

AD&D 3E SUTENLUND CAMPAIGN

CHARACTER CREATION

character generation_(human)

3d6/6 columns

4d6 - the lowest die/3 columns

character generation_(dwarf)

str- 12+d8 dex-15 max con- 12+d8 int- 18 max wis- 18 max cha- 17 max

character generation_($\frac{1}{2}$ ork)

str-11+d8 dex- 16 max con- d10+8 int- 15 max wis-16 max cha-15 max

classes restricted by race

Sutens- barbarian and sorcerer

Slavs-paladin, barbarian, sorcerer, cleric*

Sutarl-sorcerer, paladin, wizard, cleric*

dwarf-barbarian and wizard

$\frac{1}{2}$ ork-wizard, paladin, bard, cleric*

restricted classes

NO DRUIDS! HUMANS CANNOT BE SORCERERS!

Beginning funds

4d10x10xlv (Sutens)

3d10x10xlv (Sutarl)

2d10x10xlv (Slavs)

1d10x10xlv ($\frac{1}{2}$ orks)

wizard/bard spellbooks

0 d8

1st d6

2nd d4

wizards receive a bonus skill: profession (merchant, lawyer, diplomat, professor) 4 ranks

This reflects 4 years of university schooling, then another four years as an apprentice in a secret lodge.

Wizardry is not a public practice, people associate it with fairies and demons. A knowledge skill relating to the profession must be chosen as well. Example lawyer will need knowledge/local law.

***Clerics receive the bonus skill:** knowledge (religion) 4 ranks. Beginning Suten clerics must be clerics of Teutonikar and Helga. Non Suten clerics must be approved by the Dm.

Teutonikar (Father of the Suten people, the Lawgiver)

granted powers: +2 to turn undead

domains: war, law, protection, and healing

ethos:

1. must be of lawful alignment
2. 50% of income is donated to your church
3. Worship of non suten gods by Sutens is forbidden
4. Suten heretics are to be converted or shunned
5. Three prayers a day must be made to your lord Teutonikar (morning/midday/evening)
6. Wizardry is the work of devils, demons, and fairies
7. Enemies of the Suten race receive no mercy, no sanctuary, no blessings of your lord
8. Must preach the word of Teutonikar three times per day
9. Non Suten infidels are tolerated, but forbidden to preach the word to Sutens
10. It is the duty of clerics of Teutonikar to protect, serve, and teach the Suten people

Helga (Mother of the Suten people, the Culture Bearer)

granted powers: +2 heal skill

domains: healing, good, magic, protection

ethos:

1. must be of good alignment
2. must pray three times a day (morning/midday/evening)
3. Duty to protect, serve, and teach the Suten people

4. may only use edged weapons blessed by Helga
5. Must not indulge in excess of food, drink, or sex
6. Diplomacy before combat
7. Mercy to those that request it, good or evil, all intelligent creatures
8. Suten heretics are to be converted or shunned
9. Must preach the word once a day
10. Wizardry is dangerous, but is to be tolerated if not used for evil

Human Ethnic Groups

Suten: A major offshoot of the Ancient Cerelian race. Fair skinned, fair haired (sandy blonde/light golden brown in the deep southern regions and golden blonde being common in the north) eyes are commonly grey, with blue being common in the north, and violet to the west. Avg. male ht. Is 5'8, avg. female ht. Is 5'2. Sutens inhabit Sutenlund and Danchlund. Being industrious, expansionist, and orderly, the Suten people have become the major civilization in Northern Arda. Their culture and influence is felt throughout the region, in the west through trade and in the east with wars to expand the Sutenlund. Primary enemies are orks from the Midden Alps, and the Slavs to the east.

Sutarl: Another offshoot of the Cerelian race. Fair skinned, fair haired people that dwell in the extreme northern region of Scandara. The most common eye color is blue, with grey being the second most common. They are tall, strong, fierce, and feared throughout the North. Raiding the coasts in their longships, Sutarl have become a major power in the North and in the lands to the east. Avg. male ht is 6', females are 5'5-5'8. Sutarl society is comprised of clans that are loosely led by jarls or kings.

Slavs: Slavs are native in the eastern part of Arda. They are one of three offshoots of the Ancient Kudizi race. Fair skinned, dark brown to light brown haired, brown and grey eyes are common, avg male ht is 5'6, avg female ht is 5'2. The Slavs are a feudal society, primarily agrarian, and frequently resisting Suten expansion into their lands. Hard working, stubborn, and resilient, Slavs have proven to be a difficult people to conquer. On the Suten Frontier, Slavs that have been conquered live as second class citizens.

As peasants, laborers, and poor merchants, they endure the rule of the Sutens. Many flee to the east, to only toil under their own brutal rulers.

Humanoid Races

Dwarves(Khalzak): The Khalzak are the only dwarven ethnic group in the north. They are fair skinned, golden haired, and green or grey eyed. 90% of the regions dwarves dwell in the dwarven empire of Khalzak Karek, to the west of the Sutenlund. Other smaller communities are scattered throughout the Sutenlund and Scandara. The

Khalzak prefer the company of their own kind, are fierce, and expansionists, never reluctant to make war with their western neighbors to expand their mountainous domains. Since the time of Teutonikar, the dwarves of Khalzak Karek have been allies of the Suten people, and have had an honorary representation in the Imperial council.

½ Orcs(Kaferz): ½ orks are the product of human contact with orks. Unfortunately the contact is not pleasant, and the unions are formed in violence. As a consequence, the fruits of these unions are shunned by humans and orks. ½ orks have a better time within the orkish society (if they survive to reach adulthood). Orkish sorcerers are usually of ½ ork blood, as well as many champion warriors and shamans. In human society, Suten in particular, ½ orks are outcasts at best and burned at the stake at worst. ½ orks live on the fringe of society as scouts, mercenaries, and laborers.

Languages

Suten (Sutens, Danch, and Sutarl) runic

Slavic (Slavaria) cryllic

Khalzak (dwarvish) runic

Orkish (Kaferz-Alp) no written form

Ancient Languages

Elvish (Alnunin) hieroglyphic/only known in written form

Cerelian (ancient Suten, still spoken by priests) runic

Kudizi (ancient Slavic) cryllic

Dargol (ancient dwarvish) runic

THE SUTENLUND

The Suten civilization is the envy of northern Arda. Suten cities have public schools, constabulary, courts, sewers, water works, paved streets, fortifications, courts, and universities. 60% of the urban, and 40% of the rural population is literate, the printing press was rediscovered and has been in use for a century. Life within the urban areas is relatively safe, clean, and filled with less hardship. Life within the rural areas near the borders and the Midden Alps is not so idyllic. Wars, orks, giants, the occasional dragon or bulette makes life a struggle, but the Suten Grenzlanders manage to defend the Suten heartland and continue the expansion of the empire in spite of the misery they

endure.

The Sutenlund is covered in dark forests, fertile valleys, rolling hills, high mountains, and mighty rivers. The winters are mild, and bring much precipitation in the form of cold rains in the lowlands, and blankets of snow in the highlands. Summers are warm and pleasant.

The Empire of Sutenlund is actually a loose knit confederation of merchant republics, leagues, kingdoms, and city states. Each political entity sends a representative to the central metropolis of Teutoniheim, the ancient capital of the old empire. Each rep. Has one vote in the Imperial Council. A hereditary emperor lives in and rules the capital city, is the head of state, and has 2 votes on the council. The High Priest of Teutonikar and the High Priest of Helga also sit on the council, and have 2 votes each. In theory the emperor is the head of state, but the bickering leagues, merchant republics, and kingdoms have stripped the emperors of their power, making them little more than figure heads. Civil wars are commonplace, and the rise of emperors that seize power from the council, only to be assassinated is all too common as well. The Sutens do obey this one law set into stone by the lawgiver....” Attacks upon the empire are to meet a united response.”

The Common law of Teutonikar

All communities shall have courts, magistrates, and lawyers for the prosecution and for the defense of it's participants. Convicted are to receive a fair, just, and swift trial, under the final judgement of the magistrate after hearing all arguments. Those charged are guilty until proven innocent, the burden of proof being placed upon the accused. To accuse, one must have no less than three witnesses or complainants to petition for charges.

Murder is resolved by weregeld as determined by the family and moderated by the magistrate, execution that is carried out by the victims next of kin, publicly, or exile after being flogged twice by every willing member of the victims family. Execution options are hanging, beheading, and burning at the stake.

Those that are wrongly convicted shall be publicly declared innocent, and their next of kin reimbursed by weregeld.

Other crimes are a local affair and subject to various punishments.

Taxes, Fees, & exchange rates

property tax: 1 silver marc per acre a month

gate fees: 1-4 pennies

road tolls: 1-8 pennies

river tolls: 5-50 pennies

weapon permits: 1 silver marc per weapon , per year
 import tax: 1 penny per pound
 export tax: 1 penny per pound

1 gold marc = 10 silver marcs = 100 copper pennies
 silver marcs are the standard, while gold is uncommon in most regions except the eastern frontier.

The Church of Teutonikar & Helga services

Clinic service (mending wounds, herbalists, bed rest) free to the poor, avg. donation 1 silver marc to 1 gold marc per day.

Magical healing may not be available in some communities, when it is available these services and fees are standard:

healing of wounds: 1 silver marc per hitpoint
 heal spell: 100 gold marcs per level of the caster
 cure disease: 100 gold marcs per level of the caster
 restoration: 1000 gold marcs per point of restoration
 resurrection: 1000 gold marcs per day of death

Das Wagon:

A private company owned by the Baron Ludwig Brenner. A century ago, the Baron proposed a solution to the problem of transit throughout the empire. To continue the expansion and defense of the empire, roads were required. Good roads that would need little maintenance. Baron Brenner and some of the empires finest dwarven and Suten engineers set out to work on an imperial road network. Within 60 years a completed network of roads spanned across the empire and soon followed settlers east. Realizing that there was going to be little support for his request to actually be the owner of the roads (even though 50% of the funding was from his own treasury), The Baron created a coach and freight service called Das Wagon. With a few bribes and a lot of political favors, Baron Ludwig Brenner created the empires official overland coach and freight service. Das wagon is the official transporter of imperial mail, freight, and personnel. Das wagon does not pay road tolls, nor is it obligated to pay local taxes on property it owns. Tarriffs still apply however. Das wagon is a ruthless competitor, and seeks to dominate the overland coach and freight business 100%, at present it controls about 60%.

Das Wagon services and fees

passengers 5 silver marcs per person, per day of travel

(priests of Teutonikar & Helga ride for free)

freight fees are 1 silver marc per pound/per day of travel

secure service (two armed guards and 50% reimbursement insurance) is x 4 cost

Das wagon maintains coach houses every 40 miles or so along the roads. Each coach house has an inn, a tavern, a stable, usually a toll house, barracks for road wardens and toll guards, and 12-24 misc. employees (bartenders, valets, stable hands, etc...) For secure rate passengers, use of the inn and tavern is free of charge. Non secure passengers must pay for use of the inn and anything ordered in the tavern.

Monastic Orders of Sutenlund

Devout followers of Teutonikar & Helga, the monks of Sutenlund also have chosen a specific lesser divinity to follow. These lesser divinities are saints who ascended to godhood for their service to Teutonikar & Helga. Each saint has a monastic order that specializes in the activities of the saint when he or she was still a mortal. Members of the orders believe that by following the path of the patron saint, that they may achieve sainthood upon their deaths. Most of the faithful do not receive spells, but instead are blessed with extraordinary abilities for their service. Monks are raised from infancy. Orphaned children of mixed Suten and Slav blood make up the majority of the monastic population. Orphans of ork and Suten blood are accepted as well. Being of mixed heritage, the general populace is suspicious of most monks, but tolerates them. The Monastic orders strive to better themselves and the communities near them, they are sworn to defend the Suten people from enemies, but have sympathy for the plight of Slavs and ½ orks that suffer hardships as well. (that sympathy has at times endangered monastic orders within the Sutenlund, as a consequence, the majority of the orders are based near the frontiers of the empire.) Monks have little interest in the material, they are required to only acquire enough wealth to survive on a basic level. The exception is when wealth is used to construct a new order or public structure that will serve the community. The monastic orders accept donation and require those that can pay for services, should do so. The monasteries are self sufficient and usually sell/barter crafted goods to maintain their domains.

Saint Arvin(healing and mercy) members must be male. It is the duty of all members to heal the sick, comfort the dying, and mend the wounds of the injured. The Order of Saint Arvin operates many free clinics throughout the empires frontier, offering care to Slavs and ½ orks. Consequently their clinics are found only in Slav districts of cities and within Slav villages. The Church of teutonikar despises the order, and has called for it's elimination every year for the past 150 years of its existence. Fortunately for the order, Sainthood cannot be revoked, therefore the order cannot be disbanded, except by divine order.

To the dismay of the Church of Teutonikar, The Church of Helga supports the order, making a divine order unlikely. Monks of Saint Arvin have been known to wander the extreme edges of the frontier, offering their services to Slav tribes and sometimes even ork tribes, in the goal of promoting peace and understanding amongst traditional

enemies. *Monks of this order receive a +2 bonus heal skill.*

Saint Gustien(knowledge & learning) Members may be male or female. The order requires one to be human, preferably of Suten blood, but Slavs and those of mixed Suten and Slav heritage are accepted as well. Saint Gustien's monks strive to educate the Suten people. The majority of public schools are operated by this order, and ask only for enough money to maintain the schools. Monks of this order also maintain libraries, and offer their services as record keepers, historians, scribes, and press operators (this order is also credited with the rediscovery of the printing press and are the primary builders of the devices). The order is held in high esteem, and is one of the most affluent of orders. Members have access to libraries, paper, inks, and other supplies. The use of public libraries is free, but supplies and services are charged, and quite expensive in some areas. *Monks of this order receive 1 rank in a knowledge skill of their choice. And must place one rank in a craft (print press, paper making, etc..)*

Sister Hester Von Klausshaffen(hearth, home, and family) members are female only, and of Suten blood. The sisters are the midwives, councilors, and advocates of Suten women. Every Suten community hosts a chapter of this order, which contains 3-30 sisters. The order promotes family unity, and the ancient custom that states that the man may own the home, his wife is the ruler. *Sisters of this order receive a +1 to heal skill and must choose a domestic craft.*

Saint Calvin Bauer(agriculture) members are male or female, of mixed Suten and Slav blood, and expert in all aspects of agriculture. Monks of this order assist farmers with the care of their animals, farming techniques, and support in times of disaster. The order is found in ever Suten community, and is renowned for it's fine wine and ales. *Monks of this order receive 1 rank in craft: brewing or wine making and must choose knowledge skill: agriculture and at least one rank in healing and handle animal.*

Saint Rupert(law) members are male, and of pure Suten blood. The order is devoted to the study and preservation of the common law. Monks maintain libraries in courts, scribe, print, and serve as lawyers for the defense of accused Suten. This order is present in every major Suten city and town. *Monks of this order receive 1 rank in knowledge: law, and must choose the skill profession: lawyer*

A BRIEF HISTORY OF THE SUTENLUND & NORTHERN ARDA

Time line & calendar set up for Sutenlund and Northern Arda

B.C.E. = before common era C.E. = common era

5,000 B.C.E. : The first human settlers arrive in Northern Arda through great shimmering gates. Three ethnic groups, Cerelians, Kudizi, and Kaldains have escaped from a world that is over run by creatures called the Illithar. Many millions are slaughtered or enslaved by the vile creatures. The gates are then destroyed.

4,000 B.C.E. : The elves declare a holy war to destroy the new breed of advanced ork that has infected their world. The Three human groups had formed into three warring empires, competing for the control of Northern Arda. The elven holy war proved disastrous to the Kaldain, and the Kudizi, but the CERELIAN held their ground with the aid of their allies...the Khalzak dwarves.

3,000 B.C.E. : More humans are discovered in the southern region of Arda, and on other continents. Apparently they had escaped worlds that were in distress as well. The newcomers also formed empires and chose to unite to exterminate the elves.

2,000 B.C.E. : The elves of southern Arda are brought to the brink of extinction, Northern Arda is locked in a stalemated war between the Cerelians, Dwarves, and Elves. With victory for the humans in the south, they soon turn on each other, unleashing terrible forces of destruction.

0 CE : after thousands of years of wars, famines, and destruction, the gods decide to settle the great war, as it was called, once and for all. The world was shaken and flipped. Mountains fell and rose, seas swept over the land, civilizations were destroyed in the blink of an eye. For those that survived, a long struggle out of barbarity awaited.

1,000 CE : Humans finally restore parts of their civilization after centuries of barbarity. The dwarves emerge from their isolation in the mountains, and the elves find themselves scattered throughout the remote areas of the world...their once mighty civilization is dust. Teutonikar and Helga lead the Sutens to Northern Arda. Thargrim and Avar lead the Sutarl and Avalonians to settle Scandara and the western isles respectively.

2,000 CE: Elves reestablish some strongholds in the remote regions of Arda. By now their race has been further divided into many ethnic groups, with different tongues and customs. Humanity still poses a threat, but the short lived race has little memory of the elves. To many humans elves are but a myth. Elves remain isolated from humanity.

2500 CE present day. The Empire of Sutenlund is the dominant power of Northern Arda. Brettonians, Gauls, Slavs, Sutarl raiders, and other human nations compete for power and position in the new world.

The elves remain a myth, and the dwarves have continued to expand their civilization in their typical slow, but steady fashion. Evil humanoids threaten the vast wilderness between the cities, and the dragons have awakened from their long sleeps to plunder humanity.

Calendar:

10 months per year, 5 weeks per month, 6 days per week, 30 hours in one day

The Suten Calendar begins around 1000 CE, the formation of the Empire (current date would be 1500IY)

Sutar (1st month, spring) Teutonikar's birth
 Helga (2nd month, spring) Helga's birth
 Avar (3rd month, summer) Teutonikar & Helga's rise to godhood
 Thargrim (4th month, summer) Thargrim's birth and later rise to godhood
 Elbach (5th month, summer) summer festival
 Danchmar (6th month, autumn) harvest festival
 Oktober (7th month, autumn) Oktoberfest
 Nuebergen (8th month, winter) When the empire and the common law was created
 Frigga (9th month, winter) Winterfest/gift giving
 Endewinter (10th month, winter) Endewinterfest

The sixth day of every week is a holy day. Executions cannot be held on holy days, public services are closed, and Sutens are expected to attend their local church. Major holidays have the same restrictions and expectations. Festivals last for 1 week.

ESTBURG LEAGUE

The city of Estburg was founded in 1281, by Baron Erwin Mauser, on the west bank of the mighty Estony river. It was and still is the southern most major city on the eastern frontier. Estburg is the gateway to the East lands and the riches of the Midden Alps. In 1324 The Estburg region was still under the rule of The Mauser family, The new Young Grand Duke, Heinrich Mauser invited settlers to the region, offering free land for 10 years to the first 100,000 settlers. Sutens wagon trains and river boats stretched for miles on their journey to Estburg. Dwarves came in large numbers too, opening the thirteen mountains area to mining and settlement. By 1340 Estburg had grown to 50,000, and shared the region with four other cities, and numerous villages and towns.

In 1424, orks from the Midden Alps swept into the region. Thousands were slaughtered over the next 4 years. The young heir to Estburg, Grand Duke Erwin Mauser the 3rd, fell in battle during the Siege of Bogen.

The orks were eventually driven out by 1428, but the region was in chaos. By 1438 the Estburg region was divided into petty Baronies, counties, and free cities. In 1451 the

second ork war began, thousands more were slain, and it looked as if Estburg itself would fall to the hoards. In the spring of 1452, Baron Lars Kaufman, Bishop Karl Mauser, and their companions led an army against the ork hoards. Within a month, the siege on Estburg was lifted, and the army had driven the surviving orks all the way to Swarzbogen. In 1453, The remaining ork armies in Swarzbogen agreed to make peace. Swarzbogen and the fertile lands for 20 miles around it would be ceded to the orks, in return, the orks would provide a buffer between the lowlands and the mountains....Lar's determined that trading with the orks, may reduce the frequency of their raids into the region. Lar's work was not finished with the peace deal of 1453. In 1454, the council of seven was organized by Baron Kaufman and Bishop Mauser. This new council of seven barons united to form the Estburg League.

Each Baron has a vote on the council, which convenes once a month, for one week, to carry out business.

Members of the council rotate to represent the League in the Imperial capital for a year. The league is divided into seven baronies, and 1-3 counties per Barony.

The power of the barons is balanced in theory by community councils. Each village, town, and city has an elected council that creates local law, collects local taxes, and controls local public services. The Nobility collects taxes to support armies, maintain roads, and to maintain fortifications. Under the charter, The community councils can be overridden by the barons with a majority vote of the council of seven. The system is beneficial to the wealthy merchants, but carefully constructed as to not oppress the masses to the point of rebellion.

The city of Estburg:

population 150,000

industries river trade and ship building

military 21,000

constabulary 2100

community alignment LN

Estburg is the jewel of the eastern frontier. It's city walls are some of the finest in the empire, standing 60' tall, 20' thick, made of dwarven cut limestone block that has been hardened to with stand the most powerful of siege engines. The city's buildings are constructed of clay brick, the streets are paved with cobblestone, and has an impressive sewer system. Estburg has the regions only university, a cathedral of Helga, a cathedral of teutonikar, several monastic orders, and a thriving merchant district.

Hundreds of Sutens from the west arrive to settle Estburg every year, and even more pass through the city to settle lands beyond the Estony river.

Other Major Cities of the Estburg League

Bogen:

population 40,000

industries river trade, metal working, and gem cutting

standing military 1500
constabulary 500
community alignment NE

Bogen is ruled by Count Roland Wiess, brother of the Baron Gerald Wiess. Roland is infamous for his dirty dealings, and ruthless politics. His community councils are comprised of wealthy merchant associates and lackeys. The city is a seedy riverside bastion for smugglers, prostitutes, murderers and unscrupulous merchants. Magistrates are corrupt, and citizens are prone to vigilantism and assassinations of political or business rivals is commonplace. A few monastic orders maintain chapters in the city to alleviate some of its foulness.

Faule:

population 50,000
industries mining, metal working, lumbering, and quarrying
standing military 3000
constabulary 500
community alignment LN

Faule is ruled by Count Hans Pilgerman, an obese and ruthless man. He is a devout follower of teutonikar, and opposes equal social status for Slavs and ½ orks. The city is a gritty industrial center, and home to hundreds of dwarven artisans, miners, and engineers. The result of this large dwarven presence is evident in the cities sturdy stone architecture and fortifications. The countryside around Faule is poor for farming, so most of its food is imported from Vormarsch, this is a problem in the spring when ork raiders come down from the Alps to loot the convoys. The citizens are a tough, no nonsense people who thrive on hard work and strong drink. ½ orks are forbidden in the city and will be hung if caught. Slavs are not welcome, but are not dealt with as brutally.

Vormarsch:

population 44,000
industries river trade, lumbering, quarrying, metal working, and papermaking
standing military 4000
constabulary 400
community alignment LG

Vormarsch is ruled by Count Gerald Pilgerman the 3rd, a wise and resourceful merchant/engineer. Somewhat forced into the role of Count by his family, "Gerry" as he is affectionately known, is an honest ruler. The people of Vormarsch and the rest of the county enjoy an efficient government, uncorrupted courts and constabulary, and a beautiful city. Vormarsch is surrounded by fertile farmland, thick forests, an abundant fishery, and has a good sized dwarven population that has contributed to the cities

sturdy constructs.

Larsburg:

population 30,000
 industries mining, lumbering, and quarrying
 standing military 1000
 constabulary 300
 community alignment LN

Larsburg is Ruled by the beautiful Baroness Eva Kaufman. She rules her domain from a mountaintop fortress that overlooks the city. 90% of the inhabitants of her city are Slavs, Slavs that dearly love their Suten baroness. The Kaufman family, beginning with Lars Kaufman, have been advocates for the equal status of Slav subjects for decades. The Barony of Larswald was the first Suten ruled domain that granted its Slav subjects the same rights under the common law as Sutens.

The city is a crude collection of brick, fieldstone, and wooden structures. The streets are paved with cobblestone, and the fortifications are still under construction by Suten and dwarven engineers. Larsburgs southern approach is a series of cliffs and steep hills, making travel along the only road into the city treacherous for both friend and foe alike. Farmland in the hills is fertile, but difficult to cultivate, so the primary food source are the hundreds of sheep and sturdy mountain cattle herds. Despite the ruggedness and gloominess of this mountainside city, it is a fast growing city. Slavs from the region are leaving the Suten dominated lands to the west to settle the Barony, and mine the hills around Larsburg.

Tusla:

population 20,000
 industries mining
 standing military 1000
 constabulary 500
 community alignment LN

Tusla is a majority Slav city set amongst the hills of Estonbogen. It is ruled by Countess Nisha Morotoseu, a ruthless and ambitious woman. She rules her city with an Iron fist, with the motto “ Civilization is dependant on the rule of law”. The people fear her, but respect her. Miners from all over the Barony of Kaufwald cut through the hills to extract its abundant veins of silver. The cities fortifications are timber palisades and recently constructed fieldstone and mortar towers. Orgres and giants make mining dangerous, so there is always work for mercenaries.

Hoscht:

population 23,000
 industries lumbering, medicine

standing military 1200
 constabulary 230
 community alignment NG

Hoscht is ruled by Count Edward Mauser, a former general for the army of Estburg, he retired to take possession of his cousins county. His subjects are a free spirited, and rural people. The city is constructed of mostly wooden buildings, and its defenses are quite poor. The city has little to offer as far as attractions, but it is the Leagues major producer of medicines and elixirs.

Mistkafer:

population 21,000
 industries mining, lumbering, and horse breeding
 standing military 500
 constabulary 210
 community alignment LG

Mistkafer is ruled by Count Reginald Mauser, a young, adventurous man that is loved by his people. His passion for horses led to the cities status as thee place for quality horses, mules, and oxen. The city is a cluster of wooden buildings, winding, unpaved streets, with an old castle in its center. Mistkafer is also a major source of leather goods within the league.

Middensarn:

population 15,000
 industries mining
 standing military 500
 constabulary 150
 community alignment NG

Middensarn is ruled by Count Magnus Wiess. A successful merchant turned noble by appointment. He rules the county and the city like a business enterprise. Government runs smoothly, but is very unimposing, the constabulary has a strong presence, but is not oppressive. Citizens of the city enjoy adequate defenses, sewers, and water works. The surrounding countryside is fertile and ideal for farming. Middensarn is a major tin and copper producer within the league.

Seelicht:

population 12,500
 industries caviar and medicine
 standing military 250

constabulary 125
community alignment CG

Seelicht is ruled by Count Eric Vonwolfhotch.. Eric is a good man, but a poor leader, as a consequence the community council has a lot of power in the county. The city is fortified by timber palisades and ditches, most of its buildings are wooden, and the land around the city is swampland. Outbreaks of yellow fever are common in the summer, so Seelicht has become a major producer of medicine. Seelichts other major industry is caviar, a recent discovery that will make Seelicht into a boom town.

Bohrer:

population 12,000
industries mining, wool, leather goods
standing military 1200
constabulary 120
community alignment LG

Bohrer is a hilltop city built around an ancient dwarven outpost. It is ruled by Countess Ezmerelda Vonwolfhotch, a devout sister of the Church of Helga. The city is constructed of dwarven cut granite and defended by superb fortifications. The city hosts several monastic orders, and a cathedral of Helga. Fine wool and leather goods are produced, and a recent gold strike have added to the good fortunes of this relatively new city.

Swarzbogen:

population 50,000? Orks
industries mining, lumbering, and leather goods
standing military 10,000?
Constabulary na
community alignment LE

Swarzbogen is an orkish city that is built around the ruins of an ancient Kudizi fortress. It was briefly occupied by Suten settlers until the second ork war. The city, by treaty was granted to the Bloody Skull tribe. The tribe has settled down into the area, proving the theory of Baron Lars Kaufman, that using orks as a buffer against more savage Midden Alps orks is a sound course of action. With the Bloody Skulls settlement of the region, ork raids have been reduced, at least on the eastern side of the Estony river. The rest of the Estburg League refuses to trade with, or consider the establishment of a similar buffer zone on the western side of the Estony. This has proved to be disastrous for cities like Faule, and Vormarsch, which have to deal with yearly spring ork raids. Swarzbogen trades moderately with the Barony of Larswald. Trading it's mineral resources for food, and to the anger of the rest of the league, weaponry. The greatest demands in Swarzbogen, are the demands for ale, liquor, and human women. The Estburg league has declared the trade in human women a crime punishable by death, but unscrupulous Suten and Slav smugglers will round up orphaned young girls for shipment to Swarzbogen. In Swarzbogen, ½ orks are prized as sorcerers, shamans,

and warriors. Breeding programs over the years have produced a disturbing rise in the ½ ork population...for reasons that are most likely unthinkable.

Bogenwald:

population 10,400
industries wool, lumbering, and mining
standing military 1200
constabulary 150
community alignment LG

Bogenwald is ruled by Count Herbert Eisman, a devout worshiper of Teutonikar. The city has a cathedral of Teutonikar, several monasteries, and excellent fortifications. It is the Leagues primary source of fine iron ore and the very hard twisted oak.

The Noble Families of The Estburg League

Kaufman: A family that originated from the western empire. Their land holdings were lost during a revolt, so they resettled in the Estburg area a few years after it was founded. The Kauffman's were the first noble Family to exclusively settle and develop the region. The Kauffman's control a significant portion of river trade on the Estony river, and are ruthless when their majority stake is threatened.

Vonwolfhotch: A prominent military family with close ties to the Imperial family. The family was granted domains in recognition of their service during the Brettonian war of 1275-1279. The family is aristocratic and quite idle. Some members have become prominent merchants, but for the most part the family produces little and enjoys a life of privilege.

Pilgerman: A mercantile family that followed the Kauffman from the west. They were once the third most powerful family along the Brettonian Border, but an uprising drove them to the eastern frontier. The Pilgerman's compete with the Kaufman's for dominance of the River trade industry, have extensive mining operations, and a prosperous cartwright enterprise.

Wiess: Aristocratic nobles from the northern empire. They have extensive holdings in the north, and were rewarded with some domains during the period before the League, as payment for a high stakes card game. The family has little interest in its holdings, leaving the wild country to their troublesome family members to look after.

Eisman: A deeply devout family, that has provided 3 of the empires high priests of Teutonikar. The Eisman holdings were granted by the High Priest of Teutonikar to offset the ever growing influence and power of the Church of Helga in the region. The Eismans have also produced some of the empires finest artists and architects, pioneering the construction of cathedrals throughout the frontier.

Ludwig: A very old family, claiming to have been one of the ancient Cerelian families that joined Teutonikar and Helga on their journey to northern Arda. The Ludwig's are ruthless, intelligent, and brutal. The family settled the western part of the Estburg League in 1299, to expand its influence in the eastern frontier. The family's primary business is agriculture, and ranching. The formation of the Estburg League was at first opposed by the Ludwig's, but after a tense period of being on the brink of civil war, the family agreed to join the League.

Mauser: The mauser family is a relatively new addition to the empire's nobility. The family achieved its position by producing some of the finest generals ever known, and many sisters and bishops of the church of Helga. The family currently holds power in the Cathedral of Helga, in Estburg.

GUILDS AND ORGANIZATIONS OF ESTBURG

Der Nochtfiends (LE)

A thief's guild headed by the infamous Nochtfiend. A mysterious and shadowy man, that has plagued the law abiding people of the Estburg League for decades. The organization is responsible for smuggling, fencing of stolen goods, assassinations, and rumored to control prostitution in the cities it operates in. The guild is known to operate in Estburg, Ostriesen, Bogen, and Vormarsch.

Der Spiders (CE)

A thief's guild that terrorizes the southern Estburg League, and the sworn enemies of the Nochtfiends.

The guild is infamous for its brutality and destructiveness. It is responsible for the assassinations of merchants, constabulary, and attempts to assassinate local counts. It is believed that the organization is based in Faule, but nobody is alive to confirm it. Der Spiders operate in Mistkafer, Middensarn, and Seelicht, and are believed to be engaged in a turf war with Der Nochtfiends in Hoscht.

Freistamm (NE)

A Slav thief's guild that operates in the Barony of Larswald. It is believed to be based in Tusla. The guild is less violent than its brothers across the river, but still a force to be feared by those that would cross it. The guild is primarily involved with smuggling, the smuggling of women to the orks being the primary activity. Only Slavs may become members.

Anvil of Grund (LG)

A dwarven guild of artisans, engineers, and miners. It is based in Estburg, with a chapter in every mining community in the League. It's purpose is to facilitate good business amongst its members and clients through collective bargaining. The guild has recently offered membership to Suten and Slavs of great skill and moral character. Members receive access to guild lawyers, discounts on supplies and goods produced by its members, and support in dealings with troublesome clients.

Blackmoon Society (?)

A secret organization of professionals that are rumored to be practitioners of the arcane arts. Little is known about the organization, but it is said that all the regions wizards are members, just how many that may be is unknown.

Order of Helga (LG)

A Paladin order that is based in the cathedral of Helga in Estburg. Its members are sworn to the defense of the Suten people, and the Church of Helga. The holy warriors are raised from birth to serve, protect, and die if necessary, for the Suten people and their goddess.

Order of Teutonikar (LN)

A paladin order that is dedicated to the preservation of Suten culture, the common law, and the eradication of the enemies of the Suten people. The order is based in the Cathedral of Teutonikar in Estburg. Members are zealots, and have been a major force in the drive to expand the empire's eastern frontier.

Cult of Tuoni (LE)

A feared Slav cult, that claims to be the reborn priesthood of the ancient Kudizi Empire. It promotes the worship of devils and uprisings against the Suten. Priests of Teutonikar and Helga are targets for the cult, as well as paladins. They are cruel, merciless, and efficient adversaries.

DM SECTION

Greater Surface Dwarven Gods

Karvak, the creator, the forger of the race, the great being that chooses the dwarven gods and protects the great hall in the after kingdom. The being is male and female, old and newborn. Never worshiped directly, although included in all prayers so as to recognize that it is Karvak that ultimately determines fate, even the fate of the gods. N *domains: earth, knowledge, strength, protection*

Azmund, dwarven god of war and tactics: Azmund is said to be the patron of warriors, weaponsmiths, armorers, and engineers. Worshiped by all dwarves as the founder of dwarven civilization. The first dwarf created by Karvak. LG *domains: war, law, good, destruction*

Breat, dwarven god of law and order: patron of law, knowledge, primary god of those that rule. Worshiped as the lawgiver and first king of the dwarves. Son of Azmund. LN *domains: law, knowledge, strength*

Bendak the Pissed, dwarven god of revenge, the furious vindicator of the dwarven race. Worshiped by vindicators, and battleragers. 3rd son of Breat, blessed by Azmund with “ the rage “ during his holy war against the Duergar. CG *domains: destruction, war*

Melada, mother of the dwarves, keeper of the hearth, the healer, the guardian of the family. The wife of Azmund, the second dwarf created by Karvak. Worshiped by those that heal, and always prayed to within the home at morning and evening by males and females. Melada is believed to guard the home from disease, and demons that would slay sleeping children. LG *domains: law, earth, healing, luck*

Guermal, dwarven god of the dead. No priesthood is devoted to this god, but he is prayed to at funerals, so as to gain a favorable place in the line to the after kingdom. (when dwarves die, it is believed that they must pass through a great tunnel and review

their mistakes in life before entering the after kingdom, those near the front of the line have less mistakes to review, so get into the after kingdom sooner. Those that were evil and twisted in life will become ushers in the tunnel, in service to Guermal.) N

Greater Duergar Gods

Haddrakal, dwarven god of the Duergar, spawn of evil, king of the false after kingdom(Haddrak). Worshiped by the Duergar as the progenitor and first king of their race. The surface dwarves believe that Haddrakal was created by Karvak to allow dwarves to choose between evil and good, and ultimately decide whether the race is worthy enough to continue on. Haddrakal is said to maintain his own after kingdom somewhere in the 9 hells, surface dwarves that are truly evil (those that served in the tunnel, but refuse to repent) and twisted are sent to Haddrakal by Guermal after they have served a period of time as ushers in the tunnel. Brother of Azmund. LE *domains: law, evil, destruction, war*

Garbok-Kor, Duergar god of war, culture, and death. The reaper of the slain. Garbok is the guardian of Haddrak (the Duergar after kingdom). All must pass before Gabok before entering the after kingdom, those that are unworthy are sent to Guermal. Gabok is the keeper of all Duergar knowledge. LN *domains: knowledge, war, death, earth*

Grella-Kor, queen mother of the Duergar, wife of Haddrakal, sister of Melada, mother of the Duergar race. Grella protects the hearth, and blesses the people with fertility. Those that are unfit to survive are denied the blessings of Grella and left to die. LE *domains: healing, evil, luck, protection*

Magical Items, Relics, and Artifacts

During the course of this campaign, many unique and interesting items have been introduced into the game world.

I have documented these items for reference. These items should be introduced sparingly and used with great caution.

The items creator will be noted if known.

The first section is one of my personal favorites and is titled “ Clothing for the magick lover “

All the items are the creation of the sorceress/seamstress Xzia Blondbeard. A delightfully creative personae of this game world, many thanks.

Clothing for the Magick Lover

Silk stockings of holding: usually black or red fishnet patterned .acts as a large bag of holding, each stocking. They are always found in pairs.

Bra of holding: acts as a bag of holding, sizes range from small to large, as the bag of holding.

Evening gown of protection: found in various colors and styles. Acts as a cloak of protection. See cloak of protection for pluses.

Riding pants of the gentleman equestrian: grant the wearer skill in ride 4 ranks

Slippers of restful sleep: white plush magical slippers that will give the benefits of a full nights sleep with only half the required time.

Scarf of flying: a scarlet scarf that will allow the wearer to fly as the wizard spell at 10th level ability, once per day.

Lingerie of seduction: 10' aura of charm at will twice per day, as the wizard spell charm, at 10th level ability.

Bedclothes of protection: as the cloak. These fine silk bedclothes are always comfortable and will fit any man sized creature perfectly.

Household Magicks

Bachengubers Mug of everlasting ale: this 2 liter mithril silver mug is always full of dark ale and will never spill its contents. Ale will not leave the mug until lips touch its rim.

The screaming door handle of Vladimir Chesky: created by this Slav wizard from the region of Carpathia.

The handle is of polished oak with platinum engravings of praises to the wizard that created it. The handle will recognize the touch of its owner, all others that touch the handle will be hit with a horrendous electrical shock and d4 turns of screaming. The shock delivers d10 + level of the toucher in damage. A save-4 will negate the effects of the spell.

Bed of wellness: This bed was created by the Bishop Dieter Getstaffen of Klausshaffen, Church of Helga. Only four beds are known to exist. The beds allow all that sleep in them to receive triple the normal healing for rest and sleep. If a prayer is cast over the bed by a priest of Helga before sleeping, the beds user will be cured of disease, blindness, and insanity. The bed frame is made from mithril silver, the mattress of fine silk and goose feather down. The bed never soils and will always be warm and comfortable.

Healing salve: this is actually a non magical substance that is found in almost every household. It will heal d4 points of damage per day of rest. It will not heal negative damage or damage from unnatural diseases. Healing salve can be purchased from general goods dealers, herbalists, and local churches and clinics for 10-40 sil. Marcs per dose.

Blackmoon's Ever Faithful Broom of Guarding: This straw broom specializes in guarding the home from pests and rodents. The broom will guard a 100 sq ft area per level of its owner. All size m(or smaller) creatures that enter the area, that have not been designated as freindlies, will be attacked and pursued by the broom. The broom fights as a 10th level fighter, has 100 hitpoints, attacks with a +5 to hit and +10 damage, it does 2pts x owners level in damage, It has all the standard golem immunities plus a mr of 5% per owners level. The broom will crumble to dust when destroyed and deliver 2pts x owners level in hp damage upon destruction. The broom saves with a +5 bonus. There only a few of these brooms in circulation, the brooms are designed for use indoors and may change guard areas only once per year...so they are useless for traveling, but excellent for home defense. Wizards will pay 1000 gold marcs per their level for such brooms.

Misc. Magicks

The clapper torch: The clapper torch was invented by Lord Francis Klenbrenner, A wizard of great power and a knack for creating useful utility orientated magical items. This ingenious torch will never burn out, it may be activated with but two claps from its owner and deactivated with three. The torch makes all items saves at +5 and will burn under water! It radiates 120' of light and cannot be extinguished involuntarily except with a limited wish or wish spell.

Magnesium arrows & crossbow bolts: These magical items were common in the era of the great war, and used by the Kudizi and Cerelians. The heads are made of an ancient alchemical mixture of magnesium and sulphur, with a touch of mithril and other components. Upon striking a living creature with body fluids, the magnesium compound will ignite and burn the victim from inside. A save at -4 will negate further damage (initial damage is d8 + d10). Should the save fail...the victim will suffer an additional d10

damage per round for d4 rounds. No actions at all may be performed during this time. The victim will be prone and writhing in agony as the weapon does its damage from within. Magnesium weapons do not affect elementals, undead, or golems. The weapons rarely have magical bonuses, but are considered +2 to hit when dealing with creatures that are only hit by magical weapons. Creatures larger than 13' receive a +4 bonus to their save, creatures larger than 20' will not be incapacitated from the weapons effects and will take only d6 per round in damage.

Artifacts

The rattle of death: This twisted device was created by the ancient Slav god of pestilence, Pestilius. Only ten are known to exist, and each rattle is as much of a danger to allies of the user as it is to enemies. Each rattle is made of shiny hollow black adamantium and decorated with platinum filled etchings of skulls. Strands of titan hair hold dozens of platinum skull beads that hang from the rattle. The use of the rattle is quite simple. The user must shake the rattle for 4 segments, then all but the user within 400' must save at -1 for every two levels of the user or fall dead(-10hp). Plugging of ears, silence spells, or any spells other than a wish cannot defend against this device. Undead are not affected, nor are extraplanar creatures while on the prime material plane. Each rattle has d4 charges, each use expends a charge, once expended the rattle crumbles to dust and materializes within the lair of Pestilius on the plane of shadows...after 100 years it is sent back to the prime material plane fully charged and in waiting for its next user. If two persons each shake a rattle, they will not be immune to the effects produced by the other.

Elves

Wood elves: a tan skinned, rather tall elvish ethnic group(6'2 for both genders is average). Hair color ranges from red to auburn, eyes are almost always violet or green. They are common in the isles and western Arda. Their territories are vast forests that are divided into kingdoms. Humans are driven away with force and or the assistance of fairies.

Wild elves: a fair skinned, smaller in stature(5'-5'3 for both genders) and more savage than their other elven relations.

Hair color is sandy blonde to brown, eyes are usually brown or green. They inhabit the eastern and central regions of Arda. Their territories are in just about any terrain and their organization is tribal. Wild elves regularly war with orks, humans, and each other for territory. They do not trade with other races. They are savage fighters and notorious for their warlike ways....they will not hesitate to kill captives and raze entire human towns that threaten them.

Ice elves: A light blue skinned branch of elves that inhabit the region of scandara in

northern Arda. They are fair haired and tall (6'-6'5 for males/5'8- 6' for females). Ice elves live in the frozen wastes and tundra...they trade with dwarves and humans occasionally and are the most open of the elven people. Their territories are divided into city states, each city is hidden away in the glaciers and icy wastes of the north...they produce fine jewelry, clothing, and drink.

Grey elves: a light grey skinned branch of the elven race that is of average height and various hair and eye colors. They're found in great mountain cities in central and southern Arda. Their society is closed to outsiders and human sages debate whether they exist at all...

Grey elves have devoted themselves to the suppressing of human development to ensure the survival of the elven race. Grey elves spy on and infiltrate human society with their mighty magicks to corrupt and bring down empires and kingdoms that grow too powerful. Grey elves disguise themselves or send doppelgangers into the courts and guilds of human society...removing powerful magicks, keeping humans in conflict with each other, and perpetuating the myths about elves.

Drow: The drow are ebony skinned and as described in the fiend folio. The drow were driven into the deeps of the world thousands of years before humans ever came to this world. Drow have little contact with humans..most confrontations are violent..Humans are a threat to the surface elves though, and the drow appreciate that. For the most part, the conditions of the underworld keep the drow busy with its denizens and out of the affairs of the surface world...occasional raids on the surface are more frequent in the isles and the western regions of Arda...trade expeditions are more frequent in the south..The drow value surface goods such as wood, leather, and food. The Mecedar and the Sadi are the only human ethnic groups that trade with drow on a regular basis....so hostilities between the groups when they meet is less frequent.

All elves created have the following guidelines for stats:

str- 12+d4
dex- 16 +d8
con- 13+ d4
int-12+d8
wis-15+d4
cha-12+d6

as with other humanoids elves earn 2 exp. Elves are immune to normal diseases, have a 50% resistance to natural poisons(drow have a slightly different resistance), and see at night in ultravision...the drow use infravision. This all in addition to the normal special abilities of elves as stated in the phb and monster manuals.

Elves in this world suffer double damage from fire, and blunt weapons(due to having

hollow bones), they do only suffer 2 damage from falling though. Elves heal slower than humans...sages believe it is due to their long life spans...so their metabolisms are far slower. At any rate elves will heal naturally at half the rate of other races.

Dwarves

Dwarves are divided into the following ethnic groups..

Khalzak: The northern dwarves. They inhabit northern Arda, the isles, and Scandara. They are fair skinned, red or blonde haired, grey eyed, and tall for dwarves(4'5-4'6).

Khalzi are organized into empires composed of city states(kareks) built within great mountain ranges. Each city state is ruled by a King(Kar). Each of the kings has a turn as emperor(Kardak) for 100 years. Dwarves are very democratic, and expect their kings and their emperor to serve the dwarven community...kings are never hereditary and are chosen by elder community members every 200 years by secret ballot.

Khalzi are master miners, craftsmen, and mighty warriors. They are expansionists and are constantly at war with orks, giants, and underworld denizens. They trade regularly with humans and at times have warred with humans over territory. Khalzak of the isles are excellent seafarers, trading with other dwarves as far south as Iberia.

Dervak: A southern branch of the dwarven race. They are tan skinned and black haired, brown or black eyed, and of normal height for dwarves. Dervak inhabit Iberia, Mecedor regions, and the deserts of Sadia. They are organized into grand mountaintop city states, ruled by hereditary kings. The Dervak are isolationists and trade only occasionally with their human neighbors. The Dervak are monolithic builders, creating ziggurats, colossal statues and buildings. Their knowledge of science and engineering is legendary, making use of steam power and optical devices.

Zunagar: A jungle dwarves@ are a brown skinned race that dwells in the jungles of the deep south. Little is known of these dwarves, but local humans say that they are savage fighters and eat their captives. They speak their own dialect of dwarvish called khazzalan.

Deurgar: A grey skinned, deep dwelling race of dwarves, notorious for their evil ways and ancient feud with surface dwarves. Little is known about their society, but sages presume it is divided into empires, kingdoms, and city states that are loosely united. They occasionally war with surface dwarves and are constantly in conflict with the denizens of the underworld....Deurgar hate surface dwarves, but will cooperate when combating common enemies such as drow, goblins, etc...

Other non human races

Gnomes: Gnomes have never been a numerous race. They inhabit the isles, Mecedar regions, and Sadia. They seem to enjoy the company of humans and can be found within human cities as artisans, merchants, and arcane specialists. Gnomes have no known homeland or territories of their own. Gnomes claim that their homeland lies buried in the sands of Sadia...lost during the great war. Gnomes are divided into three ethnic groups, surface gnomes call themselves the Neblin. There are underworld groups of gnomes, but few have been encountered...most human sages dismiss these tales as myth. The first group is known as the svirneblin(deep gnomes). It is said that they live in great cities below the world, mining the darks for gems and precious metals, This branch will occasionally trade with surface gnomes and dwarves. The third and most mysterious branch of the gnomes are known only as dark creepers, encounters with these beings usually results in conflict...surface gnomes claim that they are a branch that was driven into the depths during the great war, and were the cause of the gnomish homelands destruction.

Halflings: "hobbits" inhabit the isles, and western Arda. The only known hobbit territory is the Kingdom of Enengar on the isle of Avalon...Three kingdoms actually, a dwarven kingdom, and two halfling(habit) shires. Hobbits usually have alliances with dwarves(their communities will usually be within or near dwarven territories). They are excellent farmers and woodsmen, providing food goods and Forrest goods for dwarves and occasionally humans. Hobbits have never been known to war with anybody. Strangely enough they have no language of their own, or at least they do not speak it when in the company of outsiders...hobbits usually speak the neighboring human language fluently and dwarvish. There are rumors that hobbies dwell in the jungles far to the south, but such reports have yet to be confirmed.

Generating Ability Scores for Hobbits and Gnomes

Gnomes

str 6+d6
 dex normal
 con 12+d6
 int 11+d8
 wis 12+d6
 cha 10+d8

Hobbits

str 6+d6

dex 12+d8

con 10+d8

int normal

wis 10+d8

cha 10+d8

Thieves guild “ Der Nochtfiends”

headed by the grandmaster thief, Nochtfiend. The guild is the major criminal network in the region. Fences, smugglers, robbers, beggars, prostitutes, and assassins all are members and pay dues to the guild. Dues are negotiated by level and occupation. Fences and smugglers generally pay 2% of monthly income per level, robbers and beggars pay 1% of monthly income per level, 0 level members pay the % only. Assassins pay 10% of their fee received only. Assassins have a lot of power in the guild, the grandmaster is one. The grandmaster has a council of 5 advisors, a master fence, smuggler, robber, beggar, and assassin. The guild meets once a month to collect dues and conduct business.

Guild membership has the following benefits: access to free lawyers, discount on bordello use, discount at guild taverns and inns, discount on river travel. Discounts are usually 50%. Access to illegal weaponry.

Advancement occurs by the traditional thief procedure, murder, bribery, blackmail, etc....council members and the grandmaster positions are only to be challenged during monthly meetings. When thieves reach 10th level they are expected to leave the guild and begin a new guild not within 40 miles of Estburg, or challenge a council member for their position.

The Spiders Thieve's Guild

The spiders operate in Hochst, Faule, and Mistkafer. It is an organization comprised mostly of robbers and beggars. The guild does have an excellent assassins network that is widely used by unscrupulous merchants and rulers, as well as weaker guilds that compete with the very powerful Nochtfiends of Estburg.

The Spiders are based in Faule and are the second most powerful guild in the Estburg league. Guild wars between the spiders and nochtfiends are a regular occurrence, as each battles for dominance of the region. As it stands presently, The spiders and the smaller guilds around them, control the south, While the Nochtfiends control the North.

Guild members are identified by the black wolf spiders tattooed upon their left breast. The overall alignment of the organization is chaotic evil. Sven Der Gren is the rarely

seen master of the guild, and is reputed to be the brother of the infamous Spider...founder and now deceased arch enemy of Nochtfiend. Members advance through bribery, murder and blackmail. The guild has no rules about advancement, basically anything goes. Master Sven rules through terror, the strongest and most wicked control the weaker.

Guild members meet infrequently to do guild business, Sven usually limits this meeting to just himself and a select group of "bosses" that control pieces of the guilds territory. Guild members pay 10% of their earnings to their "boss" in return for their life, and the brother/sisterhood of other members. Guild members also receive access to the fencing network, and a vast network of safehouses when in trouble with the authorities. Fellow members are obligated not to disclose guild secrets to the authorities, give information on fellow members, or to assist other guilds or the authorities in activities that oppose the guild. To do so means death.

Each boss controls a city, town or village. Depending on its size, the boss will have 1-4 of each as lieutenants. Fence, beggar, prostitute, thug(robbers, common thieves) and a smuggler. Each lieutenant controls members of that profession and reports to the boss with collected dues and business activities.

In most cases the boss will fill one of the lieutenant roles to ensure a good take, most bosses are fences or smugglers. Assassins report to Sven directly. They are known throughout the guild as gestapo, ensuring the loyalty of the bosses and members. The assassins are fanatical servants and will go to any lengths to complete their assigned missions or root out traitors.

The Blackmoon Society:

Founded by the Sorcerer/Lawyer, Blackmoon. The society is a secret organization of wizards and alchemists that exchange knowledge and services between members.

Membership requirements: must be a wizard of 3rd level or higher. Must keep societies facilities, membership, and activities secret. 1000 gold marcs, per level, yearly dues.

Membership benefits: 2 cost for magical research when using society facilities. May research up to 3rd level spells. Magical items cannot be researched or produced at society facilities due to a lack of resources.

Access to society library. Contains material for the research of spells up to 5th level. Cost is 100 gold marcs per spell level, per spell researched, per week.

Lab equipment and minor components may be purchased through the society at a reasonable cost.

The Cathedral of Helga/Estburg:

Bishop/Cedric Mauser 10th level cleric
 Abbots/ Leopold, Erick, and Nigel 8th, 7th, and 6th level clerics
 Priests/ 12 ministers (0-3rd level) and 12 nuns (all o-level)
 Holy Order of Helga/ 10 paladins (1st to 3rd level)

each community has a church of Helga and will have 1-3 o-level priests and 1-3 nuns.

Cathedral of Teutonikar/Estburg:

Bishop Ludwig Gephander 10th level cleric
 Abbots Kramer, Edmund, and Harold 8th, 7th, and 6th level clerics
 1-3 ministers 0-3rd level
 Holy Order of Teutonikar/10 paladins (1st to 3rd level)

SUTENLUND EXPANSION PART ONE

The Old Gods of the Kudizi (Koo-deetz-chee)
 these gods are still worshipped in Pohjola

Asmodeus (Amotoc): Father of the first emperor of the mighty empire of Sarn.
 Worshipped until the cataclysm as the primary deity of the Kudizi. LE *domains: law, evil, travel, magic*

Geyron (Gerotan): Devil worshipped as the Kudizi deity of war. LE *domains: war, strength, destruction, fire*

Melikov: Deified hero that was the spawn of Isha the Succubus and Agatov the Terrible (An ancient Kudizi noble). According to myth, Melikov held open the gates to Arda when his people fled from their homeworld. For his noble sacrifice he was deified and worshipped as the protector of the Kudizi. LE *domains: protection, war, luck, strength.*

Tuonia (Tuonetar): goddess of the underworld : Wife of Tuoni, mother of the dead, mistress of ravens, queen of the deadlands. CE *domains: chaos, death, trickery, and travel.*

Tuoni: God of the underworld, father of the dead, warlord of demons, king of vultures. Tuoni is an ally of the abyss and enemy of Asmodeus. CN(E) *domains: death, chaos, trickery, strength, and destruction.*

New Gods of the Slavs, Carpathians, and the levar

Ukko: The wise man of the post apocalyptic world, the law maker, keeper of the covenant. God of the sky and thunder. LG domains: *air, strength, law, good, and knowledge*.

Mielikki: goddess of nature, mistress of the forest, queen of the wilderness. Mielikki is popular among rural people, and prayed to by the majority of Slav farmers. NG domains: *earth, plant and sun*.

Hiisi: god of evil, champion of old Sarn, destroyer of covenants. This god is secretly worshipped by a few cults in Carpathia. Followers are encouraged to practice demonology, sacrifice to demons, and spread evil. CE domains: *chaos, evil, trickery, and destruction*.

Ahto: god of the seas and waters, king of the rain and storms. CG domains: *water, air, luck, travel*.

ESTBURG LEAGUE, WEST

Fussweg: population 10,000
industries: agriculture and lumber
military: 500
constabulary: 100
community alignment: L

Fussweg is ruled by Count Ross Eisman. A young man that takes pride in the efficiency of his rule. The community council is relatively free of corruption, and the citizens of his city are prosperous. The main industry is agriculture, with grain being the most common crop grown. Fusswegs grain is shipped all over the league for making ale and rich breads. The milling of twisted oak is the city's second largest industry, with shipments to as far north as Tobenstrom and as far west as Klausshafen. Peace, order, and prosperity is the motto of the city.

Perron Rauchen: population 8,000
industries: livestock, leather goods, and paper
military: 400
constabulary: NA
community alignment: LE

Perron rauchen is a fortified town under the jurisdiction of Count Kramer Kalusman Ludwig. Perron Rauchen defines the border between the Perronburg Alliance and the Estburg League. The town is heavily fortified and patrolled by the military. Common law is administered to the letter. The church of Teutonikar has a strong presence in the town, making life rather uncomfortable for Slavs. Weapon permits are required to enter the city, usually at 1 silver marc per weapon, Slavs are not permitted to carry weapons in the town, and 1/2 orcs will be turned away.

Kalusberg: population: 15,000
 industries: mining
 military: 500
 constabulary: 500
 community alignment: LE

Kalusberg is a mountainside city built by the regions finest engineers in 1356. The city has sturdy fortifications, paved streets, it is terraced, and contains an elaborate lift system to ease travel between the terraced sections of the city. Penalties for crimes are severe, and few dare to provoke the often brutal constabulary. The reason for the heavy hand is the cities reason for being....gold, and lots of it. 50% of the gold coins minted in Estburg originated from the mines here. The city is officially ruled by Count Kramer Kalusman, and is the place of his residence. The community councils within his county, and in this city in particular, are little more than corrupt puppet councils. The citizenry is heavily taxed, and Slavs find it difficult to live under such rule, prompting occasional uprisings that are brutally suppressed.

Sarnhafen: population: 25,000
 industries: fishing, agriculture, and livestock
 military: 1500
 constabulary: 500
 community alignment: CG

Sarnhafen is the last majority Slav community west of the Estony river, it was conquered and governed until 1454, when the Slavs rebelled and drove out the Ludwig family. The incident nearly caused a civil war when the newly formed council of seven granted the community the right to govern itself. The ludwigs were enraged, but were appeased with the offer of a seat on the council. The city is called Sarnica by the locals, and is reestablishing temples to Slavic gods. The Ludwigs harass the citizens with high road tolls, privateer bandits, and other annoyances.

Sarnica is ruled by a council of elders, and have adopted a modified commonlaw with courts and magistrates. Sutens that visit the city will be treated fairly, and expected to behave themselves. The community is not officially represented in Estburg, but the Church of Helga has declared the city a protectorate. The Slavs appreciate the protection of Helga, but with good reason, they distrust Sutens resolve. Should the

Ludwigs attempt to retake their former city, will Suten fight each other to ensure the freedom of Slavs? The Slavs think not, and maintained a highly trained army. The cities location, being near many ancient Kudizi ruins, makes it a favorite base for explorers and adventurers.

THE PERRONBURG LEAGUE

The league is a collection of autonomous cities and towns, ruled in the west by wealthy merchants and in the southeast by one powerful noble family, the Ludwigs. Perronburg is the center, both politically and economically. Each of the western communities has a representative in Perronburg's grand council (*which settles disputes, discusses foreign affairs, and trade issues.*), while one Ludwig Baron represents the Ludwig domain (*effectively an independant Barony that is half heartedly a member of the league.*). The people of the western part of the league are mostly Suten commoners from the far west of the empire, being free spirited and prone to squabbling. The Ludwig portion of the league is Fuedal in nature, composed of conquered Slavs and a Suten Upper class. Dissent is crushed brutally.

The Western city states of the league despise the tyranical Ludwigs, but are too bogged down with their petty disputes to do anything about them.

The region is primarily agrarian, with only four major cities. The road system is poor, and most communities are sperated by miles of untamed wilderness. All communities are fortified and suspicious of strangers.

Perronburg: population: 50,000
industries: metalworking, lumber, agriculture, and overland trade
military: 3,000
constabulary: 1,000
community alignment: L

Founded in 1322 by Harold Perron III, Perronburg is a heavily fortified city that sets upon a hill that overlooks the Perron river. From Perronburg, river boats travel into the heartland of the empire. Harold Perron VII, a wealthy merchant/aristocrat rules the city efficiently. Perronburg is famous for it's ale, and liquor which is in great demand throughout the empire. Perronburg is also the largest miller of twisted oak in the region. Visitors can expect a proffesional constabulary, clean streets, and above average inns and taverns.

Urinstadt: population: 10,000
industries: agriculture, livestock, and lumber.
military: 200

constabulary: 100
community alignment: CG

A small, fortified town that is governed by a very popular Mayer by the name of Glen Vontobenman. Urinstadt is a quite agrarian community that enjoys peace and prosperity. Das Wagon maintains a large coachhouse and several Inns in the town, making Urinstadt a regular stop for travellers.

Ludwigberg: population: 20,000
industries: agriculture, livestock, lumber
military: 2,000
constabulary: NA
community alignment: LE

A heavily fortified, gloomy city that sits upon a hill that overlooks hundreds of plantations, orchards, and ranches. Baron Gerhardt Ludwig rules his fuedal barony from his castle in the center of the city. The majority of the rural commoners are Slav peasants that toil in the fields for Suten lords. The city is reserved for middle and upper class Suten. The church of Teutonikar has great influence in the city and throughout the Ludwig Barony, ensuring the piety of the Suten populace and the continued pacification of the Slavs. Inquisitions are common, as demonic and hellish influences are rooted out for the good of the people. Those that practice the arcane arts, are of 1/2 ork blood, or preachers of Slavic faith are potential targets of inquisitors.

Anden: population: 15,000
industries: rivertrade and metal working
military: 500
constabulary: 150
community alignment: NE

Anden is a gritty, fortified city that is surrounded by small farms and ranches. Mined ore from the Midden Alps flows into the city to be smelted and then shipped down river to Perronburg. A committee of corrupt, wealthy merchants rules the city. Violence is commonplace, and the constabulary is notorious for turning a blind eye for a bribe.

THE SUTEN PEOPLE

The Suten people have diversified over the centuries, and have formed into three distinct subgroups. The purpose of this section is to add a little more depth to PC's and NPC's for the Sutenlund campaign.

Central Sutens (Middenlanders): Central Sutens consider themselves the culture bearers of the Suten people. It is from this core group that the other subgroups sprang from. Central Sutens are considered snobbish and intolerant by the other subgroups. The majority of middenlanders choose the path of Teutonikar over Helga, are very orderly, and traditional (believing that the Suten culture must be preserved and kept free of "barbaric" influences). Women are encouraged to stay home and fulfill their duty to raise future generations for the fatherland. families are usually large (4-8 children per family is the norm) All emperors come from middenlander bloodlines, as do all high priests of Teutonikar. Middenlander dialects are very formal and proper.

Northern Sutens (Norlanders): Northern Sutens are close kin to the Sutarl, and maintain strong family ties with their Scandar dwelling relatives. Norlanders are a bit taller, lighter haired, and politically fractious. Their society is still somewhat clan orientated, but to a lesser degree than their northern kin. families are modest (2-6 children per family is the average). Norlanders value freedom and independence from central authority. Their territory is comprised of city states, petty merchant kingdoms, and merchant republics. They are master seafarers, trading as far as mooria and Sadia! This sea trade has made their region one of the wealthiest in all of northern Arda. Norlander dialects are curt, saturated with vulgar slang, and fast paced. Teutonikar is the prime patron deity, but many still accept the " old gods" as patrons. Norlanders are not a pious people, and devote little time to religious activities.

Western Sutens (Westlanders): The westlanders are the empire's source of change and popular culture. Westlanders consider themselves enlightened, liberal, and more advanced than their kinfolk in other regions. In the 12 and 1300's the people of this region drove out the established nobility, and after a bloody civil war with the empire, they won the right of commonwealth status. The western commonwealth is divided into three republics, that have representation in the imperial council, and are bound by the commonlaw to defend the empire against foreign invasion. The commonwealth may engage in its own foreign policy, does not have to send tax revenues to the empire, and cannot have its internal policies overturned by the imperial council. Westlanders are a bit shorter, stockier, and darker than their fellow Sutens. Many are bilingual (speaking Brettonian and Suten) and marry within Brettonian families. Their dialect is slow paced, smooth, and mixed with brettonian words. The Church of Helga is the dominant religious institution.

Eastern, Border, and Southern Sutens (Ostlanders/Auslanders/ Grenzlanders): The last Suten group to be mentioned is this one. A fusion of westlander and norlander people, Ostlanders are the bastard children of the empire. The majority of the populace descends from fugitives, misfits, landless nobility, and heretics. The physical features of the Ostlanders is varied, as are the customs and societies within their region. Immigrants from all over the empire pour into the Ostlanders domain, creating the most diverse society in northern Arda. Although few will admit it, Ostlanders are the most tolerant of Suten groups. In the east, Slavic stubbornness and tenacity has fused with Suten conservatism and ingenuity. In the south, Gaulic language and customs, as well as holidays have been incorporated into the culture, as well as mixed bloodlines (gaulic

women are greatly desired and sought as wives). The Church of Helga is the most popular religious institution, with Slavic and Gaulic deities slowly emerging from centuries of prohibition within Suten society as an alternative. Teutonikar is worshipped in areas that were settled by middenlanders, and are opposed to integration with non Sutens.

Glossary of Local Slang and Common Phrases

Fritz: Suten (Slav)

Ivan: Slav (Suten)

Ice chewer: Sutarl or northerner (Suten)

Kafer: ork, 1/2 ork, and orog (Suten, Sutarl, and Slav)

Softskull: human (ork, 1/2 ork, orog)

Round head: human (dwarf)

Flat head: dwarf (Suten and Slav)

Grenzlunder: Eastern border Sutens (Suten)

Froschsutens: Western Sutens (Suten)

Hossfiend: giant (Suten and Sutarl)

Mother and Father be with you: fare well, safe journey (Suten)

Gutenschritt: good walk, safe journey, fare well (Sutarl)

You smell of elves and flowers: orkish insult to another ork, considered highly insulting.

Mmm: hello, greetings (dwarf)

Basic Dwarven Words

warrior: fak

enemy: grekket

brave: bo

from: rumka

mighty: dwak

great: dar

axe: bunkkar

beard: bietek

speak: yak

no: neh

yes: yenal

hack: rukcara

stone: karn

dwarf: dargol

goblin: gok

thankyou: dunk

goodbye: geknol

evil: duer

woman: thatas (no beard)

man: bhatas (bearded)

city: karek

