



What Is A Trader Position?

A Trader Position is a special way of playing DungeonWorld. If you take a trader position it will have its own Player Number and its own accounts, separate from any other positions you run in the game.

Broadly speaking, a trader is a person who makes their living by carrying heavy cargo from one place to another in the Kingdom of Bereny. However, it would be a mistake to think of them as simple hauliers. The Trader is a master of 'the deal', aiming to buy at the lowest price and sell at the highest. Profit is the most important aspect of their life.

What Does It Consist Of?

A Trader Position consists, initially, of four characters. One is a main character, the trader him or herself. The other three are 'sub' characters, those being the two Wagon Guards and a Wagon & Driver. The Wagon & Driver are very special in that they count as a single character, you see.

The Traders License

Your new trader will be considered to have just begun their trading career. They have paid an unspecified sum to the Crown to gain their trader's license and that sum included their first cargo, which will already be loaded onto your wagon. You will find you have a letter too, which (when investigated) gives you advice on where to head with your initial cargo to make the best profit. Your purchase of a trader's license had a stipulation that you must begin with the minimum of two caravan guards. You will find, on your first turn, that you have automatically hired two guards at a cost of 50 GPs each (contract fee, you pay this only when you first hire them). You are now a fully-fledged and licensed independent trader.

Your Wagon & Driver

Your first Wagon & Driver (and possibly the only one you will ever need, depending on how your operations grow) is completely free. You do not pay a wage to your first wagon-driver ever (they are assumed to take a cut from your profits, but this is purely roleplay, you need never actually pay them anything.) Should you ever decide to hire additional Wagons & Driver teams you will have to pay the current Contract Fee to sign them on with your caravan and then pay whatever the current wages are too.

Your Wagon can carry up to four normal-sized humanoid as well as the driver, so it is entirely possible for the trader and both the guards to climb on board and be carried by the Wagon. For information on how to mount and dismount etc. see the main rules.

Your Wagon Guards

The Trader's Law states that all merchants must employ at least two Wagon Guards at all times. Should you ever be found to employ less than this you can be fined or possibly have your license revoked! This law dates back hundreds of years and was instigated by pressure from the Guards and Workers Union, a powerful civil body then and now, although in the current day it has a different name.

Wagon Guards are employed to protect a Trader and their goods while travelling the dangerous wilderness of Bereny. They will usually be prepared to give their lives on behalf of their employer, such is their dedication. Which Wagon Guards you employ is subject to who is available and looking for work when you were hiring and is luck of the draw!

Wagon Guards are hired from Trade Posts. A Wagon Guard costs 50 GPs to hire and then 5 GPs per turn in wages.

Employee Wages

Your employees who need to be paid wages will be paid before phase 1 on each turn. You do not need to use an order to pay them, payment will be automatically deducted from your Trader's purse. While employed by you, your staff do not carry their own gold pieces. So any money they are carrying can be considered to belong to the trader who employs them. If you do not have enough money to pay your employees they will attempt to pay themselves from their own pockets (but not from other employee's pockets). If they also do not have enough then they will immediately and permanently leave your service (with anything they are carrying). It is vitally important, therefore, that you always make sure your trader has enough to pay the wages, or that the employees each have enough to pay themselves... or you risk losing them! Range has no effect on wage-payment. As long as your trader has enough cash he can pay the wages no matter where the employees may currently be.

Death Of A Salesman

Your Trader is the Key Figure in your Trader Position. Everything hinges on them. If your trader is killed the position is considered to be terminated. However, you can ask for another trader to take over (assuming it is the trader's "next of kin") as long as your initial Wagon and Driver are still alive. If they are also dead, your Trader Position is finished and you would need to start a new one.

When your trader is killed, all employees who are paid wages by them leave immediately. This can often mean that enemies target a trader *first* in the hoping of destroying the caravan. You should try to make sure your trader is well-protected and when an attack is sprung... keep them out of the fray!

All traders have the title 'Master, or Miss' (depending on sex) before their name. This is a traditional prefix which indicates their slightly higher status in the Kingdom. You cannot remove the title from your character's name, but you can change the name itself, as long as you keep to certain guidelines. Traders must have *real* (or real-sounding first-names) and must have a second 'family' name. So Susan Falconfriend is fine, but Deadhead is not. While adventurers are known by many strange and wonderful names, Traders have a certain tradition to upkeep.

Your Future Career

You should not feel that you are in any way "forced" into any particular path of business. Your initial cargo and the letter giving you advice are simply there to start you in the right direction. You will find other sales opportunities present themselves on your journey. When you arrive and sell your initial goods you can invest your profits in any cargo which suits you and head off to wherever you think may be a profitable destination. Traders who find and stick to reliable trade runs will make more money... traders who explore will have more adventure. It's up to you! There are many hidden aspects to the Trader position to be discovered during play.

What Else Can I Buy?

You can invest your money in quite a lot of things specific for trader positions, but what is available varies from Trade Post to Trade Post. These options are not displayed at the Trade Post you start at, specifically to discourage you from spending all your money and then being unable to afford your staff wages! By the time you reach another trade post you will see other options available. The only option which IS available to you is to hire another Wagon Guard. This costs 50 GPs to do and then 5 GPs per turn in wages. The order for this is: < B > < 2001 > and must be done by your Trader Character while standing on a Trade Post square. You should think carefully about this decision. The biggest profit-killer is an overstaffed caravan!

Hiring Adventurers

If you are in contact with any local adventurers who are willing to hire on as additional escort, or just travel for mutual safety, this is fine. Any deals you make are between you and them, by using Transfer or Give Gold orders for payment.

"Heavy" Goods

The Barrels & Crates which Wagons tend to be carrying are considered to be "Heavy" Goods. If, for any reason, they are dropped to the ground (usually because the Wagon is destroyed) they cannot be picked up by normal characters. Bandits get over this problem by sometimes having wagons of their own. Of course, this means that if your Wagon is destroyed then *you* can't move your goods either! You need

to find somewhere to buy another wagon fast! This is often impossible, which leads to the ancient saying, "a Trader without her wagon is like a cat without its legs."

Trade Posts

The Trade Post is the center of activity for Traders. The big ones, located near cities, are provided, paid for and upkeep by the Crown. There are many smaller independent ones owned by consortiums, villages, towns or wealthy organisations or individuals. By using Look orders on Trade Post squares you can find out what that particular Trade Post buys and sells, and what prices they ask for, or pay, for different goods. These prices are subject to occasional change (without notice) because of events in the Kingdom.

Special Rules

Wagons cannot *ever* enter Dungeons or cities. They are too big to descend the stairs and they are forced to wait at city gates. This is why Trade Posts are always located outside the city itself.

No matter what other staff you employ, the law says you must always employ at least two official Wagon Guards.

People misusing Trader Positions by signing them up simply to transfer their resources to other position types will be asked to leave the game without refund of turnfees paid. We trust there are no Dungeon players quite as unscrupulous or devoid in roleplay to do this, but the warning is here, just in case. This does

not mean you cannot transfer some goods and gold to adventurers for 'services rendered', of course. Payment should be in keeping with the level of danger, using the normal employees wages as a general guideline.

Traders and Wagon Guards can use all the normal stat-training orders. They can only learn the "general" skills (trade posts will perform all the services of a magical trader, including skill tuition).

and Finally...

There is a lot to be discovered through play here, but those of you taking a Trader Position are choosing a different sort of game to the adventurers. Traders can go several turns in relative tranquility until suddenly action is everywhere. This hot/cold style of play, together with slow accumulation of wealth does not suit everybody. But some traders get very wealthy indeed. Of course, some just end up dead...

