Торговля в Кормире

Кормир: палец(мм), сокол(см), синеглаз (эм), золотой лев (зм), три короны (пм)

Сембия: стальной пенс (железная монета) (мм), ястреб (см), синеглаз (эм), нобль (зм)

|  |  |  |
| --- | --- | --- |
| Монеты | Кормир | Сембия |
| Мм | палец | Стальной пенс |
| См | сокол | ястреб |
| Эм | синеглаз | синеглаз |
| Зм | Золотой лев | нобль |
| Пм |  |  |

Cormyr.

For most folk in central Faerûn, the notion of a human kingdom is inextricably linked to Cormyr. A strong realm bolstered by its loyal army (the Purple Dragons), a cadre of magical defenders and investigators (the War Wizards), and numerous wealthy and influential nobles, Cormyr is recovering from its war with Sembia and Netheril—a conflict that cost the nation much, but left the kingdom standing, and which, in the end, Netheril didn't survive. The pride of that victory remains strong in Cormyr's collective consciousness, even as Queen Raedra draws back from plans to permanently welcome into the realm towns that lie beyond Cormyr's traditional borders.

Cormyreans are justly proud of their homeland, and go to great lengths to guard it and its honor. Still, there is no shortage of danger in the Forest Kingdom, whether from scheming, treacherous nobles, monsters out of the Hullack Forest or the Stonelands, or some ancient, hidden magic. Cormyr is many things, but dull isn't one of them.

Джерело: <<https://5e.tools/book.html#scag,-1>>

Cormyr thumb, falcon, blue eye, golden lion, tricrown

Джерело: <<https://5e.tools/book.html#scag,-1>>

Sembia.

Following a period of subjugation at the hands of Netheril, Sembia is already on its way to becoming the economic power it was in prior years. Although relations are cool with the Dales and Cormyr following the most recent war, Sembian merchants are quick to dismiss previous conflicts as the work of the Netherese, and remind their former trading partners of the long and mutually profitable relationships they previously enjoyed. To prove its good intentions, Sembia has "allowed" Featherdale and Tasseldale to regain their independence, even though Sembian investors had owned much of Featherdale for nearly seventy years when the war came to an end.

Before Netheril claimed Sembia as a vassal state, mercenary work and adventuring were popular livelihoods among Sembians who didn't have local families to feed. Those endeavors are even more popular now among veterans of the war, who are better trained than their predecessors were. A few of Sembia's less scrupulous former soldiers have taken to banditry, which offers other Sembians more opportunities for guard work.

Джерело: <<https://5e.tools/book.html#scag,-1>>

Sembia steelpence (an iron coin), hawk, blue eye, noble

Джерело: <<https://5e.tools/book.html#scag,-1>>

Восточный путь – торговый тракт который начинается в Арабеле и идет через Халлакский лес на восток чтобы после Громовых Вершин дойти до Долин.

Ближайшим соседом Кормира по пути движения по Восточному пути является Глубокая долина [Deeping Dale] и это накладывает отпечаток на всю торговлю.

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | Кормир | Сембия | Долина |
| Импорт |  |  |  |
| Экспорт |  |  |  |

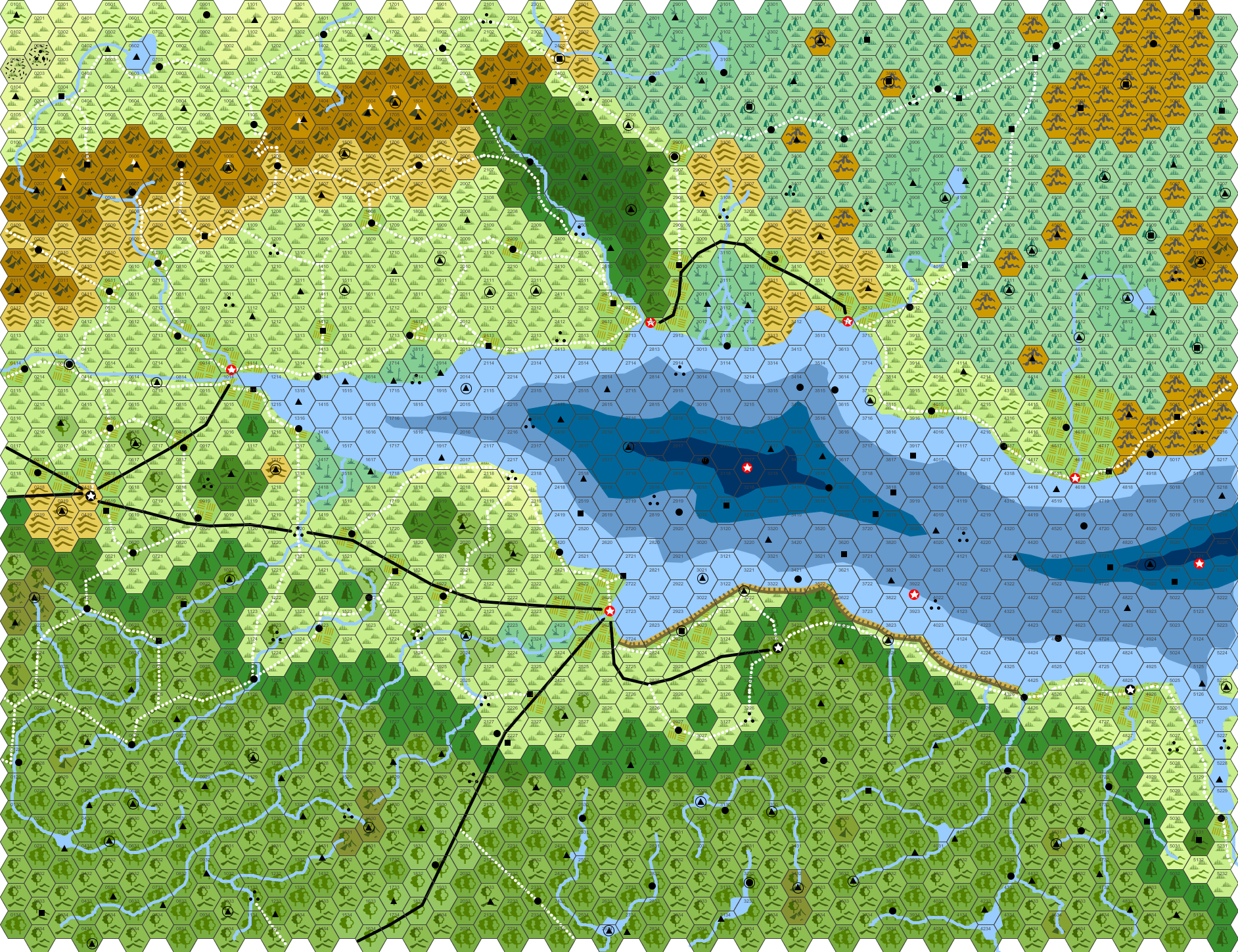
## Кормир

### Экспорт из Кормира

### Импорт Кормира

## Сембия





### Trade

### Houses

## Долины

### Импорт и экспорт из Долин

|  |
| --- |
| Импорт |
| Экспорт |

## Торговые компании

# Merchants and Trading Costers

Merchant Houses

### Arabel

### Suzail

## Trading Costers

### Arabel

### Suzail

## Глобальные торговые компании

## Локальные торговые дома в Арабеле

two trades goods that make steady profits in Suzail

Cheers

Damian

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Hi again, all.

TYPES OF CURRENCY

There are different types of money:

Commodity money - Something that has a value and is used in trade for other things. It is a “step up” from the barter system.

Fiat money is money that has value because all agree it has value, such as the American dollar.

Forms of Currency

Paper/cloth

Coins .

Rai Stones - Carved stones used in Yap.

Beaver and other pelts

Salt

Tobbacco

Gold bars (or bars of other precious metals.)

Gold Dust

Iron Bars

Gems

Jewelry

Barter/Trade

Shells

Cows/other herd animals

Favors - Back in November, 2014, I wrote about how favors can be used as currency.

Nearly anything can be used as currency.

In areas where coin is in short supply, barter or other commodities will become money. In areas where the wealth of the adventurers inflates prices, other things with a more stable value might rise to the level of money.

EXCHANGE RATES

A simple method is to have a copper = a copper, etc. but in the neighboring kingdom, they only take that kingdom’s coins, so the players have to go to the money changer and pay the fee, say 3% to 10% or more, depending on how honest the money changer is and if the PCs have insulted him, etc.

Wait until the characters get to a small town and are out of local money and no one will trade with them, or only at a price where the individual or merchant comes out ahead after they makes a trip to the nearest money changer. Prices can easily go to 1.5 times to 2 times or more due to the hassle to the merchant to find a money changer. Reliance on gems, jewels, and bullion could get around that. Reliance on bullion/ingots could have other complications. With gems and jewels can the players get the full value out of them in trade?

Also, if the players haul back a treasure from the ancient ruins, there is the money changer, and maybe the tax collector so the local lord/kingdom gets their cut.

For treasures found on monsters, set how much of it is which kingdom’s coin. Is it an existing kingdom, or one long conquered? If the orcs just robbed a merchant train, it would most likely be all coins for the kingdom where the merchant does business. If a merchant crosses between nations, he will have a supply of coins for each nation, plus more portable jewels and gems.

The breakdown of a treasure into 50% ancient coins that require a tax and the money changer, and the remaining 50% split between two or more kingdoms that require a trip to the money changer, and go a long way to shrink the haul.

There are a lot of ways to boost the realism and make a copper more than a copper without the complication of exchange rate math or a fancy table, or reliance on a spreadsheet at the game table.

GOLD vs. SILVER

The Romans had gold coins, one the Aureus was 72 coins to the pound of gold. Each coin equalled 25 silver denarii. Of course, base metals were used to make more coins, but they bought less. Another gold coin, the Solidus was values at 60 coins per pound of gold. Each coin was worth 275,000 debased denarii. In the late empire one Solidus equalled 4.6 million denarii.

Historically, each ounce of gold had the purchasing power of 15 ounces of silver. Prior to debasement, the silver denarius was about three days wages in the early days, transitioning to about 1 per day under Augustus, and the enormous debasement of the late empire.

One estimate of all the gold ever mined is that it would make a cube 21 meters on a side. That’s almost 69 feet on a side.

FAVORS

A powerful form of currency is the favor. Often a character or party will be in need of something, like a potion or scroll, to help them overcome an obstacle to one of their goals. For example, a scroll with several sleep spells to quickly and quietly make their way to a well guarded tower. Or a potion of control of the creatures guarding the tower.

When seeking such things from a local wizard, or cleric, the matter of payment comes up. Gold and jewels are nice, but what if there are other needs of the temple or wizard? Thus the favor. A form or barter, its value agreed upon by both parties.

What kind of favor is required? Small, medium, large, enormous?

The favor is often more valuable than gold and can be as valuable as magic. One agrees to a favor with a wizard in hopes of it not being too severe, or difficult to fulfill. There are small favors, like information: Where is the lair of the marauding orcs? Mid-sized favors, like: Rescue the villagers from the band of ogres and slay the ogres. And large favors, like: go slay the dragon, or retrieve an item from far away.

One avoids honoring a favor at the risk of the wrath of a wizard and his associates, or the patron deity of the temple. Not honoring a favor will make it difficult to gain another favor from anyone else in the general area. Among wizards and temples, perhaps no wizard or temple of that deity will ever help that party or character again. Perhaps other temples and merchants and other NPCs with useful skills will not enter into a favor agreement.

Backing out on fulfilling a favor would be perfect fodder for a quest or geas to compel fulfillment.

One might argue that a chaotically aligned person would avoid agreeing to a favor as payment. That may be for the personality of the character in question, but if one views a favor as one of the forms of currency, a greedy character would seek to acquire favors owed them, in addition to coin, gems, magic, and other goods and services. While it might not be in the nature of a given character to enter into a favor agreement, how is that different than any other character agreeing to a sum of gold delivered by a certain date as payment?

THE MAGIC TRADE

Magic items in a low magic setting would be so rare as to be so valuable that very few would have the money to buy one. Finding a buyer would be quite difficult. More likely would be a trade in ingredients needed for making magic items, such as scrolls and potions.

The feathers of magical flying creatures like pegasi and gryphons would be valued to priest and wizard alike. The ink of giant squid or octopi would also be of interest.

Vials in which to store holy water and potions, in addition to the ingredients needed to make the potion.

Any merchant in the magic trade would seek supplies of feathers, ink, parchment, vellum, and the odd bits of various creatures adventurers bring back. Wizards and priests would be on the lookout for some ingredient they needed to make certain scrolls and potions.

# Rules for Trading

There are several factors involved in trading.  First is acquiring the goods, second is transportation, third is selling the goods at your destination.

Buying/Selling Goods

When buying or goods, you attempt to bargain to get a good deal.  The bargaining is an opposed Persuasion roll between the buyer and the seller.

Each point of difference between the rolls results in a 1% difference in the base price of the good.  Various factors also effect the value of the goods when you sell them at a location.  Distance from their source, rarity, demand for the good in the location and other factors.

Transporting Goods

Goods are usually transported and sold in 50 lb units.  When transporting goods, there are 2 factors, bulk and weight.  All trade goods have a bulk/weight rating.  A 1/1 rating means that 50 lbs of the good take up 50 lbs of space.

When you are calculating how much goods you can move, you have to use the weight OR bulk value – whatever is higher.  So if a good is 2/1, then each 50 lb unit takes up 100 lb of bulk.

How Much can you Move?

Animals have a weight/bulk amount that they can move.  If the animals are pulling a carriage, cart or wagon, they can move 5x their weight/bulk amount,  including the weight of the vehicle.

If there are multiple animals attached to the vehicle, add their weight/bulk amounts together.

So 2 mules (400 lb capacity each) pulling a wagon (which weights 400 lbs) could move (800\*5-400) 3600 lbs of goods.  Or 72 bulk/weight units.

REMEMBER – you need Vehicle tool proficiency to transport goods by vehicle, and you have to make Animal Handling skill checks when transporting goods on animal-back.

Джерело: <<https://overtheseaandfaraway.obsidianportal.com/wikis/rules-for-trading>>

# Ed on trading caravans found on the Way of the Manticore

Especially on whether or not it’s daylight, and what the weather is like (lashing rain or freezing temperatures aren’t just hard on drovers and animals, they ruin some cargoes). Also on the time of year (the spring and fall mud and the winter snows can sometimes close down that road linking Cormyr and Sembia through Daerlun, and there’s always heavy traffic just after harvests, and during the spring “opening up” and just before the winter “drawing down” of roads).

However, let’s assume that it’s an average summer day, not near any special occasion, it’s peacetime, and you are spending the day traveling along that road at an average speed (overtaking few and being overtaken by few).

So here we go . . .

You would almost NEVER be out of sight of pilgrims or a family walking, and a peddler/messenger (on horse, leading a mule, or just shouldering two balanced satchels, and walking).

You would seldom be out of sight of a farmer (with assistant), on a wagon or cart, usually moving hay or feed, but sometimes straw or manure.

Your “lone merchant, perhaps with a few pack animals, maybe one wagon” will almost always have an assistant or his wife - - or if lacking that, will “pair up” with another lone merchant for such overland treks (so if a wagon wheel or someone’s leg breaks, someone else can go for help or aid the injured). You’ll see one of them about every five minutes, and pass them about every ten minutes (i.e. they’ll be in sight before and after you actual pass them).

Your “ ”

small family or band (2-3 merchants) with 1-2 wagons and guards will be in view about every twelve minutes apart.

large caravan, with 4+ merchants and multiple wagons and guards from two to five an hour.

Larger caravans, of 20 wagons or more perhaps eight a day.

Wartime or harvest-tide or “buildup of goods” caravans of any sort can be as large as sixty wagons (and in dangerous overland areas in the Sword Coast North, forty-odd wagons is the prudent minimum for caravans), but the Cormyr-Sembia coast road is busy, with large caravans more unwieldy than needed for safety, so big caravans tend to be large “single shipper movements,” like a coster racing a fish catch in a dozen wagons.

An average day might see ten to fourteen of these sorts of 8-16 wagon “runs.” As I said, it’s a busy road.

<<http://forum.candlekeep.com/topic.asp?TOPIC_ID=9685&whichpage=15&SearchTerms=HIGHKNIGHTS>>

|  |
| --- |
| THO on trade goods that flow between Cormyr and Sembia (from actual game play)   Cheers    Damian  \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*    I've sent your post to Ed for a proper reply, of course, but we've spoken about this very topic recently, in our own campaign, and the short reply re. trade goods passing along that road is: EVERYTHING.  As in: anything that isn't really bulky yet not harmed by damp (because heavy bulk cargoes like charcoal and lumber and stone often go by ship, along the Dragon Coast - - but everything else goes by wagon). Cormyr is the source for a lot of "raw materials" (pigment for paintings and frames, finishes for furniture AND the wood for that same furniture, metal ingots for use in making wire and fine castings, etc.) that Sembian firms and crafters use in making "finished goods").  Ed will provide proper details, of course, but those wagons could have just about EVERYTHING: raw or refined materials/ingredients, and horse-related finished goods like tack and harness, going from Cormyr to Sembia - - and all the "finished" goods made from them, going from Sembia to Cormyr (and, via the caravans overland through the Heartlands, on to the Sword Coast). |
|  |

Джерело: <<http://forum.candlekeep.com/topic.asp?TOPIC_ID=9685&whichpage=15&SearchTerms=HIGHKNIGHTS>>

## Economy

### Currency

The Crown of Cormyr mints its own coins that are widely used by other nations around the Sea of Fallen Stars. All coins are stamped on the one side with the profile of the current monarch (when it was minted) with the date of minting and a mint mark all on one side and a dragon on the other side.

Older coins (those minted before Prince Salember the Red Dragon King) do not have date and instead have 1st, 2nd, 3rd minting, with each minting lasting at least 5 years but can be as long as 100 years in the time of King Draxius.

The mint mark in modern times is usually of an old bearded man often known as “Old Vangey” that indicates it was made at the Royal Mint in Suzail. 10% of coins have a pair of parallel, crescent moons with horns pointing to the dexter (left) which indicates they are manufactured at High Horn.

Thumb: This is a copper coin, ten thumbs are worth one silver falcon.

Falcon: This is a silver coin, one silver falcon is worth ten copper thumbs, ten silver falcons are worth one blue eye.

Blue Eye: This is an electrum coin, one blue eye is worth ten silver falcons, two blue eyes are worth one golden lion.

Lion: This is a gold coin, one golden lion is worth two blue eyes, five golden lions are worth one platinum tricrown.

Tricrown: This is a platinum coin, one platinum tricrown is worth five golden lions.

## Exports

Cormyr exports much of its raw goods to Sembia and the Moonsea, which in return send manufactured goods back to Cormyr.

Food is a major export of Cormyr. The appetites of Sembia are seemingly endless, and overwhelm the capacity of the Dalelands to produce livestock and crops, Cormyr supplements food exports to Sembia in bulk, while sending its finest produce (fine wines, etc) are sent to the Moonsea region.

Pigments, scents, oils are all shipped to Sembia for processing into paints, perfumes, etc. Oils, medicines, and scents are shipped to the Moonsea region

Finishing wood and metal ingots are sent to Sembia to be manufactured into furniture, frames and other fine wooden furnishings, while the metal is used to make wire and metal castings. Tools are sent to the Moonsea region

Textiles, cloth, and leatherware are exported to the Moonsea region

Finished goods made in Sembia and imported to Cormyr that are not consumed by the domestic market are exported to the Sword Coast via caravan through the Western Heartlands.

## Imports

Cormyr imports mostly finished goods of excellent quality from Sembia, wines, clothing, artwork, furniture, etc. Raw materials like metal ingots (of superior quality than that easily found in Cormyr) is imported from the Moonsea region and used to manufacture weapons, armour, tools, and all manner of metal goods.

## Merchant Houses

The merchants of Cormyr generate much of the annual revenue for the Crown through licence payments. The most powerful merchants in Cormyr are:

* The Dragoneye Dealing Coster,
* the Seven Suns Trading Coster,
* the Six Coffers Trading Coster,
* Trueshield Trading Priakos,

and the trading families of

* Iravan,
* Zathchos,
* Skatterhawk,
* Jhassalan,
* Faeri,
* Ossper,

these groups all have bases of operation within Suzail.

Taxes

Taxes in Cormyr are low compared to other nations, and yet Cormyr maintains a large national army, well maintained roads, many public works and buildings, and a wealthy Royal family and their associated lifestyle. Many whisper that the taxes from Cormyr’s population cannot pay for such projects, and they are entirely accurate.

## Stone Tax

The Stone Tax is levied per building constructed on Crown Land, and since all land in Cormyr is Crown Land unless the occupier holds a Grant from the Crown that makes them the owner (such Grants are usually awarded with titles, thus making the owner nobility of some sort). Typically building owners pass the Stone Tax onto tenants.

## Emergency Tax

The Crown has the power to levy any additional taxes as required and without consultation. Such Emergency Taxes are only levied in a state of emergency (hence the name) such as during war time or a natural disaster.

## Licences

Much of the Crown’s standard income comes from licences that allow individuals to bypass or mitigate some clauses of the Royal Word, such as carrying arms, transporting restricted goods, operating a mill, hunting in the King’s Forest, etc. These licences are optional and so are not considered taxes.

Джерело: <<https://alternaterealmsblog.wordpress.com/home/regions/heartlands/cormyr/>>

# Politics

High Mage: This now defunct title is reminiscent of the name given to the most powerful of elven magic users and was last held by Jorunhast who was exiled in 1286 DR for slaying  King Salember “the Red Dragon”. Jorunhast still holds the title and is believed to survive somewhere outside of Cormyr, but cannot return on pain of death. The position of High Mage has been replaced by the title of Royal Magician.

Lord High Marshal: The Lord High Marshal is head of the entire Purple Dragon army, he reports directly to the King, and is charged with

Warden of the Eastern Marches: Reports to the High Marshal

# Law and Order

## The Royal Word

The Royal Word are those laws set by the King that are unalterable except by decree from the King himself (or the Royal Magician)

Commoners must bow their heads in the presence of royalty (Minor).

Visitors must bow their heads in the presence of a Local Lord (Minor).

Non-military personnel must carry all weapons openly and those weapons must be tied by “peace strings”. Bearing arms is only allowed by those possessing a Charter of Arms, or a Weapons Licence (Medium).

Everyone must comply to a stop and search request delivered by a member of Cormyr’s armed forces. (Medium).

Foreign currency may only be traded by those with a Currency Trading Licence (Minor).

Hunting in the King’s Forest may only be performed by those with a Hunting Licence (Minor).

Hunting of deer in the King’s Forest may only be performed by those with a Stag Hunting Licence (Medium).

Offences against the Dragon, this applies to all improper depictions of any King or Queen of Cormyr. Lewd, immoral, evil depictions are all classed as improper, and the medium can be anything including literature, paint, sculpture, etc (Minor).

It is forbidden to unleash magic within the confines of the village known as the Mouth o’ Gargoyles (Severe).

The searching of the magical refuges of the Sword Heralds by the Crown or its agents is strictly prohibited (Capital).

Possession of banned substances without a Passage Licence is strictly prohibited (Severe).

The damming or restriction of water-courses is strictly prohibited except for individuals possessing a Water Management Licence.

All magic users (excluding apprentices) not currently enrolled in the War Wizards or a Crown sanctioned religious organisation, must register themselves with the Crown – a herald, at Court, or with a Local Lord (Medium, Minor if individual does not know about their abilities).

Any discovery of objects or coins with a value in excess of 1 gold piece must hand in the discovery at the earliest opportunity to the Local Lord or Court Official in return for a modest remuneration – typically 1 silver piece per kilo of gold (Medium).

It is forbidden to intentionally harm or allow harm to come to a cat (Minor).

It is forbidden to lie to a Purple Dragon or War Wizard or other Crown Official (Minor).

Royal Naming Law: It is an offence to use the “Royal Name” in any derogatory manner (the Royal Name includes the names of any current of previous member of the Royal House of Obarksyr) (Medium).

Noble Naming Law: It is an offence to name any settlement or place of business after a noble family, noble blazon, specific noble, or local lord, this includes the names of any current or previous members of the above (Medium).

Place Naming Law: It is an offence to name any settlement or place of business after a settlement, past or present (Minor).

Duplicate Naming Law: It is an offence to name any place of business after an already existing place of business, this excludes historic places of business that no longer exist.

## Court Law

For all disputes and grievances not covered by Crown Law (or in the event of disputes by nobles against Crown Law), Cormyr has created a system known as Court Law.

Court is a formal process whereby one or both parties in the dispute bring the details to the Local Lord of a settlement to adjudicate (with assistance from court magistrates to interpret existing Court and Crown Law). Any decisions made as a result of Court Law are catalogued by the Lord Magistrate (actually his assistants) and stored in the cellars of the Royal Court.

Any appeals against Court Law decisions (a privilege allowed only by nobles or with Crown approval) are taken to the Royal Court in Suzail to be heard by a jury of peers.

Despite Court Law being a separate process to Crown Law, the Local Lords often adjudicate the application of both Crown and Court Law, and decide all punishments.

## Punishment

Crown Law is strictly stratified into a range of severity for individual offences; Minor, Medium, Severe, Capital

Minor offences are punished with fines, confiscation of property, and more rarely with imprisonment for up to 1 day.

Medium offences are punished with loss of licences, confiscation of wealth and property (in punitive proportions) and imprisonment for up to a year

Severe offences are punished with maiming, hard labour for up to 5 years, confiscation of all wealth and property, loss of titles. Hard labour usually involves chain-gang roadwork in the West Reaches, more specifically maintaining roads west of High Horn in the Stormhorn Mountains that suffer much erosion because of the storms.

Capital offences are usually punished with death, but this can be mitigated to exile or a lifetime of hard labour or in very rare cases the amputation of all limbs (including eyes, ears, and tongue).

Repeat offences can result in punishment being applied at the next level of severity, at the discretion of the Local Lord

## Licences

Crown Law forbids many activities in a blanket ban that applies to all (hunting, bearing of arms, selling weapons, trading in foreign currency, etc. The Crown gathers a substantial source of revenue from the sale of licences that allow individuals or organisations exemption from specific Crown Laws.

### Charter of Arms

This licence is otherwise known as the Adventurer’s Charter, for it allows an individual or small group of individuals as named on the charter, to bear arms and operate within the boundaries of Cormyr without fear of prosecution.

All members of an adventuring group must be declared on the Charter of Arms (new members can be added to the Charter by a Local Lord or Court Official with the agreement of an existing member on the Charter). Membership of an adventuring group on the Charter of Arms is limited to 30, although few Charters will be granted for groups in excess of 12 members.

Members of the Charter are required to report all hazards to the Crown. The chartered group can be drafted by the Crown to perform any service required, failure to heed the summons will result in the group being refused its Charter at the next renewal.

A Charter of Arms must be renewed annually in the presence of a Local Lord or Court Official.

A Charter of Arms permits members of the group to represent in full armament, explore ancient and abandoned places and retrieve the riches therein which are excluded from the normal laws of salvage.

### Currency Trading Licence

Allows the individual or organisation (and those employees of that organisation) to trade specified foreign currencies with foreign nationals that are believed to be in Cormyr on a temporary basis (merchants and caravans, etc).

### Hunting Licence

Allows the individual or group of individuals to hunt a quota of small animals (excluding deer, stag, and all exotic beasts), within the confines of the King’s Forest for a defined period of time as specified on the licence. These licences are often granted to entire settlements laying within the confines of the King’s Forest, allowing all residents of said settlement to hunt a reasonable number of animals (to provide sustenance) for an indefinite period of time. Licences can otherwise be bought by those wishing to go on hunting expeditions into the forest.

### Land Licence

Allows the named individual or group of individuals or organisation to own a specified area of land for a defined period of time. These licences can be hereditary (but usually not) and the terms of inheritance are strictly defined (patri or matrilineal, primo or ultimogeniture).

### Logging Licence

Allows the individual to fell a specified number of trees from a specified area within the King’s Forest.

### Marriage Licence

Allows the named individuals to form a cooperative partnership including the equal sharing of assets and responsibility.

### Passage Licence

Allows the individual or organisation (and those employees of that organisation) to transport banned or controlled items (as specified by the licence and including things like poison, dangerous animals, weapons, foreign currency, smoke powder, alcohol, medicines, etc). All items must be transported in secured containers. The licence specifies the number of containers allowed to be transported by the licence, and the place of origin and place of destination as well as the rate per container. This licence is typically issued from the place of origin and destroyed by officials at the place of destination (after an inspection to ensure the terms of the licence have been complied with).

The most common application of the Passage Licence is on alcohol, and as a result it is often known as “the Barrel Tax”, in which it is charged at 1 copper piece per barrel. Brewers that attempt to bypass the Barrel Tax by using their own home or brewery as an inn or tavern are soon visited by Crown Officials and advised to pay the Barrel Tax or face further “inspections”.

### Smithing Licence

Allows the individual or organisation (and those employees of that organisation) to produce manufactured goods from base metals. The licence specifies the types of goods permitted to be manufactured (i.e. decorative, miscellaneous, arms and armour, etc).

### Stag Hunting Licence

Allows the named individual to hunt a defined number of deer and stag (including pregnant and young deer) within the confines of the King’s Forest for a defined period of time as specified on the licence. Licence costs range from 10,000 to 100,000 gold pieces at a rate of 1,000 gold pieces per day.

### Trade Fair Licence

Allows the individual access to a trade fair. Typically issued at the site of entry to an official Trade Fair and costs vary from 1 copper piece to 1 silver piece (for those trade fairs in Suzail).

### Water Management Licence

Allows the named individual or organisation (and those employees of that organisation) to modify waterways, including damming, redirection, and restriction. These licences are typically required for those wishing to operate a mill.

### Weapons Licence

Allows the named individual or organisation (and those employees of that organisation) to bear arms within a specified location or locations for the purposes of selling those arms to customers providing said customers are in possession of a Charter of Arms or are representatives of the Crown.

# Defence

## Purple Dragons

The Purple Dragons are the standing army of Cormyr, paid for by the Royal House of Obarskyr, allowing them a greater degree of power and security than in other realms of Faerun.

Purple Dragons are stationed at every settlement of sufficient size, and various castles and Purple Dragon outposts throughout Cormyr, they also patrol the roads and countryside of Cormyr to keep down the number of bandit groups and monster infestations. When not at war, the Purple Dragons act as a permanent (and well paid) police force, border control, and prison guards.

Powers: Purple Dragons have the power to stop and search anyone suspected of a crime, it is illegal to refuse this search. Purple Dragons can arrest anyone they have evidence of committing a breach of the Royal Word, detaining them in the gaol beneath every Purple Dragon barracks, where they will be held until dealt with by the Local Lord and Magistrate.

Purple Dragons are not allowed to fine people for breaching the Royal Word or Local Laws, such fines must be collected by the Local Lord or one of his representatives in the presence of the Magistrate. However, Purple Dragons are often used to collect the fees for certain licences (Tradefair Licences being the most common).

Ranks: The Purple Dragons have the following ranks from lowest to highest; Blade (Private), Telsword otherwise known just as Sword (Corporal), First Sword (Sergeant), Sword Captain (Lieutenant), Lionar (Captain), Ornrion (Major), Constal (Colonel), Oversword (Major General), Battlemaster (Lieutenant General), Lord High Marshal (General). The Lord High Marshal is a Court title and is appointed by the King himself.

Retirement: Purple Dragons that fulfil their term of service (standard is 10 years), retire with full honours, a piece of land (usually in the northern edge of the East Reaches), and a monthly pension totalling 10 silver pieces per rank.

Purple Dragons that are forced to retire due to injury receive a monthly pension equal to 1 silver piece per rank, but are given lodgings at the fortress of Daunthers near Gladehap. In times of need the Grey Dragons (with their wheeled chairs and crutches) are often deployed to the field to act as a rear guard or to defend key locations far from the battlefront.

Purple Dragons that are forced to retire due to an incurable illness are given a permanent home (forcibly if necessary) at Thulser’s Lodge in the King’s Forest east of the Mouth O’ Gargoyles. The Green Dragons are only deployed to the field as a last resort when the entire country is in danger and willingly go on suicide missions or form the vanguard of any charge.

## Blue Dragons

The Blue Dragons are the naval arm of the Purple Dragons, they have 2,500 personnel at their disposal and a total of 14 ships with which to guard the northern shore of the Dragonmere, these include a number of galleys, as well as smaller “runners”.

Crown of Cormyr: The flagship of the fleet is also the largest, it is equipped with ballistae and fire pot hurler, however it is not a warship and is instead used to carry the Royal House of Obarskyr whenever it needs to travel by boat.

Dragon: The largest warship in the fleet, this galley is equipped with a large number of ballistae and fire pot hurlers.

Blade of Espar: A runner, used to patrols the Neck of the Dragonmere and combat pirates

Lance of Wheloon: A runner, used to patrols the Neck of the Dragonmere and combat pirates

<<https://alternaterealmsblog.wordpress.com/home/regions/heartlands/cormyr/>>

# Caravans in Sembia

By Rand Sharpsword

Most overland trade in Faerûn is organized into caravans. A few of the larger nations, notably Amn and the Zhents, run their own caravans, marked with national colors and guarded by professional soldiers. Many other caravans are private outfits or ad-hoc consortiums of temporarily associated merchants. Overland travel companies seeking to make a name for themselves as reliable movers of goods run still other caravans.

Sembia does not maintain national caravan outfits, though certain Sembian cities have been known to sponsor their own caravans. Around half of the caravans moving between Sembia’s ports, Ordulin, and the roads into Cormyr are organized by the aforementioned overland travel companies. A list of a few of the major companies with interests in moving Sembian goods follows. There are many other trading companies elsewhere in Faerûn, most notably along the routes between Waterdeep and the Moonsea, but only Sembians follow caravan movements, caravan schedules, and individual caravan masters with a passion and intensity that other peoples reserve for gladiatorial combats or chariot racing.

## Firehands Group

The Firehands Group is a medium-sized company based in Daerlun. It has been in business for twelve years and concentrates exclusively on routes to Waterdeep from Sembia. They are an above-board group, with competitive rates, but frequently fall victim of the machinations of the Iron Throne.

## Iron Throne

 The Iron Throne is a mysterious organization that has rapidly taken over much of the arms traffic between Sembia, Thay, and other nations of the East. The Iron Throne merchants claim to be interested in the cause of free trade, speaking for smaller merchants who lack a voice. In truth, the master of the Iron Throne is a half-fiend, "fallen" from the inferno, who seeks to carve a place of power for herself by economic domination of Faerûn through weapons that wreak havoc upon the guilty and innocent alike. No one knows the truth, thanks to the efficient operations of the Iron Thrones’ three wings: The Arms, who handle high level negotiations and business deals; the Feet, who see to caravan security and the destruction or sabotage of rival merchants; and the Eye, wizards and sorcerers devoted to maintaining communications between the organization’s far-flung agents.

The Iron Throne’s initial period of expansion has slowed, largely due to a mounting conflict with newly established franchises of the Red Wizards of Thay.

## Six Coffers Market Priakos

Originally formed by six prosperous merchants in widespread cities as a means of ensuring the proper flow of their goods, Six Coffers Market still controls a sizeable percentage of trade throughout Faerûn. The headquarters is in Berdusk. Regional centers of operation are Selgaunt, Iriaebor, Waterdeep, Marsember, Priapurl, and Silverymoon. Mirabeta Selkirk has acquired a sizeable interest in the Six Coffers Market Priakos. Mirabeta is evil-smart rather than evil-stupid, and she has directed her part of the operation efficiently.

## Seven Suns Trading Coster

The poor merchants’ alternative to the Six Coffers outfit, Seven Suns offers slow wagons, barely competent guards, and extremely low rates. How low are their rates? Low enough that people who should know better still hire them to transport their cargo.

# Supplements

* [Random merchant wagon generator (geeknative.com)](https://www.geeknative.com/73180/random-merchant-wagon-generator/)
* [Trade in Forgotten Realms in Not Forgotten Realms | World Anvil](https://www.worldanvil.com/w/not-forgotten-realms-palant/a/trade-in-forgotten-realms-article)
* [Coins of Forgotten Realms in Not Forgotten Realms | World Anvil](https://www.worldanvil.com/w/not-forgotten-realms-palant/a/coins-of-forgotten-realms-article?preview=true)
* [Day Jobs for Adventurers in Not Forgotten Realms | World Anvil](https://www.worldanvil.com/w/not-forgotten-realms-palant/a/day-jobs-for-adventurers-article)
* [Life in the Realms - Coin and Commerce (realmshelps.net)](https://www.realmshelps.net/faerun/lore/life/coin.shtml)
* [Aurora's Emporium Organization in Not Forgotten Realms | World Anvil](https://www.worldanvil.com/w/not-forgotten-realms-palant/a/aurora-s-emporium-article)
* [Правила по торговле.docx](https://1drv.ms/w/s!Atcrhwwo1lBAyoMYIVf4aeZCae4Oaw?e=2MjrMB)

## Judges Guild Pegasus magazine

* #3- pp 81-83 "Wanderer's Merchant Company"- says mainly for sea trade but usable for overland. Has tables for buying/reselling and a cost and measures chart for 56 standard trade goods. Author says inspired by traveller.
* #6: pp 84-86 "Seatrade Guidelines"- Topics : Weather, Risk and Distance, Effects of Ports, Procedures for Engaging in Trade, Chartering a Ship, Rates for Charter, Ship Classes, Brokerage Houses, Calculating Your Return. Main reason I picked these up, but haven't put them to use yet.

# Trading

## General Overview

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Trade in the Realms is fairly extensive as just about everything gets shipped about to everywher, especially to the major cities. For example, you could probably by a Thayvian Red Robe in Waterdeep, although it would probably cost you an arm and a leg.

This is not just a phenomenon in the Realms - this occurs in real life. The two biggest reasons for this are reputation and quality. Actually, they could be considered one reason since they are so closely interlinked.

It is natural that certain areas will become famous for their products, even though other cities manufacture the same things. There are countless of real life examples, and there are also countless of Realms examples. You could get wood for furniture from just about anywhere in the Realms, but that rare Chultian Hardwood - now there is an item worth spending a few extra trade bars for.

The reasons why this phenomenon takes place is mainly due to the proximity and quality of materials, scarcity and supply, and protection of trade secrets.

Proximity and quality of materials is fairly obvious. A city could manufacture pretty good swords from its local iron deposits, but the city that has rare deposits of adamantite nearby (for some reason) would almost certainly be more highly favoured.

Scarcity and supply are very important as these dictate what is made where, and what is shipped where. For example, you're going to be in a spot if you wanted to manufacture weapons and you live nowhere near iron deposits. If you lived in the North, you're going to have a hard time starting a winery due to the colder climate. Therefore, wines from certain areas to the South are shipped to the North, while the North would probably become well known for their wool (the reason being that colder winters means heavier coats). Also, certain areas would become famous for their weapons; longbows, for example, are better if manufactured from certain types of trees.

Scarcity need not only apply to materials, but also knowledge and manpower. Longbows are made in several places in the Realms, but the Longbows made by a certain elf from the Tall Trees could be well known because no-one else makes them the same way he does. This leads onto the subject of trade secrets.

Trade secrets are fairly common. How many times have you heard that so- and-so's product has been manufactured according to and age old family method that has been handed down from generation to generation? Many companies thrive on their own particular methods of manufacturing certain goods. On a broader scale this can be assosciated with certain races. Dwarves for example are well known for their mining and sculpturing prowess.

There are very few people who would prefer a human's advice in these areas than a dwarfs. Another example of trade secrets occurs with the Bedine. They consider the method of making glass and soap highly secret, and anyone claiming that they know how to make these goods is killed instantly to protect this secret. They refuse to believe that the methods to make glass and soap are well known. Therefore, in the Anauroch context, certain Bedine tribes are famous for their glass and soap.

It is highly likely that most cities and villages (even towns) have some sort of product that is well known in that general region, or nation-wide. The lands of Vaasa and Damara come to mind with respect to Bloodstones. These are found nowhere else in the Realms and, as such, they are well known.

## "commonly traded" goods

Wines, beers, and spirits:

Remember that in the Middle Ages most beers and wines etc. were made localy due to the fact that they don't keep well. However, in the Realms it is highly likely that some particularly famous and sought-after brands such as Elverquist and Deepwine are transported by the richer merchants due to magic. Magical devices and spells can keep these goods fresh, but could probably only be afforded by the richer merchant groups and companies.

Livestock (cattle, sheep etc.):

This may seem like a logical choice, but again it would be considered a "short range" item. In medieval times most cattle were just taken to the nearest city for slaughter and consumption. The losses that occured over long-range travels were just too great to deal with. As with spirits however, the richer merchant companies could probably afford to transport livestock great distances with the aid of magic, but this would probably only be done if the item in question was extremely rare, and in great demand. Cattle are a nib a dozen, but rarer creatures (and monsters) would probably be worth it.

### Exotic components (for spells, magic items, trinkets):

This is definitely a commonly traded good (except prehaps in regions where magic is frowned upon such as the Bedine in Anauroch). Some areas would probably be well known for their "magical" diamonds or crystals, shells or other components. Note that supply would determine these; pearls would not be found naturally in Evereska, for example, for the identify spell, and would therefore have to be brought in.

Weapons and Armor:

Another extremely common item. Remember also that in times of war, some countries, cities etc. actually make an effort to put most manpower into manufacturing weaponry and armor. (You could also include smoke powder here if you allow arquebuses).

Clothing:

Fashion in the Realms is much like the fashion of today: everyone wants to be wearing the "in thing." Often this can mean clothing from

Waterdeep, Calimshan, Silvermoon etc. Many nobles and other people in social circles would pay just about any price to get that "exotic" garment.

### Minerals (iron ores, coal, gold ore):

Another item that would be shipped about quite a bit. Those smithies in the towns must get their iron from somewhere! More than likely the ore gets mined and smelted by an intermediary company who has it beaten into iron stock (usually round rods or rough sword shapes). These could then easily be transported to various towns and villages.

### Leather:

Leather is an extremely important good, especially finished and tanned but unworked leather. Remember that not every village would have a tannery, thus the tanneries in the cities would have to trade to outside villages and towns.

### Merchant trading goods:

Those little merchant stores have to restock their goods every now and again. Also, "chain stores" such as Aurora's Whole Realms stores would receive deliveries every now and again.

### Luxury items:

This would include jewels, gems, toys, rings, art objects and collectables, jewelry boxes, silks, perfumes etc.

There are a countless number of items that could be included in this list. Remember that "special orders" were also common; nobles looking for that rare collectable would often request a merchant to make a special delivery whether it be an art object, or a rare animal.

Other common goods

Oil (cooking and lamp), "Pots and Pans", furs, tools, timber, animal products, ingots, some basic foodstuffs (like cheese), travelers, grains, textiles, spices, scrolls and books, pitch and tar,

Slaves:

Remember that the Realms is a place where the Zhentarim, the Red Wizards of Thay, and several other infamous peoples and nations exist, and thus slavery will be a commonly transported "good." Note that slaves were often taken to lands far from their homelands so that escape or revolt was less likely to occur.

## Amman Trade

Exports

1. Fruits and grains
2. Herbs
3. Timber
4. Gems and precious metals
5. Fine textiles (the above from FR3 Empire of the Sands)
6. Freshwater grey trout from Lake Weng. A prized delicacy in Cormyr and the North. The meat of the trout is very soft and medium grey in color.
7. Black tiger lillies that grow high in the Cloud Peaks along Ami's northern border. The lillies are used by mages in making potions. When

crushed and mixed with a potion mix, it greatly increases the chance of successfully brewing the potion, pratically ensuring success. The lillies are very hard to find and one plant is worth several thousand gold.

1. Rich mineral deposits near the Keshla Hillfort.

9.Spices from the colony in Maztica (see also Maztican Trade).

Imports

Anything that is unique or rare. The Amnians are very hard to please.

1. Dragon eggs.
2. Fire arms(if used in your campaign).
3. Magical items.
4. Fine gowns from Waterdeep and Cormyr. A dress that was once worn by Lady Alustriel sold for 25,000 gp to a merchant, a gift for his wife.
5. Neverwinter water clocks.
6. Mechanical constructs from Lantan.

7.Strange creatures to serve as pets or guardians.

Northern Trade: Waterdeep and the North

Import:

l.Spices (I don't imagine much Saffron grows in the North)

1. Exotic components (what mage somewhere doesn't need something) 3.Smoke powder (if you allow arquebuses)

4.Luxury items (ornate jewelry boxes, perfumes, silks, etc.)

5.Items that are only made one place

1. Cheese (though the North probably makes a lot, I am sure there are some varieties that can't be made in the cold lands)
2. Delicacies

8.Scrolls and books

9.Inks and paper

l0.Toys

11 .Travelers (C'mon! Who doesn't want to go to Waterdeep, the Jewel of the North!)

Exports:

1. Alcohol
2. Textiles (mostly cottons and wool)
3. Grains (wheat mostly)
4. Exotic components (Obviously!)
5. Gems & jewelry (Mirabar, Citadel Adbar, Neverwinter, Silverymoon)
6. Weapons & armor (Waterdeep, Luskan, Mirabar)
7. Luxury items (finely made small pieces of furniture, boxes, small statues of precious stone, etc.)

8.Items that are only made one place (the knucklehead ivory of Ten Towns, the granite and stones of Secumber)

9.Ingots of metal (iron and steel from Mirabar, copper and tin from Citadel Adbar, mithrel from Mithrel Hall)

1. Fine woods (any community near the High Forest could get this)
2. Delicacies (Szar from Waterdeep, the Rainbow trout of Silverymoon) 12.Scrolls and books

l3.Inks and paper

l4.Herbs and other useful items (again any community of the High Forest could get this)

## Maztican Trading

By [bfields@ix.netcom.com](mailto:bfields@ix.netcom.com) (Bryan Fields )

Items:

1. Coca leaves - game effect is a brief stimulus, or a lasting upper if chewed all day. Suggested l0-l5 gp/oz in trade cities to 30-50 gp/oz other places.
2. Cacao - cocoa butter, xocolatl (modern chocolate can only be made by persons having at least a proficiency in cooking; those NWPs have to come in usefull sometime :) ).
3. Tobacco. Volo's guide to the North states that tobacco smoked along the Sword Coast (I don't have it in front of me, but I believe that's correct); as tobacco is an New World plant and EG makes the point that Faerunian pipeweed is not tobacco, this seems a likely import.
4. High-quality obsidian.
5. Gold and gems, jade artifacts, obsidian items.
6. Exotic animals - jaguars, parrots, lemurs, moose...
7. Cotton and silks.
8. Pluma and hishna magic items.
9. Native artworks plundered from temples and palaces.
10. Slaves.
11. Herbs, hallucinogins, narcotics. In my campaign, alchemists have figured out how to create cocaine powder using lamp oil (which is how it's done in the real world). Some trading costars are selling "Maztican tea-wine", which is a wine made using Jimson Weed, guarana bark, and a small amount of refined cocaine. It will become a long-term goal of the party to track down the operation and destroy it.
12. Fruits and vegetables. The potato is a New World crop; it just adapted really well to europe.
13. New types of hardwoods. How about ironwood or imported Pernese skybroom?
14. New breeds of livestock. Perhaps Faerun only has Angus or Jersey cattle - bring in some Maztican longhorns.
15. Hairless dogs. Small hounds used by the Mazticans as bed warmers and hot water bottles (true - the Aztecs used them for those purposes).
16. New magic. Any mage of no small water would be facinated by a spell written in pictograms carved in birchbark or a sheet of jade; or

a quipu string...

1. Philosophy, science, astonomy, and mathamatical texts. Imagine the Great Library of Chitzin Itza - a seat of learning rivalling or exceeding New Ollamh.
2. Martial arts and sporting events. Laccross caught on big, why not the Ball Game? Then, you could export players and coaches.
3. Rubber.
4. Curare and tetrodotoxin. The Zhentarim would pay dearly for these.

## TRADE IN ANAUROCH

By Craig Sefton <[sefton@beastie.cs.und.ac.za](mailto:sefton@beastie.cs.und.ac.za)>

*Copyright notice: Please note that a lot of the information on trade in Anauroch has been taken from the Anauroch sourcebook by Ed Greenwood. Anauroch is copyrighted to TSR, Inc.*

The trade in Anauroch is basically between four different groups of peoples:

1. The Bedine,
2. The D'Tarig,
3. The Zhentarim,
4. and one or two brave (or foolhardy and desperate!) merchants.

I shall discuss what these groups trade with one another and how they interact.

What and How Trade Takes Place in Anauroch

Generally, trade takes place like this:

The Bedine trade with the D'Tarig

Very few merchants wish to deal with the Bedine, but that's okay because the Bedine wish to trade with very few people. Also, fewer of the Bedine tribes wish to trade with the Zhentarim as they are no longer "trusted" due to their magic and hostile ways.

Note that the Bedine do sometimes trade with cities on the border of Anauroch if they are desperate, or if they have had an especially prosperous season and wish to buy some luxuries. Also, Several Bedine tribes do have open trade connections with several merchants.

The D'Tarig trade with the Zhentarim and Merchants

The D'Tarig can be considered the "middle man" of trade in Anauroch. They trade with just about everyone, and act as the "go-between" between the outside Realms and the Bedine. They

do not mind trading with the Zhentarim either. In fact, there is just about no-one who they won't trade with.

Not only do the D'Tarig provide access for merchants to Bedine products, but they also provide the Bedine with access to many necessities. Metalic goods are the most valued here.

The D'Tarig have also been known to make trading trips to Tilverton and other cities close to the desert. Note that most D'Tarig cities have been constructed as primarily trading points.

The Zhentarim and Merchants trade to the rest of the Realms Anauroch's products inevitably end up in the hands of the Zhentarim and the Merchants. It is they that transport these goods out of Anauroch and to the rest of the Realms. In fact, most people do not know that much of the incense used in temples are from Anauroch.

It should be noted here that the Zhentarim will deal in anything with no questions asked. They are well known for trading with little or no mishaps, and also for ruthlessness. Currently they are trying to open up a trade route through Anauroch which they can then control. This would mean that they would command one of the most valuable trade routes in all the Realms (it would be valuable due to its "shortcut" across the Desert. Currently, all trade routes go along the outskirts of the desert). However, many different groups of people stand in their way: the Harpers, various monsters that dwell in the surrounding mountains, the Bedine (whom the Zhentarim wish to enslave) and several others.

I should also mention here that the Zhentarim trade with several drow groups in the surrounding areas. From dealings with the drow it is rumored that the drow trade with other Underdark races that live beneath the desert such as the Deurgar.

**Different items that are traded among the various groups in Anauroch:**

Item: Camels

The camels of the Bedine are famous for their endurance and reliability (and also for their bad temperment!). Although camels are the lifeblood of many Bedine tribes, sometimes, if they have a large surplus of camels, several will be sold to buy luxuries such as fine weapons, silks, delicacies, etc. Camels are usually traded to the D'Tarig, or to merchants.

The D'Tarig are also famous for their dealings in camels; Tel Badir is well renowned for having one of the largest (if not the largest) camel-trading markets in the Desert. Incidently, this is where the Zhentarim buy most of their camels for their desert armies. See Trading Areas of Anauroch for more information.

Item: Dates and figs

Figs and dates are another popular export from Anauroch, reaching many destinations in the Northern and Southern cities of the Realms. Anauroch is famous for its local fig, the pathrue fig. It is larger than other figs from elsewhere about the Realms, and most lovers of fine foods swear that its taste is above all others of its kind. The pathrue fig is characterised by its unusually large size, and bright pinkish skin when it ripens. Another bonus of the pathrue fig is that it can stay ripe for many months.

Most figs (both regular and the pathrue) can be found around most oases, and, in some cases, are grown in plantations by the Bedine both for food and trade. D'Tarig have also been known to grow plantations, but this is not an often occurance. One of the best (and largest) plantions of figs is at the oasis known as The Colored Waters.

Dates, like figs, are also found near oases and Bedine tribes have been known to grow plantations.

Item: Seseme seeds (and seseme oil)

Seseme seeds are traded by some Bedine that live close to the Desertsedge. It can be used as a food source when roasted, and is often sold in huge jars that taper at both ends, and from 2 to 3 feet long, and a foot wide in the middle.

However, seseme seeds are more well known for their alternate product: oil. Seseme oil is highly prized in the Realms, especially by fine inns, taverns, and restuarants. Seseme oil is said to give food "a remarkable taste. It's as if the oil takes the essence of the food and bastes it in it. You have only eaten fine food once you have eaten food cooked in seseme oil." (this is claimed by the famed food critic Larth Fragerril of Waterdeep).

Seseme oil is obtained by the Bedine by crushing the seeds with the use of a camel-powered mill. Some Bedine tribes have been known to build semi-permanent mills near to their crop plantations and specialized in making the oil for trade purposes only. However, this is not done very long as the money is often not worth it, and semi-permanent dwellings are often too far away from permanent oases and food sources. Also, they attract many raiders, brigands, and monsters, as well as the Zhentarim.

Item: Incense (dragon's blood, frankincense, myrrh) Probably the greatest export of the Bedine are the various types of incense that are obtained from certain tree gums. These are highly prized in many of the settled lands in both the North and South, and are also highly valued by temples and churches who use them for ceremonies and the like.

These trees are found in the mountainous areas of the eastern and northeastern Sword, as well as in the hills westward, along the fringes of the Plain of the Standing Stones. They are most often traded by the Bedine to the D'Tarig and to other merchants.

Dragon's blood is an aromatic, amber-hued resin obtained from the Lartaria tree, more commonly known as the 'matla' (ie. 'dying') tree among the Bedine. The reason for its name is twofold. First, its appearance is rather ugly, and it always gives the impression it is dying. The leaves are an ugly brown, and the branches and trunk are covered in a greyish-brown bark. The second reason for its name is because if its resin; it oozes its resin from the the areas where the branches join the trunk. This resin often hardens within a few weeks and thus prevents any more from being secreted. It should be noted that this resin is worthless; only the resin obtained from within the tree (about 2cm beneath the bark) itself are of any worth. When sold by the Bedine, a fist-sized lump of this resin sells for around 5sp, but this can rise up to 5 times this amount once taken to the cities and processed into beads, incense sticks and other items.

Often found among the Lartaria trees are the trees that provide the sap for Frankincense. Most commonly, these trees (along with others) can be found among the Hills of Scent. They have short, squat trunks that split near the ground and fan out into a group of branches. When the tree is chipped, milk-white "tears" well up in the wound immediately. The harvester has to wait for 3 weeks to make the first "scraping," and then has to do a further 2 scrapings before the resin is pure frankincense (see Anauroch by Ed Greenwood for more information on this process). The first scraping is worthless, while the second scraping is typically used by the Bedine for body perfumes, and for burning in braziers. The third scraping is what is valued by merchants across the Realms.

Pure frankincense is used mainly for rituals and health purposes. It is used in the scenting of incense which is used in many holy rituals. Furthermore, is is a highly valued ingredient in cosmetics. This includes simple pastes made by the Bedine, to highly valued cosmetic products made in places such as Calimshan and Mulhorand.

Frankincense is used for health purposes, and the almost totally white variety of this (called 'shihri') is chewed by the Bedine and many others, most notably people from Unther, Mulhorand, Raurin, Thay, Tharsult, and Calimshan. It is believed to be good for the gums and teeth, and to clear the brain. As to whether this is true or not, there are hundreds of stories and cases where shihri has been acknowledged for doing just this, but there are even more cases where it has done nothing. Most sages believe this is because it depends on the individual person's reaction to the resin. Other health uses include curing skin disorders, gout, mental confusion, and vision problems. Unsubstantiated cases of it curing more serious diseases like leperacy are believed to be totally unfounded.

The last incense to be discussed is myrrh, a resin that is harvested from the short, squat, thorny tree known as the Myrthaiah tree. This tree grows deep in the Sword, and is extremely hard to find (some Bedine tribes are believed to grow secret plantations in hidden valleys and grottos deep in the mountains. These are well hidden, and well guarded - strangers or intruders are killed on site), and, as such, costs up to three times that of incense. Despite its rarity, it is not as popular as frankincense however. Heated myrrh resin easily breaks down into an aromatic oil of many uses: religious purifying anointings; when burnt it gives off a highly pleasant smell and is used as a fumigant; it gives a highly pleasing taste to food when added in small amounts to suaces; and lastly, it is often used in embalming and medicine for pregnant woman (mostly used by the Bedine in this regard). A final use of myrrh is for jewelry: it can be molded into beads and, when worn, gives off a fine fragrance when warmed by the skin.

Item: Wind and Sand magic

Despite the fact that the Bedine hate magic, a fair amount still gets traded. This is primarily due to exiled witches who are desperate for money or, more importantly, for food and water.

Other items that are traded are often magical devices and scrolls that Bedine or D'Tarig have found from the desert's many ancient sand-covered cities. These are more commonly obtained from the D'Tarig, although Bedine do sometimes trade trinkets, scrolls etc. that they do not know to be magical. If they suspect an object to be magical, it is destroyed instantly, or it remains untouched where they found it.

More commonly obtained items in this category are neither magical and, more often than not, nor are they valuable (moneywise anyway). These are spell components. What often seem as pieces of rubbish to the Bedine and the D'Tarig, are like gold to mages who wish to replenish their supplies or to experiment with new-found Wind and Sand Magic spells.

Item: Desert salt

Desert salt is another of the so-called "desert crops" that the Bedine trade with. Salt is extremely valuable in the North for curing and preserving, and thus, for some Bedine tribes, it is a valuable source of income. Desert salt can be found in many areas of Anauroch, especially in the eastern parts of the Sword and, obviously, The Shoal of Thirst. In these areas Bedine tribes are well-known to make forays into salt-pans during the cooler hours of the night to cut large slabs of salt, sometimes larger than a man and weighing up to two or three times that of a human! It is worth it however, as these slabs can sometimes fetch up to 30gp. The money that can be made from "salt crops" has resulted in several "specialised" Bedine tribes that make most of their wealth from selling slabs to traders and the D'Tarig. The most notable of these tribes are the Junthai who dwell near a small oasis located several miles northwest from the Road of Jackals, and about 5 miles from the Shoal of Thirst.

The Junthai are characterised by their parched and withered skin, even among their children. Some say this is from going into the Shoal of Thirst all the time, and a popular term used among the people of the desert for those suffering from dehydration is "Junthai sickness."

Item: Coffee (or 'qahwa')

This item is a common export of the Bedine. Several oases and mountain valleys in Anauroch yield coffee beans, most notably the "Moya Ard", or the "Water Land". The fairly powerful Bedine tribes of the Bathri, the Alar Torai, and the Hu'rur Durwa dwell in this fairly large but well-hidden valley located in the Sword about half-way between Alagh's Pass and the Wall of the Fallen Djinn. These three Bedine tribes grow large crops of coffee beans in this valley where water is abundant (believed to come from an underground spring, although none have ever found the source). Once every six months all three tribes send trading parties to Tel Badir and other trading centers where they sell their wares. Throughout the year, these three tribes often trade with D'Tarig and other Bedine, although this never occurs on their lands. Rather, they approach your camp when you begin to get close. The three tribes are highly jealous of their lands, and guard it with their life. It is rumored that the only way in and out of the Moya Ard is through tunnels that go through the mountains. Only the three tribes know the way it seems, for no outsider has ever seen the valley (or, if they have, they don't talk about it).

Note that since the Zhentarim have entered Anauroch, these Bedine have begun to trade less and less with outsiders after hearing (often true) rumors about the Zhentarim being liars, cheats, murders, slavers, and, worse yet, magic-users.

Item: Gold (or 'dahab')

Gold is mainly found in the Sword from the desert hills and mountains, where it occurs as pure, soft, large nuggets and lumps in large rocks. It is not uncommon for Bedine tribes with access to these gold-rich areas to have their own coins. More often than not however, gold is fashioned into egg-shaped "trade-balls", or trading bars called "fists." Fists are about the same in appearance as a set of brass nuckles and has a normal going rate of 25gp. A ball is worth about 15gp.

Gold is not often found in extremely rich veins in the Sword, and thus many tribes command an equal amount of trade. Some areas of the Sword are richer than others, such as the "Dahab Tariq," or "The Gold Road." This is an extremely large expanse of mountains and hills running in an "S" shape, starting near Bhaerlith oasis, curving down near Elah'zad and east through the Hills of Scent, then back down and southwest near the Sister of Rains oasis towards and area about 3 miles from The Wall of the Fallen Djinn. It is known as the Dahab Tariq due to its richness in gold; it is said you can find several lumps of gold lying about in some areas, some as big as your fist. With gold comes danger however, and many of these areas are guarded by monsters, Bedine tribes, D'Tarig, and, more recently, the Zhentarim.

Not all gold is only found in the Sword however. The Plain of Standing Stones is well known for being a mineral-rich area, gold being one of the many valuable minerals to be found. However, the Dwarves call it Turlaghh, "The Field of Broken Dreams," for good reason. No-one has ever managed to map out this desolate area, and human settlements are unheard of here. It is a dangerous and desolate area, populated mainly by outlaws, goblinkind, and other less pleasant creatures that dwell in caves and grottos.

Despite this however, it is rumored that mining does take place. Deurgar are believed to have a large city beneath the plain, in an area rich in minerals. The only way to this city is rumored to be through several tunnels through the Underdark, where traps, monsters, and other dangers await. No trade is known to exist with human settlements, but drow, who sometimes trade with the Zhentarim in this region, have been known to produce fantastic gems and gold nuggets of enormous size. They never reveal where they get these from. Note: IMC, the Deuragr city does indeed exist, but it is secretly controlled by a powerful Phaerimm known as Kllythriint.

Item: Guano

The many birds of Anauroch find shelter in the mountainous regions, particularly near permanent water sources. Due to the climate and lack of rain, droppings from these birds are not washed away, and thus accumulate over the years to form thick, hard concretions. This guano is often collected and used by the Bedine as fertilizer. Some Bedine however, place it into sacks and sell them for about 1sp. Guano from Anauroch is well known and highly prized by farmers and gardeners throughout the Realms. It is also sometimes burned as fuel, but the heavy, cloying smell tends to put most people off.