The city of Darkwater is the envy of the Gaurdal Islands. Situated on the western end of Vestern, the largest islands, Darkwater has benefited from both heavy trade and the rich crops of the Yanjor jungle. Adventurers have come from all reaches of Isgard to earn fame and fortune on both the open seas and the deep jungles. The adventurers are so numerous in Darkwater that they have overwhelmed the ability of the local guards, the Dark Watch, to keep control of the whole city.

The situation has gotten so bad that the traders and the nobles have heavily bribed the Dark Watch to protect the warehouses in the South Docks and the mansions in the Tower District. This has left the North Docks, the Temple District, and the Market Districts woefully undermanned. The North Docks has suffered the worst damage and is notorious as a den for thieves and pirates. The temples have their own means of safety and have become a home for all those honest people displaced from the North Docks. The merchants have handled the lack of guards by hiring brutes to protect their wares, unfortunately the brutes tend to be easy to buy.

As a result of all the thieving and the glut of adventurers, prices are highly inflated for all goods except food, which is bountiful. Economic hardship for adventurers is worse based on the heavy tax levied by the Tower on all non-natives of Darkwater. The tax is purportedly to pay for the expansion of the Dark Watch, but it seems that the only thing the money is being used for is the construction of a new wizard's spire to replace the one in the North Docks, since it is no longer safe to travel there.

The wizards who cannot return to their spire they have gathered with Garrick Wakebow, ruler of Darkwater, in the Tower District. Although most of the wizards have been able to find lodging with the nobles in the mansions surrounding the tower, some have personal invitation to stay with Garrick in the Tower itself. Wizards who have contracted with the pirates or thieves still occupy the spire in the North Docks and have access to all the arcane secrets within.

Among the numerous pirate crews of the North Docks, three captains have gained notoriety; Kerbin Whiteblade of the Bare Skull, Haltep Redhand of the Bloody Bow, and Emerald Goldhilt of the Clipped Wing. Two thieves have risen to the top of their portion of the underworld; Gregor Quickhand and Pushta the Blade. A longstanding rivalry has existed between Haltep and Pushta relating to Pushta stealing Haltep's hard earned wealth, and their street wars often draw in the other pirate crews and thief guilds.

Most of the honest adventurers spend time in the South Docks or the Merchant districts depending on their desired type of work. Sailors and temporary naval defense forces are always being hired for duty in the South Docks, every type of adventurer has a place on the ship. Bards, Sorcerers, Wizards, and Druids all have powers that are useful for hastening travel and protecting a sea going vessel. Fighters, Rogues, monks and barbarians are good for raiding crews. Rangers and Rogues both make good lookouts and archers, while Paladins and Clerics can be ship doctors or members of the raiding crew. The Market District is good at employing Fighters, Monks, Barbarians, Rangers, Paladins, and occasionally Rogues as stand guards. Those not employed as stand guards still have plenty of work going into the Jungle to guard caravans, or just leaving on their own to find hidden wealth.

Yanjor Jungle can be a very dangerous place. Rumors of nomadic barbarous tribes and grand advanced societies always come out of the nearer parts of the jungle. These rumors are given credence by the failure of all people who enter the deeper jungle to ever return. The only signs of the peoples of the deeper jungle are the proud elven sorcerers and druids who wander out from time to time to trade with the merchants of Darkwater. Their fine crafts always catch the attention of the wealthy and those that cannot find fortune on the water seek it in the jungle for good reason.