



müden

an original online publication

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The dominion of Brechtür stretches across most of the Krakennauricht, but internal strife and stress since the days of the Brecht League fractured this once tight group of merchants. What now remains is a ragtag collection of merchant states vying against each other to lade the yield of Cerilia's producers.

You, my friend, are about to take the reins of one of the most colorful of these merchant states—the domain of Müden.

what you need to play

The Müden domain sourcebook takes an in-depth look at material introduced in the Havens of the Great Bay campaign expansion for the land of Brechtür. This sourcebook is used with the BIRTHRIGHT® campaign boxed set. You or your Dungeon Master also should have the DUNGEON MASTER® Guide and the Player's Handbook references handy. Those who want to utilize Müden's fleet and role-play skirmishes at sea need the Cities of the Sun campaign expansion or the Naval Battle Rules: The Seas of Cerilia accessory.

how to use this source material

This source material, like the BIRTHRIGHT domain sourcebooks, gives you a leader's knowledge of a domain. Granted, it's impossible to outline all the information about every detail—but a ruler doesn't know everything anyway. Enough material is presented for a regent to make informed decisions in the best interests of his people.

Nonregent travelers or residents will find this information useful as well. All of this material, except for the "Rumors, Secrets, and Plots" and the "Strategy and Advice," can safely be considered common knowledge.

This background material can be altered to fit the needs and desires of the players. However, any changes you propose for Müden should first meet with your Dungeon Master's approval. After all, he's the one creating the situations your character will face; he does not have to make a change that would prevent the adventure opportunities he has planned.

To the sovereign Count of Müden: I, Alderman Wolfgang von Halsarm, on this fifteenth day of Keltier in the year 551 Michaeline Reckoning, do gladly issue this report to your lordship regarding the state of affairs in his domain.

This is a time both of grave remorse and intent anticipation. The people are saddened by the disappearance of the former count, Richard Talbehr, for the event came without warning, and the ill omens from tea-leaf crones do nothing but tighten the knots in their stomachs. Combine this trepidation with the hope and anxiety that comes with the emergence of a new count, and I think you can understand their foreboding.

alderman's essay

But do not despair, my lord. The people know you had nothing to do with the previous count's disappearance, and they are willing to give you their trust and the reins to their land. Treat them with respect, and respect will be returned.

the people

Rest in this assurance, my lord: The people freely give their immediate loyalty to you. They are not ones to endow their allegiance and devotion only after you have proven yourself worthy. You are in a position of power because the mayors consider you the best qualified, and the people will give you and your office the benefit of a doubt. Treat them poorly, however, and you may find their vengeance just as immediate and long lasting.

the peasants

The peasants are the unfortunate poor. Luckily, this class is very small in Müden and possesses little power. The number of people in this classification is a very good gauge to determine the effects of your rule. As this class grows, you may safely assume that your actions as regent are faulty. Allow the peasant class to grow too large, and you may find yourself in the midst of a coup.

the gentry

The gentry, the middle class, is the largest classification of citizens in Müden. These are the members of the guilds, the army, the navy, and the comfortably retired. About 75 percent of your population fits in the ranks of the gentry. Your job, as regent, is to keep this class large and strong.

the guildmasters

The third classification of the Müdenite, the guildmasters, are the elite, the rich, and the politically potent. They control most of the money in Müden and, thus, the lives of the rest of the domain. As I see it, dealing with the guildmasters is a two-edged sword.

First, if you diminish the size of this elite class by forcing some into the gentry class, you give more money to the few remaining in the guildmaster class. With these additional resources, you offer each member of the class more political clout, which, in itself, could endanger your rule. One thing you should note, my lord, is that the amount of money held by this class always stays roughly the same—all that ever changes is how many people share in the wealth.

If you attempt to increase the number of people in this class, you invariably increase the size of the peasant class. If the highborn's money is distributed to more and more pockets, the new members will make appropriate changes to their lifestyle, to befit their increased social status. The funds for these lifestyle improvements usually come from the wages saved by laying off workers, who then find themselves in the peasant class. My humble suggestion is to keep this class, as the other two, at its current level.

your allies

Probably your domain's greatest asset, your allies are as many as they are varied. First, I must describe your most powerful ally: Melisande Reaversbane (FBr; F9; Br, minor, 13), the Captain of Müden's Royal Fleet. Not only does she capably command the navy, she owns the lion's share of the loyalty of those living in the provinces bordering

Black Ice Bay. As the previous regent had little expertise in warfare and even less in naval affairs, he left many coastal concerns in her hands and concentrated instead on the political arena and the inland provinces. It may not be wise to change this agreement, at least at first. You must first prove yourself more capable than Captain Reaversbane before you can win over these coastal provinces.

Count Erik Danig of Danigau (MBr; W11; Br, great, 54) girds relations with the noble houses of Brechtür—Müden and Berhagen most notably. He is a good source of information and advice, my lord, so do not be afraid to seek counsel of him.

It has always been a policy of Müden to support those attempting to gain freedom and autonomy. This explains our current support of the tiny domain called Pashacht, alternately known as the Banshegh's Domain. Richard Talbehr was attempting to warm relations between our realm and Rheulgard, which had been damaged due to our support of Pashacht's cessation from that domain. Now, you've inherited this challenge. If you wish to continue the former count's work, I will give you all the details later.

The Baron of Berhagen, Ludwig von Schaeffen (MBr; F9; Br, great, 42), is a respected regent in the Brechtür kingdoms. Our previous count found the baron's strength, courage, and honor to be iron strong. Unfortunately, our count could never see past the baron's gruffness and rudeness to instigate an official alliance. One hopes you will have a better time of it, for I and many of your advisers believe the baron would make a strong and valuable ally.

One other minor alliance could exist if you were to pursue it. The regent of Dauren, Colier Caernson (MBr; Gu10; An, major, 31), has been promised an alliance with Wierch, but no aid from that realm has been forthcoming. If Caernson really needed assistance, he might well approach the Captain of the Royal Fleet, Melisande Reaversbane.

your foes

Usually a domain has more enemies than friends, and in the political field, this is a dangerous situation. Fortunately, Richard Talbehr was a master at diplomacy. This leaves you, my new regent, sitting quite pretty. With the assemblage of allies at your disposal, you may hardly be reminded of the foes our former count was unable to appease. When

you get to know your opponents, however, you will see why even he could never bring them over to his side.

Sitting in your prison in the capital city of Brechlen is a vile pirate by the name of Albrecht Graben (MBr; F5/T6; Vo, major, 23) King of Grabentod. You may have noted already that Grabentod's temporary ruler, the steward Harlmut (MV; F2/T7; Vo, tainted, 8) has done nothing to free him. In my humble opinion, the man does not sound eager to get his king back.

Grabentod has managed to make enemies of almost every seafaring domain along the Krakennauricht, but Müden sits atop the pyramid of hatred, and for good reason. In the 85 years since Ulrich Graben floated in from the sea claiming to be the rightful heir to the throne of Grabentod, ships from that realm have turned from merchant to pirate—at Müden's expense, I'm afraid.

Another sword in Müden's side is the island community of the Zweilund Islands. Ruler Colin Shaeffaete (M1/2E; W8; Br, major, 28) has recently forbidden further assaults on royal vessels, making Müden's Royal Fleet (as well as Danigau's Silver Fleet) immune to Zweilund predations. This decree has lifted some of the tension between our domains, but the old wounds are yet to be healed.

The third and greatest threat to the security of Müden is the Swordhawk, the awnshegh leader of the realm of Massenmarch. Nothing will appease this cruel, totalitarian regent short of rolling over and exposing your soft underbelly for him to feast upon. You may find negotiating with the Gorgon an easier feat than attempting talks with Swordhawk.

as things stand

Today, Müden remains in perfect order, though a bit stagnant. Richard Talbehr was content with things the way they are and had no real plans to expand or improve his holdings. While this is not a bad thing, I believe that, without growth, a domain is just asking for someone else to come along and move in.

My obedience is forever yours, my lord.

Wolfgang von Halsarm
Alderman to the state of Müden

The Brechts migrated to Cerilia across the land bridge that linked ancient Aduria to the northern continent. Instead of settling in the southern regions under Anuirean or Masetian overlords, they pressed northward. When the tribe entered the region known now as the Havens, they first settled along the southern coastline of the Krakennaucht.

Many of these immigrants chose to make their homes in the area where Massenmarch, Kiergard, and Müden stand today. During this 80-year period of initial settlement, the early Brechts populated the immediate coastal areas, cultivating their love of the sea over the option of settling the cramped and unknown forests. This proved the Brechts' earliest triumph, for in those woods crouched the xenophobic elves, waiting for the opportunity to slaughter these intruders once they invaded the ancient forests.

But the invasion never came, and to this day, a strange unspoken understanding exists between the elves and the Brechts.

anuirean occupation

The kingdom of Anuire seized control of Müden and other Brecht lands around -933 MR (40 HC) and occupied the Havens for many centuries with only minor episodes of civil unrest as the Anuirean overlords were absorbed into the Brecht culture. Prince Eldracht Hoffstugart of Müden led the first serious rebellion in -161 MR (812 HC). His forces suffered a sound defeat against the militaristic foreigners, but the Müdenites learned a very important lesson—the best way to conquer this enemy was from the inside.

The counts of Müden (the foreign government forced a change in the regent's title from "king" to "count") began working to assimilate the Anuireans rather than fight them. The hereditary regent of Müden continued to rule throughout most of this period, under a mere figurehead Anuirean governor. When Müden and the rest of Brechtür won independence in 3 MR (976 HC), Müden was already in a quasi-state of independence. Hemler Aldenauer I, the regent at the time, quickly recovered and Müden became the first true Brecht free state.

the league and later

For the first 300 years of its independence, Müden had few troubles. The counts created and maintained lines of trade with their neighbors and with domains as far asea as Thaele. The Count of Müden played a vital role in the creation of the Free League of Brechtür, formed to mediate border and trade disputes, as well as to defend the Havens against attack. Ultimately, though, this union became more interested in expansion efforts than defense—expansion that led to the disastrous Battle of Lake Ladan in 167 MR (1140 HC). Following the Vos forces' rout of Brecht League troops, Müden's Royal Marines were called upon to drive pursuing Vos from the realm of Berhagen.

Then, in 331 MR (1304 HC), Karl Bissel ascended to the throne in Massenmarch. After changing his name to Swordhawk, this jealous and power-hungry tyrant began raiding Müden, its protectorates (such as Treucht), and its navy, hoping to add Müden's land and wealth to his own. For thirty years, three counts suffered stings from this upstart awnshegh. Finally Franz Bragen II, then Count of Müden, attacked Massenmarch in order to stave off a popular revolt.

Swordhawk had already devastated his land by this time. As the count could not take on the financial responsibility of rebuilding the entire nation, he simply destroyed Massenmarch's navy, all the realm's port equipment, and removed Swordhawk's presence from the realms of Treucht and Kiergard. Although this campaign took place 219 years ago, Swordhawk nurses an intense hatred for Müden to this day.

With Swordhawk out of the picture (at least for a while), Müden's Royal Fleet got a bit lax along the domain's northern shores, concentrating instead on the threat from the Zweilund pirates. Some sages believe the Royal Fleet's vicious attacks on pirate ships and ferreting out of criminals on the islands of the Black Ice Bay led to a Zweilund rebellion and the split of Ulrich Graben from these pirates in 466 MR (1439 HC).

Ulrich, then, took his most trusted friends and partners with him to the mainland and claimed the tumultuous realm of Grabentod simply by walking in and announcing that he was a legitimate heir—and that he was taking

history

over. This domain was no stronger than the Zweilund pirates but right away gained the advantage of dumb luck: The Grabentod pirates always seemed to attract adverse weather in the form of fog banks and driving rains, weather patterns they used to surprise enemies or effect a quick escape.

From Ulrich's time until 547 MR (1520 HC)—when his grandson, Albrecht Graben, was captured by the Royal Fleet—the pirates managed to wheedle the merchants of Müden just enough to keep Grabentod in food and supplies. They always backed off just in time to prevent the Royal Fleet from invading their soil and destroying their foul navy.

modern müden

In 522 MR (1495 HC), Richard Talbehr began his rule as Count of Müden. He walked the diplomatic tightrope as nimbly as any regent in the domain's history, but his insufficient attention to his navy allowed Ulrich's vile, black-toothed son, Ulrich Graben II, to increase the attacks on Black Ice Bay fishing and mercantile traffic. The attacks intensified each year until, finally, in 543 MR (1516 HC), Talbehr named Melisande Reaversbane as Captain of the Royal Fleet.

In celebration of this appointment, the count had the dwarven smith Jorvik in the city of Saarmen mint a new series of coins. This new marck features an engraving of the first free count, Hemler Hoffstugart I, on the obverse, and a three-masted skiff on the reverse, the banner waving from its tall mainmast proudly displaying Müden's coat of arms.

The first thing Captain Reaversbane did was recall all the domain's ships—be they military, merchant, or fishing—and begin monthlong intensive training sessions. Every year the ships were upgraded, patched, improved, and sent back out to patrol. The budget for new shipbuilding has increased by 50 percent over the last 10 years, and the quality of the ships has increased drastically as well.

After a few battles around the Zweilunds, Reaversbane decided to set a trap for the pirate king of Grabentod, her greatest nemesis. Four years ago, during an intense campaign that lasted 14 days, Reaversbane managed to capture Albrecht Graben, regent of Grabentod and grandson of Ulrich. She immediately returned him to the capital of Brechlen for incarceration. He has not seen daylight since.

This year, the heirless Richard Talbehr disappeared. The panicked mayors and members of the city councils rushed to find a replacement. Richard was the last of the Talbehr family and never married or continued his line. Reaversbane reports that her investigations suggest the count performed no ceremony of investiture, so his regency and his birthright are currently unaccounted for. Meanwhile, the councils reviewed the living members of the various royal families for the next successor (see below for more on these ruling families).

As the regent of Müden, elected by the mayors' council, you are a leader in a proud land. The Brechts are a people in love with their freedom. The residents of Müden, your loyal subjects, would rather die than see an invader's boot imprint their soil. These same people will stand behind a loyal, nationalist regent and defend him with their lives.

müden's ruling houses

Family Name	No. of Terms	Years in Power
Aldenauer	13	240
Hoffstugart	15	148
Kaiser	1	9
Kommsen	11	178
Rommel	1	8
Sadler	6	50
Talbehr	7	71
Bragen	4	32
Averages:	7	92

the rulers of müden

Dates of Rule ^o	Regent Name	Dates of Rule ^o	Regent Name
-172 to -160	Eldracht Hoffstugart *	226 to 236	Josef Bragen
-160 to -114	Hermann Aldenauer I	236 to 263	Gottlieb Kommsen
-114 to -112	Hermann Aldenauer III **	263 to 264	Johann Hoffstugart
-112 to -96	Walter Hoffstugart	264 to 268	Lion Hoffstugart
-96 to -89	Ludwig Hoffstugart	268 to 269	Wolfram Kommsen
-89 to -89	Ernst Hoffstugart	269 to 269	Gustav Bragen
-89 to -82	Arthur Hoffstugart	269 to 286	Theodor Hoffstugart ‡
-82 to -44	Hans Hoffstugart	286 to 307	Jakob Kommsen
-44 to -10	Werner Aldenauer I	307 to 348	Wilhelm Kommsen I
-10 to 1	Ferdinand Hoffstugart	348 to 366	Franz Bragen II
1 to 9	Hjalmar Hoffstugart	366 to 385	Wilhelm Kommsen II
9 to 12	Gottfried Hoffstugart	385 to 400	Johannes Sadler
12 to 18	Fritz Kommsen	400 to 413	Albert Kommsen
19 to 22	Erwin Hoffstugart	413 to 426	Georg Sadler
22 to 41	Hemler Aldenauer I †	426	Kurt Kommsen ‡‡
41 to 52	Johannes Kommsen	426 to 430	Wilheim Talbehr
52 to 68	Otto Hoffstugart ††	430 to 461	Hemler Aldenauer VI
68 to 71	Heinrich Hoffstugart	461 to 470	Alcace Kaiser-Talbehr
71 to 75	Hemler Aldenauer II	470 to 478	Albert Talbehr
75 to 91	Hemler Aldenauer III	478 to 481	Helmut Talbehr
91 to 122	Gebhart Kommsen	481 to 493	Gerhart Talbehr
122 to 165	Karl Erich Aldenauer	493 to 504	Kommsen Sadler
165 to 178	Hemler Aldenauer IV	504 to 512	Magnus Rochman
178 to 186	Konrad Aldenauer	512 to 518	Adolf Talbehr
186 to 201	Werner Aldenauer II	518 to 520	Helmuth Sadler
201 to 204	Franz Bragen I	520 to 522	Hemler Aldenauer VII
204 to 212	August Sadler	522 to 522	Helmuth Sadler II
212 to 219	Rudolf Kommsen	522 to 551	Richard Talbehr
219 to 226	Hemler Aldenauer V		

^o According to Michaeline Reckoning.

* Prince Eldracht Hoffstugart led the first rebellion against Anuire in -161 MR (812 HC). When he perished in battle, the revolt died with him.

** A liaison between Hermann Aldenauer III and a Massenmarch woman named Annette Bissel reportedly produced a child. Hermann, being married, could not give his royal name to the child, forcing the mother to give it hers. Thus did the two unwittingly become the many-times-great-grandparents of the Swordhawk.

† Hemler Aldenauer I became the first Count of Müden to rule a Müden free from Anuirean bondage.

†† Interestingly, Richard Talbehr was not the first Count of Müden to simply disappear. Otto Hoffstugart vanished from his bedchamber in the year 68 MR (1041 HC).

‡ Theodor was, by all accounts, a horrible drunkard, but in spite of his ale-inspired tyranny, the people of Müden managed to hold together. In 285 MR (1258 HC), the populace, led by the military and the mayors, prepared to revolt. As militia drills commenced, Theodor died of cirrhosis of the liver. In a knee-jerk reaction, Müden's council of mayors prevented bloodshed by appointing Jakob Kommsen, a member of one of the realm's royal lines, to the throne.

‡‡ According to legend, a new regent, Kurt Kommsen, was on a diplomatic mission to Treucht in 426 MR (1399 HC) when his train was hijacked by mercenaries. The count was taken to Swordhawk, who tortured him for three months, until Kommsen agreed to submit to an investiture ceremony. Kurt was then escorted to the border and released. This story, if true, may explain why Kommsen killed himself only five months after ascending the throne.

A map of Müden and its Eastern Basin surroundings appears in a separate file.

the land and its cities

climate

The climate of Müden is one of the mildest around the Krakennauricht, for a variety of reasons. First, the domain is located on the southern coast of the bay. With prevailing winds creating a counter-clockwise pattern over the Krakennauricht, one might think the arctic chill from the north would frost-bite the whole land. Luckily, the chill is eased through the bay effect (the expanse of water holds the summer's warmth) and the warm southern wind pouring through the open fingers of the Danig Arm and the western mountains. Despite this protection, Müden suffers from winter extremes of -26° and summer highs of 96° (the current record low and high). The winds rarely blow stronger than 60 miles per hour.

Müden's temperate weather is illustrated in the table below, which shows the average monthly precipitation and temperature. But that only tells part of the story. In Cerilia's 388-

day year (384 normal days plus four feast days), 172 of Müden's days on the average are bathed with at least one-tenth of an inch of rain, and 82 days experience at least one inch of snow. In total—assuming that each inch of snow is equal to .01 inch of rain—Müden receives an unbelievable 60 inches of rain per year; the greatest precipitation recorded in one day was 2.75 inches.

topography

The western border of Müden is the Mueller River. Where this river exits the Mountains of the Silent Watch, an east-west pass through the backbone of the range zig-zags its way amid the peaks and valleys to form the domain's southern border. At the eastern edge of these mountains, the Edlena-Saarmen Pass heads north through the domain of Berhagen to intersect with Müden's eastern border. At this junction, an eastern fork—the Sagumzeit Pike—runs along the Müden-Berhagen border (while the Pass continues on to Saarmen). On the northern edge of Müden, the Krakennauricht and the Black Ice Bay mark its boundary.

Years of serving as home to a major mercantile society has eaten away at Müden's landscape. Forests once stood proud throughout the realm, lapping up the waves from the Krakennauricht with their roots. Centuries ago, however, the wood from these thickets were converted into homes, carts, wagons, and ships of trade and war. The only remaining forests in the state run along its southern and eastern fringes.

The rest of the land consists of grassy meadows and plains transformed into rich farmland and ranch tracts. This terrain, too, shows the signs of the realm's mercantile nature: Fences tie the earth down, and bull-drawn plows trace straight lines through the soil to receive hand-dropped seed. The cluster of mountains in the middle of the state, the Archestüel range, once held a population of "unstoppable" orogs but now lies empty— though Müdenite folklore still

annual climate averages

Anuirean Month*	Average Temperature	Average Precipitation
Keltier	20°	6.6 inches
Faniele	13°	5.7 inches
Pasiphiel	11°	6.1 inches
Day of Rebirth (vernal equinox)		
Sarimiere	23°	5.2 inches
Talienir	38°	4.4 inches
Roelir	48°	3.9 inches
Haelyn's Festival (summer solstice)		
Haelynir	58°	3.4 inches
Anarire	64°	3.2 inches
Deismir	62°	4.5 inches
Veneration of the Sleeping (autumnal equinox)		
Erntenir	56°	4.4 inches
Sehnir	47°	5.4 inches
Emmanir	34°	6.3 inches
Eve of the Dead (winter solstice)		

* Many Brecht scholars since the Anuirean occupation continue to use the Anuirean Book of Days calendar for record keeping.

tells of Archestüel orogs stealing away the struggling bodies of ill-behaved children.

Müden's two waterways are very important to the life of the realm. The two rivers, the Mueller and the Forisain, are the breeding grounds of millions of salmon, which make a yearly jaunt up the flows to spawn. River trout and flathead fish are abundant in the streams as well, but these two breeds stay away from the salty Krakennaauricht.

Not far off northwestern Müden's shoreline lies the small island of Ichthasen. With a population of just over one hundred, it is considered part of the Allesrecht province.

flora and fauna

Müden's southern and eastern deciduous forests feature elms, oaks, and maples: The maples lie to the east, oaks are generally located west of the Mueller River (though a few can be found along its eastern bank), and elms grow along the southern border. Saarmen and the villages of the Hauptrehr province make a fairly lucrative business selling low-grade maple syrup.

South of Archestüel, clover-rich grasslands cover thousands of acres of rolling hills. The small blooms attract bees to produce the honey used in Müdenite bakeries and exported through Brechlen to parts north. This beautiful stretch of land is unpleasant only for those allergic to bee stings.

Less than half the terrain in Müden is grassland. These prairies are home to a semidomesticated breed of bison known to turn on their captors, goring and trampling, without apparent provocation. Müdenites segregate the males from the females to tame the males and allow the females to be milked twice daily. Most males are ultimately gelded and fattened for butchering.

Fisheries located at the mouths of the rivers and along the coastal villages depend upon the yearly salmon runs. They try to catch the fish as their journey begins; the fish become gaunt and tough once they begin spawning, having used up all their energy and body mass in their arduous journey upstream. On the off season, the fisheries net catches from the Black Ice Bay, pulling enough of a yield annually to feed all of Müden (and possibly most of Brechtür), though most of the fish is traded inland to realms without access to the rivers or the bay.

The isle Ichthasen off the shore of Allesrecht has a unique population of leverets. Quick breeders and unusually large (upwards of double the size of hares), these rabbits are voracious, pulling grass up by the roots with each bite, much like sheep. To prevent the damage the creatures would cause to the wide open fields of Müden, the count long ago made it illegal to import live Ichthasen rabbits.

towns and cities

Müden is probably the most urbane of the Brechtür states, as is easily demonstrated by the two very cosmopolitan cities within its borders. The towns and villages scattered about the land all aspire to become sophisticated and refined as well.

The two cities of consequence in Müden are Brechlen and Saarmen. The rest discussed here are small towns or villages.

city census report

City/Town	Mayor-Elect	Population
Brechlen	Yan Crichton	43,984
Saarmen	Stefen Negus	40,859
Halsarm	Sam der Dreitsein	12,140
Trizenleid	Michaeles Sadler	9,411
Holr	Jagr Crichton	8,750
Sagumzeit	Johann Gilmour	3,285
Polluciden	Mary Neolund	3,169

brechlen

Brechlen, a city of 43,984, has been termed the cultural crossroads of Müden. Visitors to this cosmopolitan city, which has long served as the capital of Müden, will hear many languages spoken as they stroll through the streets. Here, halflings practice their trades, dwarves smith and forge to their hearts' desire, and all the races of men come to work Brecht ships, fisheries, and farms. People from all over Cerilia come to Brechlen to trade, find jobs crewing ships, and take passage to other lands.

Elves visit Brechlen rarely, though no other city in all of Müden can profess even this claim. When they do enter the city limits, they usually seek trade—especially fresh fish—and immediately depart upon concluding their business. Skeptics, controversy seekers, verbal sword bearers, and enemies of the state claim these elves trade military information and details about Müden's neighbors for this food, allowing the realm to maintain an unfair advantage in the bay.

Yan Crichton (MBr; F5) is the well-liked mayor of Brechlen. To prove his worth and relative importance, Yan often claims to be friends with Melisande Reaversbane, though they're really nothing more than mere acquaintances. They have been seen dining together at local establishments, but these encounters are nothing more than meetings over meals to determine the needs of the city (since Melisande, in effect, controls Wesbralen province). Many rumors regarding the mayor and the captain have circulated, causing locals to believe either that the two are becoming a romantic item or that Crichton seeks to solidify his position in the forthcoming election.

For more information on Müden's capital and a map of the city, please refer to Havens of the Great Bay

halsarm

A legend in his own lifetime, Hals (MBr; F16) was a sailor of great repute. Reportedly as strong as seven men, he managed to catch a kraken (not the Kraken) with a baited anchor bolted to the aft of his 100-foot fishing trolley and brought the beast on deck. They say the beast fed the whole province of Allesrecht for seven months. There wasn't anything that could frighten this man. His bravery was such that he could spit naked in the eye of a full-grown

mountain lion in Archestüel or court disaster against a dozen armed Vos.

One particular night a century past, a swell broke out across the Krakennauricht. The waves were so large they could be seen 10 miles inland. Many of Hals' fishermen friends were on the water at the time. The breakers threatened to smash them against the rocky flats of the Allesrecht point, but the waves covered all evidence of danger. Running as fast as the wind, Hals grabbed every torch, lantern, and radiant object he could find. He then raced to high ground and, in driving rain that could bend steel, swung the torches for hours, saving the ships from impending doom.

Unfortunately, this colorful character died that night. No one knows if he drifted out to sea, or if his breath was smothered with a deep gulp of the brine. In either case, the price of his life saved that of hundreds—or so the legends go.

The Allesrecht point was thereafter named Halsarm, and a lighthouse—paid for out of the salaries of those Hals saved—was built at the peninsula's extreme tip. The small city that sprung up less than a mile to the east also took the name of this figure of legend.

This town of 12,140 now threatens to become Müden's third city. Unfortunately, the town currently faces a unique problem: much of its coastline falls into the sea each year. Sam der Dreitsein (MBr; T7), mayor of Halsarm and a hopeless pessimist, believes that the townsfolk can do nothing except pick up and move. However, locals—in the spirit displayed by Hals so long ago—steadfastly continue to fight the erosion by building dikes. These days, land near the bay is cheap to buy, as it is nearly impossible to maintain.

The townspeople live and work around the sea. They sell much of the fish they catch to afford their ships and boats, which are built in Brechlen and Saarmen. Halsarm's citizenry is well known for making the best nets in all of Brechtür.

holr

Holr is a community of loggers. However, Holreans do not cut the old tree growth unless that kind of wood is specifically requested—and then they ask triple the price. The trunks of some of these elder trees measure 30 or more feet in diameter, making it a difficult proposition to fell them.

Instead of chopping down these trees, the wealthy Holreans carve a circular staircase within the dead heart of these living trees and build their homes in their branches, a hundred feet into the air. The rare elf or druid passing through the area often remarks upon the agony of the tree and either voices regret or threatens the town, should this practice continue. It appears these warnings have done some good, for new tree houses have not been built in five years.

The people can subsist thanks to a small but viable fishing community and a battery of farmers and ranchers who buy springling animals and raise them until the first frost, when they are butchered and cured or salted for the long winter and spring.

After food and water, the most important commodities to the Holreans are their dogs. These valiant animals serve many functions. They pull lumber sledges through the overgrowth at all times of the year; they babysit the young children when the parents are out working or hunting; they keep their owners warm in winter when they are invited into the home; and they serve as an emergency food supply. To steal or kill someone's dog earns a death sentence. To trade dogs for goods or for other dogs requires a very lengthy bartering session—one that may take days or weeks to finish.

Jagr Crichton (MBr; F6), a former logger foreman, is the mayor of Holr and looks identical to his younger brother Yan, the mayor of Brechlen. Some say Jagr can look at a piece of wood cut in his province and tell from which grove it came. The town's 8,750 inhabitants are pleased with his administration and have voted him into office for the last seven sessions.

polluciden

Mary Neolund (FBr; T8) is the new mayor of Polluciden. The 3,169 people who call this village home still don't know how they feel about their tyrannical leader. Some of the programs she has implemented in the last two years are all well and good, but others are frightening.

First, Neolund keeps the province nearly pollution free—especially all land within sight of the village. Those incarcerated in the local jail are put into daily chain gangs under the supervision of the militia. These poor chained souls are sent into the streets with rucksacks, forced to pick up every piece of trash or refuse.

Second, the mayor has created a series of lay-

ered laws that makes it nearly impossible to determine what is legal and what is illegal within her village limits. Neolund's laws cover points such as breach of contract; dissension against the mayor, count, or constabulary; disturbing the peace; failure to pay taxes; murder; public drunkenness; public speaking against the mayor, the province, the domain, or the Brecht people; public swearing; sale of substandard goods; spitting on boardwalks; theft; and unfaithfulness in marriage. The courts generally seem to consider the fine citizens of Polluciden immune to these laws, however, producing quiet rumors of xenophobia. Most sentences are passed down on immigrants, transients, and wandering merchants.

These unfortunates find themselves trapped in a jail that does not care to let its prisoners go. If someone misbehaves while in prison, his sentence is lengthened. Such unacceptable behavior include those points stated above, as well as slothfulness, failure to obey a member of the militia immediately and to the best of one's ability, and wasting food.

The town itself, for the most part, relies on its fishing industry to survive. Its boats venture into the cold bay waters to pull crabs from the reefs and the dangerous breakers. Each year, several boats are lost and, of those that return, some come back a hand or two short. The crew members' earnings are unmatched anywhere in Müden, however. The crew often share 65 to 85 percent of the profit from the sale of the fish.

saarmen

Saarmen is Müden's second largest city by population, but is more spread out than Brechlen, the largest. This settlement (examined in greater detail in "The City of Saarmen" section) was built during the Anuirean occupation and boasts the finest architectural achievements of this once powerful empire. Houses, apartments, and other buildings here have running water and indoor plumbing. Visitors can find hot bath houses, steam rooms, and many similar conveniences included in the design of the city.

Saarmen is a semi-fortified installation, though its defenses could be much improved with a suitable appropriation of funds. A wall was built completely around it in the hope that 50,000 people would one day call the city home. The city is built at the mouth of the Forisain River, with approximately half the settlement located on either side of the flow. The wall was

built above the river (over an island), with an iron portcullis placed in the water to keep enemy vessels from entering the city via the river.

Most of Müden's goods are exported through Saarmen harbor facilities. The wealthy mines from Archestüel and the rich farms of the domain transport their goods here as the first step on the way to far-flung destinations.

Stefen Negus (MBr; W3) is the silent mayor of Saarmen. He rarely makes it into the public eye, but he is never missed. His excellent aides have a series of contingency plans at hand to take care of anything that may go wrong. The mayor genuinely cares about the people in his city, and they know it—he just prefers to operate from “behind the scenes.” Any time someone reports an infringement of a citizen's rights, his aides immediately bring the matter to the attention of the militia and call for a cease and desist order.

sagumzeit

Fifty years ago, a group of merchants were somewhat dissatisfied with mercantile life in Saarmen. Existing importers and exporters had business sewn up; when new merchants attempted to enter the marketplace, they found no one wanted to buy their goods. Angry at standing in their lonely shops with stocks of goods that never sold, this consortium decided to pull up stakes and move.

The unsettled merchants noted that a great deal of the goods sold in Saarmen went east to Holstadt, capital of Berhagen. Therefore, they decided that moving their shops nearer the Berhagen border would attract much of this business away from the more distant Saarmen. These merchants decided to settle in the town of Sagumzeit in the Ruelshegh province.

Unfortunately, however, these dealers missed a very important point about their market: Brechts ship most of their goods by sea, leaving the streets and trade routes to the visiting merchants. So again, these erstwhile traders were left with a very small selection of buyers. Today, the town of Sagumzeit has 3,285 residents, all relatively happy with their lives despite the relatively tepid trade conditions.

The local harbor is small and rocky, making it impossible for large ships to sail in or out without the risk of running aground. Hence, only small fishing boats and lightly-laded rafts can safely pull out into the open sea. These craft

manage to net enough fish to feed the residents, with nothing left over for open trade. The people here sell and trade in maple lumber and syrup instead. The Sagumzeiters plant two saplings for each tree they cut, hoping to supply lumber for future generations in this fashion. They are making good headway toward replenishing the trees lost from their province over generations of lumbering.

The mayor of Sagumzeit is Johann Gilmour (MBr; F10), a former adventurer from northern Brechtür. He retired here after nearly losing his life to the Hag. Johann, an accomplished harpsichord and woodwind musician, is frequently seen at the court of the Count of Müden in Berhagen, playing at diplomatic sessions.

trizenleid

The good-sized village of Trizenleid is a skiff port during low tide, but can accommodate large vessels during high tide. The city's launches reach a hundred feet into the sea like the alms-hungry hand of a beggar. The village fans out from the port, its buildings planted here and there haphazardly. On either side of the port stretch white sand beaches popular with residents and visitors alike. Off the eastern beaches, poor huts and shacks look out on the bay, while the western beaches are populated by the rich, who wish to remain “up current” (as the gulf streams go) from the ragtag masses.

Trizenleidans like to think of their village as something of an art community, for their ancestors collected shells and tusks, and carved fetishes and charms. But that was a century ago. Now, most folks run normal businesses relating to fishing, canning, tailoring, cobbling, and so on.

The town covers about five square miles, which gives the 9,400 residents a lot of elbow room—something they demand. It is no wonder they get what they demand, for Trizenleid is the training ground for local militias, the Royal Marines, sailors, and the army. This transient citizenry—all armed, intense individuals—quadruples the town's population on a day when the count or captain visit to inspect or train the troops. This makeup means that Trizenleid is either a somewhat dangerous or quite safe place to visit, depending upon one's perspective. In either case, living here can be very prosperous.

The three fighting forces—the militia, the army, and the marines—all seem to have an irra-

tional dislike for each other, even though they all seek a safe and secure Müden as their common goal. Nevertheless, put these three groups together in the same town and chances are they will bring down every building to get at each other's throats. But give them a common enemy and they will work together like a well-oiled machine.

Michaeles Sadler (MBr; P7), the regal and wise mayor, does what he can to bind these elements together and keep them from killing each other. Often viewed as in line for the throne of Müden, Michaeles actively tries to still such rumors. His only goal is to keep his people happy in his seaside town so he doesn't have to get a real job.

müden's neighbors

This section gives a brief description of the Müden's neighboring domains and land features in the Eastern Basin.

- ◆ To the north stretch Black Ice Bay and the Krakennauricht, a High Brecht term meaning "Kraken's Reach."
- ◆ The grand contiguous forest running south of the Krakennauricht is called the Coullada-raith, an elven name meaning "shadows' deeping." Many local Brechts call this woodland "Old Shadowheart." Only a few peaks of the low, rugged Mountains of the Silent Watch rise above the timberline. Thanks to the attentions of the Banshegh, few travelers attempt to traverse the passes here, making it a natural southern border for Müden.
- ◆ To the southwest of Müden lies the Banshegh's Realm, also known as Pashacht. This tiny state is considered Müden's ally. To the southeast, dark Rheulgard remains in almost a constant state of internal strife.
- ◆ East of Müden is Berhagen, a thinly populated barony guarded by passes that are closed by winter snows and ice five to six months out of the year.
- ◆ In the west, the Mueller River serves as a border between Müden and its previous protectorate, the forested realm of Treucht. Beyond lies the realm of Massenmarch with its awnshegh regent, Swordhawk.



It has taken many lifetimes to perfect the governing system of Müden. Officials worked closely with citizens' groups to determine the legal needs and desires of the populace and sought to satisfy them using a fair tax structure. Müden's government cannot be accused of using the resources of the majority of its people to further merely the needs of the few.

structure

Before the emergence of Richard Talbehr, the count was Müden's sole leader. When Talbehr came to the throne, however, he knew his qualifications—he was an excellent diplomat and public speaker, but he had no knowledge or stomach for naval and military matters. He knew that if he maintained absolute control of the military, Müden would surely fall in its next war. Therefore, he had to find a lieutenant to take over the navy.

Talbehr found his perfect lieutenant in a naval officer named Melisande Reaversbane. A love for Müden and its continued health flowed in her blood as strongly as did her hatred for the pirates of the Krakennauricht. Reaversbane assumed the position of Captain of the Royal Fleet in 543 MR (1516 HC).

Her fair but strict attitudes won her immediate respect. Soon, she controlled the law in the provinces bordering the Krakennauricht. In spite of the fact that her power in these provinces now surpasses the count's, she has never sought to force a secession—her love for a unified Müden is too strong.

Today, the Count of Müden is the absolute head of government. Under him are four lieutenants: Captain Melisande Reaversbane; Guilder Theofold of the Brecht Seelundkaufen; Fulda Spiritwalker, High Priestess of the Éla's Quick Fingers faith; and Alderman Wolfgang von Halsarm.

One interesting and surprising development is the appointment of Alderman von Halsarm to a position of power. The alderman serves as a liaison between the count and the mayors of Müden's cities and towns. In his last months as count, Talbehr gave von Halsarm responsibility over the tax collectors of the Müden Public Service as well. One mayor voiced dissent, but quieted quickly; observers concluded that his complaints were simply due to the fact that he had sought the position himself.

taxation

As stated above, taxation is handled by the Müden Public Service under the jurisdiction of Alderman von Halsarm. Everyone complains when taxation time arrives but most citizens don't complain too much. To determine how much is lifted from the public's pocket in taxes, refer to the "Holdings and Interests" section.

According to normal procedure, members of the Müden militia remain on the street while the tax collector enters a home or shop to receive and document the funds; in the past, dis-

the government

agreements over taxes have turned into altercations. However, in the last two years, the militia has only had to intervene three times in tax collecting difficulties.

military matters

Military threats against Müden's soil and citizens from Black Ice Bay are handled by the Captain of the Royal Fleet. Reaversbane appoints a commander to oversee small and insignificant matters; if the situation appears particularly threatening to the security of Müden, however, she'll command the troops assigned to the mission herself.

In the six provinces that do not border on Black Ice Bay, the count controls the military. Where the captain is strong in naval units, the count is strong in ground detachments. A special detail of generals scattered throughout the domain controls these units. These detachments relocate to the town of Trizenleid one province at a time for a monthlong training session each year. Once training ends, the units return to their home provinces and another troop comes in. This leaves one month a year for the Trizenleidans to have their town to themselves and replace some of the older, worn-out training equipment.

the mayors

The mayor, the liaison between the alderman and the city council, is the highest officer elected by the people of Müden. This figure usually is the one who gets blamed for everything that goes wrong in a city or town. However, he is also the one who gets the credit when things go right.

The mayor's job has two functions. First, he is the town's visible public leader. He has the enjoyable task of meeting the populace, cutting ribbons during shop grand openings, and serving as master of ceremonies at special events, parades, and contests.

On the other hand, the mayor has the often unpleasant job of directing the city council. While the council members argue and throw their pens at each other, the mayor must bang his gavel to restore order and get things running smoothly again. In the smaller towns and villages, this task is not too difficult, but as the city gets larger, the task gets harder. In Brechlen and Saarmen, marshalling the council is as daunting as taming the Boar—the mayor of Brechlen has said it would be easier to control a circus of yammering monkeys than the convened council. One may well wonder that any work is accomplished during some city council sessions.

city councils

Councils are located in each of Müden's cities and towns—the larger the town, the larger the council. For instance, Saarmen, a city of more than 40,000 people, has a council of 41 members. These individuals are required by law to represent the interests of the 1,000 or so people under their charge. If the people want a law changed or removed, their representative must do what he can to change that law. The council may address only provincial and city laws and statutes; domain-wide legislation is outside their jurisdiction.

To change domain laws, the councils of every city and town advise their mayor of the issues the citizens want addressed. The mayors then meet with the alderman in Brechlen for a two-month annual session to discuss these needs. The alderman helps the mayors draft the proposals and, once the two-month mayoral council ends, he presents them to the count for a decision.

internal politics

Local politics can get messy at times. Since each city works in basically the same fashion, this discussion uses Saarmen as an example. Readers should keep in mind that the politics of Saarmen, one of the domain's largest metropolitan areas, tend to be a bit more chaotic than elsewhere in the Müden political system.

There are 41 council members in Saarmen's city council. Of these members, five are presumed to serve the greedy needs of Éla's Quick Fingers Guild (of course, no one claims to be in league with this secret, illegal guild), four petition for the Brecht Seelundkaufen guild, three represent the Sailing Song of Neira, and the local temple to Éla—the Suppression of Shadows—has three envoys to the council. With these 16 special interest members, 25 council seats remain to serve the general populace. (Basically, each point of temple and guild holding merits one representative.) In council meetings, the delegates argue, debate, and vote on bills and laws.

Representatives of special interest groups have quite a bit of power in the council. These figures have been known to “buy” votes: purchase voting rights by renting a council member's signet ring for a day and using it to stamp official documents that serve their own purposes. Usually, such misuse of power is not made public—except when it aids one special interest group to do so. For example, Brecht Seelundkaufen recently informed the public of the passage of a law that would allow the sale of stolen goods 90 days after the property was reported missing. The law allegedly was thrown into the council by representatives from Éla's Quick Fingers Guild, and 8,000 gold marcks were “donated” to 27 other council members to purchase one day's use of their signet rings. That day, the council passed the law 32 votes to 3 (including six absentees or no votes). Of course, those 27 council members were either on vacation or home with a case of the flu and denied voting or renting their rings to other council members to make the all-important voting stamps.

The events in the Saarmen council are pretty typical for all of Müden. It all just boils down to life in politics, and Müdenites—especially Saarmenites—have learned to accept it.

law enforcement

Because the count believes that common sense should rule, Müden has relatively few domain laws. They usually apply to both city life and rural existence, as exemplified in the list below. A citizen accused of a crime is put before a panel of his peers and a member of the judiciary branch of the Müden Public Service for a fair trial.

- ◆ **Murder:** Death. If deemed accidental or justified, no sentence is passed. (For game purposes, murder includes only player character races; the death of other life forms is considered killing and is generally justifiable.)
- ◆ **Theft:** Repayment of three times the value of the object stolen plus the return of the object. If the item was merely borrowed, it can be returned to stay the sentence. If payment cannot be made, the thief is indentured one day for each silver marck of the stolen item's value.
- ◆ **Property Vandalism:** Payment to replace or repair (in that order) any broken property. If payment cannot be made, the vandal is indentured one day for each silver marck of the broken property's value.
- ◆ **Personal Vandalism:** This is a very specific violation of personal space. The injury must have a lasting physical or mental effect on the victim in order to qualify. Sentences are deemed by the jury and the judiciary agent but can be as light as one year indentured servitude or public flogging, or as severe as death or commensurate physical injury.
- ◆ **Breaking Contract:** Loss of all profits from contract.
- ◆ **Public Drunkenness:** A night in the brig and a one silver marck fine.
- ◆ **Failure to Pay Taxes:** Seizure and sale of all personal goods and property up to the value of the taxes owed. Jail terms are required one day per silver marck owed beyond the receipts from the auction of property.

Once a person moves to the city, new laws exist to serve local sensibilities, or lack thereof. For instance, it is illegal to foul the water source feeding the fresh water supply in the city of Saarmen. In Polluciden, Mayor Mary Neolund has created a series of useless laws enforced only to detain transients and foreigners indefinitely as a source of free labor. This somewhat unpleasant legislation came about after her

council members reported that the citizens demanded clean streets and a pristine environment but were unwilling to work for it themselves.

The domain-level laws remain the same whether one resides in a bayshore or an inland province. To maintain order and a cohesive Müden, Melisande Reaversbane has made it perfectly clear that the laws the count enacts are to be enforced equally in the bayshore area.

the road system

As Müden's ports are constantly patrolled by militia, brigands have no opportunity to steal the hard work and the sweat-won riches of merchants and manufacturers without a full confrontation. The domain's road system and trade routes are also well maintained. The militia, constabulary, and military units constantly patrol the roads in their provinces.

Unfortunately, the patrols can hope to pass over each road in a province only once every three days or so, making them appealing to brigands. The constabulary does not even try to patrol trails off the beaten track. The table below illustrates the chance that a merchant company, adventure group, or citizen might meet a band of brigands or thieving adventurers.

A band of robbers consists of 2d4 warriors and/or thieves of levels 2d4-2 (minimum of zero), commanded by a leader two to three levels higher than the highest-level warrior. A 10 percent chance exists that the thieves also have with them a well-compensated and loyal wizard of level 1d6+1.

Should the brigands attack on the road, there is a 20 percent chance that a government-sanctioned group nearby will ride to the rescue—that rescue, however, is an unfortunate 3d6 rounds away. The constabulary, militia, or military has 2d6 warriors of levels 2d6-3 (minimum zero), commanded by a leader three levels higher than the highest level warrior. They have a 10 percent chance they of being in the company of a 1d4+1 level wizard. If the group of player characters is traveling off road, however—taking a shortcut through wild territory—no help awaits.

chance to meet brigands*

Province	On Road	Off Road
Allesrecht	6%	12%
Cohrtab	7%	14%
Golbrag	6%	12%
Hauptrehr	8%	16%
Kostwode	8%	4%
Marchbehr	4%	2%
Nodarch	6%	6%
Ruelshegh	16%	8%
Trestahlen	16%	8%
Ubalmulen	4%	2%
Wesbralen	7%	14%

* Over a two-day period.

Eight known bands of thieves and murderers work in Müden. Éla's Quick Fingers guild is rumored to have contacts with those headquartered in Müden and gets a small cut from the profits in return for the travel vouchers of merchant houses.

- ◆ The Brecht fighters known as the Commercial Recreants are a bit totalitarian and violent with their victims. They tend to jump the gun and hurt—even kill—people when they believe they have been provoked. Luckily, their realm of influence is small, polluting only the provinces of Nodarch and Ruelshegh.
- ◆ Entractengild has exclusive rights to work the highways of the provinces of Allesrecht, Cohrtab, and Golbrag.

- ◆ The Highwaymen a vicious band of Brecht and Khinasi murderers, prowl the provinces of Cohrtab, Golbrag, Trestahlen, and Wesbralen.
- ◆ Kliegclan is a handful of Brecht thieves, an almost unknown band that robs merchant trains in secret when they stop for the evening. The gang runs in the Allesrecht and Wesbralen provinces and in the realm of Treucht.
- ◆ The group of bards calling themselves the Journeymerworks in the provinces of Marchbehr, Ruelshegh, and Ubalmulen, as well as in the Banshegh's Domain and the realm of Rheulgard. They are known for enticing wealthy travelers with their songs and stories before making off with their valuables.
- ◆ The Road Wolves, a band of Rjurik fighters and thieves, work with some success in Hauptrehr, Kostwode, and Nodarch provinces.
- ◆ The halfling and Brecht thieves of the Robengild are the richest and most influential thieves roaming the byways of Müden. Working Hauptrehr, Kostwode, and Marchbehr, as well as roads in Berhagen, they are known for their patience, calm manners, and polite demands. Some merchants and other frequent travelers consider it a point of pride to be robbed by the Robengild.
- ◆ The Toll Trolls, a band of goblins, work the Trestahlen and Ubalmulen provinces with little prosperity.



The city of Saarmen is a proud relic from the age of Anuirean occupation. The quality of the architecture and amount of planning involved in designing this city remain evident even today. The optimistic city planners, hoping to one day accommodate up to 50,000 inhabitants, set the city walls far back from the original settlement. Today, 40,859 persons live in Saarmen, and there is still room to grow. Though this is not the most populous city in Müden, it is considered the finest city in which to raise children.

Residents of cosmopolitan Saarmen enjoy relative security from foreign incursion and freedom from disease. The streets are relatively straight and wide, allowing for much more traffic than normally exists. The large, proud docks permit as many as 40 boats to dock at one time.

The sewer system, designed to handle the waste of as many as 100,000 city inhabitants, is still in perfect working condition. The main sewer tunnels are large enough for a man to stand, while the lesser ones require one to travel on foot bent nearly double. Plans are underway to bring sewerworks to the outlying communities that recently have cropped up not far from the city walls; city planners are hoping to have the system installed and integrated into the existing sewers within five years.

Saarmen's water system is a thing of great pride for residents, for few Brecht cities have the luxury of pressurized indoor plumbing. Aqueducts and well-placed cisterns give almost every house and business access to water for drinking, cooking, bathing, firefighting, and other needs.

Communities called farm territories lie a considerable distance from the city walls. They are considered part of Saarmen for the purposes of defense of the land, in exchange for tithes of a percentage of the goods grown or raised on the soil. These territories will not be incorporated into Saarmen's water or sewer systems; their water and waste needs are handled individually without government support.

At night, local government provides torch-carrying watchmen who patrol the streets to deter criminal activity, monitor after-dark goings-on, and escort people on their way home. This service is funded by city fines and fees.

special saarmen locations

In Anuirean architecture, all major homes and businesses contain two or more apartments. Depending upon the desires of the owner, the smaller rooms with streetside openings are rented either to businesses or to members of the social class just below the owner's.

Most of the businesses along any fairly prominent street specialize in one craft or product, or are related to the manufacture or servicing of that craft or product. This specialty often gives the street its name. The craftsmen or store owners and their families generally live above

or behind the shop to save rent and reduce their losses from theft.

Below are descriptions of many of Saarmen's more important businesses, as well as other points of interest.

Baker: Not surprising, bakers play a vital part in the health of most Brecht communities, for breads are a staple part of the diet. Each member of most Brecht households eats bread with each meal, so a wide selection of bread types is necessary to maintain a varied table.

Barber Shop: Barber shops are vital to the movement of news and business tips, in addition to the offering of haircuts and basic dental and medical services. In fact, the only way a barber can remain in business longer than a month is to gossip (playing no favorites with his chatterboxing). News travels slowly, so Saarmen locals need reliable places like these to learn important information.

Celestic Radiance: Helmut Vehen (MBR; W10; Br, minor 12) is the master of the Celestic Radiance and takes great pride in his work. Being the premier instructor of the magical arts in Müden has placed Helmut in the sphere of some of the most important people in Müden, and, from all indications, he enjoys the view. Recent graduate Elsa Darindorf, daughter of a prominent local furrier, was one of his finest pupils (see her description in the "Notable Citizens" section). Helmut charges 2,000 gold marcks per experience level a pupil wishes to achieve and requires at minimum six month's

the city of saarmen

training for each level. Seventy-five percent of his students achieve their goals.

The Courts: A large building, the Courts have two main purposes. First and foremost, this building is the hall of justice for the city of Saarmen and the province of Hauptrehr. Lesser aldermen who work as public attorneys are available here throughout daylight hours. Many of these public servants are recent graduates from an apprenticeship looking for a big break so the veterans will treat them as equal; most of them, however, aren't worth the shoes on their feet.

The Courts' second use is for public announcements. Every day at dawn, highsun, and dusk, a crier stands atop a rostrum (a raised platform for public announcements) and screeches out the edicts of the day. Someone who misses a broadcast need not fret, however: Each is repeated thrice. (And, of course, one can always catch up at a local barber shop!)

The Curia: The Curia, the headquarters and meeting place of Saarmen's city council, is a fantastic building boasting some of the finest Anuirean architecture of its time. Built in the days of the occupation, this building has stood the test of time. Even today, it shows very little wear.

The city council is a governmental society of elected delegates who create new statutes, act upon important issues, and sue the count (through the alderman, whom they contact through the mayor) for petitions of local importance.

Darindorfürs: Fran Darindorf (MBr; Br, minor, 22) is the owner of one of Saarmen's most exclusive establishments and is considered the finest furrier in the business. He also makes the best leather and studded leather armor around (it costs at double the price stated in the Player's Handbook but this armor allows the user to suffer only half normal damage from the first five successful blows).

Éla's Suppression of Shadows: The temple to the goddess Éla is the largest synagogue in the city and hosts public services three times a week. Fulda Spiritwalker (FHlf; Pr6; Ma, major 32), the high priestess of the Church of Éla's Quick Fingers, heads worship services here on holidays; at other times, she conducts services in the Grotto of the Evening Star in the capital of city of Brechlen.

In Müden, the church of Éla openly worships the goddess of night and shadows for her ability to control passages between Cerilia and the Shadow World. Fulda teaches that, in appeasement, the goddess will stay the gates to keep the

land of her faithful safe from the fearsome creatures of that world. (Most Müdenites, in unspoken accord, worship the Sister of Thieves more to protect themselves from the rogues of this world than from the unknown beasts of the other.)

A lot of movement can be seen in and around the Suppression of Shadows temple at all times, day or night. Some people worry that "funny business" is going on, while others attest that the church is involved in some sort of underground or black market business dealings. This accusation has never been proven.

Jakes: The public restrooms in Saarmen are segregated and free for public use.

Markets: Originally, Saarmen had only one marketplace, but the growth in population over the years has brought about the birth of four additional markets in various quarters of town.

- ◆ The Central Market, Saarmen's original marketplace, specializes in manufactured goods and imported merchandise.
- ◆ A few blocks from Holstadt Gate into town, the East Market specializes in game animal meat, hides, and parts. It is also the place to purchase domesticated herd animals, stew rabbits, and so on.
- ◆ The North Market specializes in fruits and vegetables.
- ◆ Near the Edlenna Gate of the city wall, the South Market specializes in grain, stone-ground flour, and other cereals.
- ◆ The West Market, near the river, exclusively features fish, bait, and other items of interest to the fishing community.

Norman Jorvik Engraving: A local dwarf from Baruk-Azhik is known for the uncanny likenesses he engraves in both metals and stone. His flair is so remarkable, the Count of Müden hired him to engrave the molds for the domain's new marcks a few years back.

Public Baths: This large building is not only a place to wash off the grit from the road, but it is as important as the barber shops to the transaction of business and the exchange of news. It also serves as a place to meet other Müdenites, gamble, and read.

The bathhouse consists of two steam rooms and three huge, pool-sized baths (one cold, one warm, and one hot). Several employees run boiler rooms beneath the main level to create the steam and heat the water.

Sailing Song of Neira: Saarmen's other significant temple is dedicated to the Goddess of the Sea. All merchants, marines, naval officers, and shipwrights come to the Lady of Mourning

to appease the superstitions of sailors. This particular church is located near the main docks, to give all who rely on the sea easy access to their deity.

This temple, as well as the others like it throughout Müden, is controlled by Chanty Emma Trulacht (FBr; P6; Ma minor, 20) She is the parson at this particular branch and is known for charismatic sermons that cause the followers to break into tears and rend their clothing.

Theaterhall: Entertainment is always a necessary diversion for big city life—and sharing Saarmen with more than forty thousand others makes this a big city! The Theaterhall is a popular place that can seat 6,550 people in relative comfort, allowing all a good view of the action onstage. The Theaterhall features indoor toilets as well as several booths where vendors sell quick sweet and salty snacks. One never knows who will appear next at the theaterhall, for the venue attracts minstrels, composers, and dramatic productions from across the continent.

Warehouse: Warehouses are found in several areas of Saarmen. First, they are located near each of the marketplaces. Merchants store their unsold goods there, dipping into their back stock whenever necessary. The warehouses near the docks and each of the city gates store import (and export) goods until a buyer can be found.

Windmill: Saarmen's windmills force fresh water from the city water system into the outlying residential areas. The used water then pumps sewage into the city's sewer system. In addition to that essential duty, these windmills rotate stone wheels that grind cereals into flour or grind bone and unwanted hardstuffs into fertilizer for the fields of the farm territories.

other businesses and locations

Considering Saarmen's tens of thousands of inhabitants, it is impossible to list everyone who calls a corner of the city home. It is likewise futile to attempt to detail all the business that one would find here. Dungeon Masters and players should feel free, therefore, to use their own ideas to expand the city's description. A few sample enterprises are listed below.

- ◆ **Apartments:** Ten- to fifty-family housing.
- ◆ **Apothecary:** Holistic medicine sales.
- ◆ **Blacksmith:** Iron and steel smithy.
- ◆ **Bonebreaker:** Assassin and revenge artist.
- ◆ **Ceramic Shop:** Housewares sale and manufacture.
- ◆ **Clothing Shop:** Apparel for men, women, and children.
- ◆ **Furniture Shop:** Items for home or business.
- ◆ **Goldsmith:** Goldworker's and smithy.
- ◆ **Grocer:** General food stores.
- ◆ **Harper Hall:** Musical instrument makers.
- ◆ **Jeweler:** A heavily guarded establishment.
- ◆ **Moneychanger:** Exchanges one realm's currency for another's; expect to pay a 25 percent surcharge.
- ◆ **Moneylender:** Pay him back with 100 percent interest or greet a bonebreaker later.
- ◆ **Pastry Shop:** Cakes, tortes, and rolls.
- ◆ **Whitesmith:** Silver smithy.
- ◆ **Wine Shops:** Sells own and imported vintages; may also feature beer and ale.

The people of Müden are diverse, to say the least. Its cities are a melting pot of every race and creed, and, as in most Brecht realms, a surprising number of citizens are either merchants or providers of merchant services.

demographics

Exactly 259,500 citizens from all walks of life and from all racial and religious heritages call Müden home. Most of the inhabitants are humans (with the Brecht line being the most populous), though a fine spattering of dwarves, elves and other nonhumans give the population variety and flavor. Since most of these individuals congregate in Müden for mercantile purposes and the promise of riches (and early retirement!), there is surprisingly little chafing among the various races and creeds. Everyone coming to Müden knows that everyone else is here for one reason: profit.

Most Müdenites are 0-level characters; only 12,975 domain residents should be considered to have a character class and a level, with the highest being a 12th-level semiretired warrior in Saarmen (described later in this chapter).

Of course, regents always want to know how the “numbers” break down, in case of wartime conscription. Lady Melirna, a renowned historian living in Brechlen, created such a report for the former count three months ago; what follows is an excerpt found tucked away in the back of a drawer in Richard Talbehr’s desk.

melirna’s census report

Dearest Richard

Per your request, I have performed a new census of your domain. Müden has a total population of 259,500 citizens. Of these, 258 claim to be blooded representatives of noble lineage, though, of course, the strength of the bloodline remains unknown. In addition, 6,479 belong to the “all-important” transient population: adventurers, mercenaries, and treasure-seekers.

Should conflict arise between Müden and Massenmarch, as you fear, you should be able to muster a large militia indeed. However, you must

account for the following: First, the elderly and the infirm who can never fight are numbered at 32,436 persons. Secondly, the domain’s 43,249 children cannot be called on for militia duties for up to 12 years. After subtracting the transients (for their employ during times of military draft is unreliable at best), you have 177,336 able bodies from the working force that you can call upon.

This number is deceiving, however, for most of the able-bodied citizenry must remain behind to take care of essential businesses, run local government, bear and care for children, tend the fields and livestock, and forge armaments. Economically speaking, I estimate that the realm can afford to lose a fighting force of 17,733 persons (or 10 percent), who can be called on at two-weeks’ notice. In

notable citizens

a state of emergency this number can rise to 35,467 (or 20 percent). In the case of an attack by the Gorgon or similar threat—when devastation of the domain and its work force is favored over defeat—a 70,934-member force (a full 40 percent of the work force) can be mustered within a month’s time. An army surpassing this tally would, in my opinion, crumble Müden’s economy beyond any hope of repair.

Province	Total Pop	Blooded Pop	Elder Pop	Child Pop	0-Lvl NPCs	+Lvl NPCs	Work Force
Allesrecht	35,122	35	4,390	5,854	1,706	876	4,002
Cohrtab	45,281	45	5,660	7,546	2,264	1,137	30,938
Golbrag	30,120	30	3,765	5,020	1,456	747	20,588
Hauptrehr	58,371	58	7,371	9,828	2,948	1,469	39,703
Kostwode	3,992	4	499	666	199	95	2,732
Marchbehr	1,296	1	162	93	104	31	1,010
Nodarch	7,453	7	931	1,242	372	181	5,099
Ruelshegh	15,034	15	1,866	2,605	781	386	10,177
Trestahlen	14,648	15	1,758	2,449	734	360	10,081
Ubalmulen	1,098	1	149	99	59	25	825
Wesbralen	47,085	47	5,885	7,847	2,352	1,172	32,181
Total	259,500	258	32,436	43,249	12,975	6,479	177,336

population by level

The folk Lady Melirna so tactfully called “adventurers, mercenaries, and treasure-seekers” are, in game terms, considered characters who have reached at least the first experience level. These 6,479 characters are as follows:

◆ 1st-level: 3,243	◆ 7th-level: 50
◆ 2nd-level: 1,621	◆ 8th-level: 25
◆ 3rd-level: 810	◆ 9th-level: 12
◆ 4th-level: 405	◆ 10th-level: 6
◆ 5th-level: 202	◆ 11th-level: 3
◆ 6th-level: 101	◆ 12th-level: 1

guildmasters

Müden's guilds are few, but their influence stretches across the entire domain. Each guild contains subguilds—called bureaus—that take care of trade on an industry-by-industry basis.

theofold

Guildmaster of the Brecht Seelundkaufen,
9th-level halfling thief

S:	9
D:	18
C:	15
I:	15
W:	9
Ch:	11
AC:	2
hp:	42
MV:	9
THAC0:	16
#AT:	1
Dmg:	By weapon

Bloodline: Masela, minor, 18.

Blood Abilities: Direction sense.

Equipment: Stuhlschek ("Steelspine," a rapier +2, 1d6+3/1d8+3), main-gauche +1 (1d4+1/1d3+1), leather armor, ring of protection +1

Proficiencies: Dagger, Main-Gauche, Rapier Sling; Administration, Blind-Fighting, Intrigue, Reading Lips.

Description/History: At age 63, Theofold stands 3 feet, 2 inches tall and weighs 71 lbs. The halfling guildmaster dresses in fine, expensive clothing, preferring red and purple accented in silver. He has a mole on left side of his larynx.

Looking at Theofold today, one would never guess that the realm's foremost guildmaster and chief lieutenant to the former count started his career as a dockside swindler. When he made the mistake of targeting a young Richard Talbehr, however, he soon found himself employed helping the royal heir plug the very loopholes the halfling used to exploit.

Eventually, Theofold united Müden's varied guilds under the banner of the Brecht Seelundkaufen ("Sea and Land Traders"). As guildmaster, he keeps a close eye on the activities of the secret Éla's Quick Fingers guild, which caters to the thieving element in Müden. As long as they keep their hands away from Theofold's legitimate businesses, he doesn't care if they congregate. But if they act against one of his bureaus, they will not see the end of his wrath.

The guildmaster is very proud of his niece, Fulda Spiritwalker, the high priestess of Éla's church in Brechlen. He seems completely unaware of her connection to the hated Quick Fingers guild.

fulda spiritwalker

High Priestess of Éla's Quick Fingers,
6th-level halfling priestess of Éla (Eloéle)

S:	12
D:	16
C:	12
I:	15
W:	17
Ch:	15
AC:	8
hp:	39
MV:	6
THAC0:	18
#AT:	1
Dmg:	By weapon

Bloodline: Masela, major, 32

Blood Abilities: Character reading (major), enhanced sense (major), unreadable thoughts (minor).

Equipment: Ring of mind shielding dagger (1d4/1d3), mace (1d6+1/1d6), whip (1d2/1).

Spells Memorized: Command(x 2), cure light wounds(x 2), detect magic; charm person or mammal, detect charm, enthrall, find traps, know alignment; continual light, locate object(x 2).

Proficiencies: Dagger, Mace, Whip; Reading/Writing Low Brecht, Disguise, Appraising, Herbalism, Religion (Éla), Brewing.

Description/History: The 32-year-old halfling priestess stands 3 feet tall, weighs 52 lbs, and clothes herself in the standard dark dress of her priesthood.

Though she is Theofold's niece, Fulda gained her status without his help. Like my uncle, she serves the Count of Müden as a lieutenant. She is also the high priestess of the Church of Éla's Quick Fingers.

She may not be the most polished preacher

of the faith, but she does lead the parish in Brechlen. In addition, she has an excellent grasp of business management.

Often, people mistakenly connect the church with the underground Éla's Quick Fingers guild, the alleged group of merchants specializing in wares one cannot find through conventional means. Fulda publicly denies any such connection, refusing to listen to people malign her temple so. Her church, she repeats as often as necessary, simply worships the goddess Éla as the force that holds firm the walls between Cerilia and the Shadow World.

other key characters

In the character descriptions that follow, replace all "W" sounds with "V" sounds, unless otherwise specified, to reproduce standard Brecht pronunciation patterns. (In other words, "we wandered westward" is pronounced as "ve vandered vestvard.")

wolfgang von halsarm

Alderman of Müden,
retired 10th-level Brecht magician

S: 13
D: 15
C: 11
I: 18
W: 16
Ch: 12
AC: 9
hp: 29
MV: 12
THACO: 16
#AT: 1
Dmg: 1d4

Bloodline: None.

Blood Abilities: None.

Equipment: Dagger, crystal ball, spellbook.

Spells Memorized (4/4/3): A variety of spells from the divination and illusion schools.

Proficiencies: Administration, Etiquette, Intrigue, Law, Leadership, Reading/Writing (Anuirean, Basarji, Low Brecht, Rjuven, Sidhelien, Vos).

Description/History: At age 67, the alderman still cuts a robust figure at 6 feet, 2 inches tall and 245 lbs. However, age spots have begun to darken much of his skin. He clothes himself in long, unbleached cotton clothing.

Wolfgang von Halsarm has the greatest respect for the regency and has always placed himself at the count's disposal. In fact, he made a point of learning all the languages a regent needs to know. To lighten the weight of rule a bit, he has also studied law and domain administration.

His good relationship with the mayors of the realm should make the approaching transition of regents easier, but his greatest asset to the incoming count is his natural fairness and likable demeanor. He commands the immediate respect and trust of those negotiating with Müden's regent.

rolf der saarmensch

12th-level semiretired Brecht warrior

S: 18/78
D: 19
C: 17
I: 16
W: 17
Ch: 12
AC: -3
hp: 120
MV: 12
THACO: 9
#AT: 3/2
Dmg: By weapon

Bloodline: Basaia, great, 57.

Blood Abilities: Enhanced sense (major), character reading (major), healing (great), protection from evil (major).

Equipment: Field plate, buckler shield, rapier (1d6+1/1d8+1), light crossbow (1d6+1/1d8+1), heavy crossbow (1d8+1/1d10+1), two-handed sword (1d10/3d6), joint salve.

Proficiencies: Flail, Heavy Crossbow, Light Crossbow, Rapier, Two-Handed Sword; Cooking, Direction Sense, Firebuilding, Heraldry, Hunting, Leadership, Set Snare, Siegecraft, Strategy, Weather Sense.

Description/History: This 49-year-old veteran warrior stands 5 feet, 10 inches tall and weighs 212 lbs. Rolf's years of war have taken their toll, however: A series of nasty battle scars runs across his chest and arms, and he suffers from excruciating bouts of arthritis.

These days, this veteran simply wants to be left alone; after his years of adventuring, he prefers peace and quiet. He lives in a shanty near the shore about 15 miles up the coast from Saarmen. However, the city folk do not allow Rolf to be quite as solitary as he might wish; when he helped them rout some troublesome gnoll raiders a couple years ago (he just happened to be in town for supplies), the locals gave Rolf the honorary surname 'der Saarmensch,' which means 'of Saarmen birth.' Rolf has never really figured that one out, as he does not even live in the city.

For many decades, Rolf served as a member of Müden's army, but he was not too sad to see that career end. Unfortunately, his stint in the military gave him a bad case of wanderlust, and he decided to go exploring with his old platoon. During those seven tough years, he saw each of those 12 good men die at the hands of awnshagh and natural creature alike. These days, Rolf just stays on his property—all 10,000 acres of it—and ekes out a simple life, like his fathers before him.

elsa darindorf

5th-level Brecht wizardess

S: 11
D: 12
C: 13
I: 17
W: 14
Ch: 17
AC: 0
hp: 14
MV: 12
THAC0: 19
#AT: 1
Dmg: 1d4

Bloodline: Brenna, minor, 24.

Blood Abilities: Enhanced sense (minor), persuasion.

Equipment: Cloak of protection +2, bracers of defense AC 2, daggers.

Spells Memorized: Comprehend languages, hypnotism, Khinasi trade tongue, know Cerilian origin; Calder's starry sky, deppockets; Zikalaniform.

Proficiencies: Dagger; Etiquette, Reading/Writing (Anuirean, Low Brecht), Spellcraft.

Description/History: The slight Elsa, 28, stands 5 feet tall, and weighs 97 lbs. She clothes herself in elegant dresses, often decorating her long red hair with bows and strings of pearls. Daughter of

a wealthy merchant, she carries herself as if she were a noblewoman.

Her father, Fran Darindorf, owns Darindorf in Saarmen. His connections afforded her an apprentice's position with Helmut Vehen (MBr; W10; Br, minor 12) the master of Celestic Radiance—one of southern Brechtür's largest magic guilds—but she proved herself through her natural abilities and her willingness to work hard. Since her graduation, she has done well: She found employment with a logging guild in Brechlen, and has stayed several disasters for them.

Although she is not of noble birth, Elsa possesses an air of sophistication that gets her invited to important society gatherings. At these affairs, she uses whatever means she has at her disposal to negotiate deals on behalf of her guild.

lady melirna of müden

8th-level Brecht priestess of Lana (Avani)

S: 12
D: 16
C: 11
I: 19
W: 17
Ch: 14
AC: 7
hp: 40
MV: 12
THAC0: 16
#AT: 1
Dmg: 1d4

Bloodline: Basaia, tainted, 14.

Blood Abilities: Alertness (minor), heightened ability (minor).

Equipment: Pen and ink, writing paper, dagger.

Spells Memorized: Bless, cure light wounds, light; augury, slow poison, withdraw; continual light, create food and water, starshine; divination, reflecting pool. In addition, the priestess receives a +2 bonus to saving throws vs. illusions and can cast one flame arrow per day.

Proficiencies: Dagger; Ancient History (the era of the flight from Shadow through the fall of the Anuirean empire), Ancient Languages (Andu, High Brecht), Local History (Allesrecht, Trestahlen, Wesbralen), Reading/Writing (Anuirean, Brecht, Sidhelien), Religion (Lana).

Description/History: This 79-year-old woman is

5 feet, 11 inches tall, but she can no longer stand or walk unaided. Lady Melirma weighs 142 lbs. and wears simple clothes. Her fingers have become crooked from age. Two valets (MBr; F2) remain always with her to care for her.

Lady Melirma feels like her bones are melting and her neck has grown crooked; her eyesight has dimmed, and her appetite is nearly nonexistent. In her youthful days, she was a historian of some repute—plus she kept the suitors knocking on her door! Unfortunately, though, she kept those suitors waiting a little too long. Soon, they had all gotten married, leaving Melirma behind.

The old priestess used to have an apprentice, but he left the priesthood one day and she never saw him again. Although she still occasionally performed duties for the former count, the only thing she can really count on for company these days is the gentle voice of her goddess—and the creaking in her joints.

the mayors

Many cities, towns, and villages are scattered throughout the landscape held by the Count of Müden. Most are small settlements of fewer than 100 persons, but seven cities and towns are large enough to play a significant role in the domain's affairs (see the map of Müden). Each is governed by a city council and by a mayor who answers directly to Alderman Wolfgang von Halsarm. The alderman reports to the count, the regent being too busy with external matters to deal directly with local governments.

yan crichton

As the mayor of Brechlen in the Wesbralen province, Yan Crichton (MBr; F5) is a well-liked individual. He was acquainted with the former Count of Müden, but never had the opportunity to get together with him to report on matters of import to Brechlen.

Yan is also acquainted with Melisande Reaversbane—the two have been seen dining together at a Brechlen establishment. Rumors regarding the mayor and the captain have circulated throughout Wesbralen province, as many think the two are becoming a romantic item—either that, or Yan is trying to pad his position for the upcoming election.

jagr crichton

The mayor of Holr in Ruelshegh province, Jagr Crichton (MBr; F6) is the spitting image of his younger brother, Yan. In fact, they are so indistinguishable that almost everyone who meets either man in his brother's realm will mistake him for the other mayor.

johann gilmour

As the mayor of Sagumzeit in Ruelshegh province, Johann Gilmour (MBr; F10) is a former adventurer from the northern regions of Brechtür. He retired soon after he nearly lost his life at the hands of the Hag.

Johann, an accomplished musician, can mesmerize his guests with either his harpsichord or woodwind playing. The former Count of Müden often asked him to play at diplomatic sessions.

stefen negus

Stefen Negus (MBr; W3) is the silent mayor of Saarmen in the Hauptrehr province. He rarely makes the headlines, though no one doubts his abilities. He is always present to correct any injustice or situation that might infringe on the basic rights of Saarmen's citizens, regardless of the risk to himself.

mary neolund

Mary Neolund (FBr; T8), mayor of Polluciden in Cohrtab province, keeps her town nearly pollution-free, often forcing the criminals into chain gangs supervised by members of the militia.

Mary's health has been a point of concern recently. Sources close to the mayor say she often complains of strange pains in her abdomen. Her fear of clerics and medicines, however, does nothing to help her situation.

michaeles sadler

Of all the mayors in Müden, Michaelles Sadler (MBr; P7) is probably the most charismatic. He carries himself with an air of regal sagacity that is unequalled throughout the domain. Many view this paladin as the next in line for the throne of Müden, though Michaelles has never voiced any ambitions beyond continuing to serve his city of Trizenleid in the province of Golbrag.

sam der dreitsein

Poor Sam der Dreitsein (MBr; T7). Nothing ever seems to go well for the mayor of the town of Halsarm in Allesrecht province, such as his ongoing efforts to shore up the sagging coastline. He has been heard to say he feels as though he is leading a generation with no desire to improve themselves, but actually, his province is doing quite well. When one tries to cheer him up, however, Dreitsein always counters with bad news, such as more erosion or a new threat from the Gorgon in Kal-Saitharak.

other npcs

Three other nonplayer characters bound to enter the life of a new regent are mentioned below. Two of them, Melisande Reaversbane and Albrecht Graben, are detailed more fully in Part VI of Havens of the Great Bay.

melisande reaversbane

Melisande Reaversbane (FBr; F9; Br, minor, 19) serves as the Captain of the Royal Fleet of Müden and the realm's co-regent. Her loyalty to the former count was unswerving, and her dedication to the domain leads her to do everything in her power to keep the land united as one cohesive entity. Without this conscious activity on her part, Müden could easily fall into civil war and, inevitably, split into two separate kingdoms—or, worse yet, be parceled off among its neighbors while internal political empires vainly vied for control.

alaric pinemast

Alaric Pinemast (MBr; F5) serves Captain Reaversbane as the leader of the Royal Marines. He has seemed cross with Melisande of late, often raising his voice and blood pressure with his claims that the captain should be controlling far more of her beloved Müden than she allows herself.

albrecht graben

One unwilling resident of Müden is Albrecht Graben (MBr; F5/T6; Vo, major, 23) King of

character hierarchy

Under the governmental structure established by Richard Talbehr, each of four lieutenants—presumed equal in rank—report directly to the Count of Müden. The outline below demonstrates each of the lieutenant's sphere of influence and subordinates.

Lieutenant: Melisande Reaversbane

Captain of the Royal Fleet

- ◆ Alaric Pinemast
Royal Marines
- ◆ Other captains
Sailors

Lieutenant: Theofold

Guildmaster of the Brecht Seelundkaufen

- ◆ Bureau masters
Guild members

Lieutenant: Fulda Spiritwalker

High Priestess and Guilder of Éla's Quick Fingers

- ◆ Temple clergy
Temple members
- ◆ Unknown lieutenant
Guild members

Lieutenant: Wolfgang von Halsarm

Alderman of Müden

- ◆ Public Service provincial directors
Public Service workers
- ◆ Yan Crichton, Mayor of Brechlen
City council and citizens
- ◆ Jagr Crichton, Mayor of Holr
City council and citizens
- ◆ Johann Gilmour, Mayor of Sagumzeit
City council and citizens
- ◆ Stefen Negus, Mayor of Saarmen
City council and citizens
- ◆ Mary Neolund, Mayor of Polluciden
City council and citizens
- ◆ Michael Sadler, Mayor of Trizenleid
City council and citizens
- ◆ Sam der Dreitsein, Mayor of Halsarm
City council and citizens
- ◆ Other mayors (provincial villages)
City councils and citizens

Grabentod. Although Albrecht thunderously and frequently demands his release from Müden's dungeon, his crude behavior never earned him any points with the former regent. The captain seems willing to let him rot in prison for the rest of his life.

The position inherited by a new regent of Müden is one blessed with a history of concern and care for the folk of the realm. Müden led the way to prosperity during the initial settlement of the Basin States by carving out a small keystone of civilization along the shores of the Black Ice Bay. While other lords and disorganized immigrants grabbed more land than they could develop or hold, the pioneers of Müden laid out their domain's borders carefully and conservatively.

Luckily, most of the past counts have done little to interfere with Müden's ability to feed itself and its neighboring domains and to protect itself. This policy has created the richest of all Brecht domains (at least since Kiergard fell under the weight of the Gorgon).

holdings and interests

Province	Law	Temples	Guilds	Sources
Allesrecht (6/1)	RT (2)	SN (4)	Th(4)	—
	MR (4)	QF (1)	QF(1)	—
Cohrtab (7/0)	RT (2)	SN (3)	Th (3)	—
	MR (4)	QF (2)	—	—
Golbrag (6/1)	RT (1)	SN (3)	Th (4)	—
	MR (4)	QF (2)	—	—
Hauptrehr (7/0)	RT (3)	SN (3)	Th (4)	—
	MR (4)	QF (4)	QF (3)	—
Kostwode (2/5)	RT (0)	—	Th (2)	RG (2)
Marchbehr (1/6)	RT (0)	—	—	RG (4)
Nodarch (3/3)	RT (3)	—	Th (1)	GR (2)
Ruelshegh (4/3)	RT (2)	PA (3)	Th (2)	RG (2)
	—	—	Ju (1)	—
Trestahlen (4/3)	RT (2)	—	Th (3)	—
	—	—	Ju (1)	—
Ubalmulen (1/6)	RT (0)	PA (1)	Th (1)	GR (3)
Wesbralen (7/0)	RT (2)	SN (2)	Th (5)	GR (0)
	MR (5)	QF (4)	QF (2)	—

Abbreviations: RT*=Richard Talbehr (Count of Müden); MR=Melisande Reaversbane (Captain of the Royal Fleet); SN=The Sailing Song of Neira; QF=Éla's Quick Fingers; PA=Pieter Astridsen (Old Father of Forests); Th=Theofold (Brecht Seelundkaufen) Ju=Justina (the Banshegh); GR=Gastus Reigaart (the Banshegh's Domain); RG=Rheulaan Greencloak (Rheulgard).

* Or substitute name of new Count of Müden.

law

Many people might believe the Count of Müden should control most, if not all, of the law in his land. Such an arrangement, however, would not necessarily be the best thing for Müden. The previous regent, realizing his weakness with the art of naval war, released control over the Royal Fleet to Captain Melisande Reaversbane (FBr; F9; Br, minor, 13). In light of her capable handling of the realm's navy, Melisande earned herself a significant amount

of loyalty from the residents of the coastal provinces whom she

protects. All the provinces bordering Black Ice Bay are controlled mostly by Melisande, though the count, as ruler, retains a small claim in these areas. The rest of the land—all provinces not bordering the water—look to the count, exclusively.

Müden currently has possible law holdings (or claims) unexploited in a number of provinces. This leaves a bit of room for the count to solidify his claim on the land, if he chooses, or to use as bargaining chips in the political arena. In the past, the count and the captain have worked closely in order to keep vagrants out of Müden politics, and this concerted effort has proven very effective.

guilds

Because of their mastery in the mercantile arts, the guilds in Müden have banded together. Although to the untrained eye in the marketplace may not notice such a union, guild insiders all recognize the authority of a single body: Theofold's Brecht Seelundkaufen. The bureau arrangement described earlier allows a variety of trades and industries to combine their potential—and their might. Cross one guild bureau, and you'll find yourself smarting from every commercial angle possible. Even illicit organizations such as the Quick Fingers thief guild looks out for its fellow guilders, for commerce can make or break a domain. Without it, people are not working, and neither are they buying goods. Without an exchange of currency, a government cannot tax, nor can it afford to protect the merchants. Understanding this synergy, the Müden-

ite merchants do what they can to keep their domain healthy.

All the guild holdings in use in Müden at this time are being exploited by three guilds.

brecht seelundkaufen

Most of the existing guild holdings in Müden are controlled by Theofold (MHlf; T9; Ma, minor, 18). His group of hard workers run most of the domain's lumber and shipping interests. Without their diligence, the dock hands and the shipwrights would be without supplies. In fact, shipwrights are included in the Brecht Seelundkaufen registry and pay guild dues just like the lumberjacks and shippers.

Currently, the Brecht Seelundkaufen seeks to expand into the Vampire's Hold to gain rights to mine sources of gold, iron, and a large deposit of coal reported to be located there. The guild also is trying to reestablish lumbering in the domain of Treucht to the southwest. Once, Müden imported lumber from that wild realm, but Treucht has outlawed logging today, and it is unlikely that this ruling will be overturned any time soon.

éla's quick fingers

Éla's Quick Fingers, a powerful guild in Müden secretly led by Theofold's daughter, Fulda Spiritwalker (FHlf; Pr6; Ma, major, 32), controls the illegal commerce of the land. The other guilds are aware of the black market presence of Éla's guild but do nothing about it. This illicit business opportunity specializes in items and services that cannot be procured elsewhere in the domain—a viable and valuable service.

Be warned, however. Working in this field without membership in the guild leads to a “friendly” reminder that should be considered a very strong warning: It is suggested that the character cease and desist all illicit activities immediately, or simply join the guild. Thereafter, continuing offenders see their liquid assets start to disappear (and sometimes their fingers and toes as well). In truth, the 10 gold marcks per year guild dues (plus a percentage of earned income) are slight compared to the income a thief or con artist can earn in Müden.

pashacht importers

From her domain of Pashacht, the Banshegh owns two guild holdings, offered her by the previous regent as a gift of friendship. The Pashacht Importers are traders in high-quality emeralds from the mines of Tabre Mountain in that realm. The gems are cut and faceted in the Banshegh's domain before export to nearby territories.

foreign holdings

Once Müden's lumbering caste enjoyed guild holdings in neighboring Treucht, but all timbering has been banned from that domain.

These were Müden's only outside holdings. Guildmasters are currently attempting to enter Pashacht (the Banshegh's Realm) and the Vampire's Hold, though they have had no luck as yet.

temples

Unlike neighboring Massenmarch, Müden has never felt the presence of religion to be a threat. In fact, many of Müden's leaders are occasional followers of one sect or another. In Müden, three mainstream religions exist: Éla's Quick Fingers, the Old Father of Forests, and the Sailing Song of Neira.

Müden's location makes it a virtual gold mine for the right temple—if it can pull Müdenites away from their lethargic attitude toward theology, that is. At this time, about a dozen temple holdings still remain free to a newcomer or a faith with an eye toward expansion.

éla's quick fingers

The temple of Éla is an organization owned by the guild, Éla's Quick Fingers, and subsequently, Fulda Spiritwalker (FHlf; Pr6; Ma, major, 32). This group of devotees worships the Goddess of Night and the Sister of Thieves (both titles belonging to this deity).

Fulda has found that the Church of Éla's Quick Fingers makes more money than the guild's illicit behavior, but she is not willing to close the guild fronts quite yet. Most of these temple holdings are found in the more cosmopolitan areas of Müden, though small shrines do exist in outlying areas.

old father of forests

Old Father of Forests is a teaching that brings people to realize the tranquility and peace one can find in nature. Erik's priests, all of whom work under the druid Pieter Astridsen (MRj/Br; Dr5, Erik; An minor, 15) are vassals of tolerance and acceptance, using themselves as examples for their devoted followers. These temple holdings are located only in the southernmost forested sections of Müden.

the sailing song of neira

Wherever Captain Melisande Reaversbane maintains a law holding, one will also find a temple holding for the Sailing Song of Neira, a faith dedicated to the Goddess of the Sea and Lady of Mourning. Promising to appease the superstitions of sailors, these temples are found near every dock. These holdings are controlled by Chanty Emma Trulacht (FBr; P6; Ma minor, 20).

sources

Magic is the least-exploited resource in Müden. Of the 28 possible source levels in this domain, only 13 are currently owned, and all by foreign spellcasters: the Banshegh's lieutenant, Gastus Reigaart (M1/2E; W13; Ba, major, 20), and the mysterious Rheulaa Greencloak from Rheulgard.

roads

One might assume that the Brechts, being a mercantile people, would have a spiderweb of roads linking every place in the domain to every other place across the landscape. This is not the case: Most of Müden's trading is done by river and by sea. Of course, a few inland trade partners are accessible only by highway, a trade practice which leaves merchants at the mercy of bandits.

The major roads in Müden are named for the two cities or locations they connect. The Brechlen-Saarmen Road is the domain's major east-west thoroughfare (which mostly foreign mer-

chants use, as Müdenites prefer sea routes). This highway continues east of Saarmen under the name of the Saarmen-Holstadt Route. The Saarmen-Edlenna Pass runs north-south along the realm's eastern border.

the court

The Count of Müden rules from a historic palace in the capital city of Brechlen. Unlike the manors, castles, keeps, or mansions inhabited by most Cerilian leaders, this palace, Aldenauer Court, has no protective walls to separate the Count of Müden from his subjects. Neither do walls surround the newer manor owned by the Captain of the Royal Fleet. This lack of outward defenses shows the people of Müden that their leaders trust them explicitly. In addition, it tends to shock visiting dignitaries—sometimes the former count even invited his visiting ambassadors to join him for a stroll through the marketplace.

Aldenauer Court is a superbly staffed environment probably unmatched in all of Brechtür. It costs 10 Gold Bars to maintain at its current level; any new regent seeking to be even half as successful at diplomacy as Richard Talbehr must maintain it at this level as well.

treasury and costs

As in many of the Brecht lands, a few regents hold much of Müden's power. The two most powerful individuals, of course, are the count and the captain, whose power is fairly well distributed. Even though their cooperation is a rare (if not unique) instance, it does call for a rules clarification.

In Müden, whoever possesses the most law holdings in a province is considered the de facto regent of that province, with the right to levy provincial taxes. If the count and the captain should ever possess the same number of law holdings in a single province, the Count of Müden, the traditional leader of the realm, is considered the regent of that province.

the count

The Count of Müden's assets are defined by the regency he accumulates and the taxation rights he possesses.

- ◆ Regency accumulated: 60 RP
- ◆ Regency generated per Domain Turn: 32 RP
- ◆ Treasury: 35 GB

Province	Law	RP Gen.	Taxation Rights
Allesrecht (6/1)	(2)	2 RP	Holding claims*
Cohrtab (7/0)	(2)	2 RP	Holding claims
Golbrag (6/1)	(1)	1 RP	Holding claims
Hauptrehr (7/0)	(3)	3 RP	Holding claims
Kostwode (2/5)	(0)	2 RP	Claims, province†
Marchbehr (1/6)	(0)	1 RP	Claims, province
Nodarch (3/3)	(3)	6 RP	Claims, province
Ruelshegh (4/3)	(2)	5 RP	Claims, province
Trestahlen (4/3)	(2)	6 RP	Claims, province
Ubalmulen (1/6)	(0)	1 RP	Claims, province
Wesbralen (7/0)	(2)	3 RP	Holding claims

Total RP generated: 32

* "Claims" denotes claims by law holding (refer to the BIRTHRIGHT Rulebook, page 43).

† "Province" denotes province taxation (reserved for the provincial regent).

By taxing the provinces as indicated in the chart above, the Count of Müden can expect to produce the following additional funds:

Tax Bracket	GB Collected
Light	5 to 15 GB
Moderate	6 to 21 GB
Severe	9 to 29 GB

The count can acquire additional revenue by using his law holdings to claim part of the taxes in the provinces run by Melisande Reaversbane (see TABLE 18A: LAW HOLDING CLAIMS (page 44 of the BIRTHRIGHT Rulebook)).

The count's maintenance costs for Müden consist of 3 GB per domain turn for his provinces and holdings. He also must pay 10 GB for his court in Brechlen. Captain Melisande pays 2 GB per domain turn to maintain her own, plus the additional 1 GB for the fortified city of Saarmen.

the army

Müden's army and navy are effectively split between two leaders. The count commands the following units through various military commanders (most of whom are members of the realm's seven ruling families):

the count's units

Type	No. Units	Base Move	Muster Cost	Maint. Cost
Cavalry	4	3	4	2
Infantry	2	1	2	1
Royal Infantry	2	1	4	2
Royal Knights	1	2	6	2
Dwarven Guards	1	1	4	2

Total: 18 GB

Richard Talbehr had many friends—in Brechtür and beyond. While the dwarven domain of Baruk-Azhik cannot wholly be considered an ally, its overthane consented to hiring out a troop of dwarf guards to help defend Müden's borders, a fact which impresses the nobles in nearby kingdoms. The count's skill at negotiating and peacemaking is largely credited for winning over the dwarven thane (although some rumors say Baruk-Azhik dwarves believe Count Talbehr had the spirit of a dwarf). To keep these guards on the payroll, the new regent must show the thane he shares the abilities of his predecessor.

the count's vessels*

Ship	Units	Cost	MC	Hull	SW	Crew
Roundship	2	12 GB	B	3	18	2
Keelboat	1	1GB	C(1)	1	10	1

Total maintenance: 3 GB

* Not part of the captain's Royal Fleet.



an awnshegh neighbor

Throughout Müden, the folk know the Swordhawk of Massenmarch to the west to be the realm's primary foe. Many believe war with the awnshegh will come sooner rather than later.

War on the sea should not be a problem for Müden. Although the Swordhawk hates the Royal Fleet of Müden, he fears the sea—Lady Melirma believes it is due to something in his awnshegh nature. Whatever the cause, his fear makes his navy weak, an easy target for the Royal Fleet. The Royal Marines harass his coasts and have, on occasion and only temporarily, taken whole provinces from his influence.

Alderman Wolfgang von Halsarm, however, believes the Swordhawk's phobias run even deeper than fear of the sea. Treucht, an enemy of Massenmarch, remains free, in spite of the fact that it supplies rebels and operates a temple within the Swordhawk's domain. Only this small domain between Massenmarch and Müden keeps the Swordhawk from assailing the western provinces directly. According to the alderman, though, the Swordhawk has a terrible "respect" for forests.

trade standard

The money standard in Müden is the marck. The coins were minted by Norman Jorvik (MD F9; Br tainted 5) a Baruk-Azhik dwarf whitesmithy in Saarmen who is known for his uncanny ability to place an unbelievable amount of detail in his etchings. On the obverse, Müden's marck bears an engraving of Hemler I, the first free Count of Müden after Anuirean rule, while the profile of a three-masted skiff bucks against an etched wave on the reverse. In Jorvik's fine work, a banner waving from the tall mainmast displays the coat of arms of Müden.

None of the guilds or temples in Müden may mint their own coins, which allows the count and the captain to control the economy. Müden accepts the coins of all other realms, though most first-time coin importers find the rate of exchange (75 percent return on a coin's value) a bit steep. Still, a 25 percent loss from the exchange rate is standard throughout Brechtür. The one exception to this exchange rate involves Grabentod's king's head coin—nowhere in Müden can one find better than a 10 percent return on the exchange rate for coin of the pirate realm.

A universal Brecht coin from the Western Reaches is beginning to take hold in Müden as well. These coins—actually large, rough gems—are shaved, cut, and imprinted with the seal of the Count of Danigau, then impressed with their exact worth. A gemcoin impressed with a value of 50 gold marcks is rare, but tens, twenties, and thirties are common in Müden.

Müden, like other domains, has its fair share of plots and schemes—and rumors of plots and schemes. Without them, life as a regent would be boring. Below, a few of these intrigues are described to create opportunities for adventure. These pages represent the latest gossip to filter through the open windows of the court from every corner of Brechtür. Players should let their Dungeon Masters know which ideas they would like to pursue; he might then choose to alter some of the suggestions to retain the element of surprise. Also, players should keep in mind that these are just rumors: Not every one of them is necessarily true, in whole or in part.

stake and dagger

Of late, the Vampire has been collecting an army of darkness—a plethora of creatures of shadow and myth. Every wrong done this awnshegh, be it fact or fiction, will be avenged. During this apocalypse, nightmares will become tangible and reality will be distorted to horrific hallucinations. From all accounts, his first target is Müden.

The Vampire—whose domain lies to the southwest, just beyond Massenmarch—reportedly has lost all patience with Müden. He has grown tired of militants crossing his borders to incite rebellion; he has enough trouble maintaining control and among his populace without Müdenites creating even more obstacles.

However, no information regarding illicit activities in the Vampire's Hold can be found in any of Müden's former regent's notes or diaries. According to these sources, Richard Talbehr was attempting to set up trade and move the two domains toward more friendly terms. Perhaps a new regent should try to speak with the Vampire, continue the former count's tactics, and be ready to curb any possible attack.

dancing the brecht jig

One day, some unknown sage will finally discover the equation for kismet, and he will be heralded as the greatest mind to ever grace the continent. Until then, the regent of Müden must sit back and wonder what horrible deeds he has done to deserve neighbors the likes of the Swordhawk and the Vampire.

A merchant who recently fled Massenmarch with a cargo of refugees from the Vampire's Hold, tells tales of open talks between the Swordhawk and the Vampire. Together, these two vile beasts, tainted with the insanity of Azrai's essence, are discussing plans to split the southern lands of Brechtür between them. An alliance would certainly allow the two awnshegh domains to aid each other; the Vampire wants the western realms of Kiergard and Rohrmarch, while Massenmarch wants Müden and Treucht.

This alleged development is causing quite a stir in all the Basin lands. If the two awnshegh rulers get together, they might be able to follow

rumors, secrets, and plots

through with their machinations. This is only the beginning of the worries, however. If the Vampire and the Swordhawk band together, they will undoubtedly attract the attention of the Gorgon, who would view the development as a direct threat. Should the Gorgon ever turn his greedy eyes upon Müden, the realm will never again know peace. If this story is true, it is up to the count to remove the threat of either the Vampire or the Swordhawk.

richard astray

Few truths regarding Richard Talbehr's disappearance emerged from the investigations prior to the new regent's arrival. In fact, all that was uncovered were third-hand hearsay. These rumors speak of many conspiracies, and the stories are as varied and plentiful as the people who tell them.

- ◆ A common story told in the province of Ubalmulen links the Vampire with a mind-controlling Vos wizard. With the aid of this spellcaster, the awnshegh subjugated Richard Talbehr, placing him under his direct control so that he might master the former regent's diplomatic genius to improve the Hold's political front.
- ◆ The Swordhawk of Massenmarch, according to Wesbralen province officials, had the regent kidnapped returning from a diplomatic mission to Dauren and brought him to his camp. Horrific stories of mutilation, torture, and murder generally turn this rumor into a nightmarish bedtime story told by sleepless children to frighten one another.
- ◆ Hearsay around Marchbehr province paints a portrait of a Richard Talbehr who robbed his domain's treasury of everything of value and made for the hills, abandoning his people for the fun of adventuring. Few actually give much credence to these accounts.
- ◆ A sage in Saarmen claims the former count was raised into the heavens to fulfill an unknown purpose, though she thinks that it involves the death of the Gorgon.
- ◆ The priests of Éla in Brechlen report that Richard has simply disappeared from the face of Cerilia—as though he were sucked into the Shadow World.

For the sake of Müden's citizens, who loved Richard so, the new count should investigate the circumstances of his disappearance further. If either Massenmarch or the Vampire's Hold is guilty of foul play, the vengeful people will not stand for anything less than the death of the awnshegh and his army of kidnapping assassins.

well-kept secrets

Other rumors, a well-kept set of secrets, remain outside the scope of public knowledge. Only the regent and his officials are privy to these tales whispered at court and council.

one open ally

Kiergard is a realm attempting to resist the domination of the Gorgon. Currently it has no open alliances, though several neighboring domains—Müden, Rheulgard, and Treucht—have been sending supplies of food, arms, and medicinal aid into Kiergard for years.

According to rumors, self-named Kiergard heir Brand Mournsinger (MBr; R12; An, major 33) and his guerrillas cannot count on help from its closer neighbors, the Coulladaraight or Rohrmarch—they had hoped to gain operating capital, the use of spellcasters, and actual armed units from these domains to fight the Gorgon's puppet ruler. Unfortunately, the Coulladaraight suffers from a serious case of xenophobia, and Rohrmarch has its own problems without adopting any of Kiergard's.

Under Richard Talbehr's reign, Müden never allied openly with Kiergard—most Brechts do not care to fight a battle they know they cannot win, and warring with the Gorgon is a losing proposition. Under a different regent, Müden may find the courage to openly defy the Gorgon and aid Kiergard's hopes of freedom. To do so, however, the regent must first have the use of the powerful Royal Fleet and marines, and that means gaining Melisande Reaversbane's support.

a grudge bared

It is well known that the pirates of Grabentod, who constantly pester the shipping lanes, are Müden's chief bay enemies. (Some at court joke that the Royal Fleet has engaged so many of them that the layer of pirate ships littering the floor of the Krakennauricht has raised the level of the Great Bay.) The Grabentod pirates are easy to hate and become the natural butt of colorless jokes within the realm.

The pirates have no one to blame but themselves for their lost ships and comrades. Still, they hold a terrible grudge for Captain Melisande. They have tried to assassinate her many times, but she is always ready for the attack. Another pirate ship usually settles to the bottom of the bay in response.

mŷ banshegh, mŷ allŷ

Cerilia is rife with examples of corruption through the acquisition of power, but there is no example closer to the concerns of Müdenites than the Swordhawk. In addition, his lust for greater power makes him completely untrustworthy. Like an irate scorpion, the Swordhawk has bitten every one of his neighbors.

He might be more bark than bite, however, for he appears to want to avoid open warfare with Müden. As part of this package, he seems to leave the Banshegh alone, knowing that Pashacht's alliance with Müden has tamed many a front across the Banshegh's borders.

The regent of Pashacht, Justina Heulough (FE; F9; Az, minor, 33) was charmed by the Count of Müden and held a great respect for his prospering realm. When she began spending a good deal of time in Müden in the exclusive company of Richard Talbehr, a not-so-secret alliance with the hereditary ruler of Müden was automatically assumed.

This alliance has forced Rheulgard's regent to ignore the Banshegh as long as she causes no trouble in his realm. Most of Justina's neighboring regents, like her subjects, believe she is the Banshegh, even though she claims with all sincerity that she is no awnshegh.

the hidden cache

Beneath the capitol in Brechlen, a former regent named Johannes Sadler supposedly deposited 62 GB of the purest gold, 22 bars of silver (each worth 2,000 silver marcks), and his magical sword, Johannes' Dispenser

The Dispenser has joined the ranks of myth. Tale spinners say the sword itself originally bore a taint of Brenna's bloodline. From all accounts, it could absorb a bit of an opponent's bloodline in battle: With each successful strike that caused maximum damage, the sword drained 1 point from its opponent's bloodline strength. According to legend, these absorbed points increased the sword's own bloodline strength.

Johannes, a regent strong in the bloodline of Masela, soon began fearing his sword, for it grew in power faster than he. He was forced to share with the intelligent weapon the pleasures and gains of bloodtheft. Bards believe that, at last report, the sword possessed a formidable bloodline strength with the taint of Azrai (the count had used it to kill evil foes), which most likely accounts for its exile beneath the capitol.

Johannes buried the loot at some point between the years 396 and 400 Michaeline Reckoning, though the exact time and place remains unknown. Legends described the regent as being terrified of sleep during that time. He screamed at night, telling tales of wanting moans, the sounds of sword against scabbard, and violent images that threatened to steal his lifeblood. He died soon after the sword's disappearance.

Each regent of Müden thereafter has met with failure when attempting to seek the sword. Sages say that now, after 150 years in the earth, the Dispenser has probably grown so insane, it should never be sought again.

In all the realms of the Great Bay, Müden seems to be the embodiment of all that is Brecht. Müdenites, a seaward folk, respect and fear the great forests surrounding their pleasant land. Its southern marches are primarily empty and void of population, with large farms and a few mines being the sole population centers.

Most of the realm's inhabitants live along the Krakennauricht coastline. Unfettered by the political scheming in Brechlen and Saarmen, their lives remain more or less the same regardless of who occupies the ruling seat. Luckily, this self reliance and self motivation grants the Count of Müden some breathing room to make mistakes without stunting his domain's growth or position. However, there are a few rules a new count would be wise to follow—"breathing room" does not mean the regent can sit back and grow fat on the taxes of his hard-working serfs.

hawk's sword or gorgon's fang?

A new regent in Müden may be tempted to rid himself of the Swordhawk's threat. However, one must remember that this awnshegh has dared to voice his true feelings of hatred toward the Gorgon. That is a wrong the more powerful awnshegh will never forget or forgive.

To put it plainly, as long as the Swordhawk is around to serve as a target of the Gorgon's wrath, his monstrous vision will never travel farther east than Massenmarch. Meanwhile, Müden has to put up with vicious verbal assaults and the occasional political peacocking from the upstart awnshegh to the west. Still, that fate is undoubtedly preferable to staring into the Gorgon's grin from the back side of his teeth.

leying a new line of defense

Now may be the time for Müden to attract the attention of a loyal spellcaster of moderate experience. At this point, the domain has a number of source holdings available for a resident wizard.

With the southern forests currently filling the magical needs of two neighboring casters (allies of a sort), a court wizard of Müden might wish to choose the realm's centermost province, Trestahlen, as his base of operations and main source of power. Ley lines can be drawn from this province

to anywhere in the domain.

The count should seek for this position a spellcaster of Brecht descent who has, or is willing to make, strong ties in the area. Marrying a Müdenite, raising children in one of the provinces, setting up businesses nearby, or buying land in the domain are all ways for the spellcaster to show that he is serious about protecting the land with his wits and his special abilities.

an ally under the skin of a foe

The Count of Müden must always keep a close eye on the realm of Grevesmühl on the north shore of Black Ice Bay. One of its two regents, Shaemes Karlburcher (MBr; F1; An, great, 40)—also known as the Lord of the Zweilunds and the Scourge of the Black Ice Bay—has caused almost as many shipping problems for Müden as Grabentod. If given a chance, this dirty duke will strike hard at Müden.

However, an all-out attack upon Grevesmühl is not suggested, for the domain's second regent, Kallen Pickbiter (MD; F7; Ba, minor, 16) the king of the Daikhar Zhigun dwarves, is a possible strong ally. Unfortunately, the only way to get to the dwarves' underground domain is through the above-ground domain controlled by Karlburcher. Perhaps a more official tie with the dwarves of Baruk-Azhik could prove a profitable way to forge a relationship with the

strategy and advice

Daikhar Zhigun dwarves. Together, Müden and Daikhar Zhigun can attempt an allied strike against Grevesmühl.

the lone regent

Some regents would find the conditions in Müden a bit to their disliking—sharing the rule can be uncomfortable. Depending on the motivations of the regent, and on what he wants to achieve for himself and the realm, he can use Grabentod's sentiments to his benefit. Since the pirates have tried to assassinate Melisande Reaversbane more than once, chances are good that they will try again. A count seeking to eliminate his co-regent can make sure that, this time, a back door is left open for the assassins.

With the captain dead, the count becomes the sole regent in control of Müden (for a while, anyway). Her horrible murder would be avenged, of course. The Royal Fleet would not sleep until the whole of the Grabentod navy rested under the waves and its current leader

was hauled to court in chains—possibly even for usurpation of birthright and regency.

The count then could set up in Grabentod a puppet government that would pay vassalage to Müden, guaranteeing the sale of lumber cheaper than the market value. This tactic would help save the some of the precious forestland in Müden.

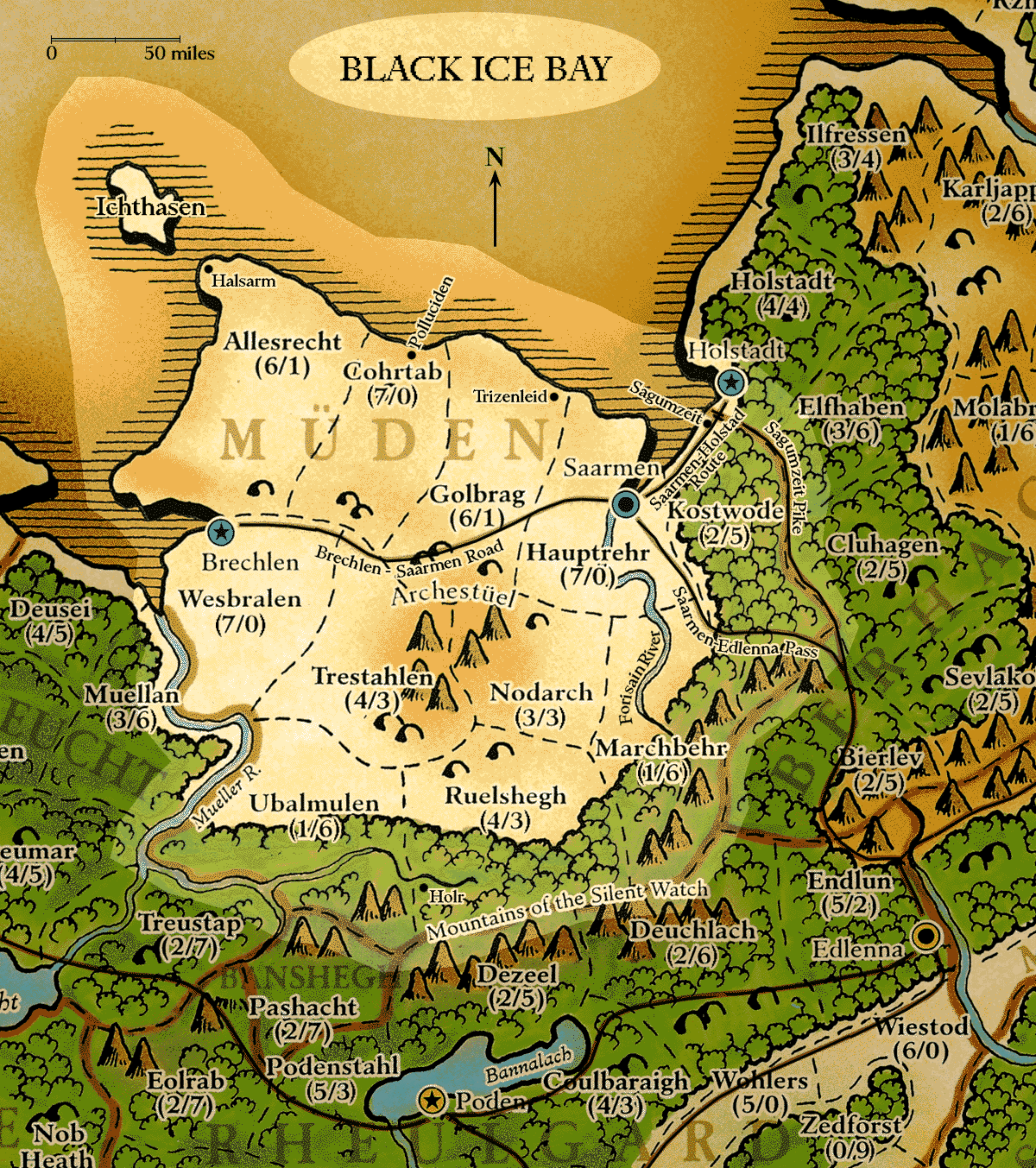
Of course, it would be dangerous to underestimate the captain's appeal among the citizens. Only the most popular of regents could weather the resultant outcry and unrest within the bayshore provinces following her foul assassination—and woe to the regent who finds himself rightly implicated in her murder! In addition, if Müden's ruler proves himself a less than able naval commander, the officers of the Royal Fleet could easily prevent him from seizing the law holdings left open with Melisande's passing.

But most importantly, assassinating a lieutenant of such fine character as Captain Reaversbane is quite a bit less than a noble act—certainly beneath someone claiming to be a hero. An alignment change might be called for, should the hero attempt such a foul deed.



0 50 miles

BLACK ICE BAY



MÜDEN

Ilfressen (3/4)

Karljapp (2/6)

Ichthasen

Halsarm

Holstadt (4/4)

Allesrecht (6/1)

Cohrtab (7/0)

Trizenleid

Holstadt

Elfhaben (3/6)

Molabr (1/6)

Polluciden

Sagumzeit
Saarmen-Holstadt
Route

Sagumzeit Pike

Saarmen

Golbrag (6/1)

Kostwode (2/5)

Brechlen

Brechlen - Saarmen Road
Archestüel

Hauptrehr (7/0)

Cluhagen (2/5)

Wesbralen (7/0)

Trestahlen (4/3)

Nodarch (3/3)

Saarmen-Edlenna Pass

Sevlako (2/5)

Muellan (3/6)

Mueller R.

Ubalmulen (1/6)

Ruelshegh (4/3)

Marchbehr (1/6)

Bierlev (2/5)

eumar (4/5)

Holr

Mountains of the Silent Watch

Endlun (5/2)

Treustap (2/7)

Deuchlach (2/6)

Edlenna

ht

Pashacht (2/7)

Dezeel (2/5)

Wiestod (6/0)

Eolrab (2/7)

Podenstahl (5/3)

Bannalach

Coulbaraigh (4/3)

Wohlers (5/0)

Zedforst (0/9)



Nob Heath