

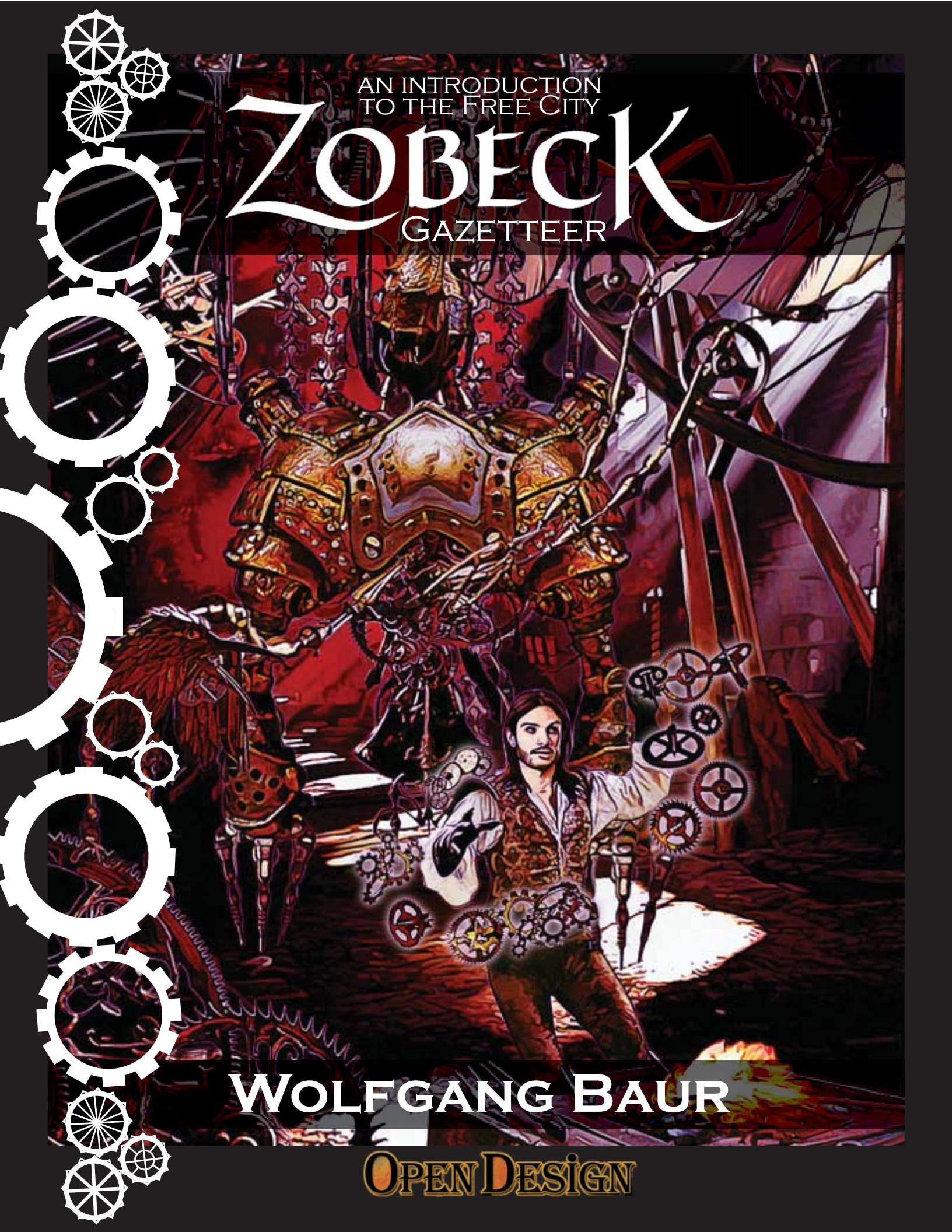
AN INTRODUCTION
TO THE FREE CITY

ZOBECK

GAZETTEER

WOLFGANG BAUR

OPEN DESIGN



Contents

1. THE FREE CITY OF ZOBECK	1	2. CLOCKWORKS & MAGIC	25
A Short Primer on Ruling the Free City	1	OF ZOBECK	
Notable Figures	3	The Gearforged	26
Inns, Taverns, and Alehouses	3	Clockwork Devices	26
The Kobold Ghetto	5	Clockwork Device Skills	26
The Upper Gate, Lower Gate, and Water Gate	5	Nine Primary Devices	27
Ghetto Authority	6	Clockwork Creatures	28
Street Traps	6	Clockwork Scullion	28
Kobold Professions	7	Clockwork Watchman	29
The Dock and Ferry	8	Golem, Steam	30
The Undercity	8	Weaving Spider	31
The King's Square	9	Witchlight	32
Greater and Lesser Kings	9	Magic of Zobeck	33
The Workshops	10	School of Clockwork Magic	33
Districts and Locations	11	Gear Domain	34
Crown Square and Upper Zobeck	11	Spells	34
The Citadel	11	OPEN GAME LICENSE	41
The Collegium District	12		
Lower Zobeck (Ashmill)	13		
The Gear District	13		
Vineyard District	14		
The Pastures	14		
The Cartways	15		
The Docks	16		
Just Outside the City	16		
Guilds and Masters	17		
Apprentices and Masters	17		
Seven Guilds and Their Power	17		
Gods of Zobeck	20		
Lada, the Golden	21		
Marena, the Red	21		
Perun, of Lightning	21		
Porevit and Yarila, the Green	22		
Rava, of Gears	22		
Volund, of Fire	22		
Saints and Lesser Gods	23		



The Free City of Zobeck

A city's people are its foundation and its soul. The city of Zobeck houses a more industrious group of citizens than most, all of them free to trade, bargain, gather, and even scheme to make themselves rich, or to grow powerful, or to grow wise. As one of the very few Free Cities in the land, it answers to no king and no lord. Instead, its Praetorian Council rules from secret chambers, its town watch is both human and gearforged, and its people know what makes a life worthwhile: freedom, trade, and the blessings of the Gear Goddess, the city's patron.

The city ticks and tocks, and its people keep a steady rhythm of mercantile life going. Trade flows up and down the River Argent, and out the Dwarven Gate to the Ironcrag, north through the Margreve, and south to Harkesh and Siwal and the distant cities of spice and silk.

Underneath all that hard work and pragmatism lies a darker city: a place built on kobolds enslaved in silver mines; a place once ruled by a harsh autocratic family that trafficked with devils; a place corrupted by pacts of blood, by temptations of the flesh and the raw power of untrammelled greed to blacken men's hearts. The people of Zobeck want power, their lusts drive them, and they bargain with anyone who can provide what they want: Kariv gypsy fortunetellers, strange cults, harsh gods, and schemers. The people's hungers draw devils like crows to a corpse.

Yet the city prospers. Its PCs avert disaster again and again. And somehow, Zobeck's heart keeps ticking, overseen by the goddess that gave it life.

A SHORT PRIMER ON RULING THE FREE CITY

The Free City of Zobeck is one of the few places that does not answer to a feudal lord. The Revolt almost 80 years ago led to the death or exile of the former ruling family of House Stross and the imprisonment and impoverishment of many of its followers and sycophants. The aristocracy raged against the revolt, but neighboring nations found the idea of an independent Zobeck very useful and supported the small city-state. An unspoken agreement made it plain that so long as Zobeck remains neutral in the affairs of its neighbors and "betters," they would allow it to live on sufferance.

This was their great mistake. In a few years, the merchants, the arcanists, and the followers of Rava the Gear Goddess built their sleepy backwater into a trading power with mercantile clout far beyond its borders. Its rulers are elected for life, but they can be deposed for incompetence, for treachery or diabolism, or they might be granted a largely ceremonial office as a sinecure and reward for a life of service to the city.

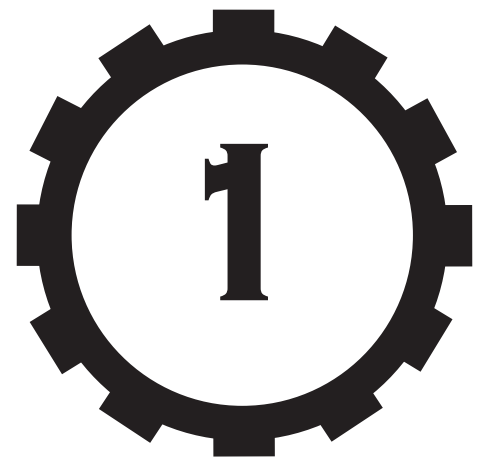
The political class falls into four main groups.

LORD MAYOR

The chief of the Council House is chosen by his peers for a 10-year term, and most often rules for life. His primary duties are the administration of justice and the establishment and provisioning of the army. All judges are appointed by the Lord Mayor, and all knight-commanders of the Citadel and the militant orders must answer to him.

The only exceptions are the paladins of the Order of the Undying Sun, who predate the city's independence and agreed to serve it only on condition that their commander not answer to anyone "not of noble blood." In practice, they are independent.

ZOBECK GAZETTEER



SMALL CITY

POPULATION

12,800

RACES

90% HUMAN

7% KOBOLD

3% DWARF

