

# Alshon Region Campaign Guide



An adventure background area for characters level 1-4 in the *Dimgaard Campaign Setting*.

# Alshon

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# Alshon Alshon Map



## Alshon

### Player Summary

- Schmitford (Count) and Leischport (Earldom) are the two primary regional rivals. They historically have varied between comfortable trading partners to rivals on the brink of war, but have never actually gone to war depending on the inclination of their respective rulers over the generations. Currently, they have a noticeable animosity mainly centered over Leischport's taxes on downstream trade traffic.
- As in almost every part of Dimgaard, while dwarves and halflings are able to interact with humanity is limited, usually commercial ways, every other non-human race suffers severe bigotry and members of those races move through the human communities only to the extent that their ability to disguise themselves as humans allow. Gnomes and elves are known to form their own xenophobic communities hidden from human interference (and the Inquisition, in particular). Other races occasionally found hidden communities, but generally live in disguise in human communities.
- Schmitford is the home of the primary temple to the OTF, and the Inquisition. Every community has a temple or shrine to the OTF with a local vicar/friar type person who administers to the specific needs of their community.
- While there are a very, very few who actually have a positive opinion of the Inquisition (the Count of Schmitford being one), the vast majority of the populous' opinion of the Inquisition falls on the range from necessary nuisance to oppressive zealots.
- Stiglehold and Karl Abbey are lesser fiefs that remain independent by playing Schmitford and Leischport against one another.
- Leischport has small but active halfling and dwarven communities that live comfortably as craftspeople. Every other community is nearly 100% human.
- The Principality of Alshon stretches east along the Alshon River and the Duchy of Trussia spreads to the north west. Generally, there are areas of population where some sort resource lends itself to exploitation (like the Alshon River here) with large swaths of uninhabited areas.
- To the northeast is a dwarven area centered on the dwarven town of Minquest (about 3,000 people).
- The Farwood is a dense, wholly hostile jungle that forms a barrier to the south. It is generally populated by beast, monsters, and humanoids. Occasionally (once ever couple months) something will venture from the Farwood that threatens the settlements of Alshon. Mardleton and Neilsport were established as barrier fiefs to deal with incursions from the Farwood.

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### Overview

The Alshon region is an area roughly 8 miles by 10 miles, named after the Alshon River that cuts through it. It is on the frontier of civilized territories. The Farwood forms the entire southern boundary; it is a jungle inhabited by barbarous humanoids, bloodthirsty beast, and elves. It is not uncommon for bands of marauders to come raiding or monsters to come rampaging from the Farwood. Gaspon and Neilsfort stand as bulwarks against this activity.

There is also a rather large forest called the Berrywood in the NW part of the area. There is a significant, smaller forest called The Oaks as well. There is a hilly area called The Mounds. The river is a significant barrier, but is shallow and easily crossed at various places which shift depending on the season and erosion patterns. In general it is a DC15 Survival check to find a fordable point within an hour.

There are four feudal entities in the region.

- Schmitford, ruled by Count Laundis, is the center of the County of Schmit; Talgia, Gaspon and Tallywood are vassal fiefs of Schmit.
- Leischport, ruled by Earl Damos, is the center for the Earldom of Leisch; Mardleton and Neilsfort are vassal fiefs of Leisch.
- Stiglehold is the independent fief of Sir Stigle.
- Karl Abbey is a monastic fief headed by Abbot Tam.
- Elin Barad: not mapped is the hidden elven commune about a mile inside the Farwood.

Leisch is a vassal of Prince Oltma, whose territories (the Principality of Alshon) spread west along the Alshon river. It has a solid core of martial types hardened by their repeated exposure to threats from the Farwood. It's seat is Alshon Landing, a town of about 5,000 about 50 miles downriver from Leischport.

Schmit is a vassal of Duke Valkin, whose territories (the Duchy of Trussia) extend north up the Alshon. It is not far from the frontier of Farwood, but far enough to establish agriculture and trade. It is a frontier duchy. It's trade is constrained by the fact that it is upstream from Leischport and subject to tariffs and fees imposed on river trade through the Principality of Alshon. It has tried to establish overland routes for its goods, but this is even more prohibitive than using the river.

### Summary of Communities

Community	Pop.	Leader	Vassal to	Economy base
Elin Barad	634	Kaliel; elf (high)	-----	Communal hunter/gather
Gaspon	85	Sir Keeland	Schmit	Farming, Fishing, Livestock
Karl Abby	160	Abbot Tam	----	Farming, Livestock, Fishing, Trade Goods, Monastic Services
Leischport	2,235	Earl Damos	Alshon	Trading, Managerial Services
Mardleton	93	Lord Tinde	Leisch	Farming, Livestock; subsidized by other fiefs as barrier to Farwood
Neilsfort	98	Lord Neils	Leisch	Farming, Livestock; subsidized by other fiefs as barrier to Farwood
Schmitford	2,176	Count Laundis	Trussia	Trading, Managerial Services
Stiglehold	984	Sir Stigle III	---	Fishing, Hunting, Farming, Harvesting, Livestock
Talgia	103	Sir Macon	Schmit	Fishing, Farming
Tallywood	172	Sir Hambis	Schmit	Harvesting, Farming

## Alshon

### Politics

Leishport and Schmitford dominate the politics of the region. They are clear rivals. Each has established smaller vassal fiefs. At times over the past few generations, the two states have gone to the brink of war. Each time peace has been negotiated by third parties - lieges of the states, respected members of the clergy, influential guild masters, etc. The tension between the two keeps the region on edge.

It is believed by both Stiglehold and Karl Abbey that both the larger fiefs would love to bring them under its fealty and gain a decisive edge in the struggle. This is true.

The situation forces every fief to stay at a high level of defensiveness.

A side effect is that, when the various threats from the Farwood emerge, the communities are protected.

**Schmitford** is a top down, autocratic fiefdom. Count Laundis's word is law within Schmitford and among his vassal fiefs. He is a dedicated observant of the OTF and the Inquisition cell is headquartered in Schmitford. Schmitford is the oldest settlement in the region - founded in 221 BS, and there is a lot of pride in that. Schmitford is one of the stronger vassals of Duke Valkin and commands a lot of respect from the Duke (whose capital is Mooresgate (a large town of about 6,000 residents about 50 miles to the NW)).

**Leischport** is a much younger fiefdom than Schmitford. It was founded about 300 years ago (761 AS) by Thad Leisch. The first thing Thad did was build a port for handling river traffic. At first this was welcomed by Schmitford as it greatly increased trade, and at that time Schmitford was the only economy producing finished goods. But Leischport grew over the generations. It developed an economy of its own, and was generally more cosmopolitan than Schmitford. It began to charge taxes on traffic using its port or passing through its waters. This brought on the first near war. If Schmitford had struck quickly and decisively, it could almost certainly have defeated Leischport at the time. However, Leischport successfully delayed a war through negotiations and arrived at an agreement with the regionally powerful Prince Anshar, Prince of Alshon. Leischport became a vassal state of the Principality of Alshon, which began to realize it could conquer Schmitford, too. This forced Schmitford to seek the protection of the Duchy of Trussia, Alshon's main regional rival. Thus it became a vassal state of Trussia.

Further, Leischport has an active thieves guild. The guildmaster is named Selius. Selius operates as a nominal vassal of Earl Damos. Selius is charged with policing the city, and making sure that only the right people are victims of crime. This frees up the Earl's men for duties outside the city proper. In exchange, Damos indulges Selius's schemes as long as they aren't too extreme. The thieves' guild also has a 3rd level arcane caster in its protection (from the Inquisition); Selius plans to eventually use the caster to begin producing some magic items, which would be very frowned upon by the Inquisition.

Leischport has populations of dwarves and halflings who operate as craftspeople.

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**The Inquisition** is headquartered in Schmitford, and nominally favors them in dealing mainly because of the disruption relocation to a different patron would entail. This cell of the Inquisition has about thirty members of the order active at any given time. The "theologians" are charged with examining suspects and determining if they are practitioners of dark arts and a threat to the Church; about a half dozen theologians will be active and is currently lead by Monsignor Lesus Cadelli. A similar number of "agents" are active (currently lead by Vicar Alonzo Demni); they are charged with maintains and intelligence network throughout the region capable of identifying potential threats to the Church. The rest (about 2/3 of the total order) are "marshals" (currently lead by Sergeant Arjent) charged with bringing in those identified by the agents so the theologians can examine them.

**Stiglehold** and **Karl Abbey** are independent freeholds. Neither has a particular allegiance to either primary state. They each negotiate a delicate balance playing the two houses off each other to maintain their independence.

**Elin Barad** (an elven village) are well hidden and want nothing to do with the affairs of men.

## Economics

Any non-magical, non-poison item from the PH is available for starting adventurers at the PH listed prices. After adventuring begins PCs may attempt to locate the following items by explaining how they are attempting to locate the item and then making the appropriate skill check (probably Charisma, but creative players may have a strategy that lends itself to a different type check).

Automatic	Any non-magic, non-poison item under 30 gp.
DC10	Any non-magic, non-poison item 30-80 gp
DC15	Any non-magic, non-poison item 80+ to less than 200 gp
DC15+	Any non-magic, non-poison item 15+1/200 gp
DC20	<i>Potion of healing</i> , empty spellbook, or basic poison

## The Inquisition

Per the *Dimgaard Campaign Guide* each week of adventuring and/or the end of an adventure could result in an Inquisition encounter resulting in the PC(s) being detained by the Inquisition.

As this region is a starting area for PCs, it is also a starting area for members of the Inquisition. All the members here except heads of the three sections (Lesus, Arjent, and Alonzo) are very transitive. They will only spend a few months in the region to test their capabilities before moving on to a different assignment or being forced out of the Order as unworthy altogether. The section heads are expected to spend several years here, but eventually even they expect to be relocated to a higher posting at some point.

The Inquisition cell in Schmitford employs a structure common to many Inquisition cells. At any given time various members may be called away from Schmitford by higher ups in the order to serve in a different region. So at any given time there will be 4-6 "theologians", who are the

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ones responsible for actually examining suspects to determine if they are threats to the OTF. There are another 4-6 "agents" (headed by Brother Lucia) who are responsible for gathering current information in the region about what possible threats may exist. Finally, there are 15-20 "marshals" tasked with bringing in possible threats identified by the agents to be examined by the theologians.

Here is a set of NPCs who would intercede with the Inquisition on a PC's behalf if the PC has acquired his favor per the listing. Each gives a PC with his favor a +4 on checks to be released by the Inquisition

	Name	Location	Title	Requirement
1	Martew	Talgia	Sene-schal	Agree to act as an emissary for Talgia. When requested (appx. one day per week) the PC would perform various tasks for Talgia to other fiefs - delivering messages, acting as part of diplomatic entourage, representing Talgia at neighboring official ceremonies, etc.
2	Talmot	Gaspon	Priest	When asked, provide spellcasting for Talmot.
3	Bart	Leischport	Port-master	When called upon provide security for river shipments from Leischport.
4	Natron	Schmitford	NONE	Act as informant and agent for Leischport. Insinuate yourself into the neighboring fiefdoms, and report any interesting information to Natron weekly. May be called upon to perform additional actions for Leischport.

### Notable Points

Each of these points is a DC15 check to discover. And success in the check reveals either one random point, or a point of the DM's choice. The type of ability check depends on the PC's strategy for discovering the point. For example, asking around to uncover rumors is a Charisma check, and trying to find hidden facts by analyzing clues is an Investigation check. The DM should listen to the strategy a player is employing and decide what type of check to require. Additionally, if a player that has a strategy that sounds particularly optimal, the DM can lower the DC from 15 (medium), but if the strategy seems less than optimal, the DM can raise the DC or simply declare that the strategy has no chance of revealing a point.

1. There is an inordinate amount of goblin activity on the edge of the Farwood. It appears that something is up with Horned Skull goblins.
2. Father Jarod, with the Stiglehold temple, will use his abilities to bolster those about to engage in dangerous activities in return for a donation to the temple. (He has the Inspirational Leader feat and can grant 6 temporary hps.) Each recipient is expected to contribute according to his



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means, and if Father Jarod (Perceptions +4) perceives he is being slighted he won't perform the service again for the PC.

3. Fryar Tamline of Berrywood runs a *ceremony* for the peasants there that gives each a +2 to an ability check during the next 24 hours. A PC might insinuate herself into the service by convincing Fryar Tamline in some way.

4. An unfamiliar halfling trader tried to sell a strange looking battle axe at markets in both Schmitford and Leischport, but was unsuccessful, and after a couple days, disappeared from the region.

5. There is an active thieves' guild in Leischport.

6. There is a black market in Leischport where poison could be purchased or traded for.

7. (At the DM's discretion) Dalgon, the stablemaster at Stiglehold has some latitude on loaning out guard dogs. If the PCs will retrieve a shipment of goods from Leischport, he will loan the PCs a mastiff of superior quality (8 hp) for "a few weeks". If the animal is killed or otherwise lost the PCs will be obligated to pay 30gp to Dalgon in compensation.

8. (At the DM's discretion) There is an adventurer, Kelmas, looking for a party to join in Leischport. Undisclosed to the PCs, this is actually a **bandit** affiliated with the Leischport thieves' guild. He will accompany the party and aid them as able including fighting by their side. However, he will not sacrifice himself for any PC. His charge is to keep an eye on the PCs, size up their capabilities, consider ways the thieves' guild can use the PCs, and report back to Selius regularly. He will stay with the PCs only until they are a strong enough party to adventure without aid.

## Notable NPCs

Presented here are several notable NPCs in the region. If the DM needs additional roleplaying information, the *DMG* has tables to add traits to the NPCs.

**Alonzo Demni** (vicar for the Inquisition) is the head of the intelligence section of the Inquisition. He is a gatherer of information, not a disseminator of information. Information is the currency of his profession and he does not let it go lightly. He is always on the lookout for potential agents. He tries to have solid sources of information within every organization in the region. The Monsignor would like for him to share all his information with him, but Alonzo does not. When he identifies something as a legitimate threat to the Faith, he reports it, but there are a lot of low-level activities (like the Leischport thieves guild) that he is aware of that he keeps to himself.

**Arjent** (sergeant for the Inquisition) is a dedicated, LG member of the Inquisition. When an Inquisition encounter occurs, he is the likely leader of the party. He is dedicated to the cause of the Inquisition, but he is not merciless. He has a strong ethical core that he will not compromise, but he will aid those in need.

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**Count Landis** (ruler of Schmitford) is a dedicated follower of the OTF and is proud have the Inquisition for the region headquartered in his town. He inherited a strong county, and he has managed it capably for the past 17 years. He is always looking for capable additions to his staff. He is active in the day-to-day running of every aspect of the County as chief diplomat, chief of the military, chief economics decision maker, and final judicial figure.

**Dalgon** (stablemaster of Stiglehold) is a loyal member of Sir Stigle's staff. He is inclined toward helpfulness, but won't be taken for a fool. He has a simple philosophy that work should be rewarded, and rewards should be earned.

**Earl Damos** (lord of Leischport) is a management by delegation type of administrator. His father was similarly inclined and taught Damos his techniques. The administration of the town-proper of Leischport is left in the hands of Selius and his thieves' guild. Selius in exchange for a monthly stipend to Damos often varies dependent on the needs of Damos, and Selius is allowed to pursue various rackets so long as the target of the rackets are carefully chosen. The defense against military threats is left to Captain Akmath, head of the Leischport's militia. Damos pursues the diplomatic interests of Leischport. He is affable and easy going. He very much strives for resolutions that benefit all parties.

**Father Jarod** (priest of OTF in Stiglehold) has the Feat Inspired Leader. He offers his inspiration to anyone who is in good standing with the OTF in exchange for what they can afford to donate to his cause. His inspiration will provide a recipient with 6 temporary hps for 24 hours. He will expect a donation in return according to the recipient's means. If the recipient lowballs the donation (Father Jarod is +4 to Intelligence(Insight)), he will not provide the service to that person again.

**Fryar Tamline** (village priest of Tallywood) has a *ceremony tome* which he uses to the peasants a +2 bonus to a single ability check within the next 24 hours. The peasants use it improve their daily work efforts. Attendance is normally restricted to residents of Tallywood, as Sir Hambis (lord of Tallywood) acquired the *ceremony tome* at considerable expense as an investment in his fief. However, PCs may be able to gain entry via Charisma(Persuasion), or Charisma(Deception) or by offering a significant service to Tallywood. Fryar Tamline is dedicated and loyal and would never knowingly be deceitful to Sir Hambis.

**Lesus Cadelli** (monsignor of the Inquisition) is the leader of the theologians with the Inquisition cell. If taken into custody he would oversee the examination. If the creature in custody turns out to be an extraordinary specimen (like an elf) he will become personally involved. He is curious and dedicated. He believes he serves the OTF in a greater capacity than even other members of the Inquisition because he is the one who must make the final decision as to where someone (or something) is a threat to the Church or not. He is stern and analytical without much emotion.

**Natron** (chief deputy in Schmitford) is charged with keeping Count Landis well informed on the affairs of the other states in the region. He uses a combination of active agents, and bribery to others with important information. Despite being a mousy sort, he is charismatic and affable. The fact that he spreads favors and some currency throughout the region makes him well-liked.

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He is on good terms with the other entities in the region including the Inquisition and Leischport's thieves' guild. Natron does not give the information he holds. It is intended for Count Landis alone. It is to allow the Count to make the best decisions, and use as he decides, not Natron.

**Prince Kaliel** (leader of Elin Barad) is over 500 years old, but like all elves, time does not appear to have aged him. Despite being chaotic good, he has a strong sense of duty to his community. He did not choose to be leader, he was chosen to be leader. Several hundred years ago when the previous prince passed to the other side, Kaliel was chosen by the community to be the new prince. For several hundred years he has watched over the community and it has thrived hidden at the edge of the Farwood. He considers the humans too volatile to engage in relations with. He believes the best course is to remain hidden from them. He does send elves disguised as humans into both Leischport and Schmitford from a couple times each month to monitor the state of their affairs. He considers it prudent to know should something arise in their communities that threatens his community. He similarly sends out scouts into the deeper Farwood to monitor the humanoid communities there. He considers those to be lesser creatures; pests which must be guarded against.

**Reid** (chief of staff for Stiglehold) holds the same position as his father and grandfather. Despite the nepotism apparent in the position, Reid is an extremely competent manager of Stigleholds affairs. Indeed, because Reid is so good at his job, Sir Stigle is freed a broad political agenda.

**Sir Keeland (lord of Gaspon)** inherited his fief. He is a capable, but not superior administrator. He lives a comfortable, but not extravagant life. He is not ambitious, but he will protect his rights. While he is technically a noble, he has a rustic nature, and his lifestyle is not significantly above that of the peasants who work his properties.

**Selius** (leader of the thieves' guild in Leischport) is a consummate businessman. He doesn't take business affairs personally. If he attempts a heist that goes badly, he doesn't hold things against the forces that thwarted him; he just sees it as the cost of doing business. Similarly he will try to persuade those he may have offended because they were the target of his schemes. He operates black market in Leischport which is the only place where things like poison, spell foci and *potions of healing* can be bought. He has an extensive protection racket; he charges a tax on every business in Leischport for his services, and he makes sure that those who pay their tax are safe, and those who don't are sure to suffer consequences.

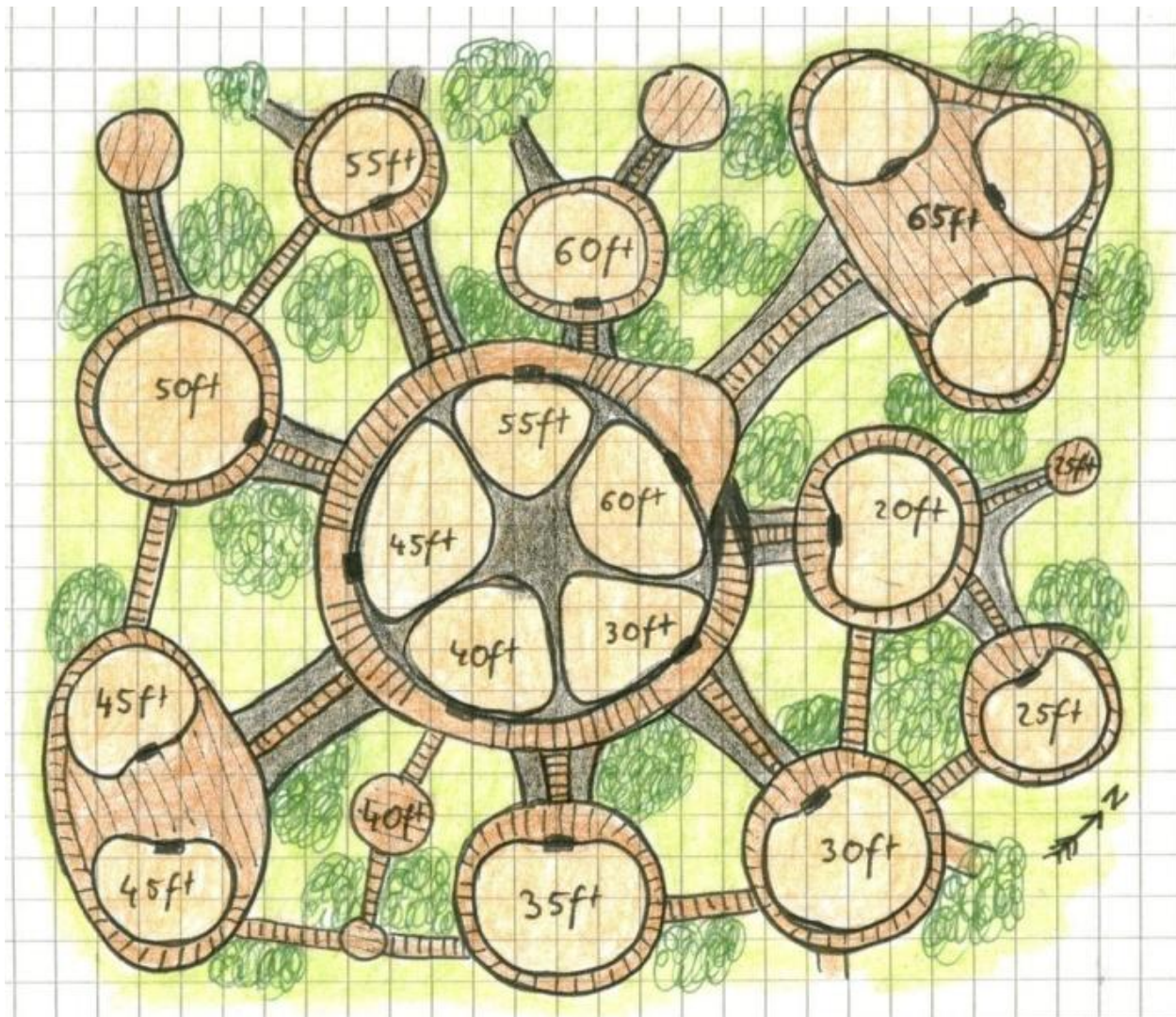
**Telas** (emissary of Count Landis of Schmitfort) is the primary diplomat for Schmitford. He is educated, skilled and charismatic. He has a small staff that varies from 3-6 underlings who aid him in his efforts. He rarely launches independent initiatives, as Count Landis is very much a hands-on administrator.



Alshon

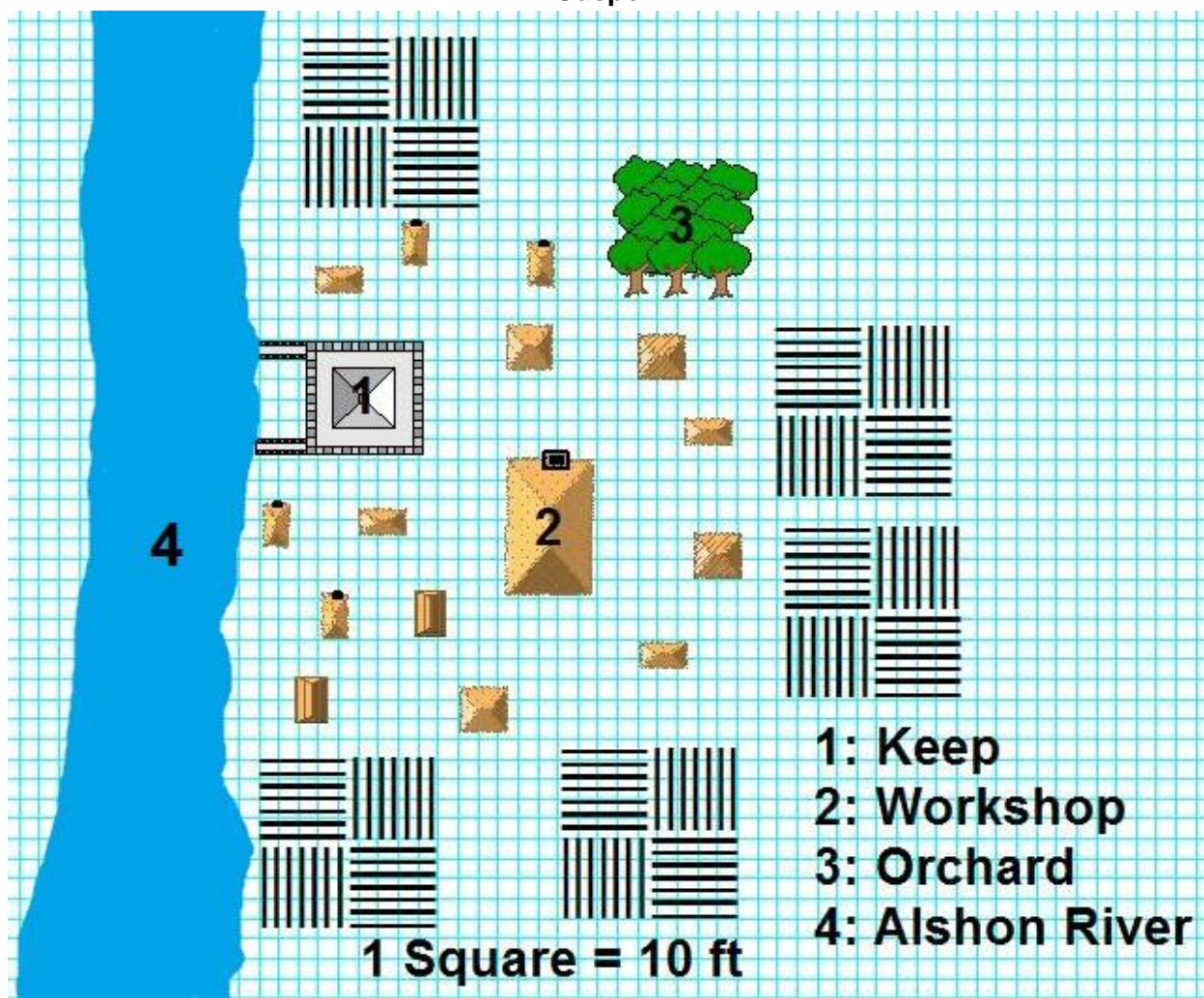
### Appendix 1: Alshon Maps

Elin Barad



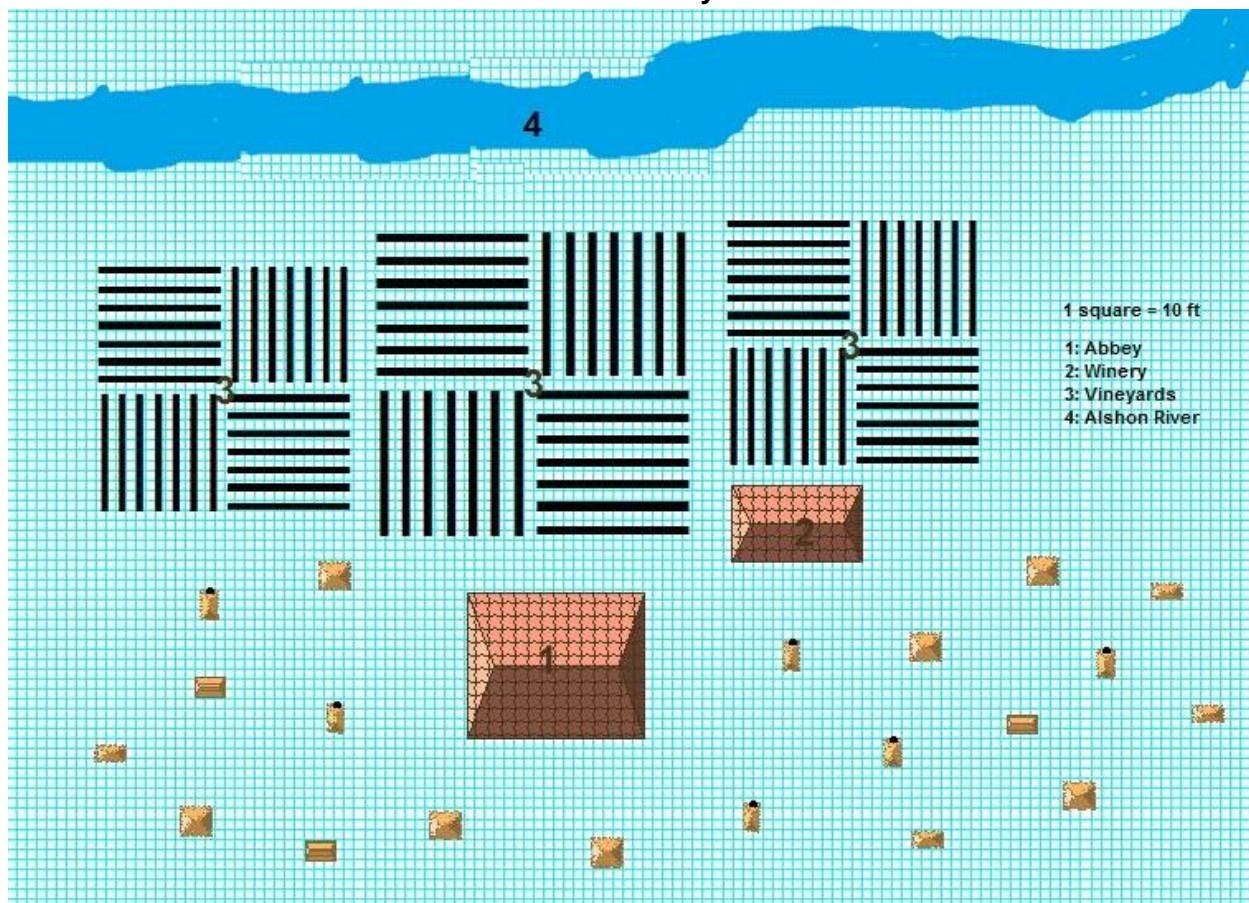


Alshon  
Gaspon



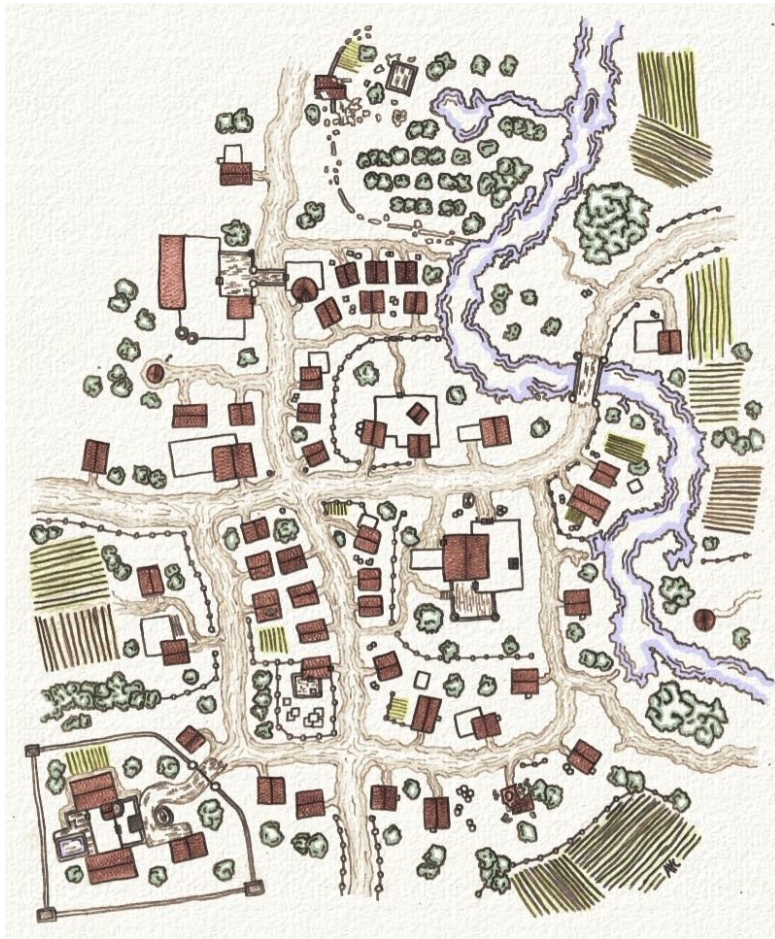
# Alshon

## Karl's Abbey



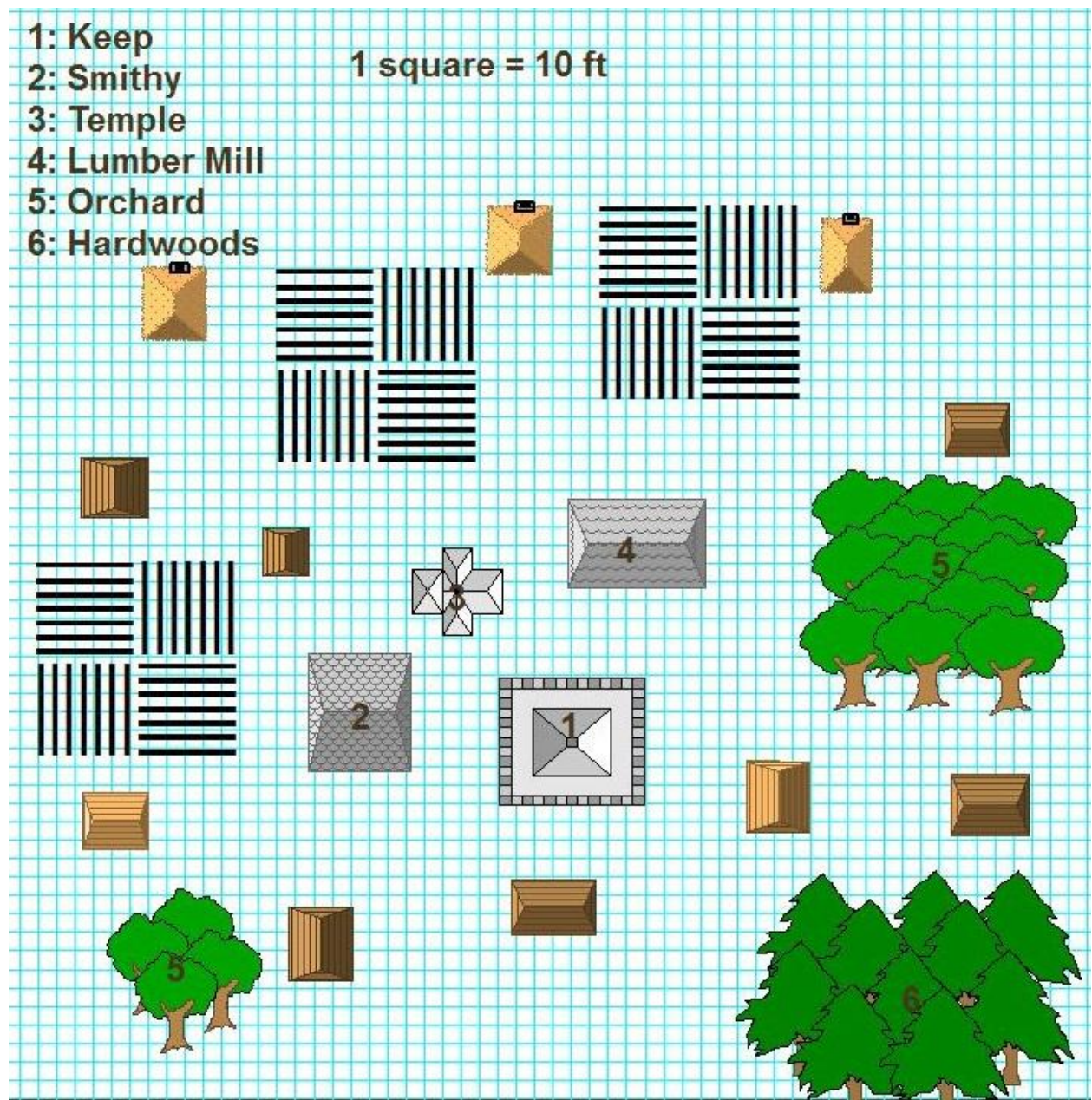


Alshon  
Leischport



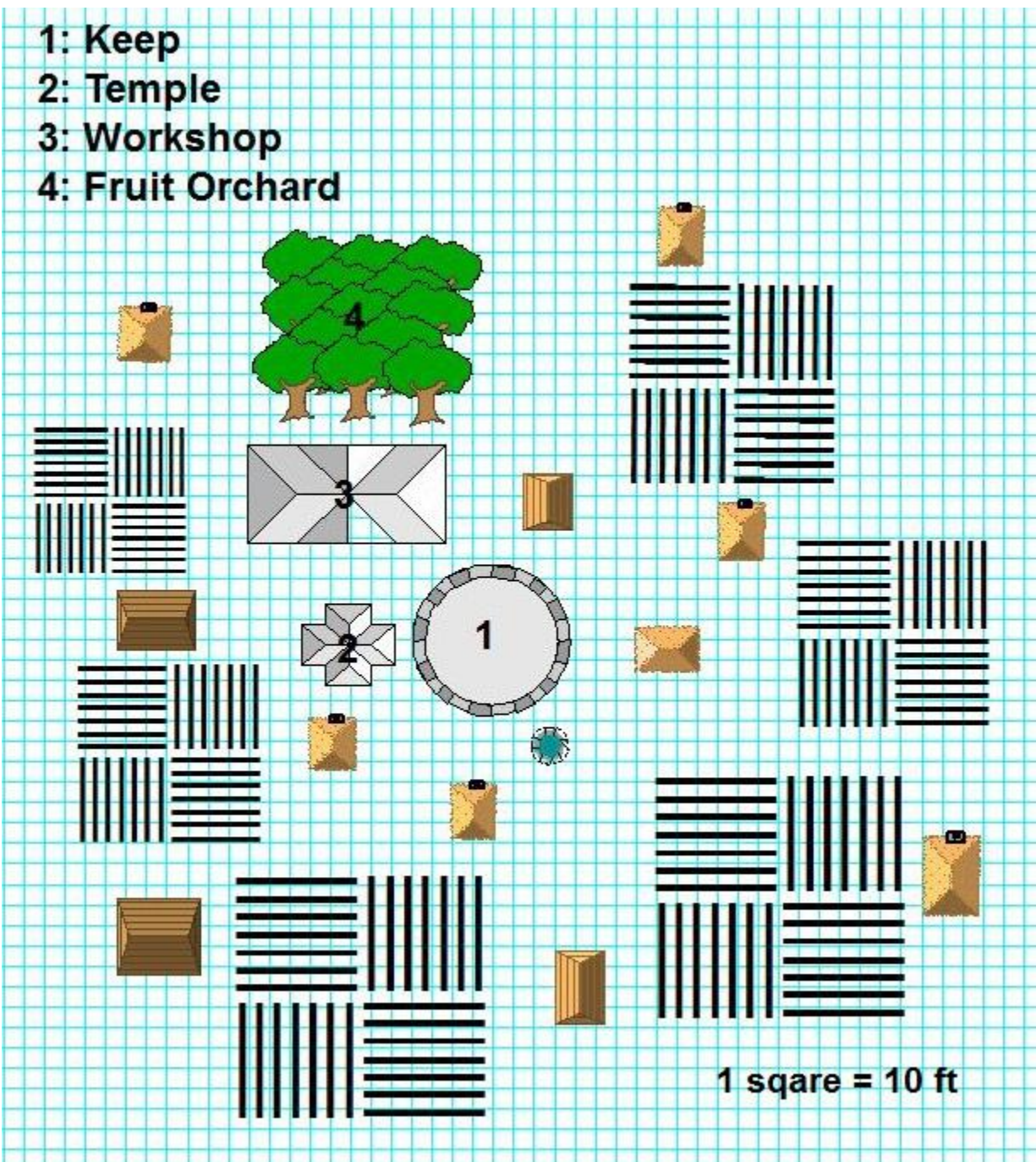


Alshon  
Martleton

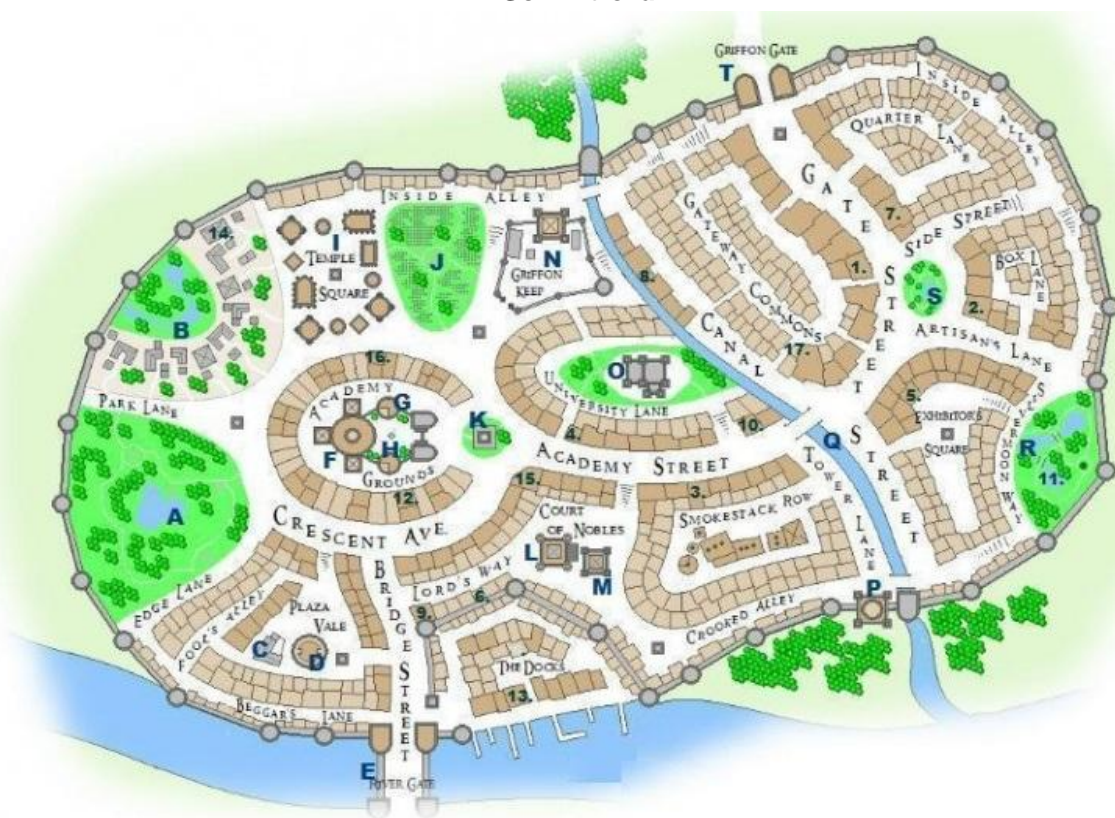




Alshon  
Neilsfort



# Alshon Schmitford



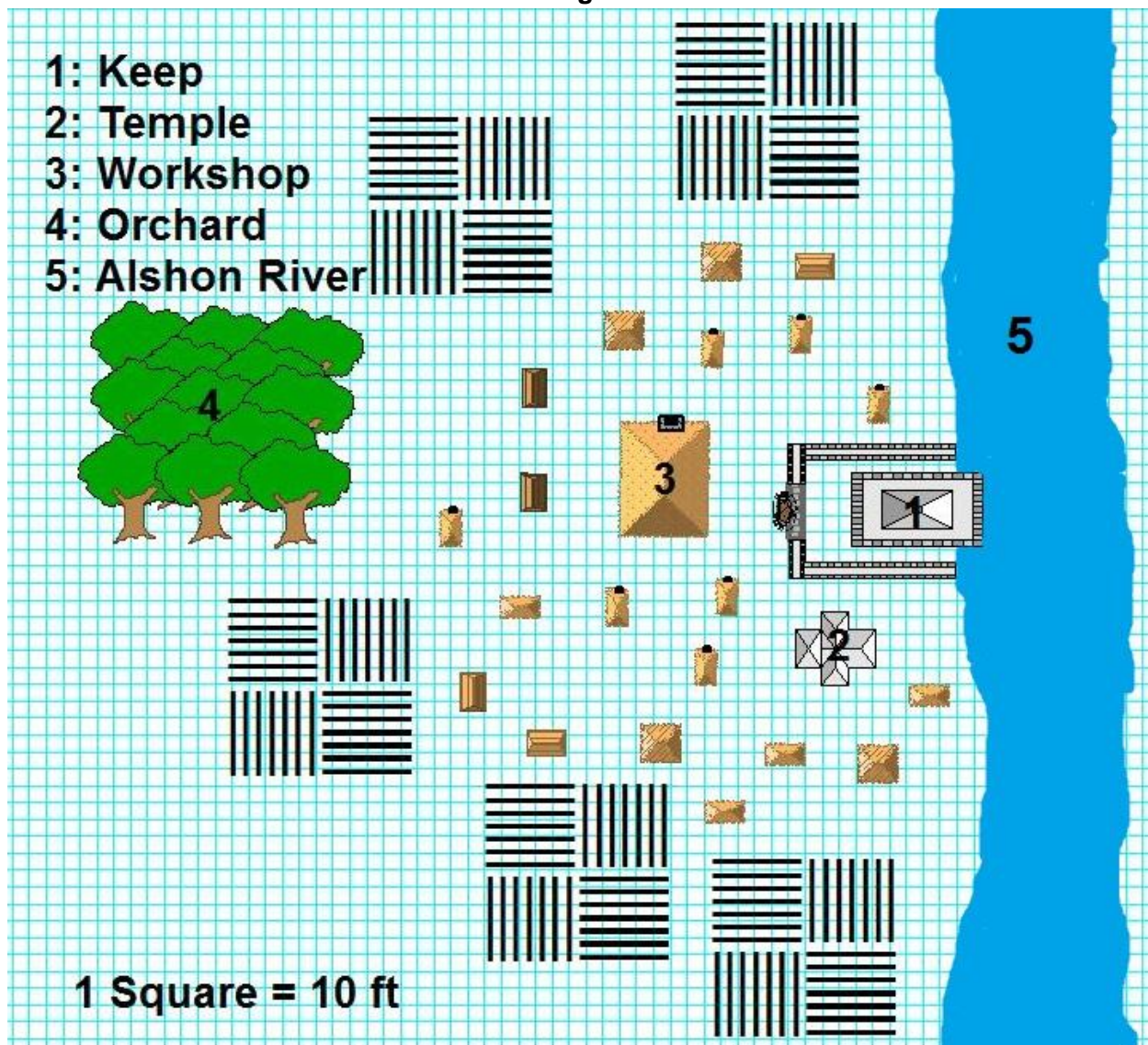


# Alshon Stiglehold



# Alshon

## Talgia





# Alshon Tallywood

