

ZOBECK

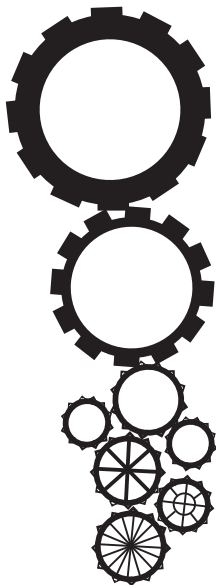
GAZETTEER

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AN INTRODUCTION TO THE FREE CITY

BY

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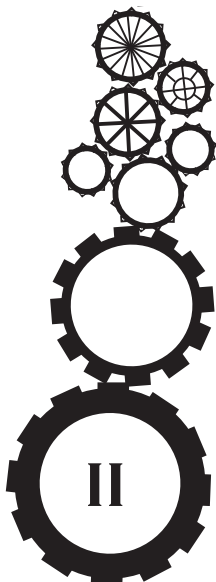
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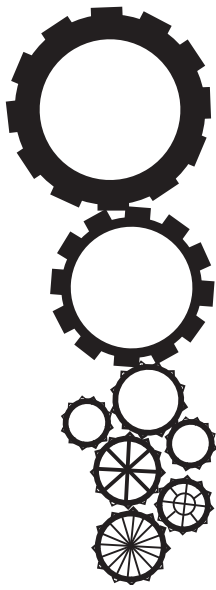
Dedication

Thank you to everyone who has contributed above and beyond to the Free City of Zobeck, especially Bill Collins, Ben McFarland, Joshua Stevens, and Stephen Wark.

In addition, many heartfelt thanks to the patrons of this project in particular. After several detours to the shadows, the depths of the earth, and the sands of Araby, I wasn't sure exactly when this project might be commissioned, and I've very grateful to everyone who supported it:

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Designer's Note

I created Zobeck out of frustration with the state of fantasy. I wrote it because – much as I love Arthurian, Tolkienesque, Norse-and-Celtic-tinged Western fantasy – some styles of fantasy and entire sections of the map have been ignored by D&D gaming for much too long.

I'm talking about the mythos and legends of Eastern and Central Europe, things that have always been hinted at around the edges of the D&D cosmology and canon, but which are not exactly central. Sure, you can find a clay golem, vampires, and kobolds in the core monster books – all derived from Eastern European sources. If you look a little harder, you can find the rusalka, the vodyanoi, or a Baba Yaga reference. Good luck finding anything related to the Lorelei, or the gods of the East, or the winged Hussars of Poland or the rampaging Tartars.

The myths of Germany and the East are the legends in my blood and my family; I come from a Polish and German background, and so those stories have always had a special place for me. Most people know the Brothers Grimm, but there's much more to it, of course, and it seemed like a mine of inspiration that no one had touched.

I didn't want to build a slavishly faithful recreation of real European tradition, but it seemed obvious to me when creating Zobeck that the legends I'm talking about were both extremely accessible to an American and Anglophone audience, and largely ignored. So, what the hell? The Iron Curtain fell 20 years ago. It's time to reclaim the dark legends of the East, of a trade city on a large river, of the dark forests and the wild creatures that sweep across the plains like Mongol hordes, of the learned men of the academy who build monsters and powerful clocks.

This is my Teutonic dream of that place and that feeling, a fantasy of lands where druids are unknown but the centaurs raid along the hills, where dwarves come down from the mountains to fight as mercenaries for small principalities and city-states, and where a vampire prince rules not far from a city on the riverbanks.

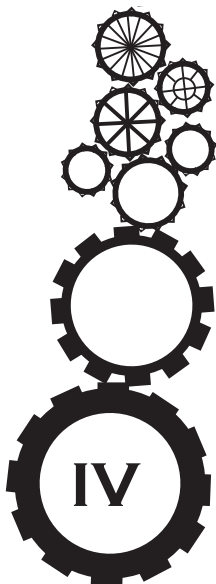
Best of all, the creation that started two years ago has become a shared world, with influence from Nicolas Logue, Joshua Stevens, Ben McFarland, and so many others I can't name them all here.

And now it's your turn to share the world, and make it your own. It's a friendly place, though full of strivers, pickpockets, tinkers, and dreamers; do with it what you will.

Welcome to a crowded city full of kobolds and adventure. Welcome to Zobeck!

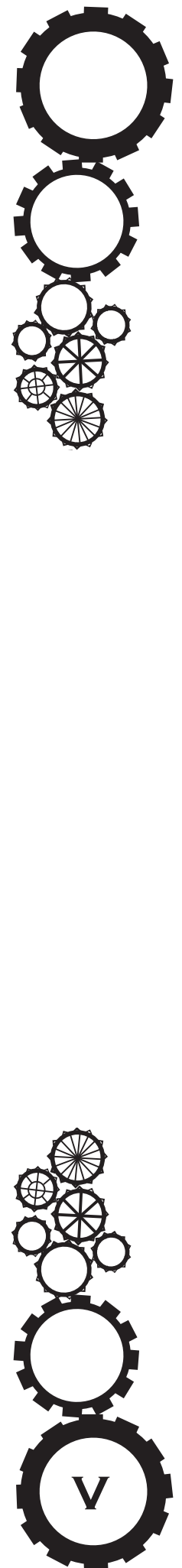
Wolfgang Baur

November 17, 2008



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The Free City of ZOBECK

North and East to Morgau & Dvresh
—SCM—

South



East to Reth-Sial & Harkasa

- College District**
- 38. Arcane Collegium
- 39. The Hedgehog tavern
- 40. The Vigilant Scribes
- 41. Temple of Celestial Dawn
- 42. Fellowship of the Arcane Collegium
- 43. Chartered Brotherhood of Alchemists
- 44. Arcane Square
- Kobold Ghetto**
- 45. King of Kings' Palace
- 46. Royal Workshops
- 47. Kobold Deck
- 48. University Entrance
- Citadel District**
- 49. The Citadel
- 50. Griffin Rider Barracks
- 51. Western Barbican
- 52. King's Head tavern
- 53. The White Rose tavern
- Pastures**
- 54. Shrine of Habertus
- Merchant District**
- 1. Ancient Order of Jewelers
- 2. Cooper's Union
- 3. Order of Arms and Armory
- 4. Six Lanterns Playhouse
- Upper Zobeck**
- 5. The Great Stone Clock tower
- 6. City Archives
- 7. Civic Courthouse
- 8. Council Hall
- 9. Redcock Bailey
- 10. The Seven Bells Tavern
- Lower Zobeck**
- 11. The Wheatbush tavern
- 12. Moon's Grace Temple
- 13. Red Queen Gambling Hall
- 14. Shrine of St. Charon
- 15. Spyglass and Cartographer's Guild
- 16. Miner's Brotherhood
- 17. Ragpicker's Guild
- Dock District**
- 18. Blackened Fish tavern
- 19. Greyhawk Warehouse
- 20. The Dancing Bear
- 21. The Moon and Owl tavern
- 22. Altar of the Lorelei
- 23. The Bargeman's Fellowship
- 24. Shipwrights and Chandler's Guild
- 25. Stevedore's Brotherhood
- Greenmarket**
- 26. South to Smolten Hill & Vineyard Roads
- Wacht Barracks**

West to the Ironwings

North and West to Dampemark, Courtlandia, and Froblheim