## Table of Contents

Introduction4 What is the Silk Road?4
What do your moor by Sills Doodo?
What do you mean by Silk Roads?4 Chapter 1: Components of
Silk Roads5
Laying the Foundation5
Geography5
Design Notes6
Barrier Cultures7
Design Notes8
Making Culture Count8
The Finer Things in Life9
Designer Notes10
Features of Silk Roads10
A rose by any other name10
The Middleman10
"Who picked this one camel
town anyway?"11
Riders on the Storm12
Under Pressure
Dead Cities
Roadside Attractions
Chapter 2: Traveling on
Silk Roads14
Plotting Your Silk Road14
Step 1: Civilization Centers
Step 2: Identify crossroads and
major trade cities within
barrier zone15
Step 3: Connect the Dots16
Step 4: Barrier Zone Correlates
Navigating Travel17
Organizing the Trip
Staging Posts
Animals19
Translators and Currency19
On the Road Again20
Travelers of Silk Roads20
Trading More Than Rugs20
Integrating Cultural Differences21
Chapter 3: Types of Caravans22
Desert Caravans
Landscape22
Hazards
Heat23
Vermin24
Vermin
Getting Lost24
Getting Lost
Getting Lost
Getting Lost
Getting Lost

Animala
Animals
Camels
Food and Water28
Other Adaptations28
Maintenance28
Horses and Mules29
Food and Water29
Adaptations30
Maintenance
Fantastic Animals
Procedure
Desert Travel Checklist
High Altitude Caravans
Landscape34
Hazards36
Trail Blazing and Getting Lost36
Over the Edge37
Falling Rocks37
Water Crossings
Altitude Sickness
Cold and Snow
Cold and Exposure40
Avalanches (CR 7)41
Predators42
Stop Overs
Animals42
Yaks42
Water and Food42
Adaptation43
Maintenance43
Llama43
Water and Food43
Adaptation
Maintenance
Other Mountain Pack Animals44
Procedure44 Mountain Travel Checklist45
$M_{011}$
Swamp Caravans
Swamp Caravans
Swamp Caravans
Swamp Caravans
Swamp Caravans
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Quaking Bogs48
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Flooding49
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Flooding49Drowning49
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Flooding49Drowning49Vermin and Disease49
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Flooding49Drowning49Vermin and Disease49Large Predators and49
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Quaking Bogs48Flooding49Drowning49Vermin and Disease49Large Predators and40Hostile Natives52
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Quaking Bogs48Flooding49Drowning49Vermin and Disease49Large Predators and40Hostile Natives52
Swamp Caravans45Landscape46Movement and Bogs46Undergrowth47Skill Modifiers47Aquatic Terrain47Underwater Combat47Hazards48Getting Lost48Flooding49Drowning49Vermin and Disease49Large Predators and49

Underground Caravans60
Landscape61
Magiotrophs62
Hazards64
Getting Lost64
Sun Deprivation64
Slimes, Molds, and Fungi65
Cave-ins and Collapses66
Foul Air67
Floods67
Horrors of the Deep67
Animals
Procedure70
Chapter 4: Money Matters71
Micro Trade71
Macro Trade72
Kinds of Goods72
Cloth
Food Stuffs72
Livestock73
Raw Materials73
House wares73
Jewelry and Adornment73
Art
Magic and Religious Accoutrements 73 Trade System74
Trade System Terminology74
Price Evaluation
Pricing Examples
Buy DC and Sell DC
Determine DC
Buy DC Example77
Sell DC Example
Time to Divest
What's all this costing me?78
Animals78
Loading Animals80
Cost Per Diem80
Between Stops80
Night Out on the Town81
Other Expenses81
Cost Example82
Renting and Investors83
Caravan Random Events83
Chapter 5: Trade Goods84
Cloth113
Cosmetics114
Gems114
Ornamental114
Semi-precious118
Fancy
Precious
Ornate
Exquisite
Glass
LIVESIUCK123

Livestock Tools	126
Metal	126
Pure Metal	126
Metal Alloy	127
Organic	128
Pen and Paper	128
Skins	.129
Stone	.130
Tobacco	133
Transportation	133
Wood	
Other	137
Chapter 6: The Historic	
Silk Road	139
Tarim Basin	139
Radial Landscape	
Cultures of the Silk Road	140
People of the Steppe	140
China	141
India	142
Tibet	143
Persia	143
Barrier Cultures	
Producing Cultures	144
Trading Cultures	145
Raiding Culture	
History and Politics	110
Routes across Central Asia	147
	147
Routes across Central Asia	147
Routes across Central Asia Maps, Maps, and More Maps! Adornment and Craft	147 1 <b>48</b>
Routes across Central Asia Maps, Maps, and More Maps!	147 148 150
Routes across Central Asia Maps, Maps, and More Maps! Adornment and Craft Appendix	147 148 150
Routes across Central Asia Maps, Maps, and More Maps! Adornment and Craft Appendix	147 148 150 150
Routes across Central Asia Maps, Maps, and More Maps! Adornment and Craft Appendix	147 148 150 150 150 150
Routes across Central Asia Maps, Maps, and More Maps! Adornment and Craft Appendix Appliqué Brocade Emboss.	147 148 150 150 150 150
Routes across Central Asia	147 148 150 150 150 150 150
Routes across Central Asia	147 148 150 150 150 150 150 150 150 151 151
Routes across Central Asia	147 148 150 150 150 150 150 150 151 151 151
Routes across Central Asia	147 148 150 150 150 150 150 150 151 151 151
Routes across Central Asia	147 148 150 150 150 150 150 150 151 151 151 151
Routes across Central Asia	147 148 150 150 150 150 150 150 151 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 151 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 151 151 151 152 152 152
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 150 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 151 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 151 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 151 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 150 151 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 150 150 151 151
Routes across Central Asia	147 <b>148</b> <b>150</b> 150 150 150 150 150 151 151 151

Open Game License	•
Version 1.0a	

## Introduction

Silk Road. The name itself invokes adventure, danger, and a hint of the exotic. The historic Silk Road resides in Central Asia, surrounded by numerous mountain ranges and unforgiving deserts, but in a fantasy world, it can reside wherever you wish.

A Magical Society: Silk Road explores networks of land-based trade routes that span continents. Like its predecessors (A Magical Society: Western Europe and A Magical Society: Ecology and Culture), A Magical Society: Silk Road synthesizes information from the historic silk road and presents trends and information for roleplaying and world-building. Unlike its predecessors, we provide information on the historic silk road due to the general unfamiliarity of Central Asia.

Although the Silk Road covers a vast area (Arabia, India, China, and the nomadic people of the Steppes and the Tibetan Plateau), this supplement only covers aspects of these cultures as they are applicable to the workings of the Silk Road. *A Magical Society: Silk Road* discusses the crossroads where all these cultures and their political structures interact while offering tools to simulate a great overland trade route in your own campaign. Our mechanical representation of the historic Silk Road is not rooted in a specific time, rather it is a representation of the Silk Road, its tumultuous history, and its flare for the exotic.

In Chapter 1: Components of Silk Roads, we address what is the Silk Road, what conditions produce silk roads and common features found in conjunction with silk roads. Chapter 2: Traveling on Silk Roads gives guidelines for plotting a silk road, keys points in navigating through the silk road, and who travels along great overland trade routes. Chapter 3: Types of Caravans explores the traditional desert caravan as well as alternative types of caravans. In Chapter 4: Money Matters, we talk about how goods move along silk roads as well as an economic trade simulator. Chapter 5: Trade Goods contains over 1000 commodities. In Chapter 6: The Historic Silk Road, we apply all the design principles of the preceding chapters to give you a holistic picture of the historic Silk Road.

#### What is the Silk Road?

Strictly speaking, the term "Silk Road" is a 19<sup>th</sup> century European invention describing the overland trade routes that connect China to the West (i.e. Europe). The Silk Road derived its name from the demand for Chinese silk by China's western neighbors, to which people attribute the existence of such overland trade routes.

The Silk Road encompasses a large geographical area. The most conservative boundaries attributed to the Silk Road are from Xi'an (Chang'an) to Kashgar (between which lies the edge of the Gobi Desert and the Taklamakan Desert), with a northern border of the Tien Shan Mountains and a southern border of the Kunlun Mountains. The most liberal boundaries expand north of the Tien Shan Mountains, northwest to transoxiana, west into west Asia (aka the Middle East), and south through the Pamirs and the Hindu Kush into the Indian Subcontinent. Despite efforts to focus the Silk Road on China or "The West" (whether that be Greeks, Persians, Parthians, Romans, or medieval Italian merchants), the real story lies in Central Asia, a unique landscape with its own tumultuous past. The people and places of Central Asia are the heart of the Silk Road, although its arteries and veins carry Chinese silks, Roman glass, Khotanese jade, Mongolian horses, Indian incense, and steppe raiders.

There are many popular misconceptions concerning the Silk Road. First, the Silk Road was not a single trade route from one end of the compass to another. In reality the Silk Road was a network of smaller trade routes that facilitated localized networks of trading as well as vast overland endeavors. There were many beginnings and ends along the breadth of the Silk Road. Second, the silk trade was not the only mercantile value of these overland trade routes. Many other luxury goods and more mundane commodities changed hands along the Silk Road, and traders were not the only people moving along this artery of the desert. Diplomats, pilgrims, refugees, scouts, and normal everyday travelers found their way through the treacherous terrain. And lastly, goods were not the only things exchanged along the Silk Road. In many ways, Central Asia was a marketplace of ideas, religions, and technology as they and their neighbors to the east and west explored, experimented, created, conquered, lost, and rediscovered a number of technological advances, cosmologies, religions, and philosophies.

#### What do you mean by Silk Roads?

Throughout the supplement, we use the term "silk roads" analogous to vast overland trade routes in the vein of the historic Silk Road. To avoid confusion, we use the plural silk roads to denote general observations on overland trade routes. When we are discussing the historic Silk Road, we make a point to capitalize and mention "historic" or "real life."

# Chapter 1: Components of Silk Roads

### Laying the Foundation

Constructing a silk road in your world can be a daunting task, but the trick is creating all the foundational components before figuring out how many camels you need to carry a thousand bolts of silk. The basic considerations when creating great overland trade routes in your world are geography, cultural groups, and trade goods from afar.

#### Geography

As with any business venture, the key is location, location, location. Geography is one of the most important considerations in placing silk roads. The development of a great overland trade route begins with isolation due to physical barriers that make migration more difficult.

Although it seems counter intuitive (how can isolation promote the establishment of a great overland trade route?), physical barriers are a vital part of the process. As populations of intelligent species expand (be it humans, elves, gnomes, etc.), they migrate into new areas, often displacing earlier migrants. Daunting physical barriers (such as deserts, mountains, dense jungles, or expansive swamps) are effective boundaries to the expanding population. Such places are less desirable to new or displaced emigrants because other locales have less-difficult geography. This relative isolation gives populations a chance to develop unique cultures, technologies, religions, and ways of life.

To borrow an example from Earth, consider the historic Silk Road. The Taklamakan Desert is 600 miles east-west and 250 miles north-south. Along the northern edge of the Taklamakan Desert is the Tien Shan Mountains stretching 800 miles alongside the desert from Turfan to Kashgar. Along the southern edge of the desert is the Kunlun mountain range. To the east are the Gobi Desert and some smaller mountain chains. To the southwest are the Pamirs and Hindu Kush, and to the northwest is transoxiana followed by more deserts.

The area that is to become the infamous Silk Road looks barren and foreboding indeed, but such deterring geography increased the isolation of developing societies in the region. Chinese society develops east of the Silk Road. Tibetan society develops south of the Kunlun Mountains. The Persians (with their Hellenistic influences) and other Iranian groups develop west of the Silk Road, while the Mongols and numerous steppe nomads and pastoralists develop north of the Tien Shan Mountains.

