

# SummerHome

## D&D Fifth Edition Campaign Setting

### Campaign Background

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#### General Description

SummerHome is a fantasy city which is the setting for an ad-hoc D&D Fifth Edition campaign.

It is a long-established city in the middle mountain ranges.

The city generally has a mixed population of 80% Human, 10% Dwarves, 5% Elves, and 5% “other”.

The city was originally established as a trading post between Humans and Dwarves, and that continues to be much of its purpose.

However, the relatively pleasant cool weather during the summers drew the attraction of various other people, and many Human nobles from various lands eventually established summer residences here to avoid the heat and humid oppression of the lower plains. Thus, the city eventually derived its name from the fact that from mid-spring to mid-autumn it is generally treated as the “home” for a variety of people. Most of these temporary residents clear out before winter sets in, as winter in SummerHome can be brutal.

The city is largely considered to be “neutral ground” regarding the various Human kingdoms that take advantage of it. As such it is also used as a diplomatic location. It is this latter function that originally drew the Elves to establish a presence here, as it allowed them to negotiate with various Human kingdoms (and grudgingly, with the Dwarves).

The area surrounding SummerHome is mountainous terrain. Beyond about 20 miles or so much of the terrain is unknown, and many hidden wonders and dangers can be found there. Because of this, SummerHome serves as a central point for many adventuring parties seeking their fame and fortune. The vast majority of these come through during the summer months. Regrettably, for many such parties this is their last known location.

There is a sizeable “maintenance” population during the off-season. These are the permanent residents generally for maintaining various buildings, including the noble residences, temples, guild halls, trading posts, and other such facilities. The permanent residents tend to be somewhat hardy folks, many of whom enjoy the quiet times when the seasonal visitors are not around.

The city has a very loose government, primarily consisting of a Board of Aldermen. The Board is made up of whatever nobles are present at a given time (Baron or higher level), plus a handful of permanent locals. The Board is convened once a month to handle minor details, or any time that there is a major or emergency to be dealt with. There are rules in place that the Board cannot make major decisions without at least half of the Board present being nobles. Thus, the permanent residents cannot make major changes during the off-season.

There is a permanent city guard to protect the city and settle disputes. During the summer this is often supplemented with soldiers from the various nobles, though such soldiers while performing guard duties are subject to command of the guard.

## **Nearby Population Centers**

### **Mines of Minara**

This is a Dwarven settlement within the mountains about 50 miles northeast of SummerHome. It is the closest Dwarven facility for mining, mostly iron, though copper, tin, and some silver are also available there. It is the main connection between SummerHome and the Dwarven underground complexes.

### **Dergomel Coal Mine**

This is primarily a human settlement in the mountains to the west. It is set upon a large seam of coal, and is mined to provide fuel for SummerHome, both for heating in the winter and for fueling the Dwarven forges.

There is a very rough road that connects the Dergomel Mine to SummerHome and then on to the Mines of Minara. Wagon trains of coal make this run frequently, as much as every two or three days during the summer, but only about once every two weeks during the winter. Most of the wagon trains are handled by human wagon-masters.

### **Vesterburg**

At the base of the mountains toward the south is the town of Vesterburg. It is primarily a farming town. The town and the farms around it are based on the rich loamy lands of a river basin. The town is subject to flooding every few years during the spring thaws, but such flooding brings fresh soil and nutrients, so the residents often consider them to be a blessing rather than a curse.

The town is the primary source for fruits and vegetables for SummerHome. As such there is heavy traffic between Vesterburg and SummerHome, particularly during the fall harvest season.

## **Historical Notes**

The city's location deep in the mountains makes it a difficult location to attack. That combined with the fact that there is not much in the way of "riches" to be found means that it is very rarely attacked. Most of the various attacks and sieges through history have been oriented more toward capturing one or more of the nobles in residence at the time rather than trying to take the city itself.

The city has been subject to raids by Orcs and Goblins in the past, however those tapered off long ago as the city grew in strength. Such raids still occur from time to time on outlying farms and settlements or on the various trading caravans.

The city's neutrality has made it an informal but common practice that nobles traveling to and from the city are granted some degree of diplomatic immunity. Attacks on any noble moving between their winter locations and SummerHome generally bring reprisals from all associated kingdoms.