



Contents

[Introduction](#)

[Powers of the Queen](#)

[Laws of Golador](#)

[Economy of Golador](#)

[Economy of the Church](#)

[Golador Coinage](#)

[Customs](#)

Introduction

Golador, a kingdom surrounding the Sea of Horindar, is a monarchy. The Queen, Her Majesty Ellewin Gwenevar Aragonos, has ruled this prosperous land for 30 years. The queen has never wed and does not intend to. Being born from Royal blood the kingdom was handed down to her after the death of her father, King Sennegar II in 690 CT (Caldarian Time). The kingdom has prospered under her rule and is still on a steady upward climb. The main income of the kingdom is from merchant trading along the coastal towns that make up a majority of Golador's inhabited areas. Golador also has a prosperous mining income from the Blacktooth and Crag of Magus Mountains. Logging in the outskirts of the vast forest is also a source of income to the kingdom.

Powers of the Queen

The Queen of Golador has the following powers:

1. Assign Rulership of Lands

The Queen has the authority to assign land to various supporting cities, towns, villages, and districts. Under her rule, an area may be divided into districts ruled by elected officials of the Council. Nobles and rulers of these various areas own the land that is assigned to them during their position in office. Once removed from office, a percentage of the land is taken away from the ruler and turned over to the new ruler. The former ruler keeps a small percentage of the land as a gift for good service to Golador.

2. Assign Titles

The Queen can grant anyone a title of nobility. These titles are varied in accordance with the importance of the position and land ruled by the appointed nobility. The structure is as follows:

Barons (3): The Three Barons of Golador are the highest appointed officials in Golador. They oversee three areas of Golador that reach around the Sea of Honndar and along the Rolling Water. The base cities for the three Barons are Donnington, Loganaar, and Trailmeet. Each Baron has control over specific regions of Golador located near their base cities. In addition to this, each Baron is head of their section of

the Council, with councilors representing each town or village in their region.

Councilors (33): The Council is an organized group of 33 representatives, one from each city, town, village, or district who directly inform and advise the representative Baron for their region. Each town or village has only one position for Councilor. This position is proposed by the representative Baron for the region that the town or village is located in and is granted by the remaining two Barons. The Queen has final word in the appointment of all Council members.

Guild Representatives: Guild representatives are not appointed by the Queen or any other official, but are elected by each respective guild and these elected officials work directly with the Councilor in their local town, village, or district.

3. Remove Land Titles

Whichever title, deed, land, or office the Queen appoints, she can take away.

4. Raise Armies

Golador has a voluntary army with outposts located in different areas of the kingdom. The Queen does have the power to draft an army in the event of war or threat to the kingdom. Like the Barons, there are military representatives from each outpost throughout the kingdom that keep the Queen informed. Unlike the Barons however, the representatives are in direct contact with both the Queen and the forces that they direct. See the section "Golador's Military" for more information.

5. Assess and Demand Taxes

The taxation of Golador's citizens has been a practice from the beginning of the Kingdom. The citizens are comfortable and under the Queen's rulership, the Kingdom has prospered. All citizens are taxed exactly 10% of their income four times a year. The Queen's Ministry of Finance handles all affairs dealing with taxation. They watch crop farmers, merchants, and tradesmen to insure each pays their fair share. There are tax representatives located in each city of Golador. Under law, if a citizen resides and works longer than six months in Golador, they must pay a tax. Transient adventurers are not exempt from taxation. There is also a 10% tax for any money gain within the Kingdom of Golador through looting, pillaging, or plundering of any lands located within the borders of Golador.

6. Determine Law

The Queen has the power to establish all criminal and civil laws within the boundaries of Golador. Each region and district is granted the permission to establish local laws with the permission of the Queen. Kingdom-wide laws are discussed in the "Laws of Golador" section, while local laws are discussed in each individual town/village/city section.

7. Execute Justice

As part of the above ability, the Queen has the power to execute justice. She may judge trials of serious importance to the kingdom herself, or appoint judges to reside over them. Each district has a judge appointed to it. The ruling of these judges is backed by the Queen as she has final say over any discrepancies in a trial. She is the final authority over justice in the land. In addition to the power of judgment, the Queen also has the power to assign punishment. This power is also passed to the three regional courts and lesser districts.

8. Establish Policy

The Queen determines foreign policy. The Queen outlines her policy to her Ministers of Diplomacy who in turn implement her policy in trade terms. Trade relations are covered in the "Economy of Golandor" section.

Laws of Golandor

In the following descriptions, the term "person" refers to any humanoid creature living in Golandor. This includes: Humans, Dwarves, Elves, Halflings, Half-Elves, and even orcs or other races of the goblinoid, if they live long enough to stand trial.

The following crime descriptions also include a class ranking. Each crime has a particular sentence that is paid by the offender. This could be in the form of money or jail time. These punishments may vary from a few gold pieces to death.

Assault

Attacking another person with the intent to injure is a crime. Assault comes in three levels:

Unarmed Assault is attacking someone with your fists or threatening anyone with some means of harm. (Class 1)

Armed assault - Lesser is attacking someone with improvised weapons such as benches, bottles, chairs, etc. (Class 2)

Armed Assault. - Greater is attacking someone with deadly weapons or with harmful magic.
(Class 4).

Endangerment

Deliberately exposing someone to danger. This charge is already pressed when the victim was in danger losing life. Inciting a crowd to riot is endangerment. (Class 4)

Escape or Evasion

Escaping or fleeing from the authorities to escape the consequences of a committed crime.
(Class 3)

Fraud

Cheating another person out of any valuables and is a form of theft (See Theft)

Murder

Taking the life of another person, or attempting to is a crime. There are five categories:

Accidental Murder is a death brought about by a person's carelessness or stupidity. (Class 4)

Attempted Murder - Spontaneous is when the offender is suddenly persuaded into killing someone, but doesn't succeed. (Class 5)

Attempted Murder - Deliberate is when the offender has preplanned the death of someone, but doesn't succeed. (Class 6).

Murder - Spontaneous is when the offender is suddenly persuaded to kill someone. (Class 6)

Murder - Deliberate is when the offender has preplanned the death of someone. (Class 7)

Slander

Deliberately spreading rumors detrimental to the reputation of a person is a crime. However, it is difficult to try. The prosecution must prove that the rumors are false and that they did significant damage to the reputation of the victim. (Class 3)

Tax Avoidance

Falsely reporting income in order to lessen taxation is a crime. Paying less tax than what is required by law is a crime. Refusing to pay tax is a crime. Tax Avoidance is considered a form of theft with the Nobility and Government as the injured party. (See theft for Class description)

Theft

Stealing money or goods from another person is considered a crime. The degree of crime depends on the value of goods or money taken.

- Less than 10 g.p. - (Class 1)
- 11 g.p. to 100 g.p. - (Class 2)
- 101 g.p. to 1000 g.p. - (Class 3)
- 1001 g.p. to 10,000 g.p. - (Class 4)
- Over 10,001 g.p. - (Class 5)

Treason

Betraying state secrets to a foreign power, assault against the Queen or an official of the state, disobedience of a direct command from the Queen, mutiny, and disobedience by military personnel of a direct order are treason. Most cases of Treason are Class 7 crimes, however, mutiny and disobedience of orders during peacetime are Class 6.

Classes of Punishment

- Class 1: Fine: 1d6 g.p. OR Jail: 1 day OR Both.
- Class 2: Fine: 10d6 g.p. OR Jail: 1d6 weeks OR Both.
- Class 3: Fine: 100 x 1d6 g.p. OR Jail: 1d6 months OR Both.
- Class 4: Fine: 1000 x 1d6 g.p. OR Jail: 1 year OR Both.
- Class 5: Fine: 5000 x 1d6 g.p. OR Jail: 1d6 years OR Both.
- Class 6: Fine: 10,000 x 1d6 g.p. OR Jail: 5 x 1d6 years OR Both OR Death.
- Class 7: Death.

Economy of Golondor

Here is how the economy in Golondor works:

1. A person works and receives money. Working people in Golondor fall into one of four categories:

- Farmer (raising and selling crops)
- Worker (working for one employer)
- Owner (owning and operating a business, even if he is the sole

employee-adventurers fall into this category)
Nobleman (who lives off the taxes levied off persons within his barony or estate).

2. Four times a year, taxes are levied against these wages. Everyone in Golandor, except nobleman and some farmers, are assessed the same tax: 10%.

Farmers, if they do not live within a barony or estate (i.e., free homesteaders), pay to the Queen's tax men. If they do belong to a nobleman, they instead pay 15% taxes to the nobleman's collectors. (The extra amount pays for the protection the family receives from the nobleman's soldiers, etc. The tax is usually paid in crops and livestock. Members of the farmer's family often do other work for the local ruler (act as servants, work the nobleman's fields) which counts toward their taxes.

Workers and owners follow the same schedule. They may only pay in coin, however. They must report all earnings to the Queen's tax collectors even if they pay to a local ruler.

Noblemen receiving these revenues forward one-third (5%) of the moneys they receive to the Queen's collectors. They keep the remaining amount but the Queen may also request soldiers of the nobleman, by insisting the nobleman embark on building projects within his territory, etc.

3. Tax revenues are spent on maintenance of the armed forces, on the creation of roads, on the upkeep of Golandor, on the upkeep of the royal family, on the salaries of the royal ministries, etc.

4. Sales taxes are assessed. In Golandor, 5% of the amount charged for any sale goes to the Queen's collectors on a quarterly basis. This revenue is also used for the purposes mentioned in (3), above. It never goes to the local ruler. Import taxes are 1% of the cargo value; this is the amount that the merchant pays to sell the cargo to a local businessman. Once that businessman begins selling the goods, the 5% tax is charged.

Economy of the Church

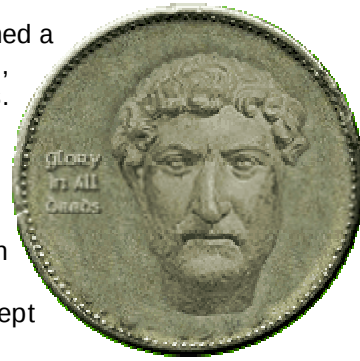
The men and women of Golandor are not required by law to pay any part of their income to any church of the nation. Since there are so many denominations of faith in Golandor, the Queen cannot require her followers to tithe to the Church as this would be disastrous and could lead to revolution. So, there is no state church in Golandor. Each follower tithes his own church of his or her choosing.

The churches ask that their followers tithe 10% of their income to the church. Few people can afford that (on top of their secular taxes), but enough do tithe an average of 2%.

Also, the churches do require that their adventuring clerics tithe the full 10 %, and many clerics are inclined to tithe more. The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, to perform services to the community (healing, disease control, etc), and (often) to exert political influence on the rulers of Golandor.

Golandor's Coinage

Under the reign of King Sennegar, Golandor finally established a common currency. Before this coins of several shapes, sizes, and materials were used in exchange for goods and services. It was not uncommon to see coins with many different kingdom, town, village, or other land holding's symbols etched upon their surfaces. There was a time when even wealthy merchants had minted coins with their guild symbols upon them. It was also a common practice to punch holes in coins and place them on a leather strap for easier transport. Of course this also meant easy pickings for an adept thief.



Now, under the law of the passed-on king, Golandor money comes in a regulated form that is minted within the capitol. It is illegal to punch or deface the coinage of Golandor in any way as they are measured by weight. Although still illegal, coins are frequently "shaved" by shady merchants, street vendor/urchins to gain a little "profit". It is not uncommon to see many merchants with scales ready to weigh coins that are being used in exchange for goods.

Although coins are minted and used, it is more of a frequent practice, especially among lower-class citizens to barter services for goods or trades goods outright. Notes of Debt are also commonly used in place of coins for services or goods. It would be highly uncommon to see the average farmer toting platinum Yulls around town to get his horse's harness repaired.

The Coins of Golandor are as follows:

The **platinum** piece is called a **Yull**. On the obverse is a side-view of the head of Queen Aragonos. On the reverse are the inscriptions, "Golandor", "Glory in All Deeds" and "One, Yull."

The **gold** piece is called the **Royal**. On the obverse is a front-view of the head of the late King Sennegar with the words "Glory in All Deeds". On the reverse are the inscriptions, "Golandor", and "One Royal."

The **silver** piece is called the **Dinaar**. On the obverse is a wooden ship, on the reverse are the inscriptions, "Golandor" and "One Dinaar."

The **copper** piece is called the **Crona**. On the obverse is the royal palace in Golandor; on the reverse are the inscriptions, "Golandor" and "One Crona."

Electrum pieces are not a form of money in Golandor.

Golandor Customs

Greeting and Handshake

Several customs have taken hold slowly over the centuries in Golandor and a good example of one of the first is the greeting when meeting someone on the road, inn, or anywhere for that matter.

The right hand is raised and then given to the other party to shake in a "gripping wrist" fashion where each person grabs the other's right wrist. The hold is firm until both parties say a greeting or compliment the other party. Once both parties have their say, the grip is released. This custom supposedly grew out of an ancient greeting between the early humans and elves of long ago where the each would raise hands to show neither had weapons.

The handshake or "wristshake" grew from a mutual custom created by both races in which one human volunteer was tied to a elven volunteer by the wrist as a test of mutual respect, tolerance for the other. These volunteers were presented to the leaders of both races on special occasions as a token of friendship between the races. It didn't take long for both participants to get to know one another and exchange conversation in such intimate quarters of one another.

The Dice Game "House of Fortune"

The House of Fortune is a gambling game played with dice. The game was invented by Dagonell "The Juggler" of Belanost. The board is illustrated below. Usually, these wooden boards are expensive and elaborately carved with painted works of art engraved in them. Each square of the board contains a scene, and the rest of the board surrounding the squares is heavily stylized.



Players take turns throwing a pair of 6-sided dice. On a roll of a three, five, six, eight, nine, ten or eleven, the player takes a coin if one was on the square belonging to that number, or places one there if it was

empty.

Seven is The Wedding square. If a player rolled a seven, he places a coin on the square (but does not take one) because one always brings a gift to a wedding. Two is The Lucky Pig. If a player rolls a two, he collects all the coins on the board except for The Wedding. Twelve is The King. If a player rolls a twelve, he collects all the coins on the board including The Wedding, because nothing can be denied to The King. There is no square for rolling a four. In Belanost, if a player rolls a four, he pays a coin to the owner of the board. In a friendly game however players should agree in advance whether a player rolling a four should lose his turn, or roll again or worse yet, place a coin on every square on the board.