keepers, and they do just enough porting to keep their shops supplied at the lowest possible cost. Pennydown house owns nearly 100 shops across Darokin, and employs over 200 more Travelers. As the largest single retailer in the country, they've built a business that now ranks as the fifth richest in Darokin. Pennydown house was founded shortly after the Great Merger and is currently headed by Elissa Pennydown, great-granddaughter of the founder.

Toney House: Toney house is the smallest of the "Great Houses" of Darokin, but this is a slight thousands of businesses would love to endure. Based in Akorros, Toney house has made its fortune (ninth best in Darokin) on a combination of lake shipping, foreign trade with Glantri and Atruaghin, and domestic trade in the rich agricultural region just east of Lake Amsorak. Toney house has been around for a long time, though for some reason it is not recognized as one of the greats of history, the way Mauntea and Corun houses have been. The current head of Toney house, Mendel Callister, is intent on seeing the house receive more respect from its peers.

Umbarth House: Umbarth house is somewhat isolated due to its location in Akesoli, but the fact remains that it is the sixth richest house in Darokin. Umbarth house does a great deal of foreign trade with Glantri and Ethengar, and they also do business (through their "second home" in Darokin) with nearly every other nation in the Known World. Umbarth house also does a tremendous amount of business with Alfheim, probably because of the large number of high-ranking elves in the house hierarchy. The current head of Umbarth house, Greenleaf Vickers, is a direct descendant of Sasheime Vickers, the first great diplomat of Darokin. It is interesting to note that he also has some elvish ancestry and shares some of their graceful physical features.

The guilds of Darokin, with the support of the merchants, wield tremendous control over their respective crafts and industries. Nearly every skilled occupation in Darokin, so many that a list would be nearly impossible to make, has a corresponding guild. These guilds determine terms of apprenticeship, approve the applications of apprentices wishing to graduate to their own shops, set prices, negotiate contracts with suppliers of raw materials, and make sales to dealers of finished products. Guilds who abuse this great power are pressured by the merchant houses to mend their ways. "Enlightened self-interest" is, again, a major guiding principle in guild politics.

The single most powerful guild is, of course, the Merchant's Guild. The Merchant's Guild Hall in Darokin is the largest building in the entire nation, including the Capitol building just up the street (the Guild Hall is described in detail in the section on the city of Darokin, later in this book). The Merchant's Guild serves as a meeting place for the various merchant houses to meet and negotiate business deals, as well as providing a single voice with which the merchants can influence the government of the Republic. The Merchant's Guild also exerts considerable influence over the other guilds of the country. An unfavorable reputation in the halls of the Merchant's Guild, or even—heaven forbid—a Guild boycott or embargo, could destroy or cripple an entire industry in a matter of weeks.

Natural Resources

Darokin is not a land that has been blessed to a great extent by nature. Clearly, Darokin's greatest natural resource is its people—their ingenuity, their talent for business, and their hard work. But the Republic is not a barren wasteland, either, and there are many features of the land that Darokin's citizens have learned to use to maximum economic advantage.

Darokin has a strong agricultural industry. With the exception of the cities of Athenos and Tenobar, all of Darokin is able to feed itself with what it can pro-

duce locally. The Streel Plain, at the very center of the country, has land so good that large surpluses are ported out every year.

The open expanses of choice growing soil on the Streel Plain have made agriculture in the area big business. Many farmers have banded together in large combines, arrangements in which farmers retain ownership of their land, but agree to follow the directions of the combine directors. With large tracts of land (some hundreds of square miles in size) managed for maximum efficiency, the crop output (and each individual farmer's share of the profits) has continued to rise steadily.

The most common products ported out of the Streel Plain combines are corn, wheat, flour, beans, peas, dried meats, and cheese. Many other crops are produced, but they are either consumed locally or traded to nearby domestic markets. The reason for this is simple practicality, as many perishable goods, like fresh meat or milk, would spoil before it could be transported to distant markets.

The hills of southeast Darokin are also rich in agriculture, but the crops are not produced in the staggering volumes they are in the combines. It is widely accepted, however, that fruits and vegetables from this region are much more flavorful than those grown in the plains. So even though prices tend to be higher because of the limited supply, the local farmers have no trouble selling their surplus.

There is a strong fishing industry on the shores of Lake Amsorak, and some fishermen also make a living in Malpheggi Bay and on the Streel River. The fish are usually cured or pickled, then ported out.

Southern Darokin also has a strong timber industry. The Canolbarth Forest extends beyond Alfheim almost to the Five Shires, and its supply of excellent wood is practically unlimited.

The Cruth and Altan Tepes Mountains are home for a small but important mining industry. Although the technology for deep mining is not very advanced, there are some extensive mineral deposits that can still be gleaned from just below

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the surface. Current mining activity produces good quantities of copper, iron, tin, zinc, silver, gold, and the occasional gemstone. Also, there are extensive soft coal deposits in the hills just northwest of the Malpheggi Swamp, although the Magistrates in these Borderland areas are not sure what to do with them at this time.

Industry

Trading is well and good, Darokin's industrialists like to say, but without the factories and craftsmen, there would be nothing to trade. This is quite true, and while it seems unfair that the traders should get all the glory in Darokin's economy, the manufacturers, craftsmen, and artisans of the Republic do command their share of the monetary benefits.

Most "heavy" industry centers on the rivers of Darokin, primarily the Street, for the water power that drives mills and other large machines. Flour mills are common on the Street near the large wheat-producing combines, as are corn mills, weavers and dyers. Several large sawmills use the power of the Helleck River to cut the locally-produced timber into boards and posts, and to pulp the leftovers into parchment.

Many more industries thrive in Darokin's many small shops, far away from big rivers and large factories. Wagonwrights and cart makers prosper all over the country, as do leatherworkers, furniture makers, smiths, tailors, cobblers, tinkers, potters, bakers, candlemakers, fletchers, and all other manners of independent craftsmen. The highly developed distribution system provided by Darokin's merchants means that a craftsman can do what he wants (usually this means what he's good at) and, if no market exists for his products where he lives, another merchant will take them to a location where one does.

Magic-users and alchemists do not make up a large segment of the Darokin economy, but their contribution is nonetheless important. Most magical products made in Darokin are traded domestically, because there is rarely any excess to port

out. The market for imported magic is particularly good right now. The raw materials of magic (like monsters, alchemical compounds, and ancient tomes or artifacts) are also in great demand in Darokin. "Where there is great demand", the Dealers like to say, "there is great profit."

High Finance

In an economy of amazingly high numbers, where goods are often bought by the ton and where caravans can stretch more than a mile in length, it seems obvious that a gold coin cannot be the only medium of exchange.

This is not to say that money is out of style in Darokin. Far from it! For small payments (under 500 daros or so) and everyday use, the coins of Darokin are the preferred method of payment.

The Republic of Darokin mints four coins: the gold *daro*, the electrum *half-daro*, the silver *tentrid*, and the copper *passem*. The relationship between these coins is the same as in the *D&D® Basic Set*: two half-daros equal one *daro*, and ten *tentrids* equal one *daro*; ten *passems* equal one *tentrid*, 50 *passems* equal one *half-daro*, and 100 *passems* equal one *daro*.

For larger sums of money, a document called a "cloc," or "certified letter of credit," is standard. Only institutions authorized by the Darokin government may issue clocs and the government itself issues more of them than anyone else. The larger merchant houses, and quite a few of the guilds may also issue them. In addition, several businesses have recently been formed in the capital whose sole purpose is to issue certified letters of credit. These institutions are called credit houses, and are still looked at suspiciously by some of the old-line merchant houses.

When a cloc is issued, the issuer is promising to pay whoever holds the letter the amount specified. There are many ways to get a cloc, including paying for one in cash (the price is usually the amount of the letter, plus five percent). Merchant houses often issue clocs backed

by their own assets, and many of Darokin's most prestigious merchants can get a cloc in almost any amount based simply on their reputation. When using a cloc to pay a debt, the letter is signed over to the payee, and both parties must sign the letter and affix a personal seal as well. Forging a certified letter of credit, or the signatures required to transfer one, is considered "theft by deception," and usually carries the highest penalty permissible by law.

Many clocs are transferred many times before they are ever presented for payment to the issuing party, so they become a sort of paper money—though the majority of Darokin citizens will never own one.

The certified letter of credit is the basis of all finance in Darokin. Gold daros can be stolen; many people turn their coins over to a credit house in exchange for safe, theft-proof clocs of a slightly lesser value. In essence, this works something like a checking account at a bank. Other people receive clocs from a credit house based on a promise to deposit a much higher amount of money than the letter specifies by a certain date. In more familiar terms, they take out a loan. As the creative financial minds of Darokin merchants, the sharpest in the Known World at such things, continue to mull over the possible uses a certified letter of credit can be put to, more interesting financial arrangements are sure to follow.

NON-HUMANS IN DAROKIN

Although Darokin is primarily made up of humans, they have made ample room for most types of non-humans to make significant contributions to nearly all aspects of society. This is done for the same reason Darokinians do anything—they see the potential for profit in it.

Most merchant houses welcome non-human traders as partners. While most deal only with the countries of their race (Rock-home, Alfheim, Five Shires) to begin with, those that show talent soon are given greater responsibilities—just like any other employee. Currently, non-humans fill many key positions in the Darokin economy, including leadership of several medium-sized merchant houses.

Perhaps most importantly to the economic establishment of the Republic, non-humans are a significant market for imported goods, especially those from the nations founded by their race. And since non-humans make up just under 15 percent of Darokin's population, their needs cannot be ignored by a responsive economy.

Elves

It should come as no surprise that of all the non-humans in Darokin, there are more elves than any other type. After all, the elf homeland of Alfheim is entirely surrounded by Darokin. Of course, most of the elves who live in the area prefer the forests of Alfheim to Darokin, but there are still many elves getting along just fine, and even prospering, in the cities, towns, and villages of the Republic.

Oddly enough, the one part of Darokin life that elves seem to have no taste for is the constant buying and selling of the merchant. Given elves' long lifespans, love for nature, and carefree attitude about material possessions, their disinterest in acquiring vast wealth is understandable. And there are some notable exceptions in the Darokin merchant community, elves who do quite well and are formidable negotiators.

On the other hand, elves seem to make wonderful diplomats. The Darokin Diplomatic Corps accepts elven applicants almost automatically, though the number of elves in the DDC is not at high as they would like.

The only caution the Corps must take is not to assign elves to diplomatic situations where the parties they deal with may be prejudiced against the elven race.

For the past few hundred years, Darokin and Alfheim have enjoyed excellent relations. The natural result of such friendship between governments has been the formation of personal friendships between the citizens of the two states. Often, friendships evolve into romances and marriages between elves and humans are becoming more and more frequent in the area around Alfheim. Although children are not as common to such couples as they are to those who marry within their race, they are still a fairly frequent occurrence.

The children of elf/human marriages tend to favor one of their parents rather than becoming a fusion of the two races. Still, it is normally clear that the individual has mixed blood for he will have physical features of both races. Thus, a child who favors his human parent will be, for game purposes, a normal human but may have the pointed ears of an elf. The reverse is true of children who favor their elven parent.

Dwarves

Dwarves tend to keep to themselves and seek each other's business and company.

Many merchant houses employ dwarves to accompany caravans to and from Rock-home, as translators and liaisons between the human merchants and their dwarven customers. Dwarves seem to have a greater interest (and a greater talent) for the trading business than elves, though dwarf traders are still fairly rare.

Dwarves' biggest contribution to the Darokin economy is as craftsmen. In a number of fields, the quality of work done by dwarven workers far surpasses anything else available, and dwarves dominate the guilds that govern those crafts. In fact, several dwarves are Guildmasters in Darokin, including those of the Gemcutters, Masons, Stonecutters, and Weaponsmiths Guilds. There are many other guilds where dwarves exert a strong influence including, oddly enough, the Cobblers Guild.

The dwarves of Darokin are sociable enough, but they do prefer to live in their

own small neighborhoods, apart from the other races. Humans and others are always welcome in these "dwarftowns," but it is clear the visitors do not belong. Dwarves also tend to shun the larger cities (unless business requires their presence), preferring to live in the smaller towns and villages, especially those in the hills and mountains.

Halflings

Halflings, or Hin as they call themselves, are not very common in Darokin because they seem to prefer to live in their own homeland, the neighboring Five Shires.

Those Hin who do live in the Republic are concentrated in the towns bordering on the Five Shires, like Athenos, Hinmeet, and Mar. Hinmeet, in fact, was founded by Hin as a trading post so that Darokin caravans would not have to enter the Five Shires as often.

There are no halflings in positions of power in any of the major merchant houses or in the DDC. Many towns, especially in the northern half Darokin, don't have a single halfling resident.

Orcs

Although orcs are considered to be monsters by the average citizen of Darokin and are normally attacked on sight, the society has found itself with a very few citizens who are of mixed human and orc blood. Just as those of mixed human and elvish stock tend to favor one of their parents much more strongly than the other so to do these "half-orcs".

Those children that resemble their orc parent will likely be treated as if they were severely deformed. Children who take after their human parent may find a place in society. As a rule, they are employed as manual laborers (many are indentured), and are at the very bottom of the Darokin social ladder. They are not trusted, constantly watched when in public, and generally abused by anyone who thinks they can get away with it. It's not a particularly fulfilling life, true, but given the history of Darokin's relationship with the orcish race, the humans' reaction is, perhaps, understandable.

Darokin Society

The Republic of Darokin has a remarkably open society. In fact, one might even be tempted to call it "enlightened," especially in relation to the more conservative attitudes of some of its neighbors.

Perhaps the most obvious reason for such a liberal culture is simply that the leaders of Darokin are secure enough in their wealth and power to tolerate a little dissent.

Another reason for the general contentment of the populace is that they do not want for basic commodities. An oft quoted tenet of the Darokin government is simply that "The greatest guard against revolution is a well-fed populace". Thus, most of the Darokin people are content with their lives and in no mood for revolution. Even the so-called "less well-off" of society do not grumble overmuch, because even for them, society holds the potential for rapid advancement and quick wealth.

Class Consciousness

There are four acknowledged social classes in Darokin which are based, like everything else here, on wealth.

The *elite class* is the smallest and the most powerful. Immediate family members of the largest trading houses, major industry owners, top government officials, and a few of the richest Border Magistrates are successful enough to be in this class.

The *gold class* is much larger than the elite, but still wields a considerable amount of power. Landowners, traders in more modest merchant houses, high-level diplomats, Guildmasters, and most Border Magistrates are in this class.

The *silver class* is perhaps the largest of the four classes. It consists of shop owners, craftsmen, most diplomats or other government officials, scholars, army officers, and most Travelers.

The *copper class* is the lowest in Darokin society and is comprised of laborers, soldiers, some Streeters, vagrants, beggars, and criminals. Indentureds are also considered part of this class, no matter their social standing before their sentencing.

These class distinctions have their gray areas, of course. There are no set definitions or rules, so most questions are settled by consensus. Movement between classes is fairly easy to accomplish in Darokin and a person born to a copper-class family is by no means doomed to stay there. Conversely, a person born to an elite-class family has no guarantees.

While most people in Darokin recognize these class distinctions, very few let differences in class affect a business deal or other important decisions. Some members of the upper classes are snobs, to be sure, but that attitude is disdained by the majority as being bad for business.

One place class distinctions have become well-established is in the language of Darokin. Many guilds grade their members' work on a four-level scale, the best being "elite," then "gold," and so on. Common phrases include:

"You don't get elite quality for copper prices"—a common merchant's retort when a buyer complains about a high price.

"A copper job"—a menial task, usually one perceived as being below one's station.

"Silver and gold"—neither exceptionally good or bad. "The cough is better, thank you, but I still feel pretty much silver and gold."

"No matter how shiny the copper, it's still not gold"—a saying about anyone or anything whose ambitions are beyond his or its abilities. "Silester a candidate for Town Council? You know his background—agreed, he's made some improvements, but no matter how shiny the copper, you know?"

"An elite day"—used to describe beautiful weather.

"A mind full of copper"—either a stupid person, or a pessimist, or both. "It's a great opportunity. You'd have to have a mind full of copper to pass it up."

"A life of silver"—unrelenting mediocrity. "Son, if you don't work harder at your studies, all you've got ahead of you is a life of silver."

Displays of Wealth

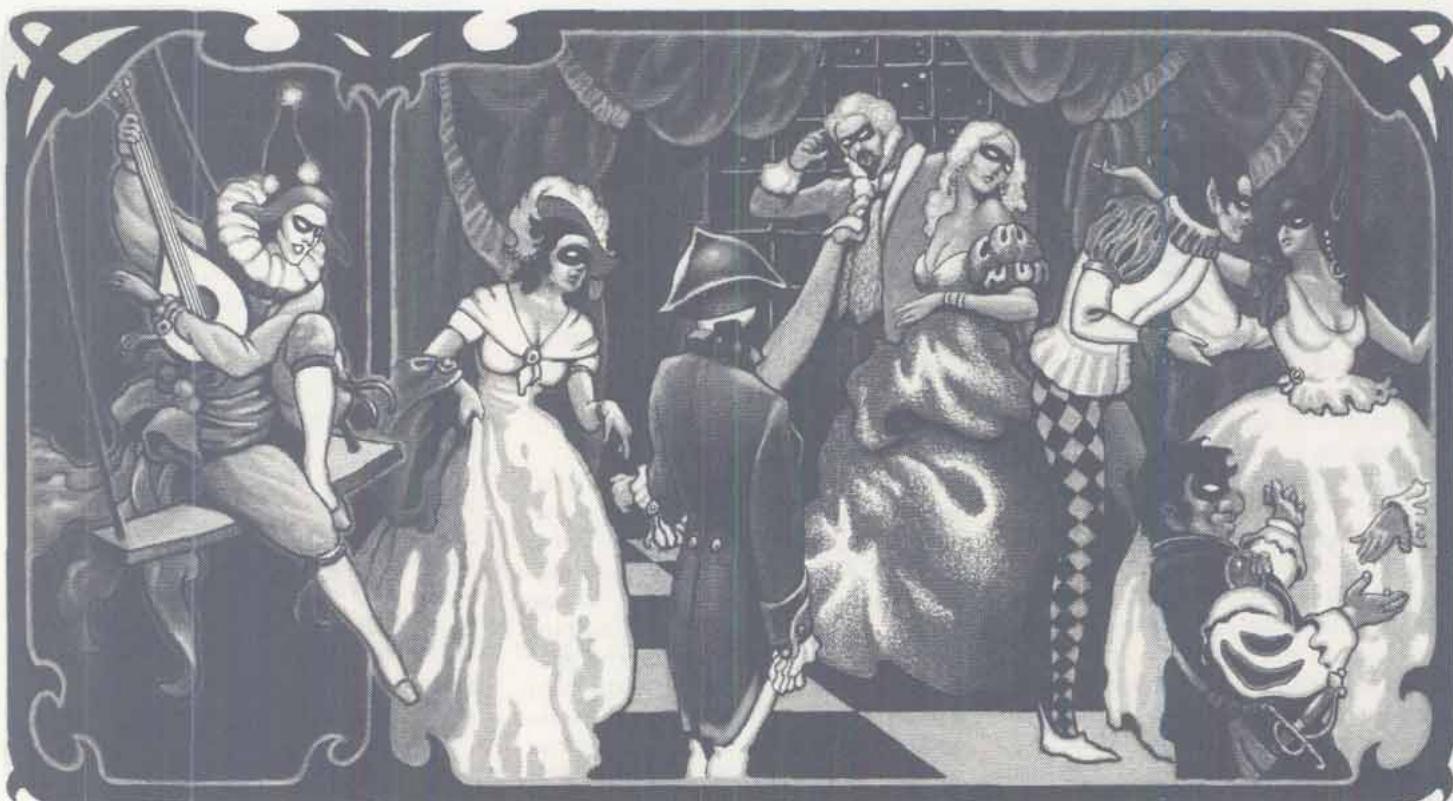
Members of Darokin society must walk a fine line when it comes to personal wealth. On the one hand, power and status comes from wealth, so it's important that most people be able to tell fairly readily just how rich you are. On the other hand, garish displays of wealth for appearance's sake are seen as wasteful and bad business. Since nothing is worse than being thought a bad businessman, ostentatiousness is always avoided.

As a result, Darokin society has reached a sort of unspoken compromise. The system is quite subtle, though native Darokinians and long-time visitors have it figured out. Some of the principles involved are as follows:

* Expensive, flashy personal items are in bad taste; however, if an item is business-related, the sky's the limit. A carriage handmade from the finest imported woods, always spotlessly clean and waxed, is a sign of great wealth ("They last a lot longer when they're built like this. Good for business."), while a carriage covered in gold and gems is just a sign of no taste.

Another common item that Darokin's wealthy use as a status symbol is a *tomba*, a counting and calculating device similar to an abacus. More commonly referred to as a "counter," *tombas* come in all sizes and materials, from wood and clay to platinum and gems. In many business negotiations, the moment of truth comes when the two chief merchants take out their personal counters to check the figures agreed to, giving each other one last shot at the upper hand. It is not unheard of for counters to cost five to ten thousand daros, and sometimes more. And in what perhaps is the greatest example of one-upmanship, the very top of Darokin's elite merchants frequently use simple, unornamented *tombas*. Their statement by using such a counter is, "I'm so rich and powerful I don't need to show it."

When it comes to personal items, expensive is all right, but flashy isn't. Darokin's elite have fashion tastes that run to rich fabrics, bright colors and custom tailoring. Jewelry is unadorned gold



or sometimes mithril, and if there's a gem at all, it's a single flawless one, not too big.

Another accepted way for Darokinians to display their wealth is through employees and servants. Unlike material possessions, a retinue can almost never be too big; money paid to servants is circulated through the economy, to everyone's benefit. A typical retinue accompanying a wealthy merchant on a Darokin street will include two carriage drivers (or horse tenders if a carriage is not taken), two to four guards, an assistant (for carrying papers), two to four porters (in case the merchant makes any impulse purchases in the market), plus whoever else the merchant feels may be necessary.

It is important to note, also, that this is just the traveling retinue. Guests at a rich man's home in Darokin will find a huge number of servants catering to every employer's and guest's whim. At the homes of the top of the elite class, the servants regularly outnumber the guests at social functions.

While on the subject of social func-

tions, the Darokin tradition of an annual Masked Ball deserves some mention. Nearly every city, town, and village in the Republic has a Masked Ball, and it is usually held in the spring. In smaller towns, the Ball is held in a private home, but in the larger cities, only large public buildings could possibly hold the crowds.

The Masked Ball is one night's exception to the Darokin attitude of restraint that pervades the rest of the year. Excess is encouraged here, and some of the most outrageous costumes, gaudiest jewelry, and dazzling fashions are on display. Masks are to be worn at all times, so (in theory) no one knows who anyone else is. Anyone who can afford a ticket may attend. Ticket prices vary with the size of the ball, and range from 500 to 5,000 daros each. Any profit the ball makes is turned over to a charitable organization designated beforehand.

Charity

With the exception of each city's annual Masked Ball, there is not a great deal of

charitable activity in Darokin. Darokinians put a great deal of stock in the value of self-reliance, and charity is perceived by the majority to take that self-reliance away. Even the poor themselves are often reluctant to take charity, because they, too, believe in the possibility of sudden wealth that Darokin's strong economy provides. To accept charitable help is, in their minds, to give up on that dream.

This is not to say that the people of Darokin are callous to those in need. In the case of natural disasters (fires, floods, storms, etc.) and the truly needy (orphans, cripples, the chronically ill), there are several private organizations that try to help. These private charities are set up by wealthy philanthropists who wish to do more with their fortunes than just pass it on to their heirs. Many churches also do charity work as part of their continuing activities.

The government of the Republic does not spend any tax money toward these charitable causes, but many government leaders, because of their wealth and prominence in the community, also lead

DAROKIN SOCIETY

private efforts in their free time.

RELIGION

Darokin is a land of diversity. Its history is one of many different peoples and races coming to the "Land of Leftovers" from many different realms. Even today, Darokin traders go throughout the Known World, and merchants from all across the Known World visit the Republic. This incredible mixing of cultural influences has led to a great tolerance of religious diversity in Darokin. As a result, nearly every religion known to intelligent life in the Known World is practiced in Darokin.

Thus there is obviously no "state" religion in Darokin. Religious preference is an intensely personal subject and business associates may work together for years without knowing each other's religion. And just as individuals respect each others' choice of religion, so do the religions themselves. There are no rivalries, crusades, or holy wars between religions in Darokin.

Of course, some religions are more discreet in their practices than others, especially those that follow evil deities. While some lawful evil religions (the charming, non-violent ones) operate in public, the darker, more violent ones remain underground. As long as their activities are not too blatant, the authorities tend to look the other way.

MAGIC

Magic plays a small part in the daily lives of nearly all Darokin residents. The Magic-User's Guild is one of the most powerful in the country, and they do a great deal of business both inside and outside Darokin. Typical transactions include porting out magic items made in the country, and porting in spell components, rare artifacts, and magical creatures for research and experimentation.

Darokinians have a healthy respect for magic and magic-users, as well as a strange fascination for magical items. While such work is beneath most powerful mages, many low-level magic-users

make a comfortable living in Darokin creating small magical "gadgets," household and personal objects that are useful in a novel way. Typical gadgets include shoes and belts that buckle and unbuckle themselves on verbal command, firestarters for stoves and hearths, mixing bowls that mix ingredients themselves, stands that hold books open to the correct page, and so on. More powerful magic-users tend to be more ambitious, creating mighty items, researching strong new spells, and making their services available to the general public and businesses of Darokin for a fee.

The merchants of Darokin make great use of wizards, but only within certain unwritten guidelines. For example, it is common for magic-users to ride with large trading caravans, lending magical support to the guards' efforts, helping with repairs, forecasting and changing the weather, and anything else that may be required. Magic-users are also extensively used to check the authenticity of rare items and to guard against *illusions*, *charms*, and other magical influences.

The use of magic to unfairly influence a business negotiation is, according to Darokin law, "theft by deception." It is very difficult to prove, however, and usually breaks down in court as one wizard's word against another's. Most merchants depend instead on the power of their own wizard's defensive spells to protect them, as well as the social stigma involved. If it ever becomes widely believed that a particular merchant uses magic to influence his business (whether or not it is proven), many will stop doing business with that merchant, and his reputation and livelihood will suffer greatly. While very competitive, most Darokin merchants have a strong sense of fair play anyway; most would rather lose a fair fight than win because of an unfair advantage (though few would come right out and say that).

Out in the untamed, open areas of Darokin, away from civilization and the continual bustle of business, a number of magic-users pursue the art for its own sake, simply trying to learn more about the nature of magic and to become more adept at its practice. There are many fear-

some wizards, it is rumored, in remote towers, surrounded by powerful magical creatures and traps, with huge magical treasures. How many of these rumors are true is anyone's guess.

ARMS AND ARMOR

Like most peoples of the Known World, nearly everyone in Darokin society wears weapons and is at least familiar with their use. Darokinians consider themselves more civilized and less violent than others (this may or may not be true, but they believe it), so their weapons tend to be light, usually a small dagger and maybe a thin short sword or long sword. Many of the wealthiest Darokinians carry no weapons at all in the relative safety of the cities, leaving the fighting to their everpresent guards.

Darokin weapons emphasize skill and speed, as does their armor. Plate and scale armor is almost never seen in the Republic, and chain mail is rare. When people wear armor at all (only private guards, soldiers, town watchmen, and couriers regularly do so), it is padded leather with a metal breastplate. The legs, arms, and head are usually unprotected. Out in the wilderness, of course, more complete armor (sometimes even chain mail) is the norm.

Three historical developments brought this state of affairs into being. The first was the pike, which the armies of Darokin were the first to master (and, in fact, one of the few armies to even consider using them). Lines of pikemen, in battle, are extremely effective against slow-moving, heavily-armored men. Lightly armored for quick changes of position and formation, Darokin pikemen can outflank and outfight nearly any army, mounted or not, in heavier armor.

The second development that ended heavy armor in Darokin was the longbow, another Darokin army favorite eschewed by other countries. While it cannot be fired effectively from horseback, disciplined formations of longbowmen can wreak havoc in many other combat situations.

The last development was the evolu-

tion of the Darokin national character toward finesse and negotiation over force and brute strength. Darokin diplomats learned early on that rows of heavily-armored fighters look more hostile than lightly-armored ones, and that opponents are more open-minded and receptive to a negotiated settlement when faced with the latter.

The result of all this is a lightly-armed and lightly-armored society, adept at a fighting style that stresses skill, style, patience, precision, and endurance—the same sort of qualities encouraged in other facets of Darokin life.

Visitors to Darokin usually catch on quickly. People walking the streets of a city or town in heavy armor, or carrying heavy weapons, are met with great caution and suspicion. Most citizens will give such a person a wide berth, and be on constant guard. An entire group of heavily-armed adventurers would undoubtedly draw the attention of the town guard, and could be detained for questioning.

CALENDAR

Because Darokin carries on so much business with so many other countries, most people are familiar with all the common names for the 12 months of the year, and are more than happy to quote dates based on the calendar of whomever they happen to be dealing with. Inside Darokin, most people use the names of the days and months of the Thyatian calendar, which should come as no surprise since it is the most common one in use. Important dates in Darokin are:

1 Nuwmont: New Year's Day. All businesses are supposed to be closed on this holiday, and most traders are more than willing to comply, given the hectic activity of the past few weeks (see below).

23 Vatermont: Chancellor's Day, celebrating the birthday of the first Chancellor of Darokin, Charles Mauntea. This is a holiday for many workers, but most businesses remain open.

1 Thaumont: Income taxes are due on the previous year's income. It is also the

first day of spring.

21 Flaurmont: The traditional date of the Darokin Masked Ball, held in the Merchant's Guild Hall in Darokin. This is the biggest and best of the Masked Balls, and many other cities schedule their own Balls for the same night.

1 Klarmont: The first day of summer.

13 Fyrmont: Darokin Day. A national holiday, this celebrates the supposed birthday of Ansel Darokin, who founded Darokin nearly 1,000 years ago. Darokin Day is celebrated with parades, fairs, special entertainment events, and the closing of all businesses.

1 Ambyrmont: The first day of autumn.

15 Swiftmont: Every five years (years ending in 3 and 8), the Great Reckoning begins.

6 Eirmont: Harvest Day. All citizens, no matter their station, dress as farmers for the day and celebrate the harvest—even in the largest cities. Many businesses remain open, but most workers try to get this day off if they can.

28 Eirmont: In the years of the Great Reckoning, the counting and calculating is usually finished by this time.

1 Kaldmont: The first day of winter.

1-28 Kaldmont: Since most business contracts traditionally expire on 1 Nuwmont, traders throughout Darokin scramble this entire month to renew working agreements with suppliers, customers, and other business partners.

28 Kaldmont: In the years of the Great Reckoning, taxes on increases in total worth are due on this date.

In addition, Darokin law provides for a "local holiday" each year for every city, town, and village in the Republic. The date of the holiday, and the reason, differs for each town, and they are too numerous to mention here.

Nearly every religion in Darokin has its holidays, too. As long as the requests do not become excessive, most employees are given religious holidays off without question. The non-human races also have their own holidays, which are usually observed in their own neighborhoods.

The First of Hralin

"Slow down, Phoenix!"

It was no use. The little fellow was racing along at his best speed and there was no way I could keep up with him. Sure, in a sprint on open ground a dwarf isn't very fast, but when it comes to the hustle and bustle of a city street they can't be beat. I called after him again, wondering at the pace he was setting.

"Hurry up, Treya! Today's the First of Hralin and the sun is almost down!"

With that, he shot inside a gate which was being closed across the street. I realised now that we were on the outskirts of Darokin's Dwarftown. I had no idea what was so important about sunset, but I was determined not to lose track of Phoenix so I threw myself through the gate just before it was locked into place.

With a sudden shock, I stumbled to a halt. The street was clogged with dwarves, as you might expect, but they didn't move. All around me were tables set with food and drink. Dwarves in fine clothing sat there, as if in the midst of a great party, but they didn't make a single motion. I had never seen anything like it.

I caught up with Phoenix, who was standing dead still next to a keg of ale. He held a large tankard in his hand, but it was empty and unmoving.

Before I could speak to ask him what was going on, a dozen thunder claps split the night air. I looked up and saw that the evening sky was filled with fireworks. Phoenix slapped my back, almost knocking me down, and let out with a howl which was joined by everyone in the area.

The entire street exploded into activity. Everywhere, dwarves fought for access to the lavish tables, mugs were being filled and drained rapidly, and singing filled the air. The sudden rush of sound was almost too much for me and I looked back at Phoenix for an explanation.

"Happy New Year, Treya! Last one to the keg is orcs spawn!"

CITIES AND TOWNS

Darokin is a country that runs on business, and business requires places for merchants to meet, convenient areas for goods to be warehoused, secure places to hold large quantities of money. In other words, cities. No other country in the Known World is as urban as Darokin, despite its large agricultural industry. A few people prefer the life of solitude and freedom the wilderness provides while others (farmers and ranchers, mostly) live in the country out of economic necessity. The rest live in the villages, towns, and cities of the Republic.

The next few pages provide an alphabetical listing of the major settlements of Darokin and gives the DM a brief description of their most interesting aspects.

Akesoli

Akesoli is the westernmost city in Darokin, and an important link to Glantri and points farther west and northwest. Akesoli is the smallest of the so-called "Six Cities" of Darokin, with a population of just over 17,000.

Located on the western shore of Lake Amsorak, Akesoli is, first and foremost, a major commerce center. All trade with the lands to the west of Darokin comes through Akesoli, so the city is dominated by piers, docks, and warehouses. There is also a large shipbuilding, refitting, and repair industry here because of the constant lake traffic between Akesoli and Akorros.

Akesoli does not produce a large number of goods itself, acting instead as a gathering point for other areas' products. But the city does have a few home industries, most notably shipbuilding, rope making, and fishing.

The shipbuilders of Akesoli do not build large, ocean-going vessels, leaving that market to their compatriots in Athenos and Tenobar. Akesoli shipbuilders focus their efforts on small to medium-sized fishing and cargo-carrying ships for the waters of Lake Amsorak. These ships tend to be sleek and fast, designed to outrun lake storms rather than ride them out. Their narrow beam reduces the amount of cargo an individ-

ual ship can carry, true, but the ships are relatively inexpensive and cheap to operate (typically needing a crew of only four or so), so shipping costs stay low.

Rope bearing the city seal of Akesoli is known and valued by craftsmen throughout the Known World, especially the shipbuilders of Ierendi and Minrothad. It is the only product Akesoli ports out to other countries.

Akesoli must port in grain and other basic food products. The Sind Desert, which stretches for hundreds of miles, lies just a few miles from the city and the land along the Amsorak shore is not much better than desert sands for growing. Fortunately, lake fishing is good, and Akesoli has a surplus of dried, cured, and pickled fish to trade for food.

Akesoli politics is dominated by the Umbarth trading house, one of the "Great Nine" trading houses of Darokin. The Mayor and four of the six City Councilmen are traders in Umbarth house. The City Guard in Akesoli is a little more wary than in other cities, for several reasons. For one, Akesoli's position as a "border town" leaves it more open to foreign invasion, bandit raids, and the like. Also, there is a significant monster problem in Akesoli. Hungry beasts frequently come out of the desert, from the depths of Lake Amsorak, or from the lands of the Atruaghin Clans, intent on dining on some of Akesoli's citizenry. For these reasons, the City Guard is larger than in many other cities, and much more disciplined. Visitors should not take the guard lightly as they are efficient, bad-tempered, and have no sense of humor whatsoever. What's more, there are no "minor" laws in the eyes of the guard, so adventurers and travelers should be careful.

AKORROS

Akorros is, in the minds of many citizens of Darokin, a "sister city" of Akesoli across the lake. While there are quite a few similarities, the comparison quickly draws anger from Akorros residents, who want nothing to do with the "frontier town" across the lake.

The economic forces that drive Akorros are quite similar to those in Akesoli. Goods are ported in from all over Darokin, gathered together in a large warehouse district, and ported out across the lake to Akesoli for travel further west. Goods coming east from Akesoli are transferred to land caravans for the trip to Darokin or elsewhere.

There is more to Akorros, with its teeming population of 23,000, than a simple lakeside warehouse town, as the residents will be quick to point out. As the largest city in the rich agricultural lands of the Streel Plain, all of the biggest farm combines are headquartered here. A good percentage of the fruits, vegetables, and livestock produced in the area are brought to Akorros before they're sent on to points throughout the world.

Because of its more central location, Akorros does not have the bandit and monster problems that Akesoli does. As a result, the City Guard is much more relaxed and easygoing, though they are still a competent armed force that should not be disregarded. Politically, the Toney merchant house is the most powerful in the city, though several others also exert influence.

The most important political institution in Akorros is the Thieves' Guild. Like most of the Thieves' Guilds in the Republic, this one operates on two levels. On the legal, above-board side, the Thieves' Guild offers its services in lockpicking and trap disarming, as well as "advisors" on matters of security. On the illegal side, of course, are the traditional activities of burglary, mugging, extortion, and protection.

The Akorros Thieves' Guild, like its brothers throughout Darokin, has been around as long as anyone can remember, certainly long before the Great Merger and the establishment of the Republic. At first, the government allowed the Guild to continue for several reasons. First, they thought they were "controlling" the thieves by keeping them in one place and under a careful eye. Second, the Guild promised to police itself, hunting down "renegade" thieves on its own, and forbidding the more violent crimes.

Lastly, the Guild is not too greedy and, since the guilds pay taxes on their proceeds, most city governments figure they would lose more to thieves if there were no Guild than they do now.

In Akorros, however, things have gotten out of hand. Through payoffs, intimidation, and even assassination, the Akorros Thieves' Guild has risen to such a level of power that nothing of consequence happens in Akorros without the Guilds' approval. The Toney merchant house is a member of the "Great Nine" houses, but it is number nine. Just ten years ago, Toney was the 6th-largest house, and their losses to the Thieves' Guild are the main reasons for their decline. The national government in Darokin is just beginning to realize how serious the situation is here, but they recognize that rooting out the Thieves' Guild will not be an easy task.

ANSIMONT

Ansimont is a town of grain silos and heavy industry situated on the banks of the Strel River, some 75 miles upriver of Darokin. Ansimont is good-sized, with a population of some 12,000, which revels in its reputation as a "copper town," an expression referring to the high number of laborers and other lower-class people living there. "Sure, we're a copper town," many residents will tell a visitor. "Just means we're not afraid of a little hard work."

And the people of Ansimont do work hard, often from sunup to sundown. Ansimont is a major mill town, porting in grain from the rich fields surrounding the town for miles, grinding the grains into various meals and flours, sacking the flour, and putting it on barges headed for Darokin and points farther downriver. In addition to the grain mills, there are several huge textile mills, as well as the largest single forge in all of Darokin. The Ansimont Forge puts the power of the Strel River to good use, converting metal ores into refined ingots of astounding purity for easy distribution to weapon makers, smiths, and other craftsmen.

Ansimont is located in the middle of

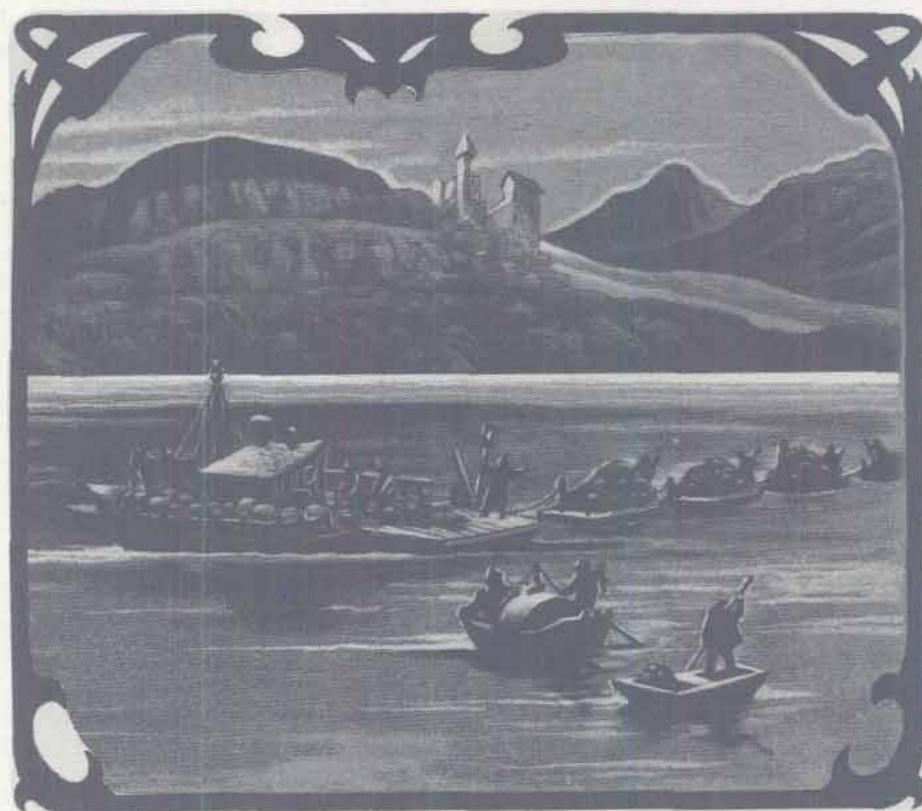
the safest part of Darokin. It's been years since the Town Guard has had to deal with a monster more fierce than a mad dog. The people of Ansimont are a hard-working, hard-drinking lot, however, and street fights and tavern brawls keep the guard busy enough.

Unlike most other towns in Darokin, the people of Ansimont have little respect for and more than a little fear of magic-users. More than once, the guard has had to rescue an indiscreet wizard from an angry mob. Traveling magic-users stopping in Ansimont are encouraged to exercise great caution before practicing their art in public.

ARDELPHIA

Ardelphia was once a proud city on the northern border of Darokin. Orc raiders changed all that in 846 AC when they attacked the city in force, looting the town and massacring most of its population. The attack took place in the fall, and the orcs decided to stay in Ardelphia over the winter, living off the city's stores and those inhabitants they did not kill in the initial attack.

The winter was a particularly long, brutal one, and the wasteful orcs ran through their available supplies very quickly. Initially a coalition of many orc tribes, the orc army began bickering among themselves, then raiding rival



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tribes for what few supplies remained. In the fighting, nearly all the remaining buildings were destroyed or burned, and the orcs succeeded in nearly wiping themselves out. With spring came a force of humans from the south, but the few orcs left fled back to the Broken Lands long before the relief army arrived. When the humans got there, Ardelphia was a picked-over ruin, devoid of life.

Today, 154 years later, little has changed in Ardelphia. Time has marched on, reducing the large piles of rubble into smaller piles of rubble, and allowing the wilderness to creep back in and reclaim the city. Scrub trees and thorny bushes sink their roots between the flagstones of what were once busy city streets, and wild animals scavenge for fruit, berries, insects, and each other.

There is life in Ardelphia today, intelligent and otherwise. The basements and cellars of the once-proud buildings make ideal lairs for all sorts of monsters from insect swarms, giant scorpions and wolves to skeletons, mummies, and other undead, as well as various slimes, jellies, molds, and puddings.

A small number of intelligent beings also call Ardelphia home. A band of marauding orcs has been known to use Ardelphia as a base for attacks farther south, and it is believed that they have a cache of treasure and supplies somewhere in the ruins. Several bands of human bandits also make their homes in the ruins, as well as various drifters who have carved out a survivable niche here.

Despite the obvious hazards of Ardelphia, bands of adventurers explore here regularly, certain that they can find some well-hidden treasure trove that 150 years of bandits, monsters, and other adventurers before them could not. In truth, there are several such troves, containing ancient artifacts, mighty magics, and great wealth. But these treasures, like anything else that has eluded discovery for all these years, are well hidden and well guarded indeed.

ARMSTEAD

Armstead is a village in the hills of south-

east Darokin, just a short trip across the Cruth Mountains from the Karameikan city of Threshold. The 600 residents of this village are almost entirely descended from Karameikan immigrants.

Another 1,000 or so people live in the surrounding countryside within 20 miles of Armstead, mostly raising sheep and cattle, along with some garden-level farming to keep the locals supplied with fresh vegetables. The wool from the monthly shearing is brought into town, where a good deal of it is sold to merchants who take a detour off the Darokin Road to pick it up and deliver it to mills along the Helleck River. The rest of the wool is spun into yarn right in town, where several of Darokin's finest weavers and dyers also ply their trade.

Blankets and cloaks made in Armstead are among Darokin's best, and fetch a handsome price. Armstead is also known for leather work, especially hand-tooled vests and jackets.

Armstead is a peaceful enough town, though it has experienced some recent troubles with small bands of goblins and kobolds, who are apparently living in hard-to-reach caves in the Cruth Mountains. These attackers are not very well-armed or powerful, and seem to be very cowardly. As a rule, they limit their attacks to individuals or groups of two or three humans, and even then they prey mostly on the elderly, the young, and the injured. The Armstead Village Council has recently announced a 50 daro per head bounty on any kobolds or goblins brought to them (dead or alive, but preferably dead). If the troubles persist, that bounty may well be raised to a level that might attract the attention of some professional adventurers, perhaps 200 daros or even more.

Athenos

Athenos is Darokin's largest port, home of the Republic Navy, and the nation's gateway to faraway, exotic markets. Athenos is also one of Darokin's largest towns, with a population of nearly 15,000.

While Darokin remains the seat of

power in the Republic, Athenos is undoubtedly the most interesting city in the country. This is true for a number of reasons. Primarily, it is because Athenos is not a city full of elites. While many rich and powerful merchants do business here, there is a large copper-class work force that gives the city a more earthy, hard-working feel. Another interesting factor is that crews from cargo ships representing countries all around the Known World fill Athenos with a multi-ethnic air. Songs in a dozen different languages can be heard in the taverns, the smell of foods from a dozen different cuisines pour from the eating houses to mix on the streets in a heady fog of exotic spices, and people of all colors, sizes, and garbs greet each other like old friends. It's a great place to live and work.

It's also a dangerous place to live and work. Darokin traders conduct business with each other according to many unwritten rules of courtesy and fair play. No such rules exist when dealing with foreign merchants, however. This is not to say that Darokin traders go out of their way to try to cheat foreigners, but (as the Darokin merchants explain it) certain tactics are used everyday by the visiting traders without even thinking about it, and the Darokin merchants must behave the same way in order to remain competitive. As a result, the occasional burned warehouse, hijacked ship, forged letter of credit, stolen papers, or kidnapping has been known to happen in Athenos. This sort of thing doesn't happen very often, of course, but so much business is done in Athenos every year, that such incidents are practically inevitable.

The Athenos Town Guard, predictably, is one of the largest and the best-trained in all of Darokin. Also, the Darokin Diplomatic Corps keeps a staff of over 50 arbitrators in Athenos for, it is hoped, a quick (and preferably peaceful) resolution to any problems that may come up.

The heart of Athenos is Athenos Harbor (a simple map of the harbor is on the map sheet included in this *Gazetteer*). Goods are loaded and unloaded on the many piers of the harbor and brought to nearby warehouses. The goods are then

transferred to barges and river craft and are taken along the Athenos Canal to the Streel River, and from there upriver to Darokin and beyond.

In addition to trading, warehousing, and cargo moving, Athenos has a strong shipbuilding industry. Athenos ship-builders do most of their work with the larger ocean-going ships, and have gotten quite good at it. Athenos is also the westernmost stop for many seafaring merchants from Karameikos, Minrothad, Thyatis, Ylarum, and the Northern Reaches, so many ships from those countries are in need of repair or regular maintenance by the time they reach Darokin. The Athenos shipyards have acquired a reputation for quick, solid repair work, and the ship repair business has become quite lucrative.

Athenos city government is firmly in the hands of the Linton merchant house, the second largest house in all of Darokin, and the owners of, among other things, the Linton Shipyards, the Linton Warehouses, and Linton Supply. The head of Linton house, Lucius Linton, could probably have been Chancellor of Darokin by now if he wanted to, but his interests seem to lie in consolidating his hold on Athenos.

There is very little monster-bashing work available in Athenos. Even though all sorts of foul things live in the nearby Malpheggi Swamp, the large Town Guard is very efficient at keeping any intruders out of the main part of the city. On the other hand, there is intrigue aplenty in this bustling city, so dangerous work (and high rewards) should not be hard to find.

BRONSDALE

Bronsdale (population: 450) is a small, cozy fishing village on the northeast shore of Lake Amsorak. While not as bountiful as they used to be, the fishing yields are still good enough to support the village. The fish are either brought south to Akorros by boat, or sold in Bronsdale to Travelers who make regular stops there.

Bronsdale is a village in decline. Despite the proximity of Fourth Army

troops at Fort Fletcher, Bronsdale has recently been the target of several hit-and-run bandit attacks, by both humans and orcs. The bandits are quick and fierce, and the army troops seem to never be in the right place at the right time. It's almost as if the bandits knew in advance where the army patrols would be ...

If that wasn't bad enough, Bronsdale is also the closest settlement of any size to Itheldown Island and its mysterious twisted castle. Fishing yields have declined over the past few years, and the old-timers blame the influence of the "haunted island." Itheldown Island is described in greater detail later on in this section.

C'KAG

C'Kag is a keep built deep in a high pass through the middle of the Dwarfgate Mountains in northeast Darokin, right in the heart of the "Orclands." For more on the Orclands, see "Places of Interest." C'Kag is the center of a rapidly growing troll community, one that threatens dwarves, elves, and humans alike.

C'Kag is a huge keep, with crude but effective earth-and-stone fortifications guarding the entrances to a large underground complex built into the side of a mountain. Estimates are hard to make, but it is believed that nearly 600 trolls live in C'Kag. Two hundred and fifty of these are warriors, and the rest are women and children (who, as everyone knows, can be every bit as dangerous as the males in a fight). The trolls' first goal seems to be the enslavement of the surrounding orc communities, and recent sightings have indicated that at least some orcs have indeed joined the trolls on hunting expeditions.

What the trolls will do next is a hotly debated topic. They have three natural enemies—humans, elves, and dwarves—in three directions, and a land full of easily-dominated orcs in the fourth. Whatever their ambitions, it is certain to have an effect on Darokin and its people.

CORUNGLAIN

The attitudes and activities of the people of Corunglain are dominated by the presence of The Broken Lands just a few miles away to the north. Even though the orcs who live there have caused no more than slight trouble for years, Corunglain remains ever watchful and prepared.

The people of Corunglain have long memories. It was in the early Sixth Century, almost 500 years ago, that the city was besieged by a huge orc army that eventually conquered it in 523 AC. Today, Corunglain is Darokin's most heavily-fortified city.

Corunglain's physical defenses include a 15'-high, 8'-wide stone wall completely around the perimeter of the town. The Streel River runs along the eastern edge of the city, and the Vesubia along the west. Three massive stone bridges cross the rivers, one connecting the city to the road on the east side of the river, and two to the west, giving Corunglain troops a commanding position over anything on the water.

Corunglain is the only city in Darokin which has a volunteer militia to supplement the Town Guard. The militia can be summoned by ringing a bell high atop the City Hall, and readiness drills are held about once every six weeks. Militia members are expected to own and maintain their own weapons, and to attend some basic training sessions put on regularly by the Town Guard. The result of all this preparation is that, in a city with a population of 31,000, nearly 18,000 trained fighters can be put on the field with only an hour's notice to repel any attack.

When not busy anticipating an orc invasion, the people of Corunglain spend their time doing business. While only the third largest city in Darokin, Corunglain fills a role of major importance in the economy of the entire region as a collection point for trade with the northern lands of Ethengar and Glantri.

Trade with these two nations is by no means easy, but where there's a profit, there's a Darokinian trying to earn it. The main trails from Corunglain to both the

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Principalities of Glantri and the Ethengar Khanates cut through the Broken Lands, home of uncounted thousands of orcs, goblins, kobolds, hobgoblins, trolls, and other nasty humanoid races. Caravans traveling between Corunglain and its trading partners to the north are the most heavily-guarded in all of Darokin.

Because of this, Corunglain is an unofficial "adventurer's headquarters" for all of Darokin. There's always work for men-at-arms in Corunglain, even if it is simple caravan guarding. Of course, when it comes to the Broken Lands, there is no such thing as a "simple" job. (For more on the Broken Lands, see GAZ10, *The Orcs of Thar*.)

Corunglain is also the leader in weapon and river barge making, wagon repair, and the traditional industries (warehousing, etc.) that a lot of trade can bring. Corunglain also serves as a collection point for the products of the northern end of the Strelle Plain.

The fourth biggest merchant house in Darokin, Corun house, is synonymous with Corunglain. It was a Corun who first

settled the area, calling its central village "Corun's Glen." It was a Corun who led the fight against the orcs during their Sixth Century siege, and it was a Corun who led the fight to reclaim and rebuild the city. Today, the Corun house owns a good portion of the city, including two grain mills. There are no Coruns currently serving in city government, but the family is frequently consulted.

Despite all of the precautions which the city guards take against attacks and raids by the inhabitants of the Broken Lands, they seem unable to prevent small bands of them from sneaking into the city. It is believed, although proof is hard to come by, that the earth beneath Corunglain is honeycombed with a twisting maze of passages. If, as is believed, this labyrinth links up with the orc tunnels beneath the Broken Lands then the actions of the raiders are easily accounted for. By moving through the passages, which are narrow and prone to periodic collapses, small bands of orcs, goblins, and their kin can appear in the city, wreak a little havoc, and then melt back into the

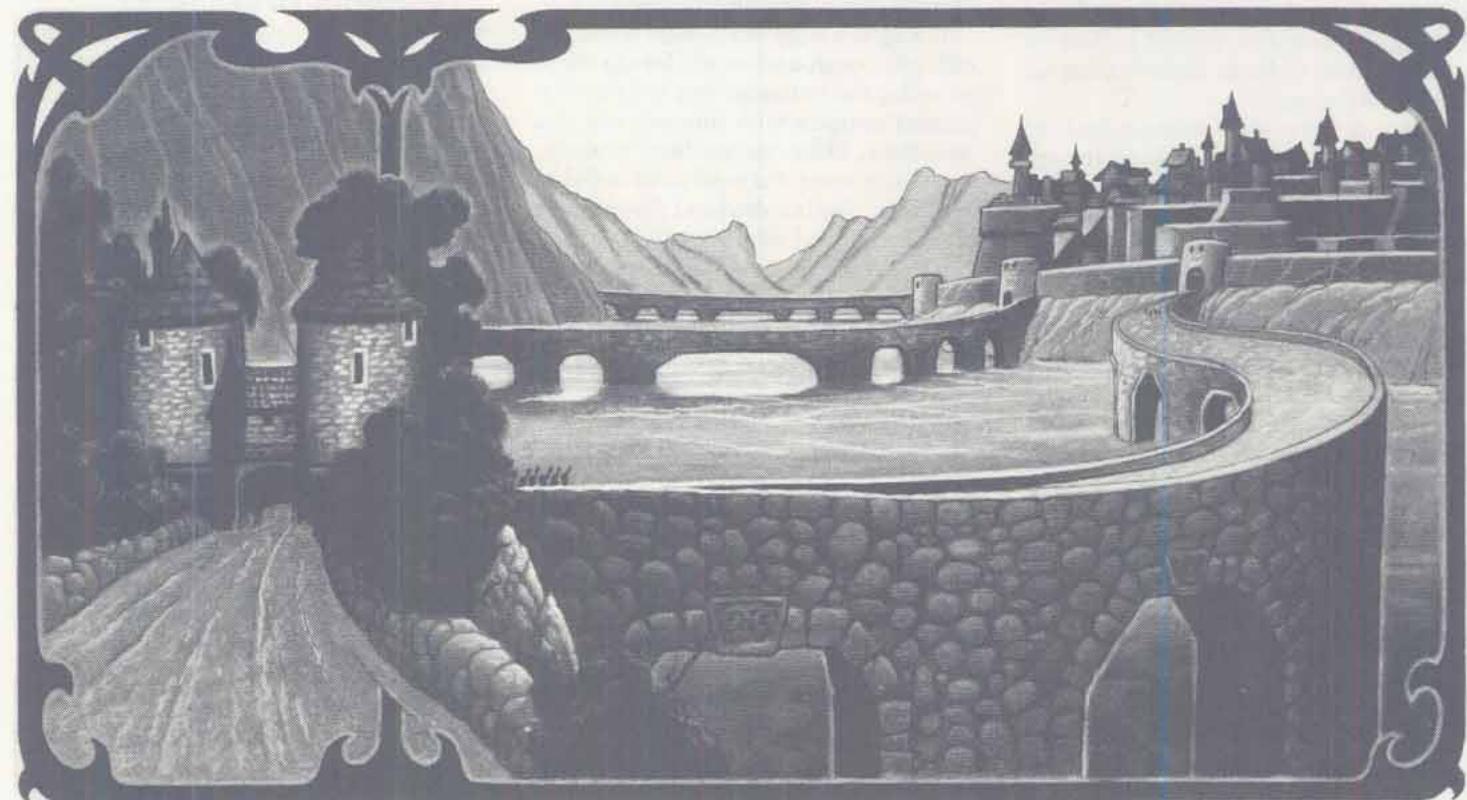
earth without leaving a trace.

The government of Corunglain has uncovered many openings which, they believe, lead into this underworld. In each case, a demolition team has collapsed the passages and the discoverer given a substantial reward. It is certain that, given time and effort, a dedicated band of adventurers would be able to find additional entrances to the orc tunnels and earn the thanks of the local populace.

CROWLERD

Crowlerd is a pastoral farming village located just 40 miles northeast of Akorros, in the gently rolling hills just west of the Strelle Plain. Crowlerd, with its population of 800 is the center of Darokin's best grazing land, and livestock of all types are raised here in abundance.

Twice a year, nearly the entire population of the village drives the livestock they wish to sell to Akorros. The breeding stock is left behind with only a few resi-



dents, leaving Crowlerd a tempting target for bandits. In the past, however, such attacks have been rare as the obvious problem with such a raid is how to dispose of the loot—herds of animals are not exactly portable.

Crowlerd has few other problems, except for the occasional marauding hungry wild animal or monster intent on snacking on some of the village's prized livestock. Out of necessity, every resident of Crowlerd is handy with a bow, sword, or spear, and can fight and hunt from horseback as well as on foot. If things get too difficult, the villagers can always call on Reginald.

Reginald (no one knows if there is any more to his name than that) is a powerful, if somewhat eccentric, wizard who lives in a small, well-kept house in a thickly wooded valley between two hills. He spends most of his time in his house, studying and experimenting, though he is occasionally seen taking long walks through the area. Sometimes he seems to be purposefully observing the various animals and plants, the weather, or whatever, and sometimes he just wanders aimlessly.

If anyone visits Reginald, there is no telling what his reaction will be. Sometimes he is a perfectly genial host, and other times he chases his visitors off with wild threats of magical disasters should they come any closer. Most people want as little as possible to do with Reginald, though the locals believe him to be essentially harmless.

In truth, Reginald is far from harmless. Reginald is a 17th-level human magic-user who is 359 years old, though he doesn't look a day over 170. He is well-versed in all types of magic and magical items, though his life's work is a comprehensive reference guide to the plant and animal life of Darokin. Reginald is constantly experimenting with this or that, and the old wizard is often overtly dramatic in warning off visitors during his work because he doesn't want anyone to get hurt.

DAROKIN

Darokin is the capital of the Republic of Darokin, its largest city (population: 54,000), and its commercial center. Darokin is very much a gold- and elite-class town, with a reputation based on banking, trading, diplomacy, guild politics, and the business of government.

The city is located on the east bank of the Streel River, and is walled on three sides (see the map on the *Gazetteer* cover). While some of the copper- and silver-class residents live in residential areas outside the city walls, most of the town's important residents, and nearly all of its business, is protected by the walls.

The Republic of Darokin is run from here, though some cynics wonder whether the power emanates from the Capitol or the Merchant's Guild Hall. In addition to the Capitol, the Chancellor's Residence, a large area of offices, and an entire complex for foreign embassies, the Darokin Diplomatic Corps has its own compound on the eastern edge of town. The DDC compound houses all of the diplomats based in Darokin. In addition, it contains the entire diplomatic training school, an enormous library (the largest in the Republic), and a park.

The banks of the Streel River are lined with docks, warehouses, ship builders, mills, and factories. The newer businesses have set up shop on the west bank of the river, which is technically not in Darokin's city limits. However, the City Guard regularly patrols the area, and the City Council has issued decrees that give the impression that they're going to act like they control the area, whether they legally do or not. A wide stone bridge connects the two parts of the city.

The center of Darokin is the corner of Seventh and Attleson Avenue, which is where you can find the Darokin Central Market. This is the biggest market anywhere in the Republic; if something can't be bought here, it probably cannot be found anywhere in the Republic. (A detailed map of the layout of the Central Market can be found on the inside cover of this *Gazetteer*.)

DAST

Dast is a heavily-fortified orc stronghold in the far northwest corner of Darokin. Latest estimates from adventurers brave enough to travel in the area are that over 8,000 orcs live in Dast, including some 5,000 warriors.

The orcs of Dast spend most of their time crossing the border into Ethengar and ambushing small nomad groups. The Khan of Ethengar has protested to the government of Darokin, assuming that the Republic has some control over the area. The result has been a recent souring of relations between Darokin and Ethengar, one that the finest members of the Darokin Diplomatic Corps have been working hard to smooth over.

More to show Ethengar their concern than anything else, the Darokin government has announced a 100,000 dario reward to anyone (or, more likely, any group) that can wipe out Dast. The conquerors would also, of course, get anything looted from the keep—all tax free. It sounds like a lot of money (and it is), but rooting orcs out of a mountain home is not an easy job, and for now, the reward goes unclaimed.

DOLOS

Dolos is widely regarded as the friendliest town in all of Darokin. Retiring to Dolos is one of the great goals of over half the population of the Republic, though not many ever actually do it. Dolos (population: 6,000) is located on the southern edge of Alfheim in the Canolbarth Forest.

Dolos has a sizable timber industry, and some of the finest woodworkers in Darokin. Dolos' reputation for furniture making and cabinetry is unsurpassed. The town is also well known for the quality of the carts and wagons built there.

As one of the two major towns on the Darokin Road between Darokin and Selenica, Dolos has a large number of inns, taverns, and stables. It is not uncommon for traveling merchants to spend two or three nights in Dolos, taking time to repair equipment, give their

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employees a little rest, and to enjoy the town's hospitality.

Competition between the various inns and taverns is fierce; therefore, prices are low and the service is uniformly excellent. The contribution the inns and taverns make to the local economy is substantial, and the townspeople know it. As a result, visitors are treated warmly everywhere they go, earning Dolos its reputation for friendliness.

Dolos also has one of the largest elf and half-elf populations in Darokin. Travel between Alfheim and Dolos is constant, and visiting elves are treated as well, if not better, than anyone else. The friendly people of Dolos are warmly received whenever they visit the elves' land as well.

The closest thing to excitement and danger in Dolos is the occasional bit of intrigue between merchants who happen to be passing through at the same time. There are very few monsters to deal with, and the merchants' many private guards are usually enough to discourage raiders and bandits. Adventurers can usually find caravan work here, but they're not likely to run into any danger until they go elsewhere.

Elstrich

Elstrich is a large town (population: 8,000) located where the Amsorak River feeds into the Arbandrine on its way south to Tenobar and Malpheggi Bay. Elstrich is a major port and shipping center, handling all types of river cargo in both directions. Unlike the swift and strong Strel, the Arbandrine River is much less powerful, so boat and barge traffic to points upriver is frequent.

In addition, Elstrich has a number of other good-sized industries, including fishing, ranching, and agriculture. Elstrich is very much a copper-class town, and hard work and ability are the most admired traits, not just idle wealth. So it is not uncommon to see company owners down on the docks, pitching in with their crews—it's good for morale.

The rivers provide some natural defense for Elstrich, but even so, the

town is a frequent target of foul creatures from Malpheggi Swamp. Earlier this year, 14 river workers—cargo handlers, barge pilots, and the like—were plucked without warning from their work by some sort of huge "river serpent." The attacks continued for just over a month, and despite extra guards, hunting parties, and even mercenary magic-users, the attacks continued. Then, just as suddenly as they started, the attacks stopped. No one took credit for slaying or driving off the monster—in fact, despite all the extra guards, no one ever got close enough to fight it, whatever it was.

Favaro

Favaro is located in the center of Darokin's Strel Plain, on the east side of the Strel River. Favaro residents like to think of themselves as simple farmers, but there's more to them than that. Some of the Republic's wealthiest landowners live in Favaro, though it would be hard to tell from their appearance.

Favaro (population: 3,700) is one of the oldest towns in Darokin, and one of the most important historically. Some residents can trace their families back over 1,500 years in the same town. This is the ancestral home of the Eastwind Kings, and several families are direct descendants of Ansel Darokin, the acknowledged founder of the country.

Except for the few brief years of the Elfwar, Favaro has never been threatened by war. That left the families of Favaro free to farm, trade, acquire land, and build their fortunes. After over 1,000 years of uninterrupted growth, it is no surprise that some of the Republic's wealthiest families live here. The holdings of these families extend well beyond the town itself, and encompass hundreds of square miles in all directions.

Because Favaro's wealth is tied to the land, its people never acquired some of the attitudes of the more worldly merchant traders of the big cities. Even the wealthiest people in Favaro look little different from the typical working farmer—no deluxe carriages, no swarm of bodyguards, and no disdain for the lower

classes. And for all its wealth, Favaro has very little trouble with bandits (how do you steal land?). The countryside does harbor a few monsters and wild animals, but not as many as in other parts of the Republic.

For 1,500 years, Favaro has had a special relationship with the elves of Alfheim. The elves provided the humans with advanced weapons and magic to help them protect their land against orcs (and, not coincidentally, to keep those same orcs away from Alfheim) from the very beginning. It was the friendship and support of the elves that Ansel Darokin used as proof that he was the one to unite and lead Darokin. And except for the time of the Elfwar (which the humans took more seriously than the elves, anyway), the elves of Alfheim have always supported the humans of Favaro. Today, Favaro doesn't need the elves' support, and the relationship has changed to one of mutual respect and friendship.

Ft. Anselbury

Ft. Anselbury is located on the southern shore of Lake Amsorak and serves as the headquarters of the Darokin Fifth Army, "Attleson's Axe." The Fifth has just under 5,500 troops, plus another 1,200 or so support personnel. In addition, another 2,000 people live near the fort, mostly soldiers' families.

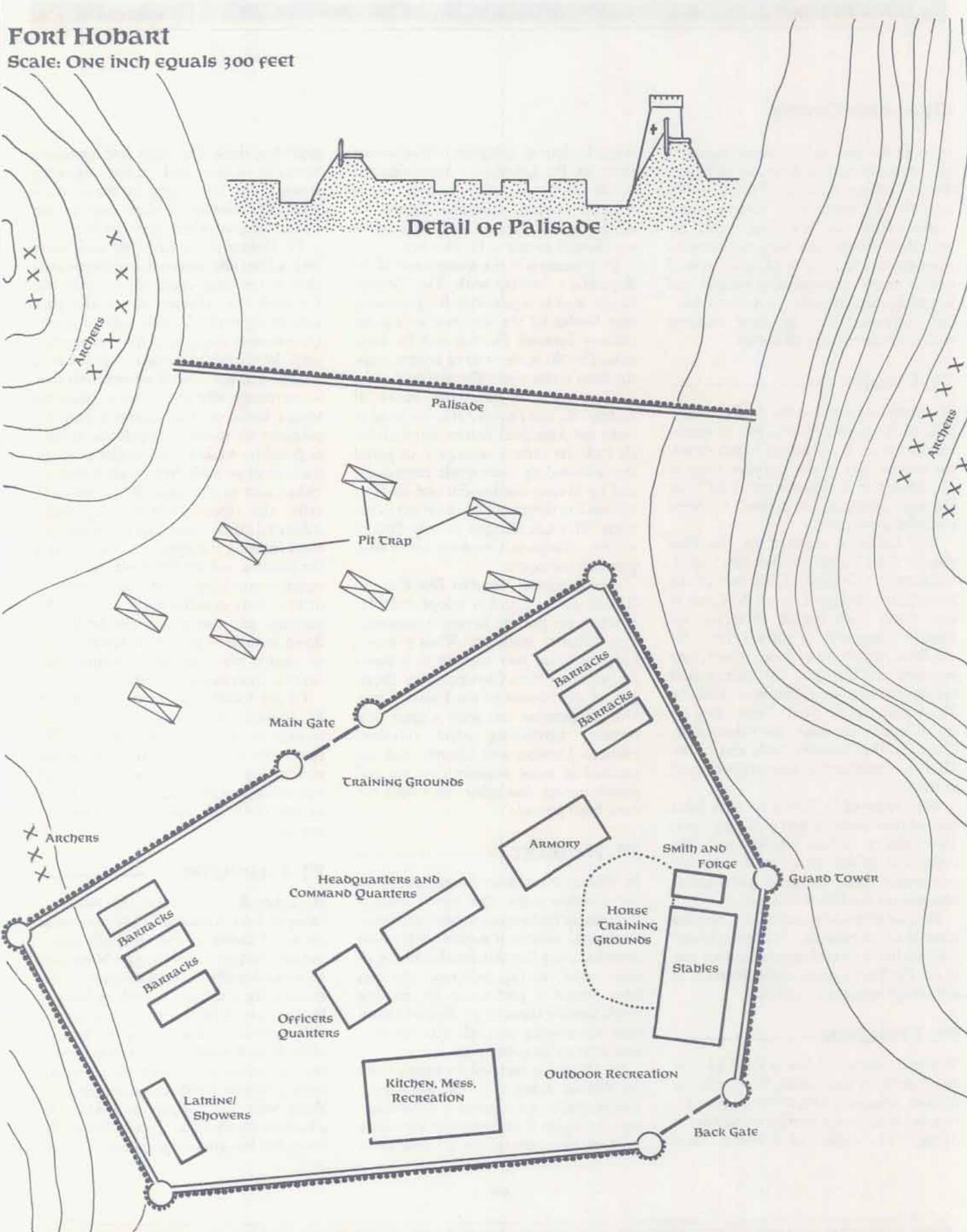
Ft. Anselbury was, at one time, heavily fortified but the border with the Atruaghin Clans has been peaceful for many years now, and Ft. Anselbury is no longer a defensive installation. Instead, the army uses it as a training post, and to keep the Border Magistrates of southwest Darokin in line.

Ft. Anselbury is an isolated place, far from any other towns. It receives its supplies by boat, from either Akesoli or Akorros. Because of the boring routine of training and the lack of anything else to do, Ft. Anselbury is not considered to be one of the army's "elite" assignments. On the other hand, it is pretty safe.

The only break from routine the soldiers get is when their assistance is requested by one of the Border Magis-

Fort Hobart

Scale: ONE inch equals 300 feet



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trates in the area to hunt down monsters or humanoid raiders. Since the hilly borderlands along this edge of the Republic are still very wild, these requests come fairly often. In the past year, Ft. Anselbury troops have been requested to hunt down a small tribe of ogres, several goblin bands, a nest of giant spiders, and a large lizardman army. "Attleson's Axe" has performed each of these missions with enthusiasm and efficiency.

Ft. CRUTH

Ft. Cruth is situated in the northern foothills of the Cruth Mountains, in southeast Darokin. Ft. Cruth is, hands down, the easiest duty in the Darokin army, as the border with Karameikos (which the fort was constructed to defend) has been peaceful for decades.

Ft. Cruth is manned by the First Army, "The Sword of Darokin," headquartered in Darokin. Only two of the First Army's six legions are at Ft. Cruth at one time, each legion spending six months (staggered by threes) there. Of the First Army's other four legions, one remains in Darokin for ceremonial duties, and the other three serve with the Third Army at Ft. Nell. Depending on which legions are there, the troops at Ft. Cruth number between 1,800 and 2,300. There are another 500 support personnel at the fort.

The troops of Ft. Cruth spend a great deal of time hunting and playing games. Their duties include dealing with the occasional goblin or orc raid from the mountains, and escorting government caravans on the Darokin Road.

Because no soldiers stay at Ft. Cruth for more than six months, very few soldiers' families live here and as there is little else to do, the fortifications and defenses here are always in perfect condition.

Ft. Fletcher

In direct contrast to the relaxed pace at Fts. Anselbury and Cruth, Ft. Fletcher is an alert, always vigilant army outpost. Ft. Fletcher is the headquarters of the Fourth Army, "The Shield of Darokin," and

home for four of its legions (the other two serve at Ft. Lakeside). Approximately 4,200 troops are assigned here, along with 900 support personnel. Due to the danger of the duty, no soldiers' families are allowed to stay at Ft. Fletcher.

Ft. Fletcher is at the western end of the Republic's border with The Broken Lands, and is responsible for protecting that border all the way east to a point halfway between Fletcher and Ft. Runnels. This 40 miles or so of border is not the most active along The Broken Lands, but it does include the ruins of Ardelphia. The Fourth Army has tried to clean out Ardelphia before, but with little luck. Its current strategy is to patrol the surrounding countryside extensively, and try to catch the bandits and orc raiders that live there while they are out in the open. This has resulted in only limited success, though it is working better than previous attempts.

An agreement between Darokin and Glantri allows Darokin troops from Ft. Fletcher to pursue fleeing humanoids into Glantri territory. What's more, Darokin forces may respond to requests for assistance from Glantri, at the discretion of the Novash of the Fourth Army. This cooperation has done a great deal towards furthering good relations between Darokin and Glantri, and has resulted in some victories over orc and goblin hordes that otherwise would not have been possible.

Ft. Hobart

Ft. Hobart is the most dangerous post in the Darokin army. The fort is entirely responsible for keeping the orcs and other humanoid nasties in northwest Darokin from harassing Darokin Road caravans, or even worse, raiding Selenica. The orcs have shown a preference for moving south directly through Ft. Hobart's position, not wishing to tangle with the elves and dwarves on either side.

Ft. Hobart is manned by troops from the Second Army, the "Orc Smashers." The Second is headquartered in Selenica, and one legion is kept there on a rotating basis to give the troops a break from

front-line duty. The other five legions—between 4,800 and 5,300 fighting troops, plus 1,200 support personnel—serve at Ft. Hobart. Soldiers' families are not allowed anywhere near the fort.

Ft. Hobart is the strongest and finest fort in Darokin. Situated in a narrow pass that is the only route south from the Orclands, Ft. Hobart blocks the pass completely with 15'-high walls of stone. (A complete diagram of the fort appears on p. 39.) North of the fort is a palisade, a timber-wall-and-trench construction that is extremely effective against charging troops. In the event of a concerted attack, pikemen are to hold the palisade as long as possible, while archers inflict as much damage as possible from high points on either side of the pass. If the palisade falls, the troops retreat along well-rehearsed paths, avoiding the many pit traps littering the open ground between the palisade and the fort itself. An undisciplined attacking group (like a horde of orcs) is likely to suffer heavy losses to the pit traps, and they should also be slowed down enough to give the defenders time to secure the gate and continue the defense from inside the fort.

Of the 5,000 or so troops stationed at Ft. Hobart, only about $\frac{1}{3}$ of them are actually in the fort at any one time. The remainder are on constant patrol in the area, trying to hunt down small groups of orcs and harass and delay any large forces before they can surprise the fort in strength.

Ft. Lakeside

Ft. Lakeside, located on the northern shore of Lake Amsorak in the northwest corner of Darokin, was originally just a military outpost. Over the past 50 years or so, a number of civilians have moved near the security of the fort as well, and today, Ft. Lakeside is also a decent-sized town.

Ft. Lakeside is manned by two legions of the Fourth Army. Depending on which two legions are there, there are anywhere from 1,300 to 2,300 troops in the fort, along with 250 support personnel. In addition, nearly 3,000 civilians live in the town that has grown up around the fort.

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Given the good state of relations between Darokin and Glantri, duty at Ft. Lakeside is fairly soft. Most soldiers assigned here come from Ft. Fletcher, and consider work here to be practically a vacation. The commander of Ft. Lakeside spends most of his time maintaining discipline and coming up with things for the troops to do.

Ft. Lakeside and the surrounding town is located in Amsorak Freehold, a Borderland territory, so there is no Town Council or Town Guard. All civil law is administered through the Border Magistrate for Amsorak Freehold, Baron Corwyn Markone IV.

Baron Markone IV is a pretty good Magistrate, as such people go. If he has one fault, it is depending on the troops of Ft. Lakeside to solve all his problems for him, whether its marauding bandits or lost cattle. Fortunately for Markone, the troops of Ft. Lakeside are usually looking for something to do, and the Baron's never-ending requests fit in nicely with the commander's needs to keep his troops busy.

The townspeople of Ft. Lakeside do a good deal of fishing in Lake Amsorak, and many of them prospect for precious metals in the nearby mountains. Most prospectors manage to eke out a living, and just enough of them strike it rich (finding the occasional vein of pure silver that runs through the area) to keep the rest of them interested.

Ft. NELL

Another tough assignment in the Darokin army is Ft. Nell. The situation at Ft. Nell is similar to Ft. Hobart, in that the fort is intended to keep the orcs of northwest Darokin bottled up. In addition, however, Ft. Nell is also on the border of The Broken Lands, and this adds a new dimension to the situation.

Ft. Nell is under the command of the Third Army, "The Great Stone Wall," headquartered in Corunglain. Two legions of the Third Army are assigned here, along with three legions from the First Army, for a total of around 5,000 troops. There are an additional 1,000

support personnel at Ft. Nell as well.

The forces of Ft. Nell do not have the luxury of heavily fortifying the only route available to the enemy (as is the case at Ft. Hobart) and waiting. Because the humanoids of the Orclands and The Broken Lands have a number of options, the troops of Ft. Nell must adopt a different strategy, namely, the best defense is a good offense. Troops from Ft. Nell regularly march into the western Orclands and across the border into The Broken Lands, attacking any large concentration of orc warriors they can find. Especially when crossing into The Broken Lands, the troops are careful to attack "military" targets only; villages, farms, women, and children are left alone. The orcs, goblins, and other humanoid residents of The Broken Lands do not recognize this subtle distinction, however, and react quite predictably, launching vicious counterattacks into Darokin territory. The Darokin army is convinced, however, that this "running war" is a more manageable situation than allowing the humanoids of The Broken Lands to mass into a huge army before attacking.

Ft. RUNNELS

Like the other two forts on the border of The Broken Lands, duty at Ft. Runnels is difficult and dangerous. Located halfway between Corunglain and Ft. Fletcher, Ft. Runnels is responsible for the border from halfway to Ft. Fletcher to the city walls of Corunglain. Four legions from the Third Army man Ft. Runnels, totaling approximately 4,200 fighting troops and 800 support personnel.

Like the other border forts, most of the troops assigned to Ft. Runnels spend their time on extended patrols away from the base, intercepting raiding parties from The Broken Lands and protecting the Darokin residents in the area.

Ft. Runnels was the last Darokin fort to come under direct attack. In 981 AC, several thousand orcs and goblins tried to overrun the fort as a prelude to a major attack on the Darokin Heartland. The troops of "The Great Stone Wall" were up to their name, however, and they held

Ft. Runnels until relief from Ft. Fletcher, Ft. Nell, and Corunglain itself could arrive. Many of the officers of the Third Army are veterans of that campaign, and will often tell glorious (and wildly exaggerated) tales of personal heroism at the slightest prompting.

GRUKK

Grukk is an orc keep in the Orclands of northwest Darokin. Grukk is the closest keep to The Broken Lands, and also the largest in the area, with over 12,000 orcs living in the extensive cave-and-tunnel complex dug in the side of a mountain. Nearly 7,000 of the humanoids who dwell here are warriors.

The orcs of Grukk have also erected extensive fortifications outside their mountain, and 10% to 15% of the population lives outside. These orcs include farmers, cattle tenders, and guards.

The orcs of Grukk have curtailed their raids recently, and while no one is certain, it is believed that they are busy defending themselves from the large population of trolls that have sprung up in C'Kag, who are trying to enslave all the orcs in the area. Most human observers of the situation are hoping for a long, protracted conflict with no clear winner and heavy casualties on both sides. Whether that is what will happen remains to be seen.

HENDRY

Hendry is a village on the edge of the Canolbarth Forest just 40 miles or so southeast of the capital city of Darokin. Hendry is located on the banks of the Helleck River, and the small village (population: 550) makes good use of its location to prosper in an idyllic setting.

The main occupation of Hendry's residents is logging and timber. The largest building in town (and Hendry's only industry) is a sawmill on the banks of the Helleck. Timber for the sawmill is either cut locally, floated down the Helleck from upriver, or brought in by caravan. The sawmill cuts the logs into lumber, and collects the chips and sawdust for paper. Nearly everyone in the village

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works at the sawmill, which runs from dawn to dusk.

Those who don't work at the sawmill run the local shops or work small farms. There is little need for an official Village Guard—in case of trouble, most of the townspeople have basic weapons training and take care of the matter on an informal basis. That is, they ask for volunteers, and the volunteers take care of the problem.

Hendry is a very peaceful village, though a bit on the dull side. Because its sawmill is the biggest in Darokin, however, many caravans and wealthy merchants come through here on business.

HINMEET

Hinmeet is a town located in the far south of Darokin, near the border with The Five Shires. Hinmeet is a fairly new settlement, less than 50 years old. It was built specifically as a trading outpost with The Five Shires and its Hin (or halfling) citizens.

In the old days, Hin traders, reluctant to have humans enter their lands, would meet Darokin caravans at the border and conduct their business right there in the wilderness. As the volume of trade with the halflings of The Five Shires increased, this became more and more impractical and dangerous. At the suggestion of several Hin merchants, a coalition of Darokin merchant houses built Hinmeet.

Today, Hinmeet has a population of 1,700, nearly every one of them Porters and their families. The town is located on the top of a hill near the Five Shires border, and only a few miles from the Strel River. While some of the residents have small gardens and such, the business of Hinmeet is trading; as a result, nearly everything the town needs, from food to clothing to furniture, is ported in from elsewhere.

By agreement of the merchant houses that built the town, each of the six biggest houses has one representative on the Town Council. The Mayor is elected by the populace, of course, but only candidates acceptable to the merchant houses ever run. There is a sizable Town Guard

in Hinmeet, and it is well-equipped and well-trained. Hinmeet has a very large concentration of wealth for a town of its size and the Town Guard is always on the lookout for bandits and thieves. Because Hinmeet is a "company town," so to speak, there is no longstanding tradition of a Thieves' Guild and the leaders of Hinmeet are eager to see that one does not start.

Also, Hinmeet's proximity to the Malpheggi Swamp means that the Town Guard also gets to deal with the occasional monster from the muck, though for some reason, few beasts cross the Strel River from the swamp to the Hinmeet area.

MAR

Like Hinmeet, Mar is a small settlement (population: 400) near the border of The Five Shires. Unlike Hinmeet, however, Mar is a village that's been around quite a long time, and it has very little to do with the constant hum of business.

The people of Mar are on very good terms with the Hin of The Five Shires, and Hin visitors to friends in Mar are common. The people of Mar are not in the Darokin mainstream, and they like it that way. They are almost entirely self-sufficient, and what little they do need they tend to trade with the Hin to get, rather than waiting for the occasional Traveler to come by.

The people of Mar are have a great respect for the privacy of others and, thus, they don't ask many questions, even of newcomers. Many a person on the run has found at least temporary refuge in Mar, though most bounty hunters also know of this out-of-the-way hiding place now, too. In addition to collecting fugitives, Mar is also a refuge for Darokinians that are just tired of the constant push of big city trading life. All sorts of interesting people can be found here, from burnt-out merchant princes to retired wizards to fugitive thieves. Whether any of them want to be found, however, is an entirely other matter.

NEMISTON

Nemiston is a town on the Darokin Road in southeast Darokin. Along with Dolos, Nemiston is the other major stopping point for Darokin Road traffic between Darokin and Selenica. Also like Dolos, Nemiston (population: 4,200) is on the southern edge of Alfheim.

The similarities with Dolos pretty much end there. While there are several large inns and taverns in Nemiston catering to travelers on the Darokin Road, Nemiston does not have nearly the reputation for hospitality that Dolos does. For some unknown reason, the people are just not friendly, and the inn trade suffers as a result.

Nemiston does do a fair amount of logging in the Canolbarth Forest, but the townspeople are of a more artistic bend. Rather than making furniture, wagons, chests, and the like from the timber, the artisans of Nemiston prefer delicate woodcarvings, puzzle boxes, wood inlaid items, and other goods that stress the artistic rather than the practical. Several Nemiston artists have national reputations and do quite well, while many others still make a decent living.

Another area in which Nemiston is quite different from Dolos is in their relationship with the elves of Alfheim. For some reason, the two groups have just never gotten along. Although the level of dislike does not approach intense hatred, the elves are clearly not welcome in town, and Nemistonians are not welcome in Alfheim. The elves, who tend not to take these sorts of things as seriously as humans do, like to play little tricks on the people of Nemiston. An elven favorite is to drive a large group of essentially harmless forest creatures (like squirrels, or grasshoppers) into the center of Nemiston in the middle of the night and turn them loose. The people of Nemiston are not amused in the least, but do not seem to have the sense of humor or the creativity to respond in kind. Instead, they fume and become more surly and unfriendly than ever.

Reedle

Reedle is a small village in the far southeast corner of Darokin, located in the foothills of the Altan Tepes Mountains along the Karameikos border. Reedle (population: 750) is a community of both farmers and traders in almost equal proportions.

Reedle is on a trail that runs south from Selenica to Kelvin and Specularum in Karameikos. As one might expect, there is quite a bit of caravan traffic in both directions on the trail, attracting eager sellers and buyers alike. Some Darokin traders like to meet caravans in Reedle rather than wait for them to arrive in Selenica, so they can get the first bid in on interesting merchandise.

Reedle is also in an area well situated for growing exotic specialty products, such as olives, rare teas, coffee, and cashews. Due to the high prices these rare products command, Reedle is one of the few towns in Darokin where the merchants are not the richest people in town.

Most merchants take this in stride, but a few, especially those connected with larger merchant houses and used to getting their own way, do not. Consequently, Reedle has more political intrigue in local government than many towns 20 times as large. The current Village Council has two merchants, two farmers, and two men who are both. The Mayor is a farmer, so the balance of power seems to slightly favor the farmers, for now.

For the few not directly involved, Reedle politics is a wonderful spectator sport. The smallest, most inconsequential decision cannot be made by the Council without months of acrimonious debate. If a major problem ever came along, it might never be dealt with. Fortunately, major problems don't occur too often.

Rennydale

Rennydale is a farming village at the northern end of the Street Plain. In the heart of a fabulously rich grain-growing region, Rennydale (population: 900) is still a village in decline, due to a combination of bad luck and some very power-

ful enemies.

Despite the best efforts of the Darokin army, the border with The Broken Lands is far from secure. Small groups of orcs, goblins, hobgoblins, kobolds, and other humanoids regularly cross the border to raid. Many are intercepted, certainly. Many more are caught on the way back home and wiped out. The rest, it seems, go to Rennydale. It is the closest and most vulnerable target on the northern frontier.

The village is fighting back as best it can. All residents over the age of 12—men and women alike—are required to own basic weapons (sword, spear, and bow) and receive training (provided by the army) in their use. Not taking up arms to help a neighbor under attack is a criminal offense, though no one has been charged with that crime in years. The townspeople know they must stick together for survival.

But despite everyone's best efforts, the attackers sometimes get through. Rennydale has been losing five families or so a year to orc attacks, and no one is moving to the village to replace them. Even worse are the human bandits who exploit the weakened defenses of the village to add to the misery with attacks of their own.

Through it all, Rennydale perseveres. The agricultural combines are not giving up, and neither are the local farmers; the soil is too rich and the crops are too good (when the orcs don't burn them) to give up.

Selenica

Selenica is the second-largest city in Darokin (population: 39,000), and in many ways is a second capital. Located at the far eastern end of the country, Selenica is the gateway to travel and trade with the Emirate of Ylarum, the Grand Duchy of Karameikos, Rockhome, the Northern Reaches, and even the Empire of Thyatis.

The people of Selenica are very independent, acknowledging their allegiance to Darokin only when it is convenient to do so. It is just over 400 miles on the Darokin Road to the capital city of Daro-

kin, and despite the many merchants who travel back and forth between the two cities, the separation and isolation of Selenica is still keenly felt by its people.

Daily life in Selenica has a different feel to it than anywhere else in Darokin. There are many strong foreign cultural influences on the city, none stronger than from Ylarum. In certain parts of the city, in fact, Selenica looks more like a city of Ylarum than a city of Darokin. This is almost entirely attributable to the influence of the Al-Azrad merchant house.

The Al-Azrad family has lived in Selenica for just under 150 years, having moved here from Ylarum. Shrewd traders who exploited their connections in their home country well, the Al-Azrad merchant house has become the seventh largest in Darokin. While some members of the house have tried to adapt to Darokin customs, many more have stayed true to their Ylarum heritage, and their influence is keenly felt in Selenica.

There are other cultural influences that set Selenica apart; a large Karameikan population adds their spice to the local mix, for one. And second to the Ylarum influence is that of the many dwarves that live and work in the city. There are nearly as many dwarves in Selenica as there are in the rest of the entire Republic. Most of them live in their own "Dwarftown" district in the northeast quarter of the city.

Trading is Selenica's primary industry. In a central market downtown that is nearly as large as the legendary Darokin Central Market, traders from half a dozen different countries meet regularly, trading everything from simple foodstuffs to exotic gems. There are a number of other industries and craftsmen working in the city, including weaponsmiths, leatherworkers, and cobblers, to name but a few, but not many distinguish themselves in either quantity or quality.

Politically, Selenica is dominated by two merchant houses. Al-Azrad house is the most visible house in the city, but they are not the biggest. Keeping a low profile, but still exerting a great deal of power behind the scenes, is Hallonica house, the third largest merchant house in all of Darokin. The fifth Chancellor of

CITIES AND TOWNS

Darokin, Rypien Hallonica, came from Hallonica house. Currently, three of the six City Council members are Hallonicas, two are Al-Azrads, and the sixth is a dwarf. The Mayor of Selenica is a retired Hallonica merchant, as well.

The Selenica City Guard is small, but well-trained, perfect for their duties. The guard is mainly concerned with protecting merchant caravans, catching thieves, and breaking up fights. For the larger problem of city defense, the guard (and everyone else) depends on the Second Army, which has one legion in the city at all times, while the other five legions are at nearby Ft. Hobart.

Adventurers can find plenty of work in Selenica. There are plenty of goods or bodies to guard and the high concentration of foreign traders means intrigue and action. And if there's nothing happening in the city, work on a caravan headed in practically any direction is easy to get.

TENOBAR

Tenobar is Darokin's "other" port town. It is much smaller than Athenos (population: 12,000) and has none of the glittering reputation as a world crossroads that its rival at the other end of Malpheggi Bay has. Tenobar is located in the far southwest corner of Darokin, where the Arbandrine River empties into the bay.

Tenobar is a poor imitation of Athenos in almost every regard, and the residents resent it mightily. Cargo carriers who found the docks at Athenos filled and came to Tenobar as a second choice would be wise to not mention the fact, not if they want any sort of cooperation at all.

The port of Tenobar handles more inexpensive bulk goods than Athenos. Timber, grain, flour, livestock, and salt are typical cargoes. There is also a healthy

trade in stolen and illegal items in Tenobar, precisely because it is a smaller, less-recognized port. Tenobar has no harbor guard like Athenos does, and the Town Guard spends little time on the docks, making Tenobar the port of choice for shady deals. This has done nothing for the town's reputation, but it has done a lot for its financial situation.

Other than cargo handling and some barge and ship repair, there is little else going on in Tenobar. Some of the land to the north of town is good for raising cattle, but the proximity of the swamp makes that a dangerous occupation.

Tenobar has a large Town Guard, and it needs one. The southeast corner of Malpheggi Swamp is the least hospitable part of the swamp, and the many awful things that live in that fen like to amuse themselves in and around Tenobar. Many of these monsters like to prey on barge traffic on the Arbandrine, so many of the more intelligent monsters have quite a bit of loot stashed away in their lairs. Many greedy adventurers have been lured into the swamp from Tenobar to claim that treasure, but not many return.

WRASSELDOWN

Wrasseldown is a small village in the southeast of the Strelle Plain, a few miles north of the Darokin Road. Corn, beans, and peas grow very well in this part of the plain, and Wrasseldown (population: 230) is the central meeting place for the farmers of the region. They bring their crops here at harvest time, buy equipment and supplies from Travelers here, and have their social gatherings here.

Wrasseldown is a typical, peaceful farming village, and the closest one to Darokin. Because of that, many city dwellers come to Wrasseldown for a taste

of "country living." Most local residents find this quite condescending, and enjoy playing jokes on the unknowing visitors. ("Why yes, Your Excellency, we always clear out the livestock pens by hand ...")

There is no need for a Village Guard in Wrasseldown. Most of the local residents are quite capable of defending themselves against most minor inconveniences, like wild animals. When faced with larger dilemmas, the villagers band together quite effectively.

XORG

Xorg is an orc keep in the northwest part of Darokin known as the Orclands. Xorg is smaller than Dast or Grukk, with only 4,500 orcs. Three thousand of these are warriors.

Xorg is almost entirely underground, with only a few fortifications and small huts above ground to mark its location in the southeast end of the Orclands. The orcs of Xorg are the ones primarily responsible for the harassment of Ft. Hobart and they have caches of supplies and weapons in hundreds of holes in the hills between Xorg and the fort. Small groups of warriors lurk throughout the area, hoping to catch army patrols by surprise or to lead them into an ambush.

Another thing the orcs of Xorg like to do is to try and sneak through the southeast corner of Alfheim and harass caravans on the Darokin Road west of Selenica. The elves of Alfheim patrol the area, but some bands still get through.

There is much talk in Darokin about reclaiming the Orclands, with the aid of Alfheim and Rockhome. If such an attempt is ever made, Xorg will likely be one of the first orc keeps to fall.

Places Of Interest

There's more, of course, to the Republic of Darokin than its cities and towns. Several large wilderness areas merit further discussion, especially since they provide adventurers with almost non-stop action. Civilization in Darokin has not eliminated danger and excitement; it has merely contained it to a few concentrated locations.

Like most of the town and city descriptions, the listings that follow are meant as guidelines for the DM to build adventures around. Information on what sorts of monsters live where, and in what numbers, is given in a general way only as each DM should consider the experience of his players and the level of their characters before deciding exactly what makes up any given encounter.

Athenos Canal

The Athenos Canal is a wonder of engineering and a tribute to perseverance and hard work. The canal, which was begun in 870 AC and finished some 29 years later, was financed by a coalition of merchant houses led by the Linton and Mauntea families. The houses collected tolls for use of the canal for the first 50 years of its operation, then sold the canal to the government for a single daro. Today, use of the canal is free to all, though there are control houses at either end of the 15-mile canal to keep traffic flowing smoothly.

The control houses at either end of the canal operate a series of locks that regulate the flow of water through the canal. The Streel River is seven feet higher than the water level of the canal at its eastern end, and the canal is four feet higher than the water level of Athenos Harbor at the western end. As the locks open and close, they create a slight current in the canal that flows toward Athenos, making travel in that direction a little faster.

The Athenos canal was built to give Darokin merchants direct access to Malpheggi Bay and the Sea of Dread. The last few miles of the Streel River cut through The Five Shires, and the traders wanted an independent route. Also, Athenos Harbor was a much better site

for a major port than the area where the Streel actually empties into Malpheggi Bay.

Most of the ship and barge traffic on the Athenos Canal is heavily guarded, out of necessity. The canal cuts through the Malpheggi Swamp, the home of many monsters, humanoids, and bandits. Boats on the canal must fend for themselves in these waters since they have nowhere to run. The crews of such ships know that their lives depend on sticking together, however, and everyone in sight of an attacked ship will rush to its aid.

BORDERLANDS

The Borderlands is a single term used to describe a large amount of very different land from all parts of the Darokin.

A map showing the Borderlands is on p. 11. They include a good deal of the western and southern border of Darokin, as well as the southern border of Alfheim. The Borderlands include forest, low hills, mountains, and open plains. The Borderlands are the most untamed regions in all of Darokin.

Politically, the Borderlands are divided into many different freeholds of various sizes. Each freehold is owned and ruled by a Magistrate of the Borders. The residents of a freehold owe loyalty and taxes to their Magistrate, and the Magistrate in turn protects them. It is a classic feudal arrangement. When a Border Magistrate dies, his or her heir assumes the title. Border Magistrates are supposedly controlled by the Inner Council of Darokin, but unless Magistrates commit grievous crimes, they are left to run things as they wish.

The Borderlands where adventurers are most likely to find danger and excitement are in southwest Darokin, between the Malpheggi Swamp and the border with the Atruaghin Clans. The Borderlands along Alfheim's southern border, by contrast, are the most civilized. So while they offer the least action from monsters and creatures, they are long on greed and intrigue.

Cruth Mountains

The Cruth Mountains are a tall range of mountains on Darokin's southern border, separating Darokin from the Grand Duchy of Karameikos. The Cruths are not a very broad range, but they are sharp and tall, with many winding passes that are easy to get lost in.

The Cruth Mountains, or one of the nearby towns, would be an ideal location for low-level characters and beginning players. The Cruths have many interesting monsters to root out, but not many of the more dangerous varieties. For example, there are quite a few goblins and kobolds, and some orcs, but hardly any trolls, hobgoblins, ogres, or giants.

Darokin Road

The Darokin Road begins in Akorros, goes southeast to Darokin (crossing the Streel River a few miles north of the capital), then heads east to Selenica and beyond. The Darokin Road may be the busiest highway in the Known World—it certainly is the busiest in the Republic of Darokin.

Over 80% of the traffic on the Darokin Road is composed of merchant caravans and their accompanying guards. Other possible encounters for travelers on this stretch of road include military troops, couriers, pleasure travelers, bandits, and monsters. The possible hazards and potential rewards of caravan travel are detailed much more thoroughly in the Player's Book.

Greenleaf Island

Greenleaf Island is the smallest of three islands on Lake Amsorak and a map of it is included on the map sheet accompanying this *Gazetteer*. Whoever named Greenleaf Island had an interesting sense of humor as the island is practically bare of greenery. In fact, it has very little life of any sort on it. The island is lightly covered with short, scrubby brown grasses. There are no trees or even bushes. The only green comes from small patches of grass and some moss growing on rocks

Places Of Interest

near the shore.

A dozen different types of sea birds nest on this island, feeding on insects and fish. There is no other animal life. Greenleaf Island is completely exposed to the elements—there are no known caverns, sheltered coves, or any other sort of cover. Like the other two nearby islands, Greenleaf Island is avoided by superstitious (and cautious) sailors who believe the islands to be evil and dangerous.

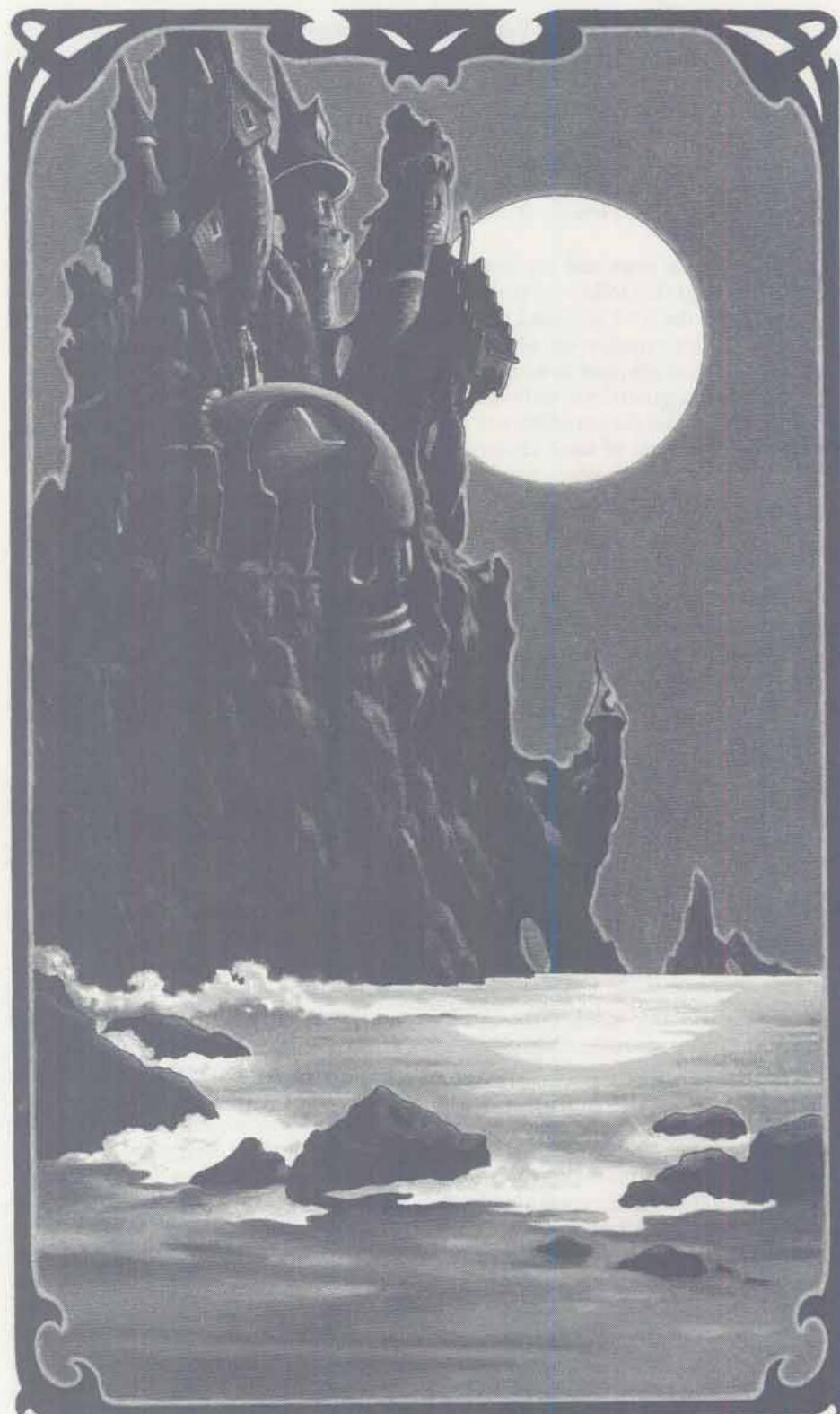
Itheldown Island

Itheldown Island is the largest island of the three in Lake Amsorak, and the most important. In the sailor's lore of the islands, Greenleaf Island and Razak's Rock are afterthoughts—it is Itheldown Island that draws everyone's attention.

There is only one reason for this attention: Itheldown Castle. Perched high atop a cliff on the south end of the island, this majestic keep was once the home of the powerful Ithel family. Today, it is a horrible parody of its former glory, a twisted, crumbling structure that radiates a palpable aura of evil.

Three hundred years ago, the Ithel family was one of the richest and most powerful in Darokin. Controlling much of northwest Darokin from their island castle, the family not only excelled in business but were master practitioners of the magical arts. Slowly, however, the family turned inward, becoming more withdrawn, cruel, and even paranoid. By the mid-700s, the Ithel family had completely secluded themselves on their island, and rumors began that the family was buying slaves from the lake pirates for evil rituals. Sailors gave the island a wide berth whenever they had to travel in the area.

Then, on a summer's night in 773 AC, sailors on nearby ships reported a strange, multi-colored glow playing about the entire island, concentrating on Itheldown Castle. Screams of terror and agony could be heard as far away as Bronsdale that night, and many strong sailors were lost as they jumped from their ships in panic, trying to swim away from the awful happenings.





The next morning, there was no sign of any living person on the entire island. The castle was twisted and bent by some powerful evil magic, and no one dared go near. To this day, sailors give Itheldown Island wide berth. A common superstition among the lake sailors states that if the twisted spires of Itheldown Castle are seen on the horizon, the voyage is doomed to a tragedy of some sort. Ships lost in the lake are routinely chalked up as victims of the Itheldown curse.

The rest of Itheldown Island is unremarkable. There are very few trees, but plenty of grasses and other vegetation. Wild sheep and cattle (descendants of livestock kept at the once-occupied castle) roam the island, as do rabbits and foxes. There is a very large bird population on the island as well, including falcons, seahawks and numerous species of less dangerous avians.

Lake Amsorak

Lake Amsorak is a large, freshwater lake in northwest Darokin. It is fed by a num-

ber of springs, as well as three rivers—the Ithel, the High Lake, and the Amsorak—that bring in runoff from the Amsorak Mountains to the north. There are two major cities on the shores of the lake, Akorros to the east, and Akesoli to the west.

There are hundreds of Darokin ships on the waters of Lake Amsorak, mostly cargo carriers moving between the two major cities and fishing boats. The lake waters are usually calm, though powerful storms can come up with little warning. The lake is over 600' deep in the center, and there are certainly unknown creatures lurking in its depths.

Lake Amsorak also has three islands of interest in its eastern half, Itheldown, Greenleaf Island, and Razak's Rock, each of which is described elsewhere in this section.

Malpheggi Swamp

The Malpheggi Swamp is the dominant feature of southwest Darokin. It is a huge and wholly unpleasant place, measuring

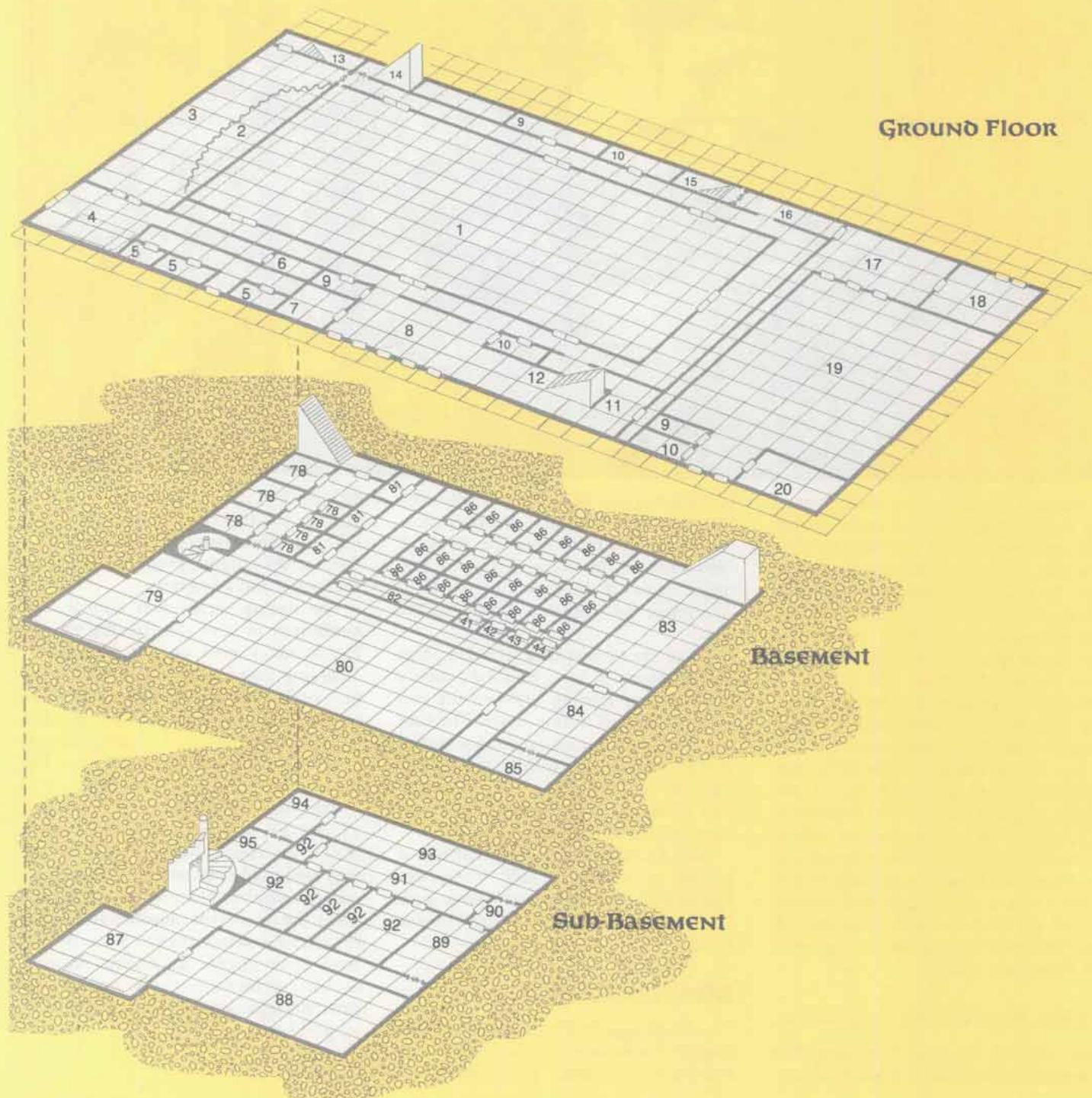
80 miles by 150 miles. The swamp is broken up by the occasional patch of low hills, but is otherwise very monotonous—flat, marshy ground, overgrown with low vegetation and a few trees.

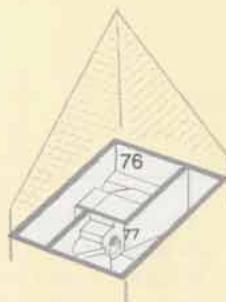
The swamp teems with animal life, hardly any of it of the friendly variety. Nearly every type of evil humanoid, including lizard men, ogres, orcs, goblins, trolls, hobgoblins, and kobolds live in the swamp, as do human bandits and cults. As for monsters, it would be almost easier to name the ones that *don't* live somewhere in Malpheggi Swamp.

The people of Darokin have developed a fairly sane response to the challenge of Malpheggi Swamp—they avoid it. When they are forced to go near it, they depend on large numbers of armed guards, to dissuade the intelligent monsters and to kill the ones that attack anyway. Some people have been known to mount hunting expeditions into the swamp, but they are generally regarded as having serious mental problems.

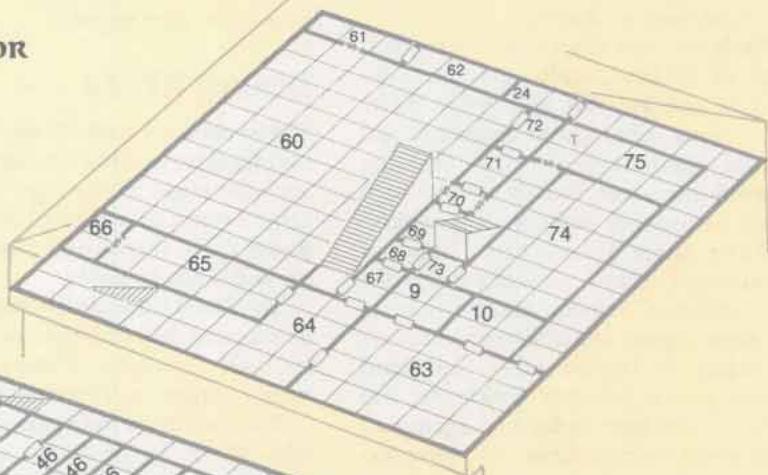
MERCHANT'S GUILD HALL

Scale: One square equals 25 feet

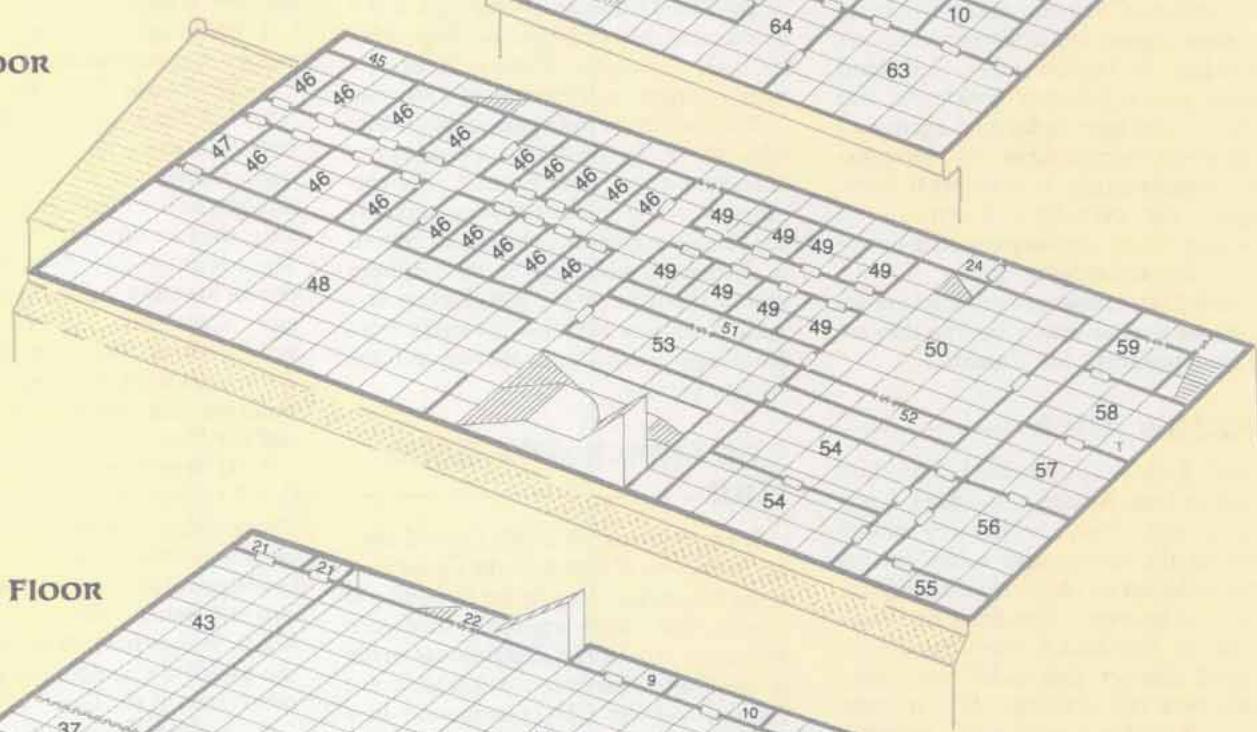




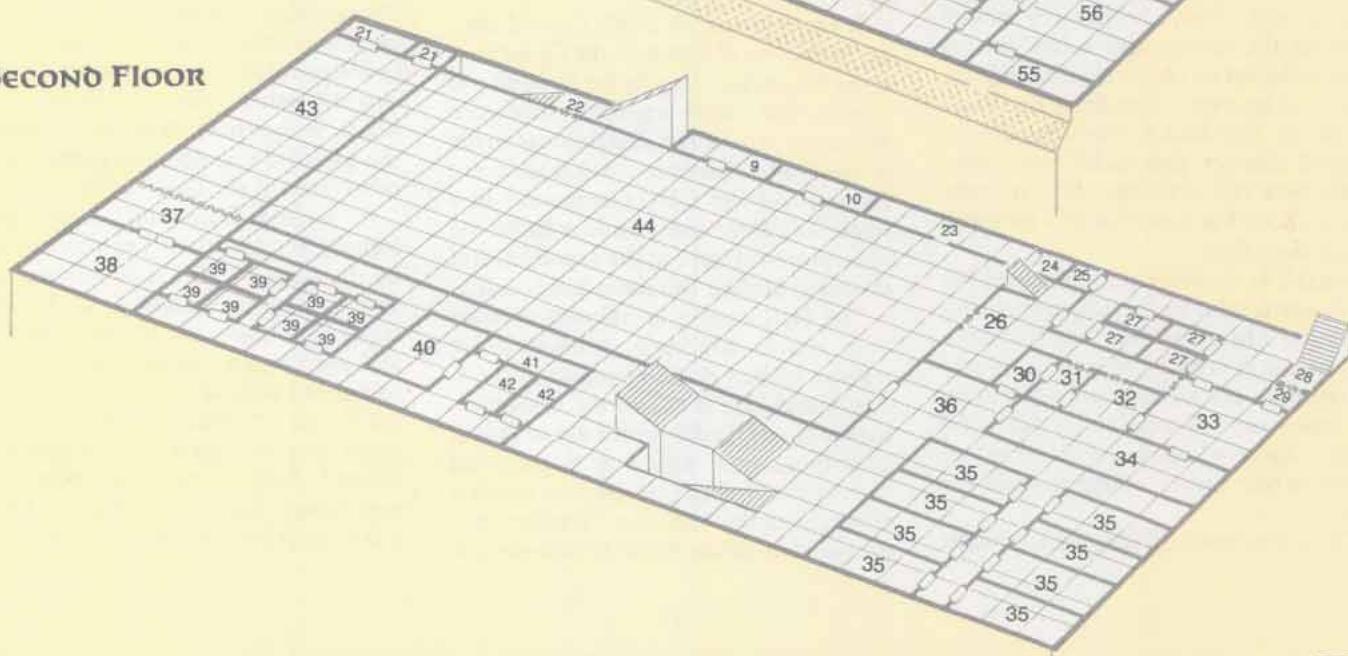
Fifth Floor



FOURTH FLOOR



Third Floor



SECOND FLOOR

Places Of Interest

Orcland

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While orcs are the predominant residents of Orcland, trolls, goblins, hobgoblins, and kobolds also reside there. The various tribes try to cooperate and expand their territory, but fighting between the races usually dooms such efforts before they make much progress.

While there seems little hope of reclaiming Orcland, Darokin (with the cooperation of Alfheim and Rockhome) has done a good job of keeping the orcs bottled up. Ft. Hobart and Ft. Nell guard narrow passes between Rockhome and Alfheim, and have so far held against all attempts to overrun them. And after several devastatingly unsuccessful campaigns, the orcs have given up on attacking either the dwarves or the elves in their respective homelands.

The hills and mountains of Orcland are also home to many monsters, but they are the orcs' problem, not Darokin's.

Razak's Rock

Razak's Rock is aptly named. The third island on Lake Amsorak, the Rock is just that—a rock. Only the hardest mosses grow on the island, and a few nesting birds make up its entire wildlife population. It is an empty, desolate place. Sailors blame the Rock's condition on the magical disaster that befell Itheldown Castle over 200 years ago, but in truth, Razak's Rock has been like this for much longer than that.

Razak's Rock does have a sheltered bay on its north side, with calm, crystal clear water and a beach of fine, jet-black sand. The sand is in demand by artists and other craftsmen as a novelty, and a few brave entrepreneurs will occasionally sail to the Rock to dig up a load, but it's hard to find a crew or boat owner willing to make the trip.

There are rumors of several underwater

caves on Razak's Rock, which are supposed to be the hiding place of (according to which rumor is being retold) pirate treasure, dragon hoards, the secret treasure vaults of the Ithel family, or some combination of the above. If anyone has found any such caves (or treasure), they have kept quiet about it.

Streel River

The Streel River is one of the most important features in all of Darokin. Its waters feed the crops of the Streel Plain, carry cargo from Corunglain to Athenos, and power mills, forges, and other industries up and down its banks.

The Streel is a wide, strong river, and it sees a great deal of barge and ship traffic in both directions. Fishing boats also work the river with considerable success.

The river is an unforgiving one; those who take it lightly do not usually get a chance to repeat their mistake. The currents are strong and treacherous, and only the strongest swimmers have ever crossed it. This is an advantage at the southern end of the river, as the Streel serves as a natural barrier keeping monsters from Malpheggi Swamp from moving into the land to the east.

The Merchant's Guild Hall

Located just south of the Central Market in the city of Darokin, the Guild Hall is the largest building in the Republic. It is said that more important decisions about the fate of the Republic are made in the Guild Hall in one day than in the Capitol and the DDC Compound in a week. The Merchant's Guild is by far the most powerful force in the Republic, and the focus of their influence is this hall.

The Hall itself is an impressive stone and mortar structure, with gargoyle statues leering down from the corners. The Guild Hall is one of the few buildings in all of Darokin with a sort of indoor plumbing, and objects with continual light spells on them are used for lighting throughout the building. Ventilation is provided by an ingenious system of vents

and ducts that provide fresh air to every room in this five-story building. A detailed map of the Hall is on pp. 48-49, and the key is as follows:

GROUND FLOOR

1. Concert Hall: The Merchant's Guild Hall is also a cultural center for the city, and the Guild sponsors many concerts, operas, plays, readings, and other such events. The concert hall will easily seat over 10,000 patrons. This is also where the Merchant's Guild holds its annual conclave (it's the only place big enough).

2. Stage: For events requiring more stage area, the hemispherical curtain in the back is drawn.

3. Backstage: This area is used for prop storage and stage management.

4. Workshop: This room is two stories tall, and has large doors leading to the backstage area and to the outside. When large scenery or other bulky items are brought to the Guild Hall for a performance, they are brought in and stored here. There is a trap door down the long corridor for lowering bulky items into the storage areas in the basement and sub-basement. Also down the long corridor are workbenches and equipment for building and painting scenery, props, and the like.

5. Office: The cultural events at the Guild Hall require their own staff to handle bookings, oversee workers, etc. The various offices on the ground floor are used by the Concert Hall manager and his two assistants. They often work odd hours, so they have their own entrance to the building that does not allow access to other parts of the Guild Hall.

6. Locked Storeroom: Some props, scenery, costumes, and equipment used by the Concert Hall is considered valuable enough to be locked in this storeroom. The Director, his two assistants, and the Property Master have keys. The tools and equipment in here are worth no more than 500 daros, though some of the props may have great value to fans of the theater, but do not look particularly expensive at first glance. Hidden behind a false shelf is the jewelry used by the cos-

Places Of Interest

tume department; most of it is fake, but some of it is real, donated by wealthy patrons of the arts. All told, these objects have a total value of some 3,700 daros.

7. Security Office: Four guards (2nd level, AC 6, armed with a Darokin rapier and a dagger) are on standby here during events in case the ticket-takers, ushers, or anyone else needs assistance.

8. Foyer: This is the main entrance to the Guild Hall. People going to an event in the Concert Hall go through one of the two curtained openings to the hallway beyond.

9. Men's Bathroom

10. Women's Bathroom

11. Refreshment Stand: Food and drinks are sold here to concert patrons. The long hallway connects with the kitchen, so the stand can be resupplied conveniently.

12. Grand Stairway: This is a grand, marble staircase some 50' wide which is kept perfectly polished and gleaming. It goes all the way to the fourth floor.

13. Stairs Down: These stairs lead to dressing and make-up rooms in the basement for the performers.

13. Stairs Up: Most Guild Hall employees know about this stairway which connects the first and second floors, despite the fact that it is hidden by secret doors at both ends.

14. Stairs Down: Only a few people know about this set of stairs that leads to the basement.

15. Refreshment Stand: One door leads directly to the kitchen, while a secret door leads to stairs to the basement.

16. Kitchen: The staff here can handle anything from a formal banquet for 1,000 or fine cuisine for two. There is a dumbwaiter, counter-weighted with a block-and-tackle arrangement, in the northwest corner. It can deliver cooked food (and other things) as far up as the fourth floor.

17. Food Storeroom: The storeroom has its own door to the outside, to make delivery of supplies easier.

18. Banquet Hall: When the Guild holds a dinner reception, formal banquet, or just a civic breakfast, this is

where it happens. The Banquet Hall also has its own entrance to the outside.

19. Cloak Room: During any gathering at the Guild Hall this room is used to store the coats, jackets, and outer wraps of guests.

SECOND FLOOR

20. Dressing Rooms: These serve as make-up and preparations areas for actors and the like getting ready to go on stage.

21. Secret Stairway: From here, stairs lead to both the first and third floors. A secret door allows entrance into the ballroom.

22. Refreshment Stand: Supplies are delivered through the dumbwaiter.

23. Dumbwaiter: Connects to the kitchen on the first floor (room 16)

24. Private Bathroom: For the Guildmaster's guards and staff.

25. Guard Room: Twenty guards with magic armor and weapons are assigned here. They range from 4th to 6th level, have armor which provides them with AC 3, and employ *Darokin rapiers +2*. Stairs at the north end lead to their quarters, where another 20 are off duty. Secret doors allow the guards to surprise intruders.

26. Offices: The four Assistant Guildmasters have their offices here.

27. Stairs Up: Only the Guildmaster and his most trusted staff know about this stairway to the third floor.

28. Grand Bathroom: This very luxurious facility is for the private use of the Guildmaster and includes a bath and sauna. A secret door in the back leads to a stairway to the third floor.

29. Entry Hall: Visitors who have official business with the Guildmaster must enter this room first, where they can be secretly observed by the guards in area 24.

30. Receptionist: Visitors continue to this room, where a secretary confirms the visitor's appointment.

31. Waiting Room: This very comfortable room is for visitors waiting to see the Guildmaster.

32. Guildmaster's Office: A luxurious office befitting the stature of one of the most powerful men in Darokin. The

Guildmaster often sits behind a huge, ornate desk at the north end of the room, but in less formal situations, he will meet visitors in the south end, where a hearth, serving cart, and several comfortable chairs await.

33. Audience Chamber: The Guildmaster sees large groups of visitors in this room.

34. Meeting Rooms: Many high-level business deals are struck in the Merchant's Guild Hall, and the Guild provides well-appointed, private meeting rooms for these negotiations. Although rooms can be reserved in advance, they don't have to be. Use of the rooms is free to Guild members.

35. Hall of Glory: Various portraits and statues line the walls of this area, depicting famous figures from Darokin's past. Included are all former Chancellors of the Republic, and most of the former Guildmasters of the Merchant's Guild.

36. Musical Storage: Musical instruments, stands, chairs, and sheet music are stored here.

37. Loft: This is the extension of area 4 on the first floor. Heavy items can be brought in on the first floor, hoisted up into this area, and then stored in area 36.

37. Offices: The Guild Hall Manager's staff works here.

38. Manager's Office: Running the Merchant's Guild Hall is a big job which the manager does from here. The Guild Hall manager is responsible for security, the kitchen staff, cleaning, routine maintenance, and all the other things which are needed to operate this huge building.

39. Bathroom: For use of the staff.

40. Assistant's Offices: The Guild Hall Manager has two assistants, and these are their offices.

41. Ballroom Stage: This is where the orchestra performs during formal balls.

42. Ballroom: The largest in Darokin, this is where the annual Masked Ball is held in the capital city. Many other social events, including dances, receptions, and similar formal events are also held in this beautifully decorated room. It is the secret dream of every Darokin girl to be married in the Merchant's Guild Hall ballroom.

Places Of Interest

Third Floor

43. Secret Corridor: There is a stairway down to the second floor on the west end and a secret door in the south wall. Building staff use this corridor all the time, but try to be discreet about it.

44. Staff Quarters: Living quarters for some of the staff, including the Guildmaster's servants and some of the menial labor.

45. Bathroom: Used by the staff living in this area, this bathroom also has several bathtubs with privacy screens.

46. The Pit: The Pit is a large meeting room, with dozens of small tables and lots of chairs. Many building staff members use this room to relax and meet friends, and some merchants like the room's jovial atmosphere for meeting new customers on an informal basis. Many a lucrative business deal has been made in the Pit by a trader who knows how to put someone at ease.

47. Scribe's Rooms: This is an area where another of the services offered by the Guild is available. Deals are being made nearly around the clock in this building, and scribes are available at all times to commit those agreements to parchment. These rooms are all identical, and contain a wide array of scribe's equipment including inks, parchments, waxes, various seals, and other expensive tools. The seals used to authenticate important documents, like certified letters of credit or official Guild decrees, are not kept here.

48. Guard's Quarters: Twenty guards are asleep in this room. They are the other half of the force in room 25 on the second floor, and a stairway at the north end of the room connects the two.

49. Security Corridor: Guards can observe (and, if necessary, ambush) people entering the Guildmaster's Apartment through a section of this floor.

50. Armory: Weapons and armor for the sleeping guards, as well as special items for emergencies, are stored here. The secret door is both locked and trapped. Only the captain of the guard and his two lieutenants know how to get past both.

51. Art Gallery: This room shows off the Guild's extensive (and expensive) art collection. It also serves as a waiting room for people visiting the Guildmaster in his apartment.

52. Living Rooms: These are typical living rooms—typical, that is, for the apartment of a man who's worth over 32 million daros. In keeping with Darokin traditions, the furnishings are of the finest quality, but are not flashy. Some of the rarest books in the Known World are on the shelves of this room.

53. Bathroom.

53. Dining Room: The table in this area can seat up to 26 persons. This room is used for the Guildmaster's private social events, and for the most delicate of negotiations.

54. Study: Anyone ever invited to meet with the Guildmaster in his private study knows they've made the elite list. This room is, like all the others, beautifully appointed and is used for the Guildmaster's most important business.

55. Bedroom: The Guildmaster's private quarters. There is a *teleport* spot in the southeast corner that, when activated with the proper secret word, will *teleport* anyone standing on it to room (19) on the correct room number fourth floor.

56. Bathroom: The Guildmaster's private bath. There is a secret door in the back of this room, which leads (after another secret door) to a stairway to the second floor.

Fourth Floor

57. Treasure Room: The Merchant's Guild issues its own certified letters of credit, and while many of them are backed solely by the Guild's reputation, some of the clocs are backed by cold, hard cash. That cash (or at least a good part of it) is kept in this room. This room has piles and piles of gold bars, 500-daro ingots stacked conveniently. There's probably over 2,000,000 daros here. It is, of course, well guarded (for more on the guards, see below).

58. Treasure Room: Hidden behind a secret door is a smaller room with even more riches inside. This room contains

some platinum (about 800,000 daros' worth), plus a number of cut and uncut loose gems. Although the value of the platinum stored in this room is fairly static, the number of jewels kept here changes frequently. As a rule, the value of gems runs between 1 and 2 million daros.

59. Treasure Room: The door to this room is trapped. Inside are hundreds of small boxes built into the walls, each with an individual lock (many of them trapped as well). Inside these boxes, wrapped in fine cloth, are some of the finest jewelry and gems in all of Darokin. The total value of the items in this room is probably in excess of 15 million daros.

60. Mess Hall: Many of the building staff eat inexpensive meals here.

61. Foyer: Two guards with pikes stand at the north end of this room, making sure that anyone that wanders up here goes no farther than the mess hall without the proper papers.

62. Guard Room: Ten more guards (4th level, AC 6, *Darokin rapiers* +2 and pikes) and their captain (7th level, AC 2, *Darokin rapier* +3, *ring of human control*) wait here for trouble.

63. Armory: Numerous extra sets of armor and weapons are stored here.

64. First Defense Room: This room is empty except for three doors, all of which require a different spoken password to open.

65. Second Defense Room: This room is also empty, except for the door on the north wall. This door is locked and trapped.

66. Third Defense Room: This room, too, is empty. The door on the north wall is not locked, but it is guarded with a deadly area effect trap.

67. Fourth Defense Room: This room is, you guessed it, empty. Two secret doors lead to the big treasure room (to the west) and a secret stairway to the fifth floor (to the east). The north door, like the secret doors, is locked and trapped.

68. Fifth Defense Room: In keeping with tradition, this room is also empty. The door on the north wall is locked and trapped.

69. Sixth Defense Room: This room, like the rest, is empty. This one, however,

Places Of Interest

has a permanent *anti-magic shell* cast around its perimeter in all directions, so no spell may enter or leave the room. The door on the west wall is false; it will not open, and if it should be pried off the wall by brute force, a blank wall is all that is behind it. What's more, the door that leads to this room is a one-way door; that is, once everyone in a group enters this room, the door will shut behind them and disappear. If only part of a group enters the room, then the one-way door will not disappear. Only when the entire group enters this room will the one-way door's properties become apparent. By then, of course, it will be too late, and intruders who have gotten this far will be trapped like rats and picked up at the Guildmaster's convenience.

70. Scribemaster's Office: The Master Scribe of the Merchant's Guild works here, constantly accompanied by two guards, putting the final touches on important papers, including all certified letters of credit in amounts greater than 50,000 daros. There are several special seals required to prove the legitimacy of large clocs, and the Scribemaster is the only person who has copies of all of them.

71. Scribes' Office: Four scribes work in here, under the direct supervision of the Scribemaster. These scribes prepare the body of most of the important documents, leaving the finishing touches and the all-important seals to their boss.

72. Teleport Room: There is a *teleport* spot in the northwest corner that goes with the one in room 55 on the third floor. Like that spot, a password is required for the *teleport* to operate. There is a secret door in this room, too, and it leads to a stairway which ascends to the fifth floor.

Fifth Floor

73. Observation Platform: This is the highest point in the city, and it provides a clear view for miles in all directions. The stairway that exits to the north is obvious but another one, which exits to the south, is hidden by a secret door in the floor of the platform.

74. Emergency Cache: The Merchant's

Guild plans to be a power in Darokin forever; but they also know that natural disasters, wars, riots, and other unpleasanties are a possibility. Should the worst happen, there is an emergency cache underneath the spiral staircase leading to the observation platform. The cache contains the following: 5,000 daros in coins; another 15,000 daros worth of jewelry; assorted certified letters of credit (issued by a wide variety of institutions) totaling 300,000 daros; one of each of the important Merchant's Guild seals; several books of financial information; and a *magic carpet*. In an extreme emergency, the Guildmaster is supposed to take the items and fly on the *carpet* off the observation platform to safety. Only the Guildmaster knows the command word for the *carpet*. In fact, only the Guildmaster is supposed to know that the cache itself even exists. (However, two other people—one of the Assistant Guildmasters, and a sharp-eyed servant—also know of the cache. No one knows that they know, not even each other.)

Basement

76. Dressing Rooms: These rooms are for Concert Hall performers to change costumes, put on make-up, etc.

77. Loading Area: Goods are sent through trap doors from this area as needed, either up to area 4 on the first floor, or down to area 85 in the sub-basement. The goods are moved with a block and tackle. There is a spiral staircase in the northwest corner that leads to the sub-basement.

78. Storage: Large *bulky* items are stored here. Everything from impounded cargo wagons to broken furniture and crates of unclaimed merchandise end up in this room. Some of the workers down here claim that they know exactly where everything is, but that's hard to believe given the disorganized nature of the area.

79. Livestock Pens: Impounded and sick animals are kept here, along with livestock for the kitchen staff when they need the freshest possible meat. Occasionally, a captured monster may also be found down here, while a decision is being made on what to do with it.

80. Guard Room: The dungeon guards stay here, usually playing cards or dice.

Both doors in this room are always locked, and only one may be opened at any one time.

81. Records Room: The door to this room is locked, but not trapped. Inside are numerous shelves of financial records which, although of great importance to the Guild, are of little value to anyone else.

82. Workshop: The door to this room is not locked or trapped. Inside, wizards and alchemists work on various experiments sponsored by the Guild. There is a great deal of equipment in here, but the most powerful magic items are usually kept by the wizards using them, rather than left here. No matter what the time, day or night, there is an excellent chance (90%) that 1d6 magic-users and 1d4 alchemists are in here, plugging away.

83. Storeroom: The secret door to this room is locked and trapped. Many of the magical and alchemical supplies used in the workshop are stored here. Few individual items are exceptionally valuable, but taken as a whole, there's quite a lot of valuable material here.

84. Dungeon Cells: These are typical dark, dank, smelly, and uncomfortable dungeon cells. The four larger cells are kept a little cleaner than the rest and are used for important prisoners. Usually, prisoners are kept here only for a short time, until the Guild finds out whatever it is they need to know, and then they are turned over to the City Guard. There usually aren't very many prisoners here, but the Guild believes in being prepared for all eventualities.

Sub-Basement

85. Loading Area: Large items are loaded through the trap door in area 77 of the basement to this area for long-term storage. In the northwest corner, there is a spiral staircase that leads up to the basement.

86. Storeroom: The things in here are even older than the stuff in the basement storeroom. Some of it is undoubtedly valuable, some of it is junk. Telling the difference between the two is not be easy.

87. Trapped Room: The secret door to this room is locked and trapped. Crossing the room, any intruders should encoun-

Places Of Interest

ter three more separate traps, all designed for maximum lethality.

88. Trapped Room: The door to this area from room 87 is trapped and locked. There are three more separate traps in this room, even more dangerous than the first three (if possible). There is another locked and trapped door on the west wall, and a secret door on the north wall.

89. Magical Guardian: This room is the lair of several foul-tempered, deadly magical guardians, whose only purpose in this life is to rip any and all intruders into small, bite-sized pieces and eat them. The Guildmaster has a special *charm* which he wears when he comes down here that protects him from the beasts. The *charm* is a one-of-a-kind item. If a group of adventurers should ever come into this area, the GM should present them with almost certain death by some sort of magical monsters which serve as guardians.

90. Treasure Rooms: The doors to each of these rooms are, of course, locked and trapped. In each room is a variety of valuable items, ranging from gems and jewelry to magic wands, armor, and weapons, to powerful magical artifacts. In these rooms are the most valuable and powerful things which the Merchant's Guild owns.

91. Magical Workshop: Magical experiments that are too sensitive or dangerous to perform in area 82 of the basement are undertaken here. This is a secret facility and most of the Guild's magic-users don't even know that it exists. Only the top three wizards in the Guild's employ, the Guildmaster, and one Assistant Guildmaster know of it. The equipment and materials in this workshop are worth a fortune.

92. Magical Stores: The door to this room is neither locked or trapped, the wizards figuring that anyone that's gotten this far either belongs here or isn't going to be fazed by one more trap. Practically every spell component known to the magical community is in this room, and in abundance. Only the most expensive and valuable components and equipment are not here, which might lead the observant to think there may be a hidden vault of some sort.

93. Hidden Vault: Good guess. The

secret door that leads to this small room is locked twice and trapped three times. Inside are the most valuable magical components known—diamond dust, dragon's bones, books with the true names of some very nasty creatures from the lower-planes, and more.

In addition to the standing guards listed in their various locations, a number of guards walk regular patrols throughout the building. Strangers can roam unchallenged through the public areas of the Guild Hall (many areas are quite crowded well into the night), but unfamiliar faces in places they don't belong will be immediately investigated in a friendly way. "Good evening, sir, may I help you find your way?" is a typical greeting from a guard who doesn't think you belong where you are. If any resistance is encountered, the guards' mood quickly sours, reinforcements are called in, and the situation is resolved with as much force as seems necessary.

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ADVENTURES

Basic Adventures

The following adventures are intended for use by characters who are between the first and third levels of experience.

Action on the Athenos

Introduction

The characters are hired by a merchant named Bancohr to travel with his barges as they cross the Athenos Canal. He informs them that they are going to be guarding a very valuable cargo which is packed away in stout chests and strong-boxes. If the characters inquire as to the specific nature of the cargo being conveyed, they will be informed that it is simply trade goods (specifically fine porcelain) made within Darokin, being delivered to Athenos for eventual shipment abroad by exporters.

Resolution

In actuality, the characters are being set up. Bancohr is a dishonest man who has purchased a cargo of inferior porcelain and insured it with a major trading house for nearly five times its value. Although he has hired the characters to serve as guards for the duration of the craft's voyage down the canal, he has also hired a small group of bandits (see the D&D® game Basic Set for statistics) to attack the barge and destroy the cargo. Once the cargo has been destroyed, he will file a claim for the alleged value of the merchandise.

During the course of their battle with the bandits, the characters should discover the true nature of the cargo which they are protecting. In addition, the bandits will know about any special precautions taken by the characters to protect the cargo which their patron knew of. Actions taken by the characters of which Bancohr was not aware will not, of course, be known.

Once the characters have discovered that the porcelain is not what it was billed as, a little investigation will turn up the fact that no warehouse space has been reserved for the goods in Athenos and that they have not been offered for sale to any exporting firm. In short, it will become obvious that the cargo (and its guards) were never

intended to reach Athenos intact.

Aftermath

When the characters have acquired enough evidence to support their belief that the merchant has wronged them, they can either confront him directly, turn him over to the authorities in Athenos, or bring his actions to the attention of the house which had insured his cargo.

If they pursue the former course of action, the players will probably want to raid Bancohr's home and/or offices in Athenos. The outing will be particularly profitable if one or more thieves is included in the party, but can be resolved with simple brute force.

Another possible means of recompense is blackmail, with the characters offering not to go to the authorities if they are included in the take. Although the Bancohr will agree to their conditions, he will later attempt to betray and murder them. There is no honor among thieves.

If the characters go to either the authorities or the insurer, they will be required to testify against the merchant in court and may acquire something of a reputation as word of the trial spreads. Since the average businessman in Darokin would be shocked at the actions of Bancohr, the players may find themselves receiving praise and, more important, additional job offers from merchant houses looking for reliable guards or agents. In any case, they will receive a reward for their actions from the insuring merchant house.

The Wanderer's Grave

Introduction

The characters come across an unusual document which, at first, seems to be an ordinary map of the various passes through the Cruth Mountains and into the Five Shires south of Darokin. When exposed to the light of a full moon, however, one of the passes is found to be marked with a brief inscription which tells of an elf who called himself *The Wanderer*. It seems that he met with an untimely death at the hands of the goblin tribes that roam the hills and his companions buried him, along with his belongings, where he fell. The document is a map detailing the location of his grave.

If the players are not interested in traveling to this location on their own, the DM should simply introduce a patron (another elf or a human magic-user) who wishes to learn more about the fate of *The Wanderer* and, perhaps, recover some of the magical objects which he took with him to his grave.

Resolution

The trip through the Cruth Mountains to the grave of *The Wanderer* should be difficult and trying, but nothing the characters cannot cope with. As one might expect, the usual hazards of a mountaineering expedition—rockfalls, harsh weather, animal encounters, avalanches, and the like—should be presented for the characters to overcome during their travels.

Once they reach the site indicated on the map, the characters will find the remains of a simple grave which has been ransacked by goblins. A quick search of the area around the grave will uncover a cave which is almost certainly home to a tribe of goblins. The skull of an elf is secured to the stone above the entrance to the cave by an iron spike. The Dungeon Master should detail the goblin lair, keeping in mind the strengths and weaknesses of the adventurers.

In the event that the characters wish to pursue the Darokin ideals of diplomacy and finesse over physical confrontation, they will find the goblins to be fairly un receptive. They will be able to learn that these are the humanoids who slew *The Wanderer* and later looted his grave, but will be unable to recover any of his belongings. If they remain too long in the company of these foul tempered goblins, they will be attacked and forced to flee the mountains.

Aftermath

The Dungeon Master should determine the treasure kept by the goblins in accordance with the rules presented in the Basic Set. In addition to the wealth so indicated, they have one of *The Wanderer*'s magical objects.

The object is a staff some 6' long and

Adventures

2" in diameter. One end of it looks as though it has just been cut from the tree and has sprouting buds and leaves on it while the other is withered and dry.

Striking a living being with the withered end will inflict 2-12 (2d6) points of damage, just as a *Staff of Striking* would. Such an attack adds one charge to the staff as it draws forth the life energy of the victim.

Touching someone with the living tip of the staff will restore 2-12 (2d6) points of damage to the individual in the same manner that a *staff of healing* would. Using the staff in this manner will drain one charge from it.

If the staff ever reaches zero charges, its energy has been utterly depleted and it is no longer enchanted.

Expert Adventures

The adventures which follow are included to provide adventures suitable for use by players with characters who are of at least 4th and no higher than 14th level.

Works of Art

Introduction

The craftsmen of Darokin are among the finest in the Known World. As such, the goods which they produce are greatly valued and highly sought after. When word of a new artisan of exceptional talent reaches the market place, there is often a frenzy of speculation about his or her future and a great deal of haggling over the worth of their existing pieces. It is just such an event that brings the characters face to face with a true fiend in this adventure.

The characters either decide or are hired to make a voyage to the home of a female artisan by the name of Matrissa. She has recently acquired a reputation for skill in the crafting of stone busts. She works only in jet and produces pieces of such detail and quality that none like it has been seen in recent history. Matrissa lives south of Akorros and the characters' journey to her home has but one primary purpose: to purchase as much of her work as they can for as little as they can. If pos-

sible, they will also want to entice her to deal only with them (or the merchant whom they represent).

Resolution

Although Matrissa will be a kind and charming hostess, she hides a dark secret in the cellars beneath her richly appointed manor. The Dungeon Master will want to make up a character sheet for Matrissa and lay out a map of her home, keeping in mind that she is fairly powerful magic-user. Below the manor house in which she lives is a cellar which contains her magical workshop, but there is nothing uncommon about it. Beneath that level, however, is the heart of her great evil.

In a secluded dungeon, protected from intruders or potential escapes by numerous magical and non-magical traps, she keeps a row of cells in which she imprisons those who will serve as "models" for her works of art. In addition, this level contains a pit which is home to a shockingly black cockatrice (see the D&D® game Expert Rules). When Matrissa decides to create a new sculpture, she simply tosses one of her prisoners into the pit and waits. Once the monster has done its work, she recovers the victim and cuts the head and shoulders from the jet corpse to make a bust.

Aftermath

When the characters confront Matrissa, they should find her a dangerous foe who is almost impossible to overcome. Still, with luck, they should be able to defeat her. A particularly satisfying end to the battle with Matrissa would be to hurl her into the cockatrice's pit where she can experience for herself the frightful death of her victims.

The characters will find that the prisoners in the cells are all very handsome men and beautiful women who fell victim to Matrissa's magical lures and found themselves suddenly abducted by the evil woman. Their sadistic captor made the manner of their deaths quite clear to them and they lived in terror that each day would be their last. The intense gratitude which these prisoners will feel upon their release makes it easy for the referee

to introduce one or more of them as a romantic interest for the characters in future games.

In addition to the treasure which they recover from looting Matrissa's home, the characters will receive a great deal of publicity for the rescue of the prisoners. In Akorros, where the victims came from, they were all assumed to have been killed or abducted by some unknown person, but the lack of clues meant that the town guards were wholly unable to find any of them. Rewards from the victims' families may be provided also, at the referee's discretion, and should be determined in accordance with the specific level of the campaign.

Orclands

Introduction

There are numerous points within the legal borders of the Republic of Darokin which remain uncontrolled and untamed. Perhaps the most well known of these regions are the orcish keeps in northeast Darokin. Known as the Orclands, this region of the country has never been completely pacified and is a constant threat to the security of Darokin, Alfheim, and Rockhome. Thus, these areas present themselves as obvious targets for attacks by characters of sufficient strength.

This adventure assumes that the characters, either for their own gains or as agents of the Republic of Darokin, have decided to mount an attack on one or more of the various keeps in the Orclands. Probable starting points for invasions of the Orclands are Fort Hobart, which protects the city of Selenica, and Fort Nell, which stands to block access to Corunglain and the core of the Heartland.

Resolution

If the characters intend to attack only a single stronghold—be it C'kag, Dast, Grukk, or Xorg—they will find the resistance to be fierce, but disorganized. Each of the holds listed above presents all the hazards of a common military encounter, plus the possibility of unusual monsters which have been

tamed by or allied themselves with the humanoids who dwell there. Once the large military forces of the region have been overcome, there will be numerous threats to the characters as they explore the wreckage of these fortifications. Each of them has vast underground regions which will require exploration and "decontamination" before humans can again return to the area.

If the characters are determined to reclaim all of the Orclands, they will find that the humanoids there are quick to unite when confronted with the possibility of utter destruction. Although they will not have the discipline and capabilities of a more formal military unit, the humanoids of the Orclands can present more than a small challenge to would-be heroes. If pressed too far, they will even petition Thar of the Broken Lands (see GAZ10, *The Orcs of Thar* for more information).

Aftermath

Once the Orclands have been subjugated, either wholly or in part, the new regions will require the establishment of a formal ruling authority. It is quite possible that the characters could petition for and receive the lands as an independent state. In any event, they will certainly have considerable sway in the decisions which are made about the development of this region.

In addition to the gratitude of Darokin itself, the elves of Alfheim and the dwarves of Rockhome will be certain to express their gratitude for the actions of the characters.

Of course, the destruction of the orc strongholds does not make the northeast corner of Darokin tame by any means. This stretch of rough and broken terrain will only be truly controlled after an extended period of exploration and the destruction of numerous caches of evil hidden throughout the area.

Companion Adventures

The following adventures are intended for characters who fall between the 15th and 25th level of experience.

The Eagle's Talons

Introduction

The characters in this adventure are all assumed to be tied, in one way or another, to the Darokin Diplomatic Corps. While on a mission to the dreaded Fort Doom in the Grand Duchy of Karameikos, the characters are secretly contacted by a handsome young man (of perhaps 15 years) who gives his name as Sahlynda. He explains that he is a servant in Fort Doom itself and is very unhappy with his life. This should, obviously, come as no surprise to any of the characters since almost everyone is unhappy with life in the Black Eagle Barony.

The boy explains that he wishes to leave Karameikos entirely and travel to Alfheim, where he has family. A close examination of the boy's features show that he does indeed have an elvish cast to his face. The lad explains that he has a valuable magical object which he will gladly present to the characters (for their own use or for transfer to the Republic, as they desire) if they will aid him in his escape. The object, it turns out, is a bone-handled dagger with a long slender blade of mithril. The referee should assign it powerful magical properties to make it especially interesting to the characters in his or her campaign.

Resolution

In actuality, the boy is a first level magic-user who has been serving as an apprentice to Bargle the Infamous (see GAZ1, *The Grand Duchy of Karameikos*). If the referee does not have access to a copy of that book, he should simply create a powerful chaotic magic-user of 15th level to assume the role. One by one, he has seen other apprentices "disappear" and he is certain that Bargle either uses them in his researches or kills them when they become too powerful to control. As such, he has decided to get away from Fort Doom while he can. As soon as the characters agree to help Sahlynda, they will be setting themselves up for a direct confrontation with Bargle.

Their attempts to sneak Sahlynda out of Fort Doom, the Black Eagle Barony,

and finally Karameikos itself must be well thought out and clever, for Bargle will notice the absence of his assistant and the dagger which was stolen from him.

After a difficult journey north, the characters should meet with Bargle in the Cruth Mountains just before they cross over into Darokin. If they do not overcome his magic and destroy him, he will never allow them to escape. This is a showdown in the classic style.

Aftermath

When the characters reach Alfheim with Sahlynda, they will find that he is the illegitimate son of an important member of Clan Chossum (see GAZ5, *The Elves of Alfheim*) who traveled to Fort Doom on business some 15 years ago. The boy can prove his heritage and will be accepted by his father without fanfare.

This good deed will not go unnoticed by Clan Chossum, despite the low profile with which they handle it, and they will certainly reward the characters in some way. If they are members of the DDC, the reward will simply be an improvement in relationships with the Republic and an increase in business for any house to which the characters belong.

If the characters defeated Bargle without killing him or if the mage fled from the battle but is still alive, he will seek out the characters and attempt to destroy them for their defeat of him in the mountains.

The Hand of Thar

Introduction

The time has come. Thar, ruler of the many tribes of orcs who dwell in the Broken Lands, has acquired an artifact of great power. With such proof of his greatness, the other humanoid races have rallied to his call and stand poised to surge into Darokin.

Resolution

The players can confront this threat in many ways. The two most likely means of resolution will involve either an all-out war with the forces of Thar or a covert attempt to break through his defenses and strike directly at the orc king. Both courses of action have their advantages. It

ADVENTURES

is also quite possible that the characters, if they are representatives of a major trading concern or the government of Darokin, will want to seek a peaceful end to crisis through diplomacy.

The first method, an all out military confrontation, can be resolved with either the BATTLESYSTEM™ rules or War Machine rules, as desired by the referee and players. Additional information and inspiration on a large scale war like this one can be found in module X10, *Red Arrow, Black Shield*.

If the players elect the second option and attempt to sneak past Thar's defenses, the adventure should have a great deal of suspense to it and a sense of dire emergency. As the characters move slowly onward toward the heart of the evil that threatens Darokin, an all-out war burns around them. It should be made clear to the characters that the entire war effort hinges on their ability to defeat Thar. Without his banner to rally around, the humanoid armies will quickly fall to fighting among themselves. In the chaos that will surely follow, a combined attack by the armies of men, elves, and dwarves will crush their enemies with relative ease.

When the characters finally reach Thar, they will find him to be a powerful adversary who presses their abilities to the limits. Once they overcome him, however, their predictions will prove to be correct. Thar's demise will break the back of the humanoid armies and they will crumble before the combined powers of the allied nations of the Known World.

Diplomatic attempts to ensure peace for Darokin will be difficult and require all the finesse that the characters can muster. The best that they can hope to achieve is a temporary reprieve for Darokin, remaining neutral as Thar's forces drive into the other human nations around them. Such a situation is inherently unstable, for it will be Darokin's turn to fall once the other nations crumble. However, if done carefully, the diplomatic tactic can buy time for a military build up in Darokin or act as cover for a secret strike against Thar himself.

Aftermath

With the defeat of Thar and his forces, much of the evil in the Broken Lands is weakened. Without a doubt, attempts will be made by all of the nations which rest on its borders (including Darokin, Glantri, and Ethengar) to claim portions of the Broken Lands for themselves. It is quite possible that the characters will want to be involved in such colonization efforts or in the certain conflicts that will arise over who gets how much of "the pie".

If the referee desires, the characters may be able to recover the artifact which Thar used to unite the humanoids. Since it is utterly chaotic, the object will probably have to be destroyed in some manner, opening up the possibility of another epic quest of some sort.

MASTER ADVENTURE

Characters at this point in their careers, between 26th and 36th level, are so powerful that the concerns of individual nations begin to lose their importance. The scope of events which interests these beings is nearly that of the Immortals themselves, and the mundane aspects of the Known World will very rarely challenge them. There is, however, at least one location in Darokin which will be worth their attention . . .

Itheldorf

Introduction

One night during the summer of 773 AC, Henry Ithel began to invoke a magical spell which, sadly, turned out to be far too much for him to control. Before dawn came, everyone on Itheldorf Island was slain by the demon which Ithel attempted to bind. For the past 227 years, very little has changed on the island and its evil has continued to grow as Razrog (the demon) sought to complete the portal which Ithel began. Once it is in place, he will break through into the Known World and unleash a terror unlike any the planet has ever felt before.

Resolution

Razrog is a Roaring Demon as described in

the D&D® game Immortals Rules. Ithel was slain before he could complete the spell which would draw him fully into our universe, for that would have placed Razrog in his control. However, Razrog did permit Ithel to complete a portion of his spell, opening a doorway from his home in the Sphere of Entropy to the Known World. As the characters move through the catacombs which make up the vast underground complex beneath Itheldorf Castle, Razrog will become aware of their presence and begin to use his power to break through into the Prime Material Plane. By the time the characters reach the lowest level of this dungeon, they will be confronted by Razrog himself.

Defeating Razrog should be impossible for any single character, but a group which works as a team should be able to overcome him. In any event, this battle should be on the grandest scale, perhaps bringing the castle down around the characters or even utterly destroying the island itself. Dungeon Masters are reminded that the energies being unleashed in this battle are, perhaps, more powerful than any ever released in this realm before. Massive side effects are not only a possibility, they are a certainty.

Aftermath

With the destruction of Razrog, the characters will find themselves heroes of the Known World. Since, at this point, they have begun to work toward Immortality, the referee may wish to reward them with some powerful magical artifact, one which was probably used by Ithel in the summoning of Razrog.

If Razrog was driven off but not destroyed, he is certain to carry a grudge. Not only have the characters turned away his advances into the Known World, but they have annihilated Castle Itheldorf itself. When Razrog was in search of entertainment, he would often torment the undead remnants of Henry Ithel and his family for days on end. With the loss of one of his favorite pastimes, Razrog will have to look elsewhere for fun. It is quite possible that he will replace his old toys with new ones—the player characters themselves.

Sample NPCs

ver tongue.

Third Level: Detect lie, inventory, smuggling.

Fourth Level: Accounting, resist magic.

Magic Items: *amulet of protection from crystal ball and ESP*

Jons Brandifirth is a Senior Merchant with the Strel Bank, a moneylending company owned by the Mauntea merchant house. Brandifirth served in the army as a young man, and that accounts for his Fighter skills, but he has not picked up a weapon in anger for over 20 years.

Brandifirth is proud of his advancement, and bristles at the suggestion that moneylenders aren't "real" merchants. "I'm as much a trader as any of them," he'll growl. "I buy and sell money."

Brandifirth is solidly in Darokin's gold class, moderately powerful and quite wealthy. He became wealthy by aggressively finding new ventures and people to lend money to—perhaps the player characters may be his next "project." But

**Jons
Brandifirth**

Darokin is full of interesting people for your characters to meet, as allies, acquaintances, or possibly even enemies. Here are a dozen ready-to-go NPCs for your campaign:

JONS BRANDIFIRTH

Human Moneylender, 45 years old, Darokin

2nd level Fighter/11th level Merchant

St 12

In 16

Ws 11

Dx 10

Co 8

Ch 9

AC 9; MV 120' (40'); hp 11; #AT 1; Dmg by weapon; AL N

Skills: Appraisal (16), Bargaining (17), Finance (17)

Merchant Special Abilities:

First Level: Calm animal, clear sight, count coins, detect evil, evaluate, predict weather, trust.

Second Level: Appraise, detect ambush, detect magic, hold animal, sil-

while Brandifirth is an aggressive businessman, he's also careful enough to protect his investment. For that reason, he often hires adventurers to investigate a person or company before he commits himself.

MILLINGTON VONADAY

Human Diplomat, 41 years old, Darokin 1st level Cleric/3rd level Merchant

St 9

In 13

Ws 15

Dx 9

Co 10

Ch 14

AC 9; MV 120' (40'); hp 5; #AT 1; Dmg by weapon; AL L

Skills: Advocacy (15), Bargaining (13), Persuasion (14), Woodworking (9)

Merchant Special Abilities:

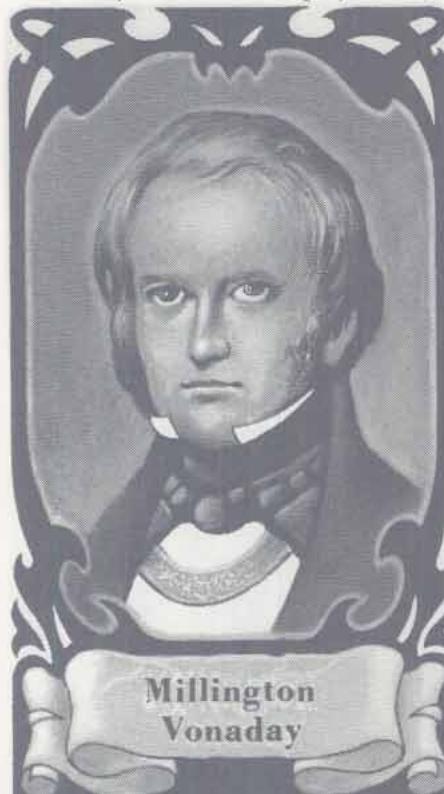
First Level: Calm animal, evaluate

Cleric Spells: None

Magic Items: *ring of protection +1*

Millington Vonaday is a Diplomat Second Class in the Darokin Diplomatic Corps. His superiors assure him that when his next review comes, he will be promoted and assigned to an overseas post, just like he wants. Until then, he is the special assistant to Reynard Varsho, Historian of the Darokin Merchant's Guild.

Vonaday spends his days in the vast library of the DDC, looking for evidence of now-lost merchant houses that have disappeared and clues as to how it might have happened. He has become particularly fascinated with the story of Ithel House, which vanished 227 years ago under mysterious circumstances. Vonaday could very well mount an expedition to Itheldown Island for further investigations, and would need a band of adventurers to accompany him.



Sample NPCs



Derek Vanisi

Elf Army Officer, 154 years old, Ft. Nell
8th level Elf/5th level Merchant

St 15

In 14

Ws 10

Dx 18

Co 13

Ch 12

AC 2; MV 120' (40'); hp 41; #AT 1; Dmg
by weapon; AL L

Skills: Bowyer (15), Climbing (18),
Fletching (14), Navigation (14), Riding
(18)

Merchant Special Abilities:

First Level: Calm animal, ignore road,
predict weather.

Second Level: Check load, detect
ambush

Magic Spells:

First Level: Charm person, magic mis-
sile x 2, sleep

Second Level: Invisibility, knock,
locate object, web

Third Level: Fire ball, fly, protection

from normal missiles

Fourth Level: Ice storm/wall, wall of
fire

Magic Items: Shield +1, Darokin
rapier +3, long bow +2, 20 arrows +1

Derek Vanisi is a Captain in Darokin's First Army, and is currently stationed in Ft. Nell. Vanisi is one of the highest-ranking elves in the entire army, and while he has few friends, he is respected by all who serve with him as a fine officer and a good, dependable person.

Vanisi is soon to retire from the army; he plans to go into business as a Trader. He has already acquired a good deal of money and experience in side dealings during his travels in the army, and is sure to become a major success. He will be on the lookout soon for potential partners and employees—perhaps the player characters could do some business with him sometime.



Anders Pounder

Human Bodyguard, 30 years old,
Athenos

5th level Fighter

St 18

In 8

Ws 12

Dx 11

Co 16

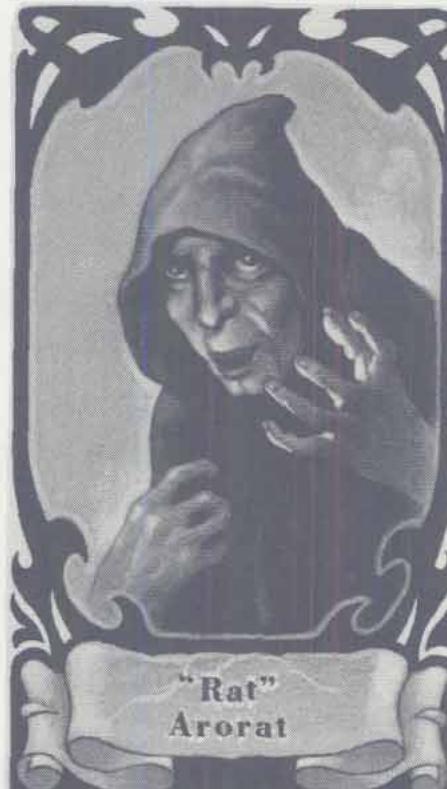
Ch 8

AC 7; MV 120' (40'); hp 36; #AT 1; Dmg
by weapon type; AL C

Skills: Gambling (10), Riding (11)

Magic Items: Quarterstaff +2

Anders Pounder is the personal bodyguard of a mid-level Trader in the Linton house in Athenos. As such, he accompanies the Trader everywhere he goes, except for delicate business deals and other situations when the Trader wants some privacy. Even then, Pounder is not far away. He is not particularly bright, but he is loyal, skilled with a sword and a quarterstaff (treat as a club for game purposes), and possesses a surprising amount



Sample NPCs

of common sense. His one weakness is gambling—he manages to lose nearly all of his wages in back alley dice games and “friendly” bets in taverns.

“Rat” Arorat

Human Street Beggar, 28 years old, Akorros

6th level Thief/2nd level Merchant

St 10

In 13

Ws 9

Dx 14

Co 12

Ch 7

AC 9; MV 120' (40'); hp 17; #AT 1; Dmg by weapon type; AL N

Skills: Bargaining (13), Gambling (14), Netmaking (14), Shipbuilding (13)

Merchant Special Abilities:

First Level: Trust

Wesley Arorat (everyone just calls him “Rat”) is a constant fixture in the streets of the copper sections of Akorros. Rat does a little bit of everything—burglary,

mugging, pickpocketing, you name it. In lean times, he’s done honest work in the shipyards on the lakeshore, but he didn’t care for it much.

Rat is trying to set himself up as a fence, a buyer of stolen goods, and has had a little success so far. His best talent, however, lies in information services. Hardly a thing happens in Akorros that Rat doesn’t hear about, especially things on the shady side. And there’s plenty of shady dealings in Akorros for the Rat to know about.

Player characters could encounter the Rat as not only a source of information on what’s really going on in Akorros, but also as a connection into the local Thieves’ Guild, a buyer for merchandise of dubious origin, or as someone who knows where a missing item is likely to be. Despite his unsavory background, Rat is, deep at heart, a good person. Any-one spending any amount of time with him at all will catch him doing acts of anonymous kindness for the poor of the city, and other such things.

Quint Bostitch

Human Thief, 33 years old, Corunglain
9th level Thief/4th level Merchant

St 12

In 12

Ws 10

Dx 15

Co 14

Ch 11

AC 7; MV 120' (40'); hp 27; #AT 1; Dmg by weapon type; AL C

Skills: Advocacy (10), Gemcutting (13), Jeweler (13)

Merchant Special Skills:

First Level: Count coins, evaluate.

Second Level: Detect magic

Magic Items: Elven boots, ring of invisibility, potion of super-healing

Quint Bostitch is a quiet, humorless man. He has no friends, very few acquaintances, and that’s just the way he likes it. Bostitch is devoted to his craft as one of Darokin’s best cat burglars. His merchant experience comes from some recent forays into legitimate business, as



he’s tried to parlay his burglary profits into a greater fortune. His business ventures have been almost as successful as his criminal career, but he enjoys stealing a good deal more.

The adventurers could encounter Bostitch as they were on the trail of some stolen merchandise. Quint’s specialty is jewelry and gems, and if a famous piece is lifted, he’s almost automatically the prime suspect. Quint has been indentured for crimes before, and though he is free now, his past experiences have contributed to his unpleasant demeanor.

Ruthera Wocken

Human Trader, 43 years old, Selenica
2nd level Magic-User/13th level Merchant

St 8

In 15

Ws 14

Dx 10

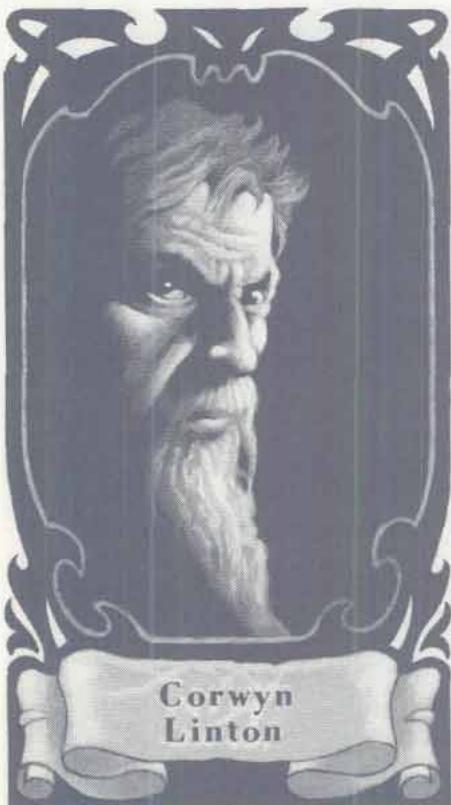
Co 9

Ch 12

AC 9; MV 120' (40'); hp 4; #AT 1; Dmg

Quint
Bostitch

Sample NPCs



by weapon type; AL L

Skills: Bargaining (16), Negotiation (16)

Merchant Special Abilities:

First Level: Calm animal x 2, clear sight, count coins, detect evil, evaluate, ignore road, predict weather.

Second Level: Appraise, check load, detect ambush, detect magic, hold animal x 2

Third Level: Find traps, embezzling, inventory.

Fourth Level: Check caravan, resist magic

Magic Spells:

First Level: Protection from evil, read magic

Magic Items: Wand of polymorphing, ring of regeneration, scroll of protection from undead

Ruthera Wocken began life intrigued by magic—she even dabbled in it a little, before she discovered money. She married a cousin of Bertram Hallonica, and found she had a real talent for business.

Now a widow, Ruthera is a Merchant Prince in her own right, and one of the top Traders in Hallonica house.

Wocken has earned the respect of all she has worked with as one who pulls her weight and works hard. Anyone who treats her gingerly because she's a woman will be quickly set straight. Like all the other Traders, Ruthera pitches in on caravan trips, travels overseas, and does all the other things expected of a person in her position.

Despite all her years as a traveling Trader, Wocken is still very uncomfortable around animals. This may be her only weakness.

CORWYN LINTON

Human Trader, 38, Athenos
7th level Fighter/16th level Merchant

St 16
In 15
Ws 11
Dx 10
Co 15
Ch 9



AC 2; MV 120' (40'); hp 49; #AT 1; Dmg by weapon type; AL N

Skills: Appraisal (15), Bargaining (16), Negotiating (16)

Merchant Special Abilities:

First Level: Calm animal x 3, clear sight, count coins, detect evil, evaluate, ignore road, predict weather, orientation, trust.

Second Level: Appraise, check load x 2, crowd summoning, detect ambush x 2, detect magic, hold animal, quicken pace.

Third Level: Detect lie x 2, find traps, inventory

Fourth Level: Accounting, check caravan, embezzling, resist magic.

Magic Items: Chain mail +3, long sword +2, +5 vs. undead—Talent: healing; ring of telekinesis; girdle of giant strength

Corwyn Linton is the third son of Lucius Linton, head of Linton house. Linton house is based in Athenos, and is the second largest merchant house in the Republic. Corwyn was born with an entire silver place-setting in his mouth, and he has taken advantage of his situation.

Corwyn has amassed a staggering personal fortune, and should that ever prove insufficient, he has nearly full access to the Linton family coffers. He has traveled all over this part of the Known World, and is not only a shrewd trader, but a formidable fighter.

It is unlikely that the player characters would ever meet Corwyn Linton as an equal; there are probably only 15 people in all of Darokin who are of his stature. The PCs may encounter Corwyn if they are hired by Linton house for a job, and do something that merits Corwyn's attention, either good or bad. Corwyn is arrogant and aloof, a no-nonsense type of man who doesn't waste more time than necessary with inferiors (which, as noted before, is practically everybody). When angered, Corwyn has exhibited a cruel streak that is not his most endearing quality.

Sample NPCs



Rezak
Xygar

Maggie Tremontaine

Human Cleric, 24 years old, Corunglain
9th level Cleric/3rd level Merchant

St 13

In 12

Ws 17

Dx 14

Co 17

Ch 17

AC 2; MV 120' (40'); hp 55; #AT 1; Dmg by weapon type; AL L

Skills: Advocacy (17), Animal Training (17), Riding (16)

Merchant Special Abilities:

First Level: Calm animal, evaluate

Cleric Spells:

First Level: Cure light wounds x 2, protection from evil

Second Level: Bless, hold person, speak with animals

Third Level: Continual light, cure disease, remove curse

Fourth Level: Cure serious wounds, neutralize poison

Magic Items: Shield +2, mace +2,

staff of healing

Maggie Tremontaine is a Lawful cleric assigned to the largest Lawful church in Corunglain. She is a dedicated, hard-working cleric, true to her beliefs and kind to everyone. She has received the church's required training in the fighting arts, but does not care for it much. Maggie sees herself primarily as a counselor and healer, and her current church has let her do just that.

Another common practice of Tremontaine's church is to "lend" clerics to overland caravans, either for a flat fee or a small percentage of the cargo value. A cleric with substantial healing powers can be extremely useful on an overland trip, and Maggie has made several such journeys. To her surprise, she has enjoyed the trips, and has dabbled a little bit in the trading game herself.

Maggie may be the genuinely nicest person the player characters ever meet, though she is rapidly becoming less naive than she used to be. Her main concern is for others, a rare trait in Darokin, even among the clerics.

Rezak Xygar

Human Magic-User, 40 years old, Darokin

12th level Magic-User/2nd level Merchant

St 11

In 18

Ws 14

Dx 16

Co 8

Ch 10

AC 9; MV 120' (40'); hp 33; #AT 1; Dmg by weapon type; AL L

Skills: Appraisal (18), Brewing (18), Finance (18), Gambling (18), Glassblowing (16), Lawyer (18), Navigation (18), Woodworking (18)

Merchant Special Abilities:

First Level: Evaluate

Magic Spells:

First Level: Charm person, magic missile, read magic, sleep

Second Level: Continual light, invisibili-



Francino
Falstead

ty, phasmal force, web

Third Level: Dispel magic, fire ball, fly, lightning bolt

Fourth Level: Polymorph others, polymorph self, wall of fire

Fifth Level: Conjure elemental, teleport

Sixth Level: Disintegrate

Magic Items: Potion of gaseous form, wand of cold, crystal ball with ESP, ring of memory

Rezak Xygar is a magic-user for hire. He puts a great deal of showmanship in everything he does, figuring that people don't hire dull wizards. His real name is Roger Sagar, but he changed it because he thought that the exotic Rezak Xygar sounded more "wizardly."

But there's more to Xygar than theatrics and tireless self-promotion. He's a skilled, dangerous magic-user with a wide variety of spells and several powerful items. The adventurers, depending on their level, could hire or be hired by the mercenary wizard. Either way, danger and excitement is not far away.

Sample NPCs



Boris
Staffleheim

FRANCINO FALSTEAD

Dwarf Entertainer, 112 years old, no particular home

5th level Dwarf/4th level Merchant

St 14

In 10

Ws 12

Dx 16

Co 17

Ch 13

AC 7; MV 90' (30'); hp 43; #AT 1; Dmg by weapon type; AL N

Skills: Climbing (16), Cobbler (10), Toolmaking (10), Trapbuilding (11)

Merchant Special Abilities:

First Level: Count coins, ignore road

Second Level: Appraise

Magic Items: War hammer +1

Francino Falstead is a traveling entertainer. He has no home, preferring to stay on the road and see as much of the world as he can.

Typically, Falstead will attach himself to a caravan, bartering his tales, songs,

and dances for the company and protection of the group. Falstead can perform almost any type of entertainment, depending on what his audience wants: comedy, drama, heroic epic poems, silly songs, mime, whatever. He will also lend his fighting skill to the cause should a caravan come under attack.

All of Falstead's experience with merchant caravans has rubbed off, and it's likely that the dwarf is an investor in whatever is being carried. Despite his humble appearance and simple ways, Francino has become fairly wealthy.

When in a large city, Falstead performs in taverns, on street corners, anywhere that will let him put out his cookpot for coins from the crowd. Falstead is also an accomplished acrobat, a skill he puts to less honest use when he's in town, supplementing his entertainment income with a little burglary. As his legitimate business dealings have become more profitable, he has cut back on this side of his career, however.

BORIS STAFFLEHEIM

Human Guard Captain, 31, Akesoli
10th level Fighter

St 17

In 13

Ws 10

Dx 15

Co 15

Ch 7

AC 0; MV 120' (40'); hp 71; #AT 1; Dmg by weapon type; AL L

Skills: Armorer (13), Climbing (15), Navigation (13), Riding (16), Weaponsmithing (13)

Magic Items: Chain mail +3, shield +1, Darokin rapier +2/+4 vs. giants, pike +1, long bow +2, two potions of super-healing, ring of survival

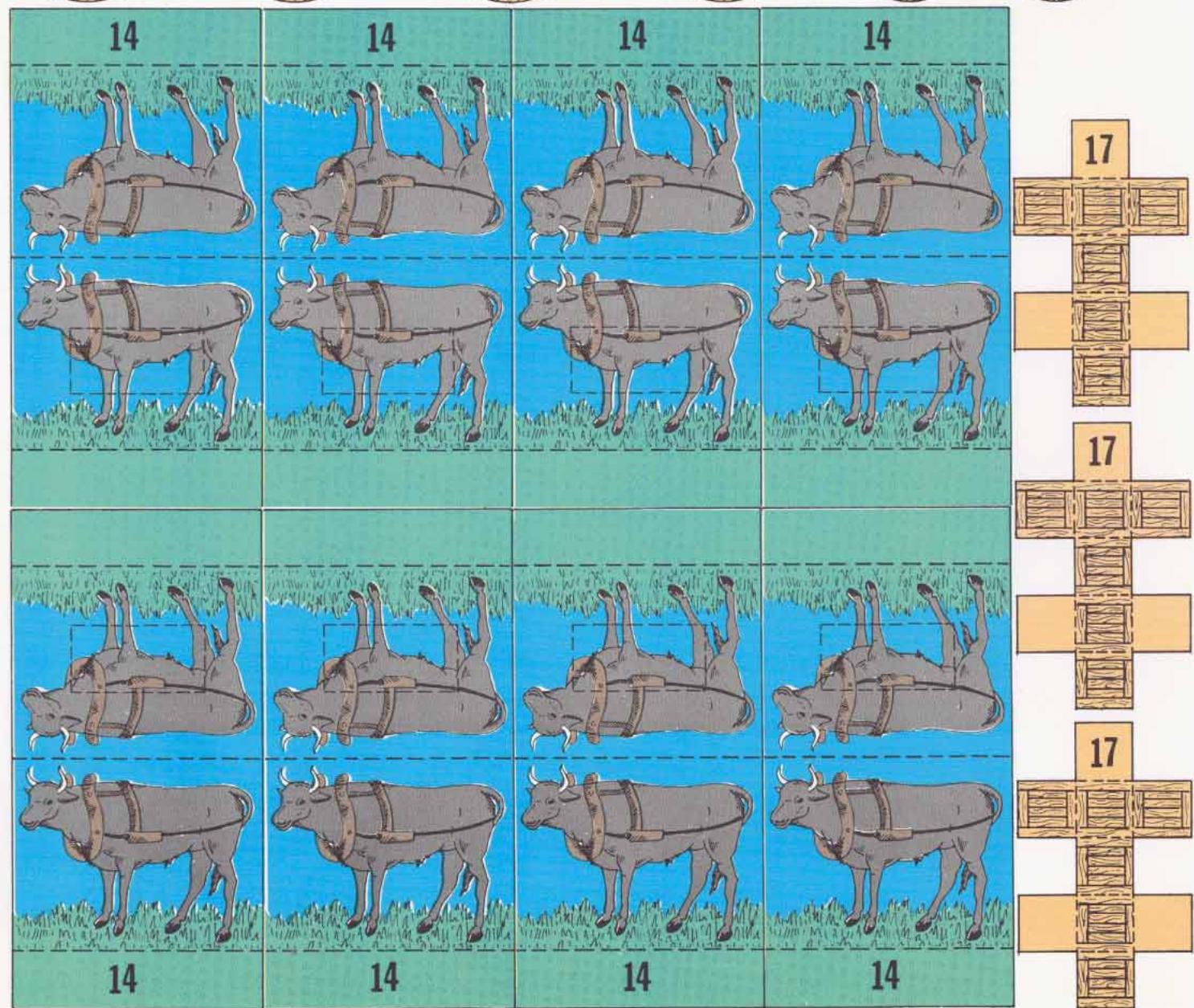
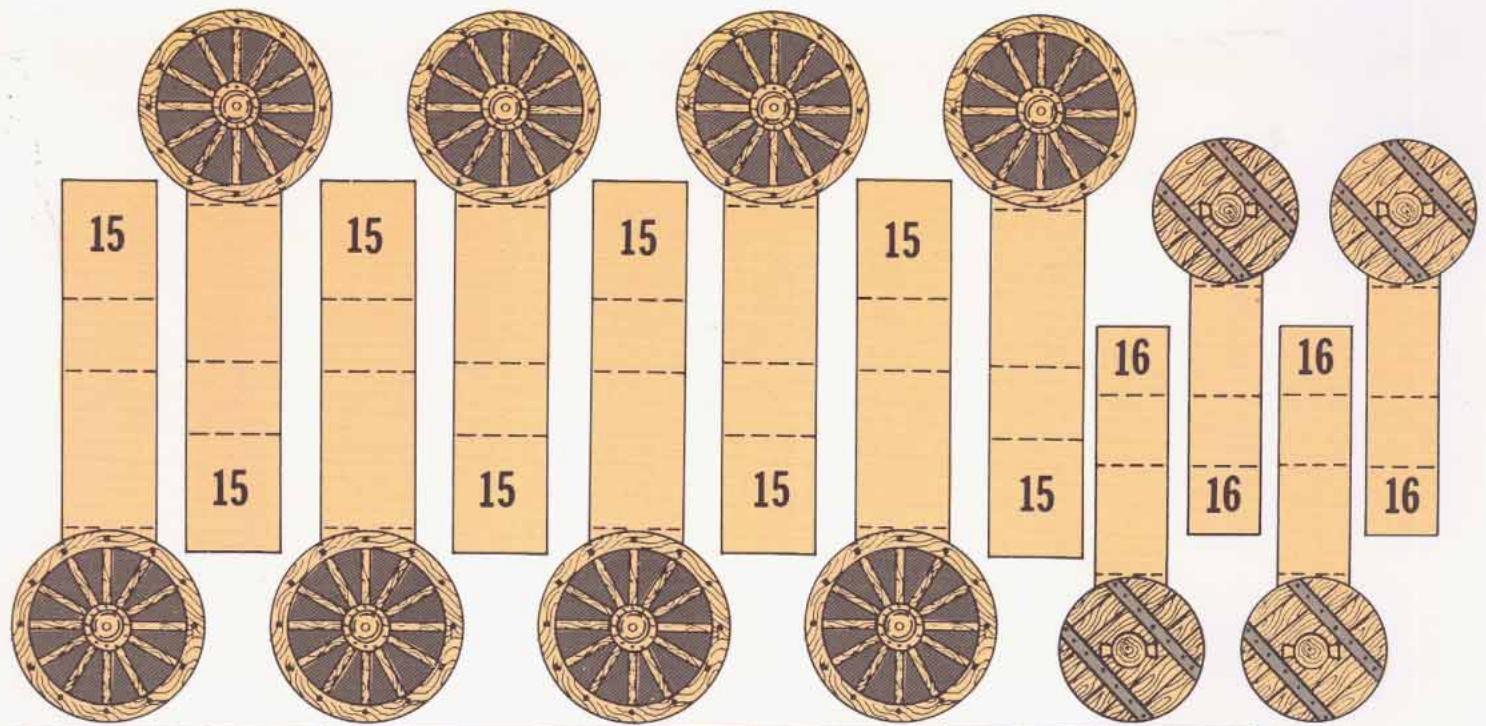
Boris Staffleheim is a Captain of the Akesoli City Guard, one of the most efficient (some would say ruthless) guards in all of Darokin. Staffleheim is perfect for his work. He is intense, single-minded, disciplined, and strict.

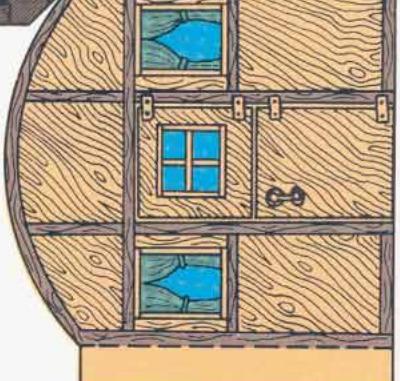
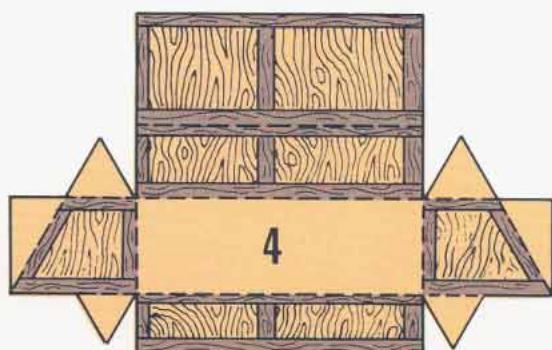
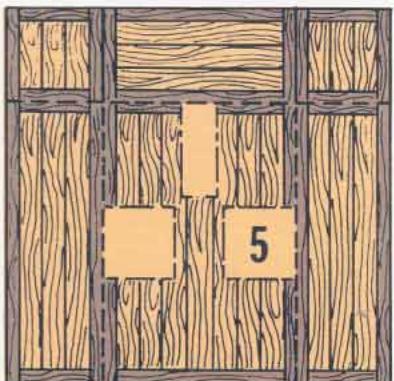
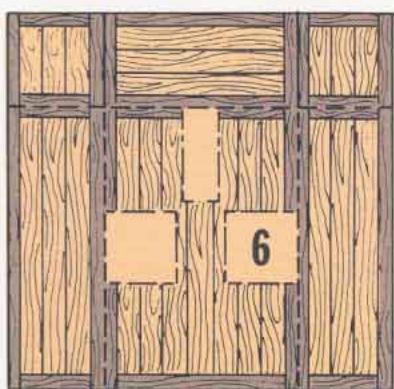
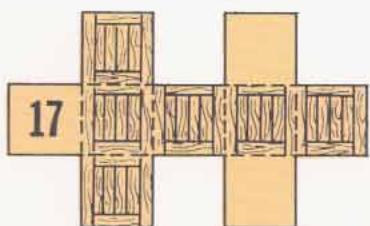
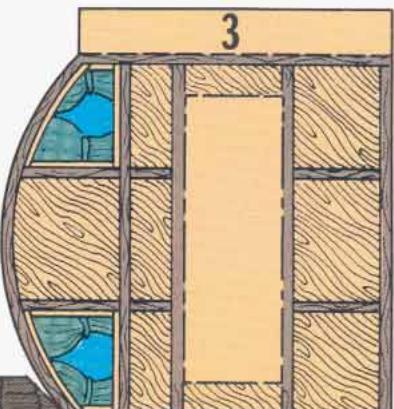
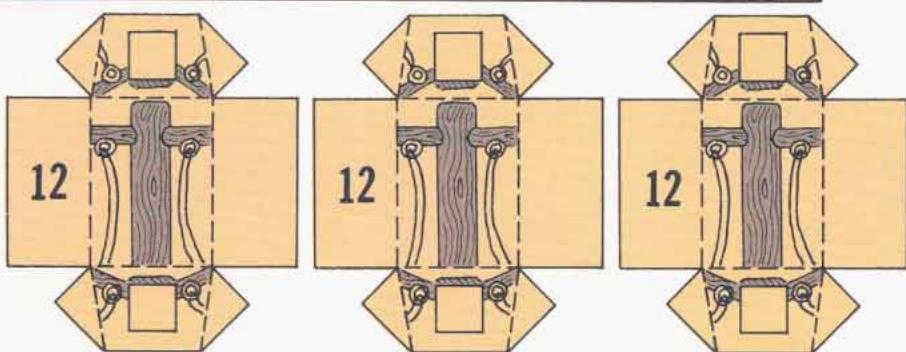
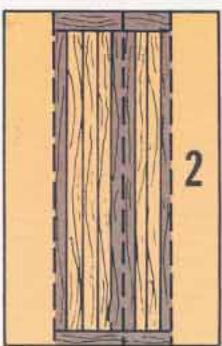
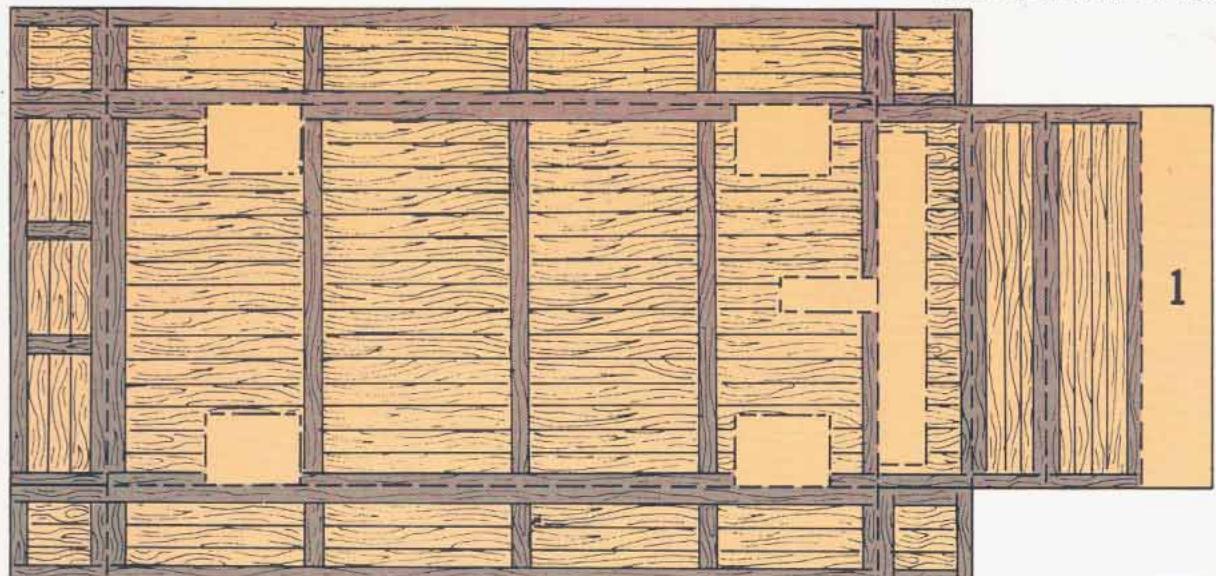
Staffleheim enjoys his position of power and authority, perhaps a little too

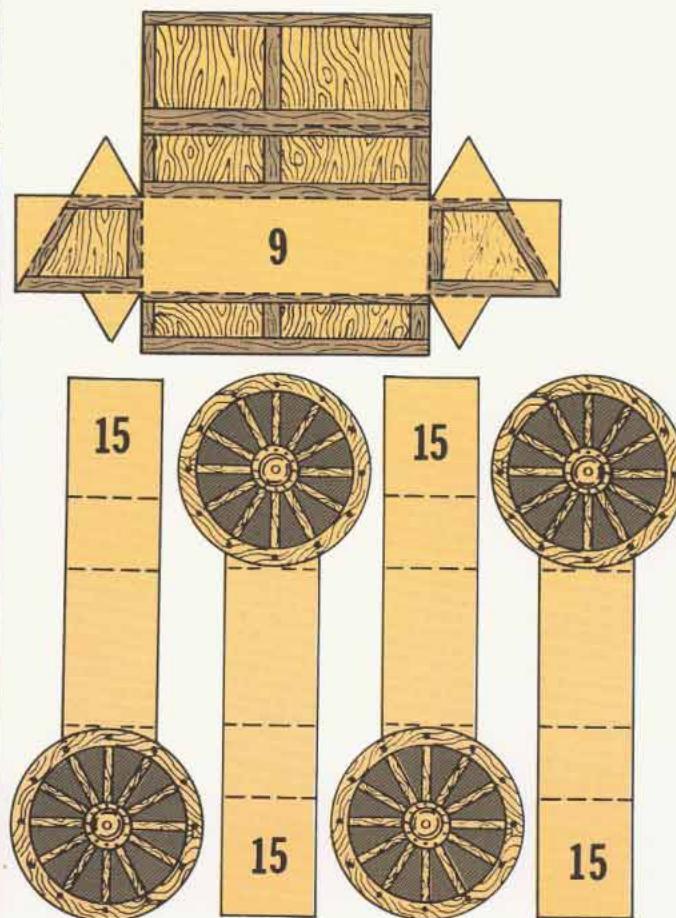
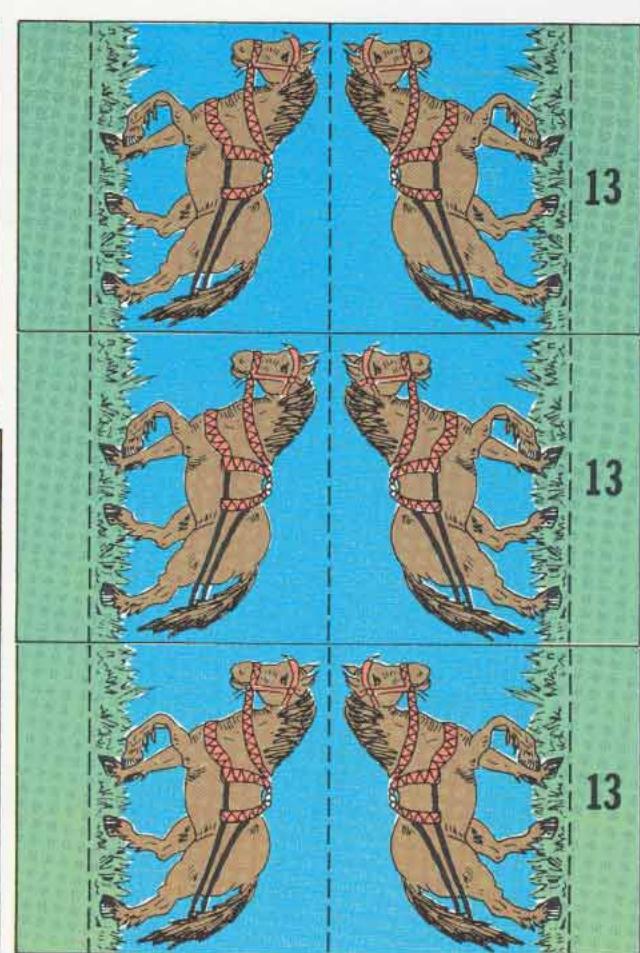
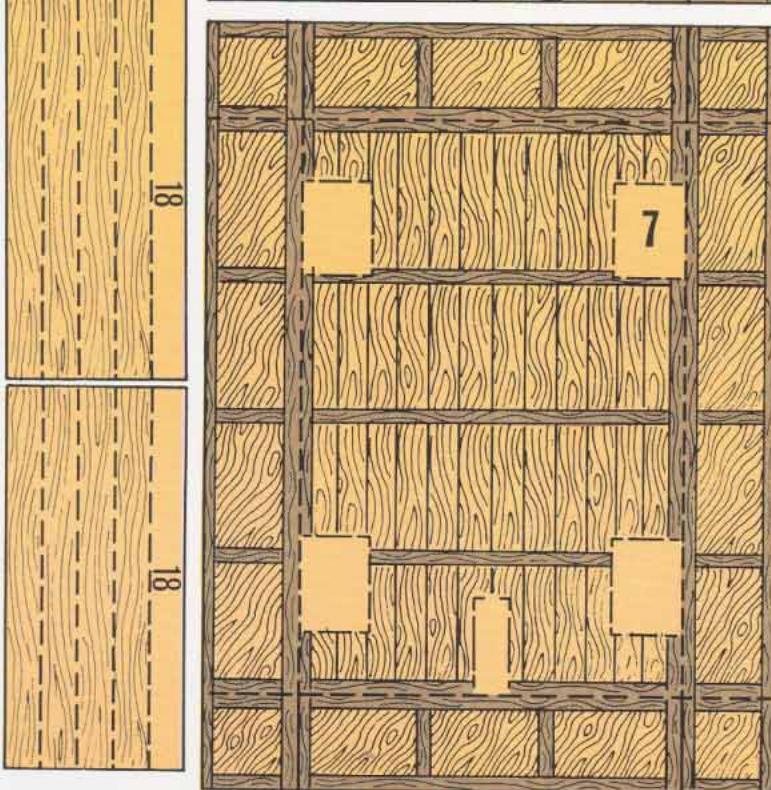
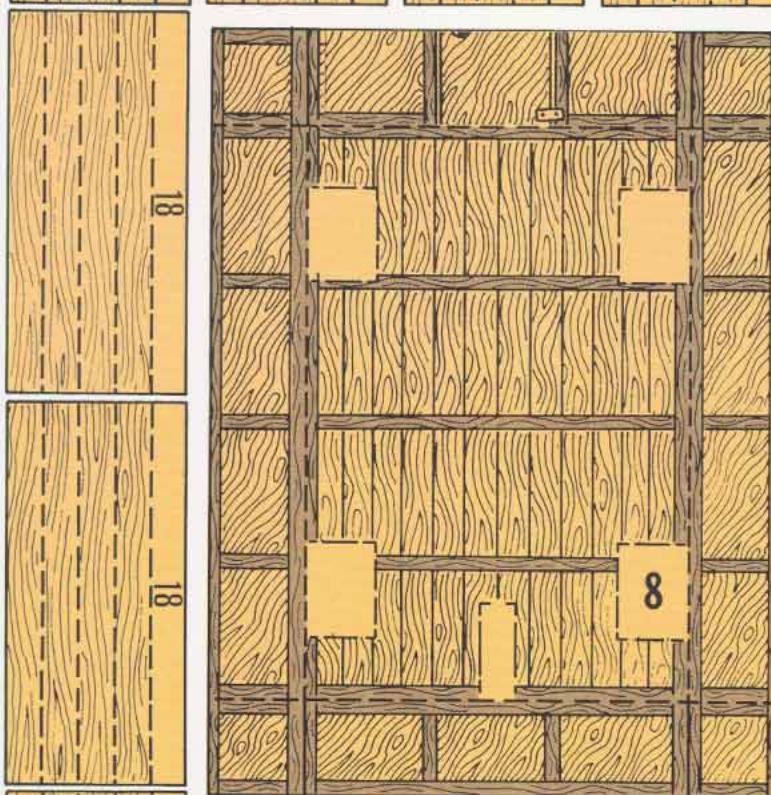
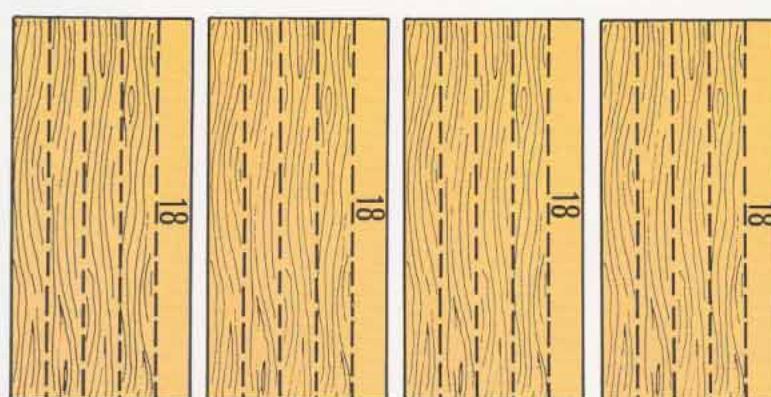
much. As one of four Captains of the Guard, he is personally responsible for one quarter of the city. Boris looks on his quarter as his own personal fiefdom, and he takes criminal activity and breaches of the peace as personal insults. His response is usually instant and vicious.

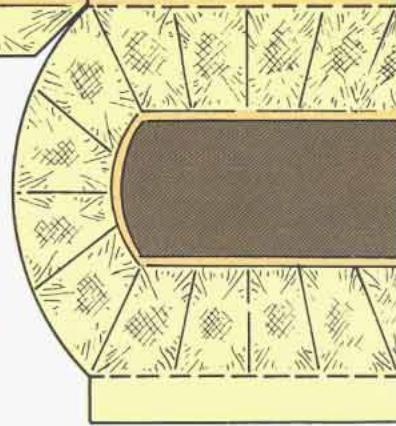
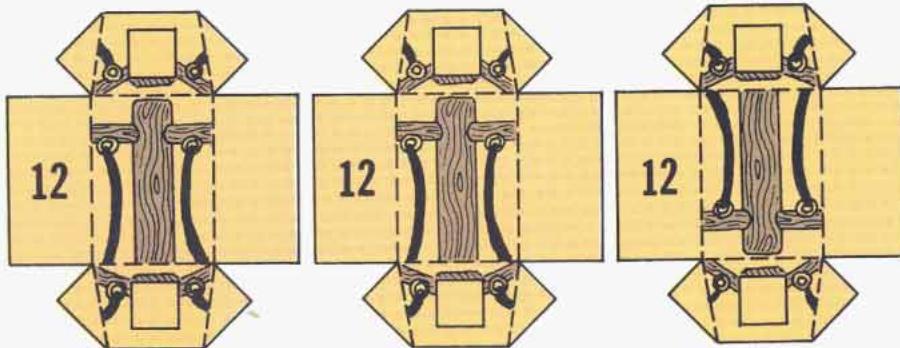
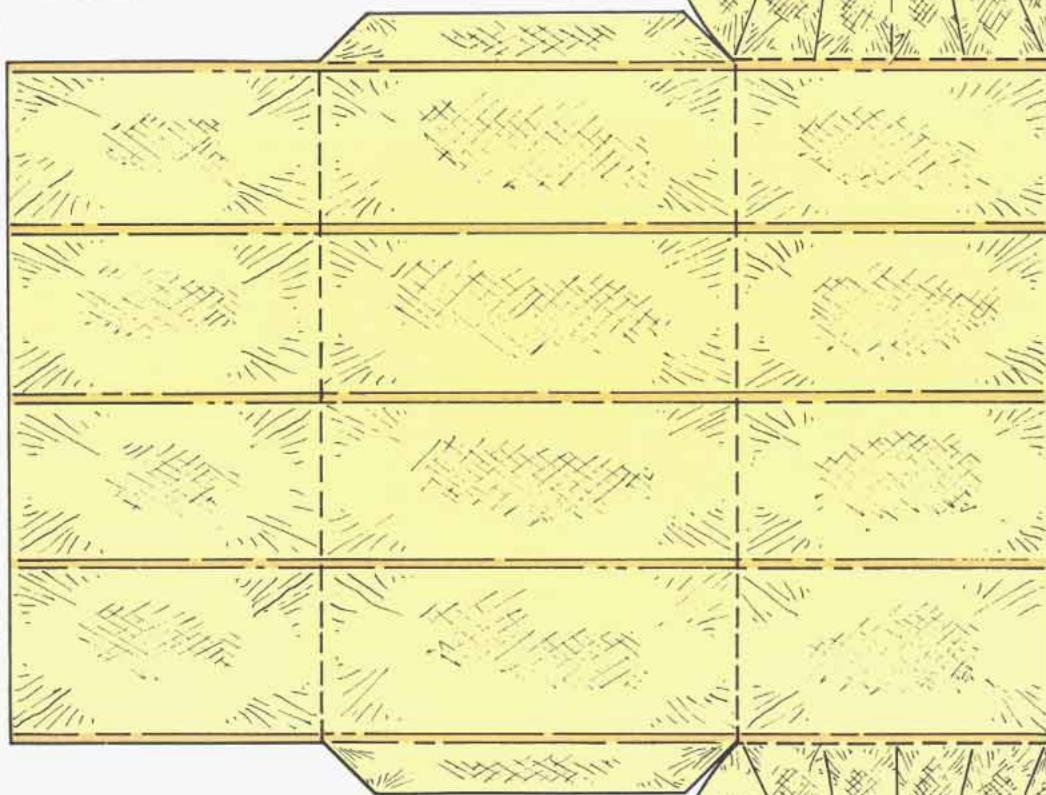
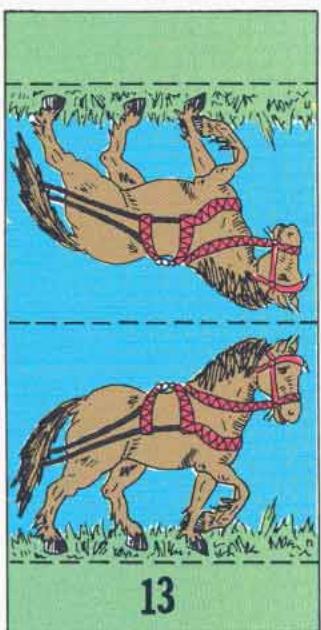
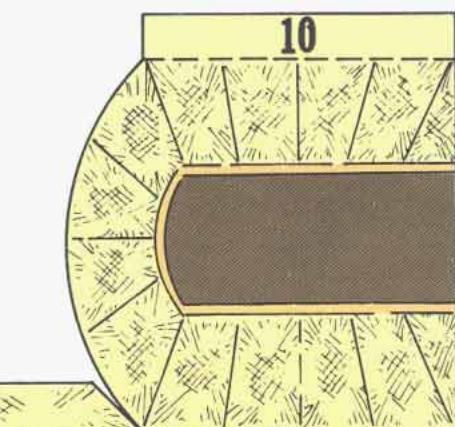
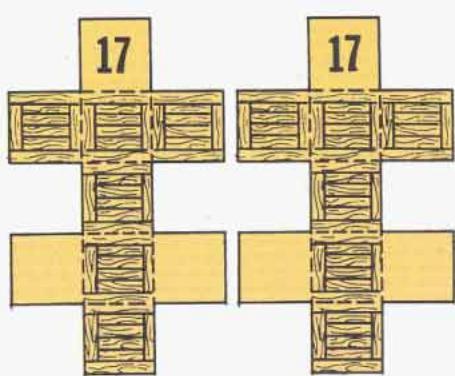
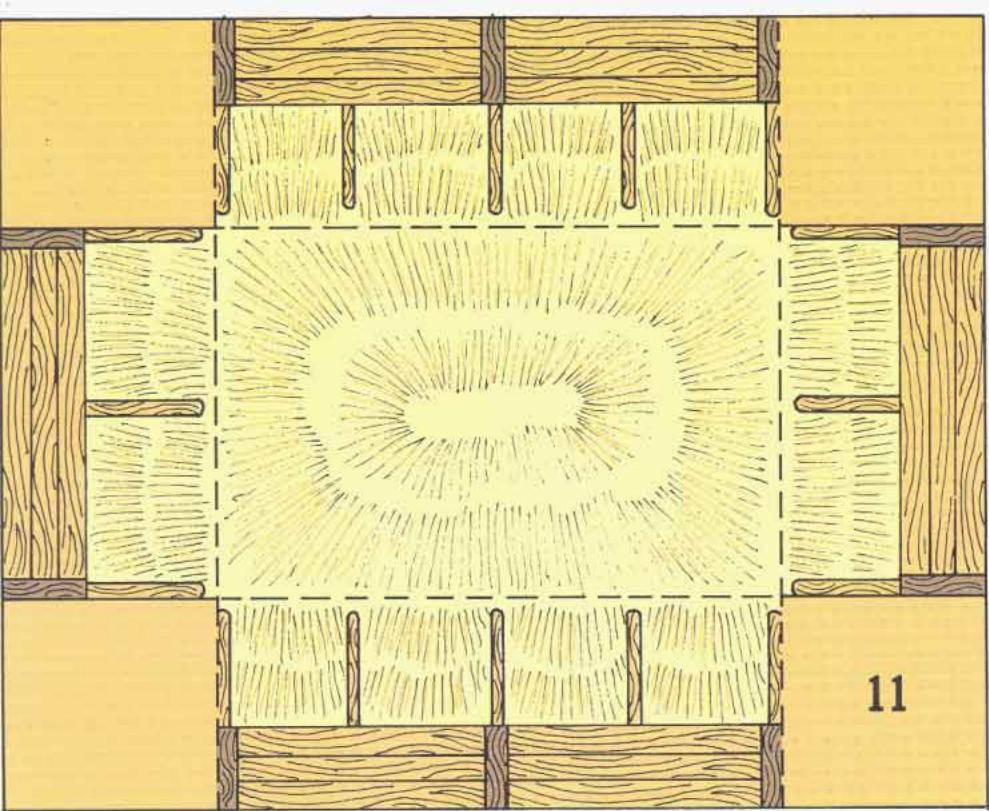
Staffleheim is a strict, but able, administrator and a harsh disciplinarian. He has few friends among the guardsmen he commands (*none, actually*), but *most* give him a grudging respect because of his ability and because he never asks his troops to do anything he doesn't do himself.

Adventurers could encounter Staffleheim as they look for information about recent troubles in his quarter, or perhaps as applicants for positions in the guard. They could also meet Boris by causing trouble in his quarter, but that encounter would not likely be very pleasant.





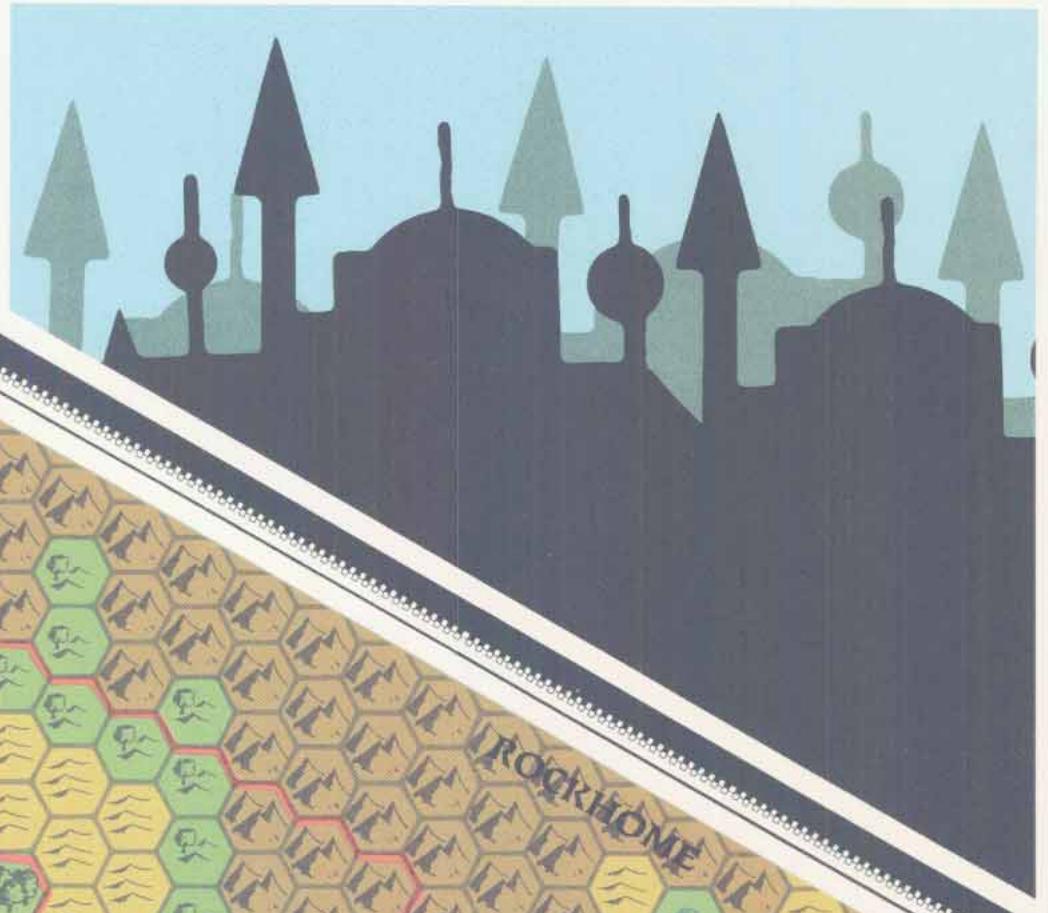




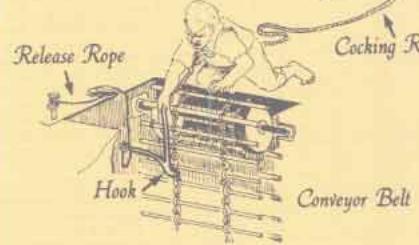
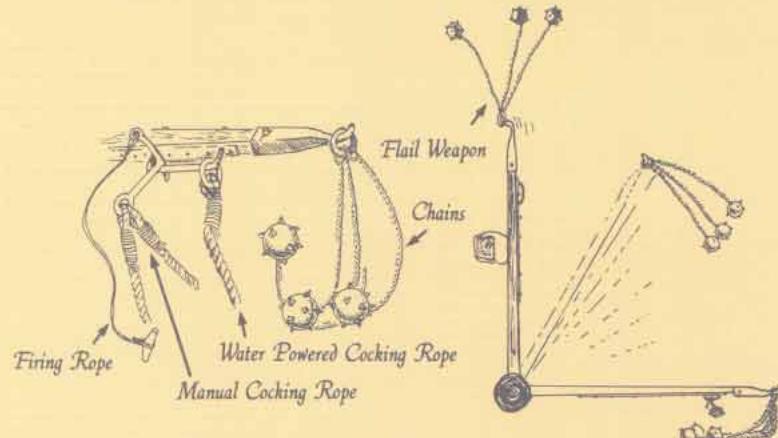
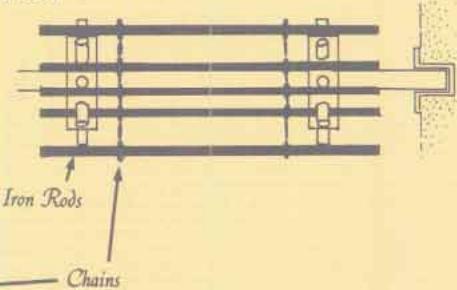




PALACE	LIGHT HOUSE	HILLS WITH FOREST	REEF	TRAIL SHIPPING LANES
Castle	VOLCANO	GRASSLAND OR STEPPE SAVANNA VELDT	COAST LINE	BRIDGE
FORT	MOUNTAINS	SWAMP OR MARSH	RIVER	FORD
TOWER OR KEEP	CLEAR PASTURELAND FARMLAND	MOOR OR BOG	SCREAM	MOUNTAIN PASS
RUINS	HILLS	DESERT OR SEA SAND	WATER FALL	EXT. BORDER (KINGDOM, NATIONAL, COUNTRY)
CAPITAL	BARREN OR BROKEN LAND	ROCKY DESERT	GREATER CACARACT (RAPIDS)	INT. BORDER (FIE, DISTRICT, DOMINION)
CITY	PLACEAU OR CLIFF	OASIS	MEDIUM CACARACT (RAPIDS)	SNOW FIELDS
TOWN	LIGHT FOREST	BADLANDS	LESSER CACARACT (RAPIDS)	GLACIERS
VILLAGE	HEAVY FOREST	WATER	CANAL	ICE FLOE
CAMP	JUNGLE	SEA FLOOR OR LAKE CONCOURS	ROAD	BATTLE FIELD



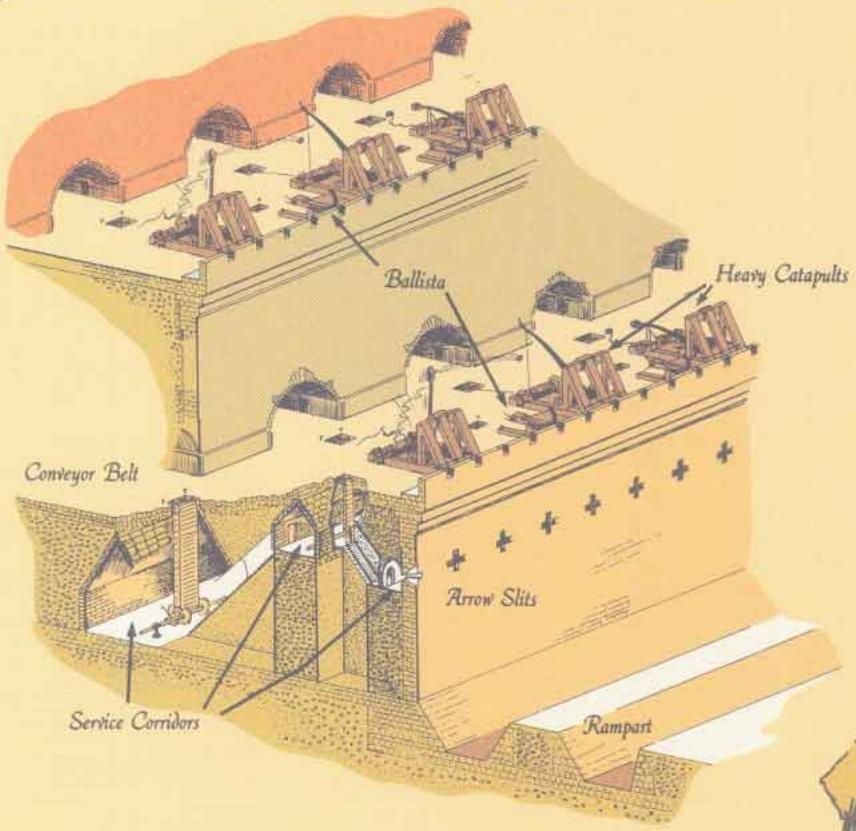
or Belt



Ifflings developed a unique system to arm siege engines defending the city. The Ithypool River turns water wheels transmitting power to the siege weapons through a series of axles and gears. The latter powers conveyor belts made of chains and iron bars revolving around large gears. The bars pull a hook and the cocking rope to arm a siege engine. A release rope pulls the hook off the belt after the engine is cocked.

NEW AMMUNITION TYPE: Flail (Heavy Catapult only) Damage: 3d10 per ball (3 balls per flail projectile) plus save vs. death ray or entangled as per Grand Master skill Level. (See Master Players' Book pg. 22)

	Fire Rate	Ammo cost/week
Ballista	1 per round	4,000 gp
Light Catapult	1 per 2 rounds	10,000 gp
Heavy Catapult	1 per 3 rounds	12,000 gp



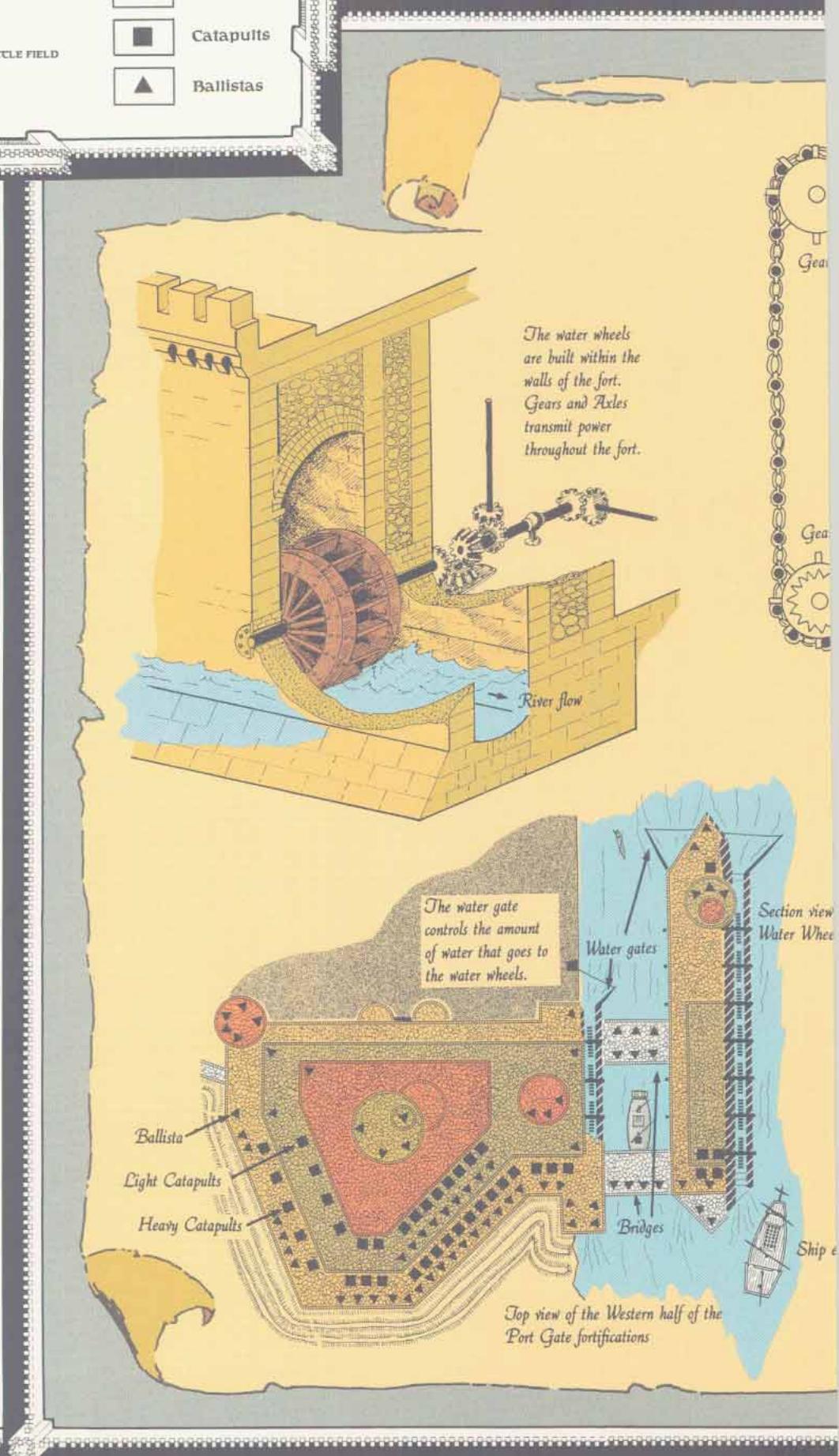


Catapults

Ballistas

ROAD

BATTLE FIELD



Top view of the Western half of the Port Gate fortifications

Daro



Back



FRONT

Tentrid



Back

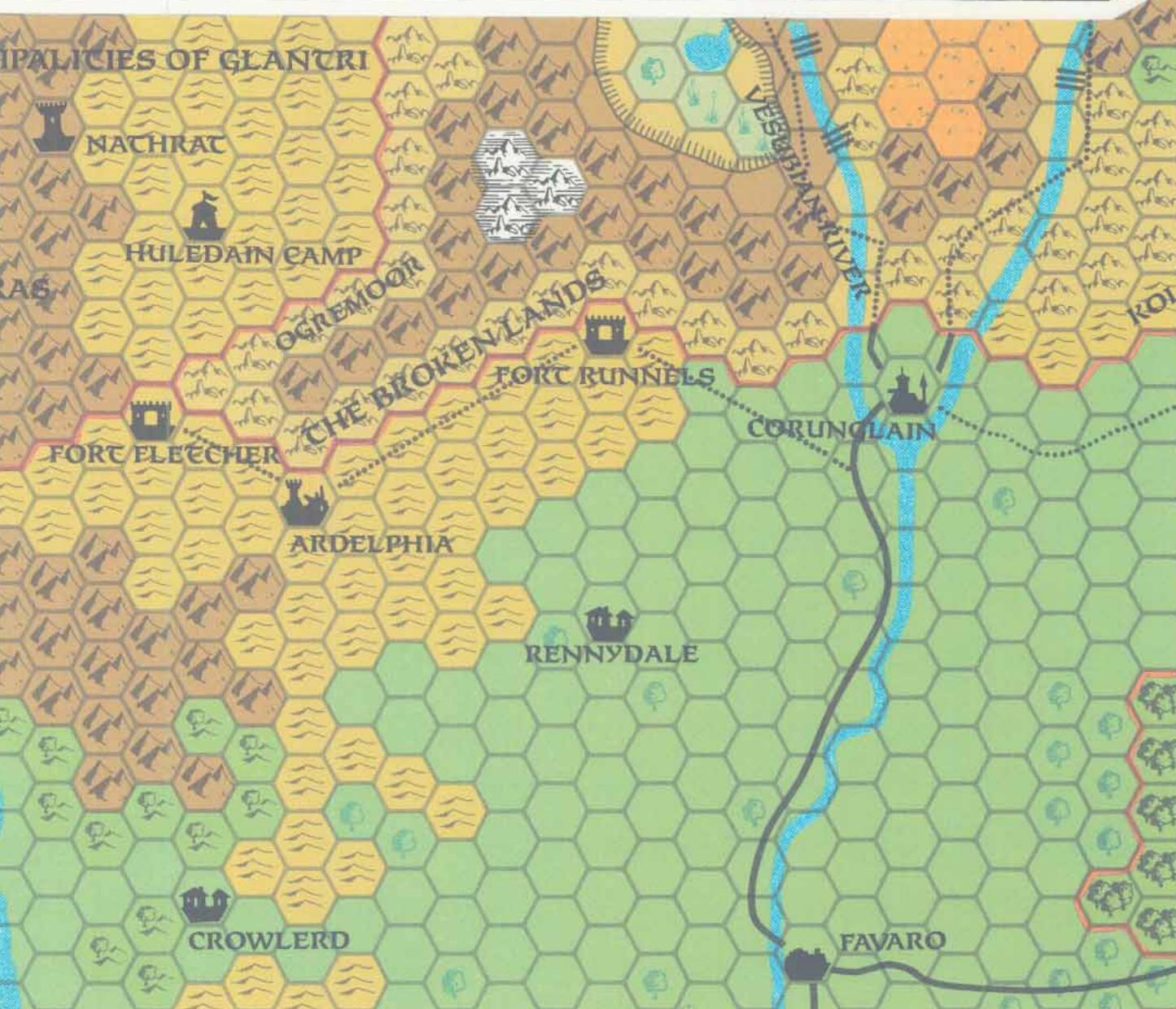
Passem



FRONT



Back



COINS OF DAROKIN



FRONT

DARO

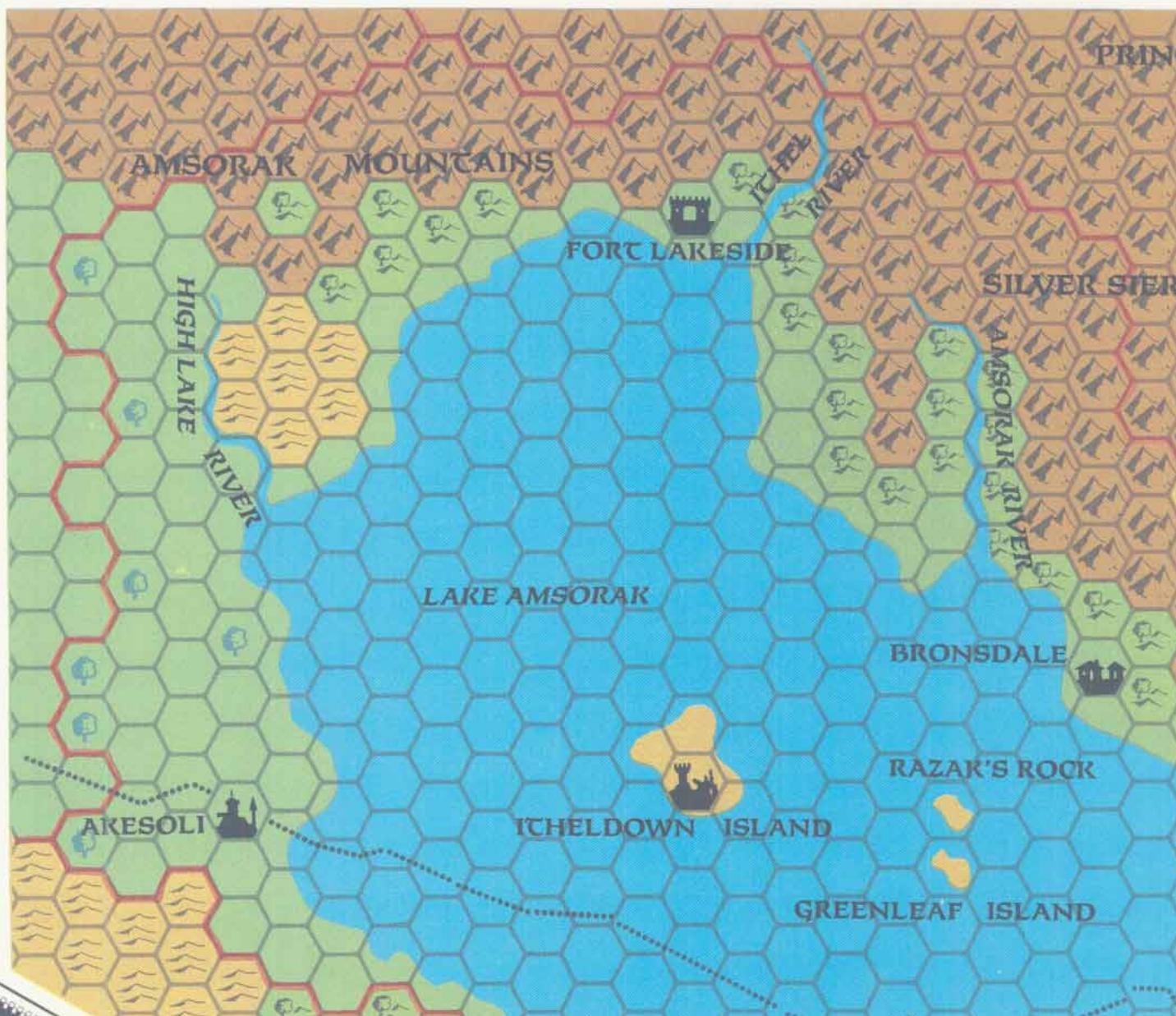


Back



FRONT

Hale



REPUBLIC OF DAROKIN

Scale: 1 hex = 8 miles

YELLOW ORKIA

GRUKK

ETHENGAR KHANAT

CRAIG

DASC

QWARGACE

MOUNTAINS

XORG

CANOLBARTH FOREST

ALFHEIM



PORT NE

FORT ANSELBURG

AKO

Center of City

CopperClass Housins

Canal
Control

Canal

Business District

Athenos

Warehouses

Warehouses

Shipbuilding

Athenos Harbor

Naval Guard

Malpheggi Bay

PORt OF ATHENOS

Scale: ONE INCH equals $\frac{1}{2}$ MILE



PORT TENOBAR

MALPHE

ATRUAGHIN CLANS

ARBANDINE RIVER

PORT TENOBAR

MALPHE



Greenleaf Island



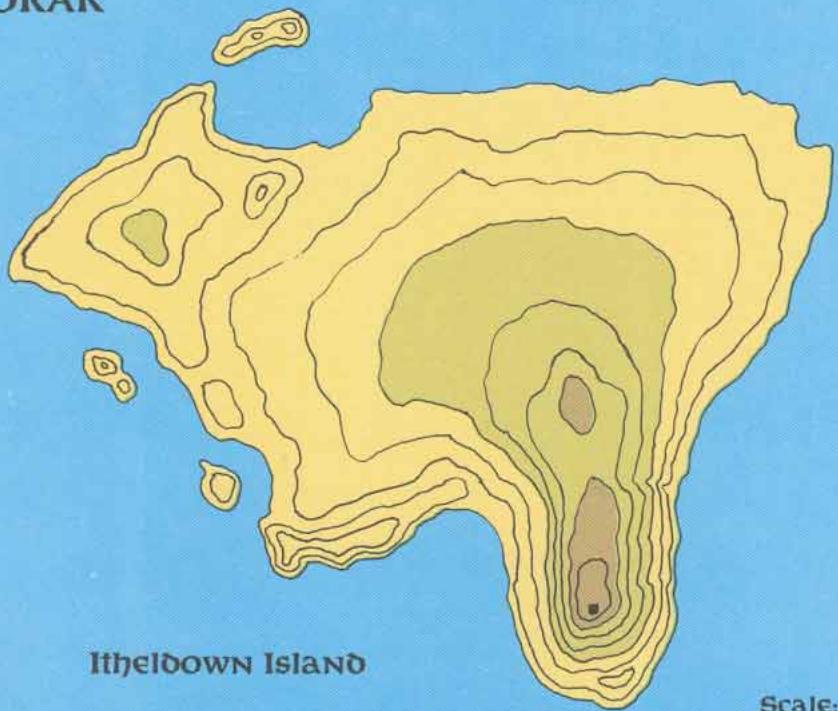
Razak's Rock







LAKE AMSORAK



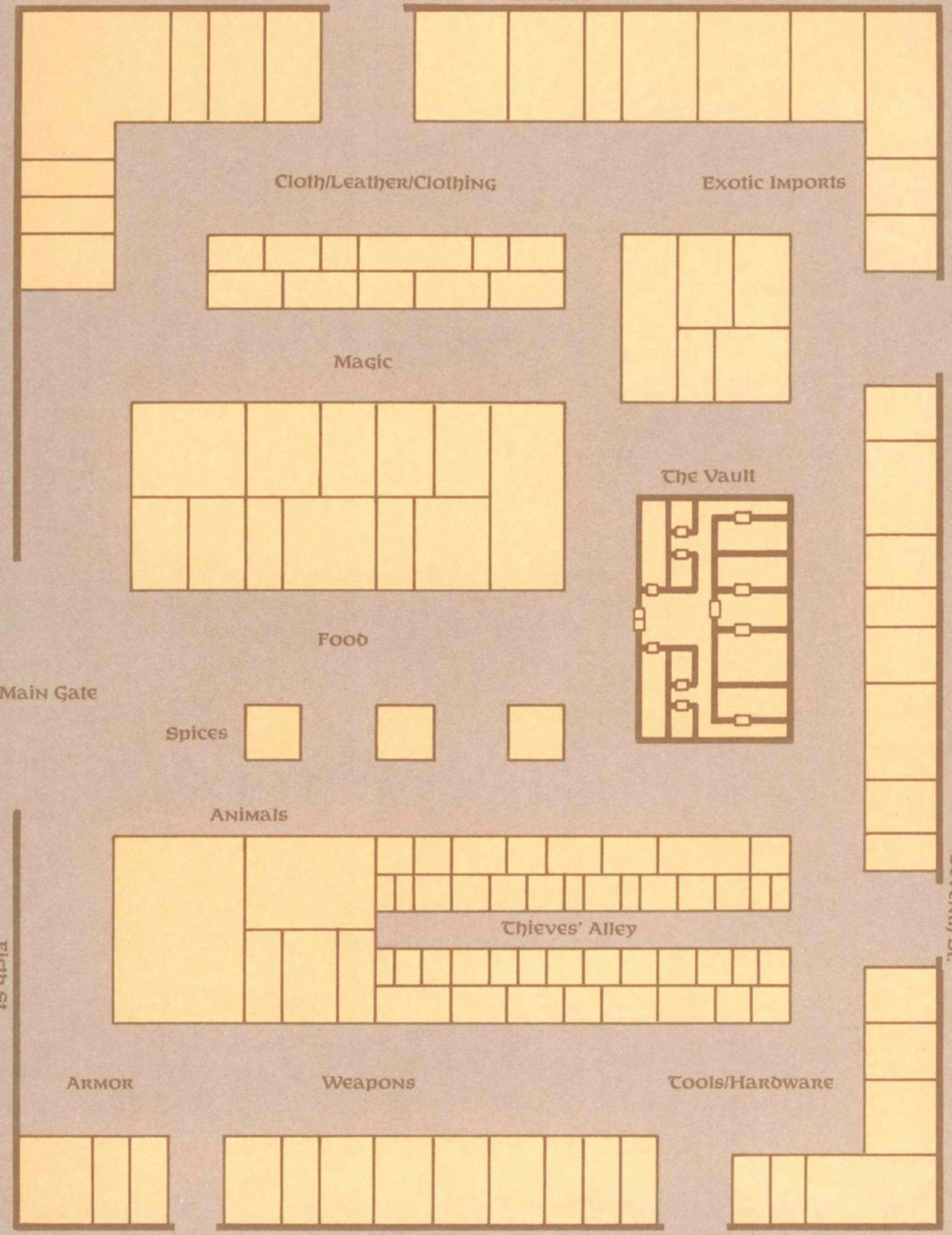
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9250XXX0701

Scale: ONE INCH equals 5 miles

Darokin Central Market

Market St.



The Central Market in Darokin is the busiest, most varied market in all of the Republic. The different areas marked on the map are only general locations—a certain type of shop could be just about anywhere. There

are over 130 stalls marked on this map; DMs should feel free to put a business anywhere it suits them. "Thieves' Alley" is where shady, borderline illegal, and otherwise dangerous deals are struck. "The Vault" is the well-

guarded central building where the richest merchants and the most valuable goods (gems and jewelry, gold, powerful magic items and expensive rarities) can be found.

Scale: ONE INCH equals 150 FEET

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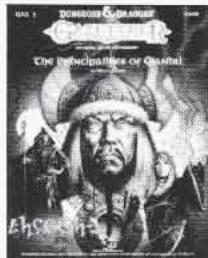
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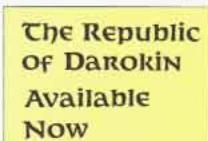
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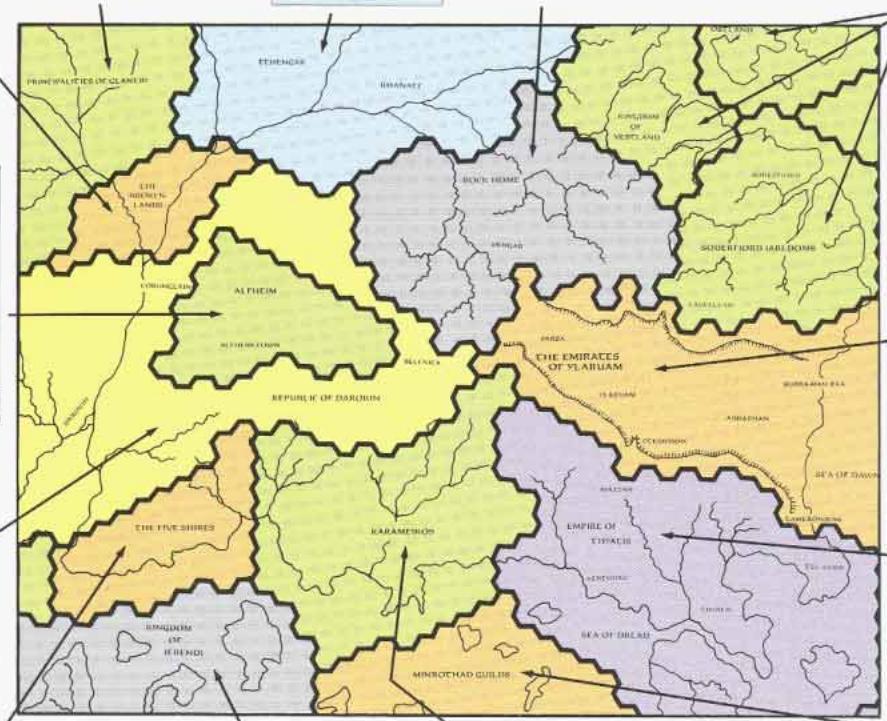
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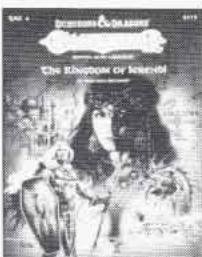
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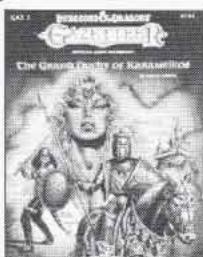
*Thyatis & Alphatia
Сампайон Ст.



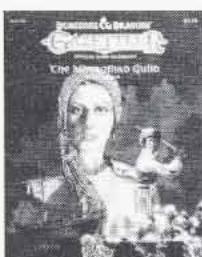
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TSR's ADVENTURE FOLD-UP figures are easy to assemble, because they all use the same basic shapes. Once you know how to assemble these shapes, you can put together most figures without further instruction. All you have to do is cut them apart, fold on the dotted lines, and glue them together in the order given in the pictured assembly.

Tools Needed:

old ball point pen/stylus
scissors/craft knife
transparent tape

ruler
white glue
paper clips

Scoring for Folding

To make it easier to make straight folds along the dashed lines, you should use the following method.

Before cutting the figures apart, score all the dashed lines. Scoring is creating a crease in the paper. Use an old ball point pen that no longer writes or use an artist's stylus and a ruler to draw straight lines. Draw the pen along the dashed line, pressing down to make a crease in the paper.

Cutting Apart

Use a pair of sharp scissors or a craft knife to cut. Only cut apart the pieces of one figure at a time so as not to lose any pieces. Cut only on the solid black outlines.

Folding

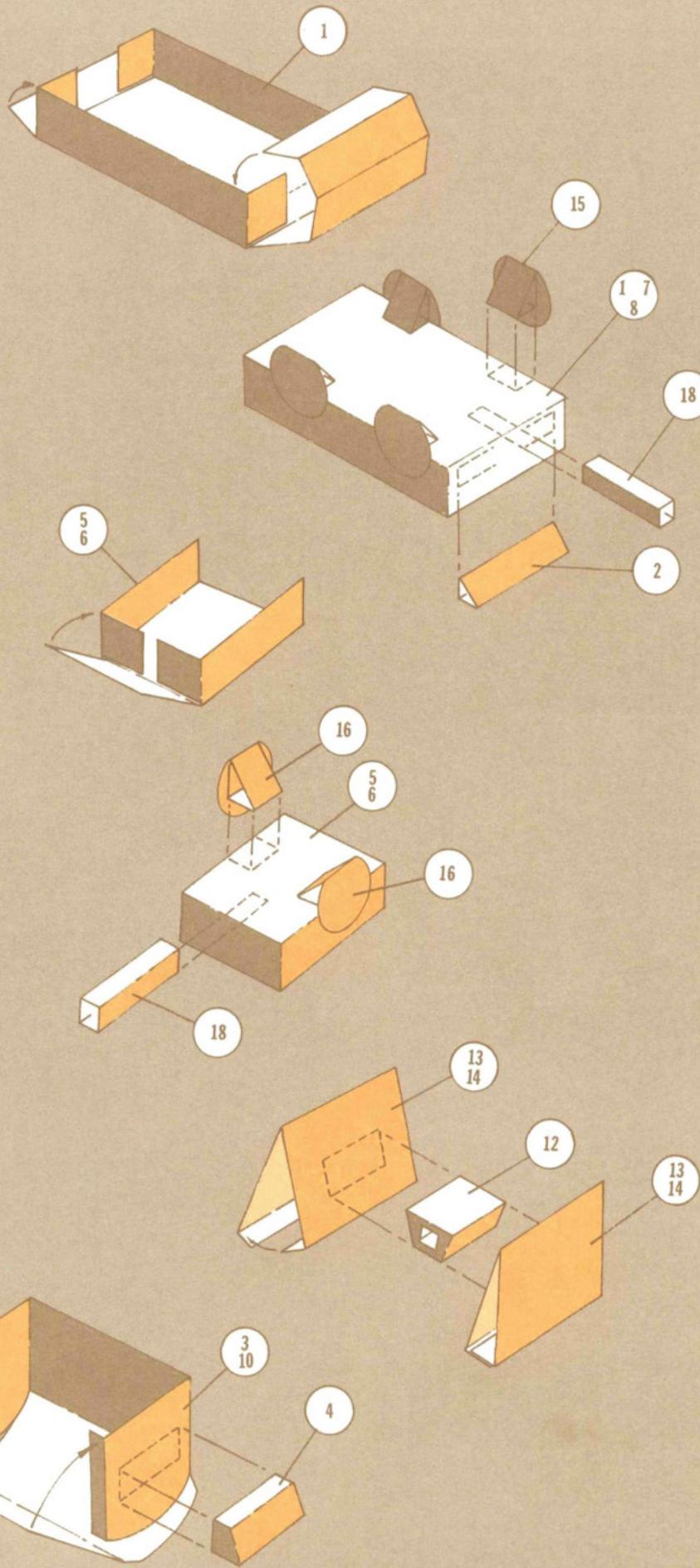
The figures fold two ways, backward or forward. Backward folds are noted by a dashed line, forward folds by a dashed and dotted line. Study the figure carefully before folding.

Assembling

Each figure should be assembled in the order of the numbered pieces as noted in the assembly diagrams.

Gluing

To glue, apply the glue thinly and evenly all the way to the edges to prevent loose corners. Paper clips and tape are useful for holding a figure together until the glue dries. If corners do come unglued, a piece of transparent tape can be used to hold it together. When gluing, it is best to glue only one joint at a time.



DUNGEONS & DRAGONS®
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The Republic of Darokin

by Scott Haring

"He who has the gold makes the rules."

AN OLD DAROKINIAN SAYING.

IN DAROKIN, WEALTH IS POWER. THERE IS NO PLACE IN THIS LAND FOR THE UNTHINKING BRUTE WHO SOLVES EVERY PROBLEM WITH FORCE. DAROKIN HAS SURVIVED BY CLEVERNESS, BY NEGOTIATION, AND BY GUILE, DESPITE BEING SURROUNDED BY MIGHTY BARBAROUS NATIONS.

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