

IV. Commerce



Trade and commerce on Dárdūnah are the lifeblood of its many cultures, keeping the wheels of government, society, and even faith continuously turning. There is a certain energy that seems to pervade places where money and goods constantly trade hands, and there are fewer areas of more rural or urban excitement than a thriving marketplace or bazaar catering to the seething masses of buyers, merchants, and artisans. Ships of the sea and sky, and caravans passing across the plains or the burning deserts convey a constant stream of wealth and trade-goods to every end of the known world, and those willing to travel to exotic places will always find their wares welcome in the many ports of call that grace countries both large and small. For more detailed information pertaining to some of the specifics of commerce, see the section pertaining to the Merchants' Circle in the chapter on Society, Politics, and Religion.

Money

Though there are many various nations on the face of Dárdūnah, there is a unified type of currency, called the dalán, used in almost every region except the Hardazi Khanate. Though the value of the dalán can fluctuate slightly from country to country, and each country seems to have a slightly different style and color of dalán, every variety of these hexagonal crystal coins has value across most of the world and is traded freely for goods and services of all kinds. Dalán are made of the purest translucent Dárdūni sapphire, found in a variety of sparkling colors, and either carefully carved or melted down to be cast within intricate molds into six-sided (and sometimes eight-sided) small, somewhat flat discs bearing the seals and symbols of the various governments that mint them. Many countries even create larger and more complex crystal coins to represent multi-dalán values, such as 5 dalán and 10 dalán coins. For the purposes of understanding their value in the game, one could say that each dalán is worth about 5-10 American dollars, depending upon variances in any given country's economy. However, the various economies of Dárdūnah are a little more complex than that and require a deeper explanation to put the value of the dalán into perspective.

On Dárdūnah the flow of commerce is somewhat dichotomous and is divided into two major groups of jānah: those who buy and sell using primarily dalán, and those who barter and trade using goods and services alone. Those who deal in the exchange of dalán coinage represent primarily the urban and upper-class jānah, and those who tend to ignore or rarely use the dalán are mostly the rural and lower-class jānah, not necessarily because these jānah place no value in the crystal dalán but because their lives are tied more to the substantial and less abstract needs of physical trade-goods and manual labor. Among the jānah who rarely deal using dalán, one will either find that they place much more value on their dalán (in the cases of lower-caste jānah either living or working in the larger towns and cities), or very little value in the dalán at all (in the cases of those who tend to live and work in small country villages, where rare trade goods from distant lands have greater value and services and other goods are bartered locally for almost every type of trade exchange).

The result of this commercial dichotomy is that in cities one will see that most simple day-to-day goods and services, things either sold to or

bought from lower-caste individuals (including their time as servants and laborers) often seem very cheap, as compared to anything resembling a luxury item or service, usually bought from or paid for by higher-caste individuals who commonly use dalán, which can seem somewhat expensive. You may see evidence of this below in the tables that give lists of some of the various marketable items available in the marketplaces and trade-centers of Dárdūnah.

Goods and Services

Following are two standard lists of some of the goods and services that can be bought (or traded for) on Dárdūnah. The first list contains more common items that most players may want to deal with on trips to a local market or bazaar. These may be things they must acquire for themselves, for their Lord or Master, or even things they will be selling to others. The second list contains goods and services that are often associated specifically (though not necessarily exclusively) to the functioning of ships of various kinds and will therefore be available through shipwrights and other merchants that serve the docks and the vessels there. **<note: These lists are by no means meant to be extensive. Feel free to create even more detail for your own campaigns, using these lists as a basis for other ideas that may suit your needs.>**

To the right of the names of each of the goods available on the list can be seen two other useful bits of information, namely, the average amount of dalán that each item on the list might cost, as well as the amount of time it might take to arrange for that item to be available. Since artisans on Dárdūnah are highly regarded, as is the appreciation for hand-crafted items that are sometimes practically works of art in addition to being utilitarian, some goods and even certain services are not just lain out on a table waiting to be purchased. More specialized or rare items may have to be found, crafted by hand, or otherwise take time to be made available to the character regardless of how badly they may want it "right now" (though the right amount of coinage always seems to grease the wheels of availability to some extent). The concept of mass production is a completely foreign thing to the inhabitants of Dárdūnah. Merchants or artisans who pride themselves on the unique qualities of their products and works may take even the suggestion that such a thing would be good or should be done as an offense.



Chapter IV: Commerce

Common Goods & Services

Goods	Dalán	Time
clothing (common)	1	8 hrs.
clothing (court)	5	16 hrs.
shoes (common)	1	26 hrs.
shoes (court)	2	1 wk.
armor (leather)	5	2 days
armor (chitin)	10	1 wk.
armor (amber)	20	2 wk.
armor (crystal)	40	1 mo.
armor (living suthra)	200-600	1 yr.
melee or missile weapon (standard)	4-8	1 mo.
melee or missile weapon (high quality)	10-20	6 mo.
melee or missile weapon (extraordinary)	120	1 yr.
vaylah weapon (standard pistol)	12	1 mo.
vaylah weapon (dueling pistol)	26	6 mo.
vaylah weapon (multi-barreled pistol)	60-80	1 yr.
vaylah weapon (musket)	15	3 wk.
vaylah weapon (rifle)	15	1 mo.
vaylah weapon (cannon)	100	1 yr.
chinti (heavy draft working chinti)	12	1 wk.
chinti (basic riding chinti)	15	2 wk.
chinti (high-quality purebred or war chinti)	50	1 mo.
palanquin or rickshaw	30-150	6 mo.
house (basic)	150	1 yr.
house (high quality)	500	2 yr.
mansion (rural)	1200	5 yr.
mansion (city/town)	2500	6 yr.
estate (high quality, with mansion)	3000-6000	10 yr.
estate (lavish and/or large with mansion)	8000-20000	12 yr.
furniture (basic)	30	n/a
furniture (good quality)	60	n/a
furniture (lavish)	500	n/a
case of wine (common)	5	n/a
case of wine (good)	25	n/a
case of wine (high quality)	140	n/a
bottle of wine (exceptional)	240	n/a
rations (100 men/wk)	15	n/a
fresh food (100 men/wk)	24	n/a
spice parcel (basic for 1mth/household)	5	n/a
spice parcel (good quality for 1mth/household)	15	1 wk.
vegetable oil (basic for 1mth/household)	3	n/a
vegetable oil (good quality for 1mth/household)	10	1 wk.
1-hour sand-clock (hour glass)	3	2 days
13-hour sand-clock (hour glass)	9	3 days
slave (female, worker)	60	7 days
slave (male, field hand)	160	7 days
slave (female, house)	100	7 days
slave (male, house)	240	2 wks
slave (juvenile, female)	20	7 days
slave (juvenile, male)	25	7 days
acre of land (high-quality crop land)	5	2 days
acre of land (good crop land)	3	1 days
acre of land (fair crop land)	2	1 days
acre of land (poor crop land)	1	1 days
acre of land (uncultivated/untouched)	1	n/a
acre of land (within city)	5-60	7 days

BOOK THREE

<u>Services</u>	<u>Dalán</u>	<u>Time</u>
food & lodging/day (adequate)	3	n/a
food & lodging/day (high quality)	5	n/a
food & lodging/day (luxurious)	10	n/a
servant/day (common laborer)	1	1 hr.
servant/day (educated or skilled)	5	1 day
artisan/day	20-40	1 wk.
mángai or sunborn officiator	5-30	1 wk.
bathhouse or brothel attendant/hour	2-10	n/a

Note: Land does not normally include buildings and other structures; however, estates and buildings do include the surrounding land.

Shipwright Goods & Services

<u>Goods</u>	<u>Dalán</u>	<u>Time</u>
descent belt	250	8 hrs.
sail canvas (amount required for sail)	10	8 hrs.
sail silk (amount required for sail)	20	16 hrs.
grappling ballista	6	1 hr.
sky crystals (small)	100	1 wk.
sky crystals (large)	200	1 mth.
bahnif mineral dust (per sack)	5	1 wk.
sábaj web patches (each)	1	1 day
amberkettle (large jar)	3	2 days
amberkettle (small jar)	1	2 days
hemp rope (per spool)	5	1 day
silk rope (per spool)	10	2 days
vaylah powder keg (100 cannon shots)	20	3 days
vaylah powder pouch (50 gun shots)	2	3 days
rations (100 jánah/week)	15	1 hr.
fresh food (100 jánah/week)	24	1 hr.
antiscorbutics (100 jánah /wk)	20	n/a
raw materials (crystal works)	20-80	4 hrs.
raw materials (wood works)	20-80	4 hrs.

<u>Services</u>	<u>Dalán</u>	<u>Time</u>
major hull repair	100-400	1-4 weeks
minor hull repair	50-200	1-8 days
mast repair	50-200	1-4 days
crystal bank repair	10-100 (+crystals)	1-6 days
crystal works repair	10-100	1-8 days
hull cleaning	20	8 hrs.
wheel or tiller repair	5-50	8-48 hrs.
sailrudder repair	5-50	8-48 hrs.
anchorage repair	5-50	8-48 hrs.
fire damage repair	5-100	2-5 days
refitting	5-50	1-10 days
re-caulking	10-40	1-4 days

*“To the ignorant,
a dalán
seems a mere crystal.”*