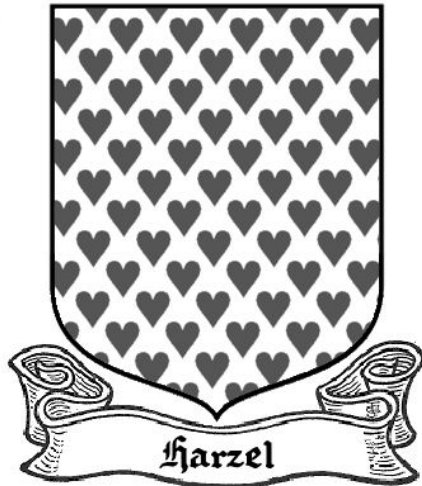


# Harzel



With its prime location right between the blessed falls and the original Bergsdorf village, this was where the first newcomers settled after Baron Roland decided to build the castle of Bergsburg. Thus, the first buildings in Harzel were hastily erected hovels of traveling masons and carpenters, and when they moved on, the less fortunate moved in.

Alas, all signs of this modest beginning burned to the ground in the big fire of 1618 IC. By this time, Bergsburg had established itself as the political and commercial capital of Hochland, and nobles as well as merchants had realized the importance of establishing a presence in the growing city. Until the big fire, however, they had found that land was very scarce within the city walls, so they all jumped at this opportunity of buying land from the destitute victims of the flames.

And so, within a handful of years the area had changed beyond recognition, as the Hochland nobility and rich merchants erected large town houses along the Drakwasser. A very successful merchant called Rickard Scheine built the most opulent mansion of them all and called it Harzel. So much did the Harzel mansion symbolize the extravaganza of this new neighbourhood that a few generations later most Bergsburgers referred to the whole area as Harzel. And even though some buildings have been replaced or modified along with the fads of architecture, the atmosphere and clientele of Harzel has remained intact since the seventeenth century.

Today, around a dozen mansions make up the district of Harzel, most of which are three-storey buildings consisting of three or four wings around a courtyard, and a few even have gardens at the back.

Most of Harzel is quite sedate; servants run some errands, and the residents can sometimes be seen as they head west for fine food and entertainment across the river. The only exception to this rule is the steady stream of pilgrims, beggars and other visitors walking to and from the Temple of Shallya. Watchmen and private guards make sure that these unwanted visitors stick to the Ostkai street along the Drakwasser.

## Locations

### Chest of Mercy

A few feet from the staircase to the temple, the Chest of Mercy stands under a small shed roof where the first Shrine of Shallya's Falls stood. The Chest is made in stone with a finely cut dove on top and a slit for donations. Pilgrims who can afford are supposed to make their first donation to the poor here, before they enter the temple.

### Magnenhof

Magnenhof has been the home of the Imperial representatives in Bergsburg since Magnus the Pious bought it from a bankrupt merchant back in 2305 IC. It is a lavish three-wing town house on Adelstrasse, and an Imperial standard flies from a small tower which has been added over the main door. Two of the three wings are the residence of the Imperial Plenipotentiary, while the third wing serves as headquarters for the Imperial Magistrates of Hochland. The Chief Magistrate of Hochland, Wilhelm von Muhl, resides here.

### Bergsburg Municipal Baths

In the south-western corner of Harzel, the Bergsburg Municipal Baths lie in the shadow of the Roland's Bridge. Here, the wealthy burghers come for relaxation and confirmation of their social status.



### Klippenpark

In 2489, the boulder-strewn land at the base of the cliffs was landscaped into a park, paid for by the wealthy residents of Harzel. The strip of ground retains a superficially 'wild' look, but with lovingly tended lawns, peacocks and ornamental ponds. It is here, in the groves and grottos, that the great and good of the city stroll and conduct business and romance away from prying eyes. As the park is maintained entirely by the private funds of the locals, commoners and those who look like them are not permitted through the gates. The railings, however, are another matter....

### The Lovers' Stone

Leaning against the cliff face in the grounds of the Klippenpark is a large stone slab from some unknown previous age, marked with faded swirling patterns. It is known as the Lovers' Stone, because couples often arrange to meet here at night.

### The Harzel Watch Post

A single-roomed square building, it is here that the local watchmen are based when not out on patrol. The City Watch in the district have an easy job, as the majority of the mansions are walled and all have privately employed guards to keep out unwanted visitors. As a result, Faustus Asprill makes sure that the Harzel Watch Post is staffed by the more incompetent or elderly members of the City Watch.

## Bergsburg Municipal Baths

The Bergsburg Municipal Baths, to give them their full title, are a small complex of buildings in the southwest corner of Harzel next to the river. They were set up under municipal charter by the Council, and built by Dwarven Engineers about seventy years ago with money provided by wealthy patrons. The principal investor is currently Lydia Wildfeuer.

The buildings are all constructed in classical style. Entrance to the baths is supposedly open to any who can pay the 'not so modest fee', (5gcs). Those who aren't obviously wealthy or respectable (such as scruffy adventurers or prospectors) will be politely, but firmly, turned away by the discreet (but large) doormen; Little Enrich and Günter. There is also a small pool in the entrance lobby where voluntary donations to Shallya can be made. It is considered very bad etiquette not to donate, and since everyone can see exactly what is being proffered, those with a social position to maintain (i.e., the majority of patrons) end up donating generously. An Initiate collects these donations every evening.



### The Baths

The building is entered via wide marble steps opening onto Middenweg near Roland's Bridge, and under classical columns into a foyer where fees are paid to a discreet office. As you walk forward the male baths are on the left, whilst the slightly smaller female baths are to the right. The design of the building is such that it mirrors itself down a central axis.

The first room encountered is the disrobing room where servants powder and talc the bathers and hand them some clean bathing robes for a small fee. Immediately beyond this is a cold shower, with waters drawn directly



from the Drakwasser and pumped over the bathers' heads using a Dwarven pumping device.

After this is the first of the cold pools, where bathers descend and are immersed for several minutes. After this is a series of steam rooms (on the male half only, it would be unseemly for females) where water is thrown on hot braziers, and business can be discussed in relative privacy and comfort.

Beyond the steam rooms are massage parlours where skilled masseurs, (of either sex) apply oils and strigel', removing the day's dirt for a reasonable price. Although the Shallyan clergy frowns upon such practice, those acquiring certain 'extras' from masseurs whose skills lie not with soap and perfume can obtain it from 'talented individuals' who work independently of anyone, charging (reputedly) exorbitant fees of their clients. These 'talented individuals' pay an entrance tax to work the premises together with regular untaxed masseurs. It has been known for certain individuals to be refused service, though discretion is assured.

Leaving the massage parlours, clients enter hot baths where heated water is pumped into a shallow bathing pool, before they enter the large communal pool where the male and female halves of the complex meet up.

Dotted around the communal pool are cup-holders, perfumers and sweetmeat traders, selling sugared dainties and fried lark's wings. The pool opens onto a central courtyard, (screened by extensive foliage) with good light from skylights in the vaulted ceiling. Towards the courtyard is a barber's booth where patrons may have their beards trimmed and hair cut, (more exclusive hairdressers exist in Osttor for those with money). Opposite this is the surgery of Doctor Schlock.

A good deal of business (mercantile and political) is

conducted in the pool and contacts are made since all are considered equal. Of course, any merchant who treats his betters over-familiarly will have to see them again outside of the Baths. It is considered very bad etiquette to challenge someone to a duel in the Bathhouse.

The final cold baths are entered before the patron enters the small, (segregated) drying rooms where they may use the freshly laundered warm fluffy towels to dry as warm air is pumped into the room. A servant will then lead them to the robbing room where perfume, (purchased previously) is re-applied and they are dressed.

Many patrons end the day relaxing, drinking wine or reading in the enclosed courtyard where musicians play amongst the fountains and shrubberies. It is de rigour amongst societies' upper echelons to visit the baths at least every fortnight; after all this is Shallya's City.

Below the baths are vast furnaces and pump rooms where gangs of sweating stevedores fill blazing fires with wood and coal and cramped service corridors where Dwarven machinery grunts and whistles. Water from the Drakwasser also runs beneath the baths, though the area is fenced off comprehensively and periodically with heavy iron grills made by the Dwarven Engineers Guild to prevent smuggling. Manholes allow access for

maintenance and inspection from above.

Above the front of the baths are some servant's quarters, a number of linen closets and a few administrative offices, where Director Vaughn can often be found.

## Heinrich Vaughn

Heinrich inherited his shares, (about 10%) in the Bathhouse from his father who invested in the project from Talabheim. His elder brother gained the merchant house, whilst Heinrich gained the shares together with other Bergsburg interests. Heinrich supplements his, by no means negligible, profits by running the Baths and drawing a wage. He also owns a couple of slum-houses in Sudentor that he rents out. The other principal investors (who have changed over the years) are Lydia Wildfeuer (holding 20%), the Physicians Guild (12%), the Barony (10%), Doctor Herman Schlock (senior, retired) (8%), the Merchants' Guild (8%), the Wizards' Guild (5%), the Dwarven Engineers' Guild (4% in lieu of construction costs), and the Merchants' Guild of Talabheim (3%). Various small investors and silent partners hold the rest. It

### Heinrich Vaughn

**Director**

**Male Human**

**Burgher**

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
34	24	34	38	26	27	34	58

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	3	0	0	0

**Skills:** Charm, Common Knowledge (the Empire), Evaluate, Gossip, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel, Kislevan), Super Numerate

**Talents:** Etiquette

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Dagger

**Trappings:** Expensive Clothes

### Wilhelm Schlock

**Doctor**

**Male Human**

**Barber-Surgeon (ex-Student)**

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47	13	37	43	49	64	71	38

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	3	0	0	0

**Skills:** Academic Knowledge (Disease, Heraldry, Law, Medicine), Charm, Common Knowledge (the Empire), Disarm, Dodge Blow, Gossip, Heal, Read/Write, Ride, Speak Language (Reikspiel, Classical, Bretonnian, Tilean)

**Talents:** Etiquette, Linguistics, Strike to Injure, SWG (Fencing, Parrying), Suave, Surgery

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Fencing Sword, Dagger

**Trappings:** Glasses

is understood that the Talabheim Guild is interested in selling its shares. Heinrich can usually be found in his suite of offices above the Baths, (where he lives) or in the foyer talking to guests and overseeing staff. He has one illegitimate son, Ulli, whom he acknowledges as his heir.

## Wilhelm Schlock

Appearance: Impeccably turned out- invariably dressing in traditional physician's attire whilst working, and riding gear in his leisure time. Doctor Schlock wears pince-nez glasses.

Doctor Wilhelm Schlock is the eldest son of Herman Schlock (family practitioners for 300 years). Doctor Schlock studied under his father at the family practice before being sent to Nuln for his education fifteen years ago. He returned eight years later with his pretty Tilean wife Maria, (of the Remean Sevilia physician's family) and set up practice at the municipal Baths. Wilhelm's father Herman retired five years ago, turning over his practice to one of Wilhelm's uncles, Otto. Another uncle, Sebastian, heads the Physicians Guild of Bergsburg. Wilhelm's clientele are invariably the rich with minor or cosmetic ailments for which he charges a high price. Wilhelm provides another function, (besides unofficially certifying the 'Masseurs' as free of disease) and that is attending duels. Wilhelm lives in a modest apartment in Verenenstadt with his wife who is expecting their first child. Wilhelm has one apprentice, his cousin Herman (Sebastian's forth son), and isn't looking for more.

## Black Maria

Appearance: Petite, cute and well dressed. Maria looks just like any other masseuse, albeit with more 'specialist' skills.

Black Maria is an assassin and a whore. She also deals in information, selling it to the highest bidder. Maria sleeps with customers (to maintain her cover) for which she charges accordingly and kills with little compunction. This is not the assassin you would want in order to make a show of things. It's business: quick, quiet, and with a minimum of fuss. Maria may be from Bergsburg, it is hard to tell as her accent is difficult to place, and she gives little of herself away. Hiring her is difficult since she uses double blinds to protect her identity. Clients leave details of the target in a sealed envelope with the Merchants' Guild, which delivers it amongst the Bath's laundry, where Maria will collect it. Replies are sent back in the same way. Maria's living as a spy, (selling information to the highest bidder) is better known within the Merchants' Guild and acts as her second cover. Virtually nothing else is known of her.

## Black Maria

**Female Human**

**Assassin (ex-Rogue, Entertainer)**

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	73	46	47	61	44	61	47

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	17	4	4	4	0	0	0

**Skills:** Common Knowledge (the Empire), Charm, Concealment, Disguise, Gossip, Pick Lock, Performer (Actor, Dancer), Prepare Poison, Read/Write, Scale Sheer Surface, Shadowing, Silent Move, Sleight of Hand, Speak Language (Reikspiel)

**Talents:** Alley Cat, Flee!, Linguistics, Marksman, Rover, Sixth Sense, SWG (Blowgun, Crossbow, Parrying, Throwing, Entangling)

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** You Name It...

## Adventure Hooks

### Duelling

One of the characters (the weakest) looks just like Heinz von Bumph, and he's just gotten himself in duel to the death. Of course he's hopeless with swords, would they mind stepping in for him, he'd be very generous...

### Bath Time

One of the players (the most influential or noble one) has contracted a harmless but highly visible and embarrassing disease. This wouldn't be so bad, and is bound to clear up in a few days, but he's required to meet their patron (Director Vaughn) at the Baths at midday the next day. Heinrich has an important errand for them and refuses to meet anywhere but this most public place. Vaughn leaves for Talabheim the next morning. Of course, should the player turn up and their condition be unmasked, it would prove highly embarrassing to all concerned and would certainly raise the ire of Vaughn. To make matters worse, Sister Mathilde Dietrich has recently insisted everybody visiting the Baths undergoes a full physical by Doctor Schlock in the interests of good health. Heinrich has acquiesced to maintain good relations

with the clergy. The disease must run its natural course and cannot be cured faster than is usual; at least by medical means... What will the players do? If they should be successful in meeting him, Vaughn will require the adventurers to beat up a peasant, one Boris Kaiser, who's behind on his rent.

### Take over at the OA Corral

With the Talabheim Merchants Guild looking to sell their shares, all the other owners are suddenly looking to mount a coup. Several interested parties would like to gain control of the Baths with all the political and financial benefits involved. The players have been hired to look after the Talabheim Guilds' interest, and recommend whom they should sell the shares to. This is a way to move players to Bergsburg from Talabheim or it could be done through an intermediary or broker. There are three main parties interested in buying the shares. First, there is Lydia Wildfeuer who would like to increase her control of what could be potential competition. She's offering cash and can provide business discounts.

Second, Director Vaughn would like more control over his major source of income and job security. He may be tempted to trade some of the properties he owns in lieu of cash if the Talabheimer's should be interested. He still has contacts with the Guild through his brother.

Third, there's the Physicians Guild that currently have controlling interest, (with various members) who'd like to maintain the status quo, but could use the increased political power in their dealings with the Shallyans and Council. They could offer their valuable services and may be prepared to have the shares in a member's name, (probably Wilhelm or Sebastian) to keep the shares separate. Neither the Barony nor the Bergsburg Merchants Guild are interested in buying shares, though they might want to keep a close eye on proceedings and they'll both be needed to ratify the sale.

Of course, there's the 30% undisclosed ownership to think about too. Who are the silent partners, (The criminal fraternity? The Three Kings?) and what might they think of the purchase? Things could escalate with bribery, intimidation and assassination becoming commonplace, especially after the choice is made, (but before it's implemented). Whoever the characters sell to, they'll be bound to make some powerful friends and enemies. This offers real scope for GM's, together with a slightly different game and an avenue into the seedy world of real-politick.

## Otto Globus

Globus resides in a mansion in Harzel, property owned by the imperial crown. The three-storey building has many rooms each with their own function surrounding a squared central courtyard. A four storey tower on the north-east corner of the property functions mainly as a guard post and a symbol of the importance of the building, the tower also happens to be one of the tallest points in Harzel. The property backs onto the Drakwasser with its wall directly against the water. A locked grill leads from the river into a covered stone jetty built into the design of the house. Here a small rowing boat provides the owner an alternate exit from the residence.

The collection of excise and all revenue and records is organised and supervised from here. A thin staff of scribes mans a Library, archive and several studies for this purpose. The imperial servant, currently Otto Globus,

### Otto Globus

**Male Human**

**Politician (ex-Bailiff)**

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	39	42	48*	35*	53	47	51

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	3	0	0	0

**Skills:** Academic Knowledge (Law), Academic Knowledge (Genealogy/Heraldry), Blather, Gossip, Charm, Command, Common Knowledge (the Empire, Bretonnia), Evaluate, Haggle, Intimidate, Perception, Read/Write, Ride, Speak Language (Reikspeil)

**Talents:** Etiquette, Master Orator, Public Speaking, Schemer, Very Resilient

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Jewelled Knife

**Trappings:** Rod of Office, Seal of Office on Silver Chain, Silk Shirt, Velvet Jerkin, Flamboyant Hat with Feathers, Fur-collared Coat, Leather Boots, Wig

\*Overweight, T+10\*, Ag-5\*



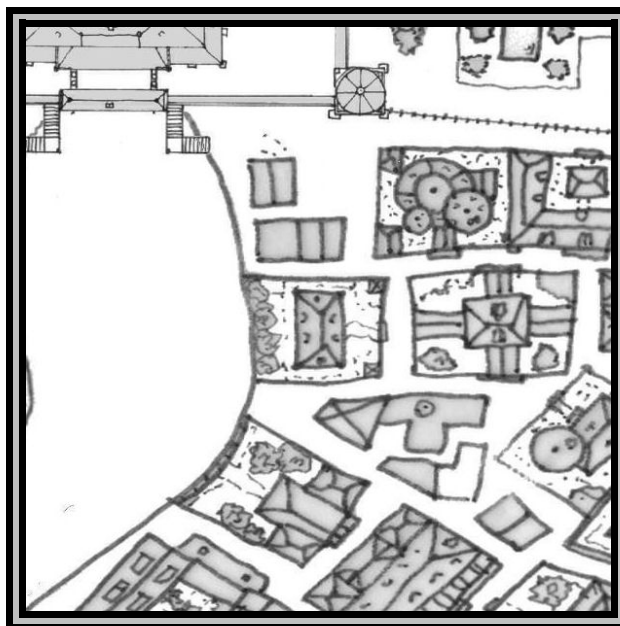
enjoys the luxuries of a range of rooms including the large Imperial Hall where the imperial griffin is mosaiced onto the floor and the portraits of past residents line the walls. Globus own quarters extend over most of the second floor including several spacious rooms each lavishly furnished and decorated with valuable pieces of art.

Due to fact that money and important documents are stored in this residence the grounds of the building are guarded by a small detachment (12) of Imperial soldiers. Their barracks, stables and other rooms make up the ground floor rooms of the courtyard in addition to the kitchens and servants' quarters. The only time they are absent is when tax revenue is being transferred from Bergsburg to Altdorf when they will be assigned to safeguard the journey.

A detailed list of the more important taxes raised in Bergsburg can be found in the Taxes section.

## Otto Globus

*"Drag the miserable wretched son of spawn here if you need to! Take his money and if he hasn't got it - take his...ears...or his nose, yes! Cut his damned nose off!"*



**Appearance:** Globus is of medium height and massive build, in fact he is running to obesity. His clothes are stretched at his huge gut and his neck has disappeared under his many chins. An ugly man, he has fat red cheeks, a small nose and protruding eyes that are slightly freakish in nature. Globus lost all his hair through hereditary disease but wears an unconvincing wig, (like those of Breton nobility) in public. His voice already a little high, rises to a squeal when he becomes angry along with streams of vulgar curses.

Otto is a Hochlander, his family were smallholders in Krudenwald. As they both died while he was young Otto grew up alone in a world of emotionless accountants and fickle merchantmen. A quick mind and affiliation for numbers later led him to work as an excise man. His bitterness fuelled an enjoyment in extracting wealth from the local populous; he became notorious even among his superiors as efficient and successful, and among the locals as mean and heartless. His rise in favour led him to the Imperial Capital where under bureaucratic governors he absorbed the corruption prevalent around him. Only when scandal engulfed the administration did he fall from favour.

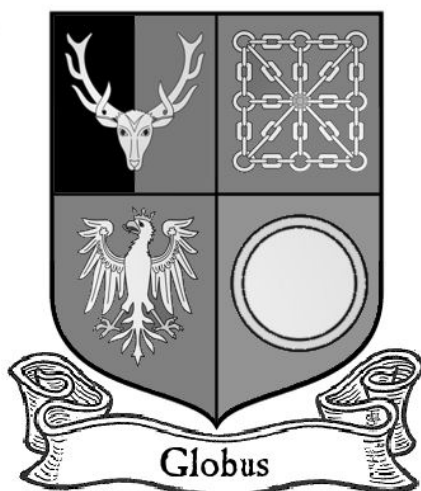
To escape trial Otto was forced into exile. He moved to Bretonnia, arriving in Gisoreux he soon grew to love the decadent city. He invested the profits of many years of embezzlement into the flesh trade, caring little of its immoral practice he happily did business with the lowest of Old World society. Here he built himself a reputation as a ruthless slaver: one supplier who failed to pay found himself as cargo.

Otto entwined himself in the corruption of Bretonnian officialdom and the decadent aristocracy with whom he fraternised. However in time his ambitions to power outgrew his position and the underworld conspired against him. He was invited to a clandestine meeting of fellow slavers in an abandoned cellar, however the

assassins who awaited him saw the light cut off as the trapdoor was slammed and bolted shut. Water, diverted from a drain, poured through the cracks and all that could be heard was Otto Globus' chilling laughter and the gurgling screams of drowning men.

Globus fled retribution in the city and a year later returned to the Empire turning up in Nuln. Temporarily an accountant for a Tilean crime outfit he was approached by an official contact; his old masters had regained power in Altdorf, Bergsburg wasn't filling the coffers like it once had and they needed someone efficient who wouldn't let the Shallyans turn him soft, besides, didn't he come from there?

Otto arrived in Bergsburg with authority to collect Imperial taxes. Contracts for collection of civic taxes were issued annually but were consecutively won by the Betrüger family and Magnus Betrüger, who was also the only contender for the business. A chance meeting with Ruprecht Gutgenug, a popular Guildsman with his eye firmly on the mayoral seat, offered Globus an opportunity. He offered Gutgenug a deal: in return for sealing the next civic excise contract he would secure Gutgenug's seat 'by whatever means'. The Guildsman accepted, requesting uppermost discretion. Using forged papers, Globus accused several guilds of fiddling their Guild Tax payments implicating the Betrügers of conspiring to the embezzlement. Meanwhile a plethora of well-placed bribes kept the suspicious slow to voice their cries of foul play. To avoid controversy many nobles and richer merchants switched their support from the Guilds to the Wertheim dynasty who was backing Gutgenug. Although the scandal has elevated Globus' status he has heard nothing from Ruprecht for a while now. However, members of the Teamsters and Stevedores have been quite vocal in their claims that Globus framed them and lately Otto has been looking to the gangs in Helmsberg (especially local protagonist Morgen Hakkt and his gang; the Helmsberg Blackhoods) to help keep their neighbours across the drakwasser quiet.



## Gustav

Male Human

Bodyguard

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	27	51	35	36	28	26	25

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	5	3	4	0	0	0

**Skills:** Dodge Blow, Heal, Intimidate, Perception

**Talents:** Disarm, Specialist Weapon (Parrying, Throwing), Street fighting, Strike to Stun, Very Strong

**Armour:** Breastplate, Leather Jack, Leather Leggings, Mail Coif

**Armour Points:** Head 3, Arms 2, Body 1, Legs 1

**Weapons:** Broadsword, Knuckle Dusters, Dagger, Pistol

**Trappings:** Good Craftsmanship Shirt in Yellow and Blue

Despite his speedy rise to power Otto has a wetted appetite for power that he realises derives from nobility. Lately he has been seen making trips to the Castle there are rumours that he has been advising the family on its difficult financial situation. Otto is motivated by greed for money and power and cares nothing of people, even drawing pleasure from inflicting hardship and pain. Otto's time as Imperial Tax Governor has been characterised by ruthless control and use of the system. Intimidation and occasional violence are not unknown. He is possessed of brilliant insight that leads him to plan intelligently and to perceive threats well in advance.

He covets a title and has acquired the trappings of an aristocrat, his collections of wine and Bretonnian antiques support these ambitions. However his other hobbies are distinctly darker; he has a fine, (if very disturbing) collection of Breton Necromantic art and one of Elven weapons and jewellery. Both of which could bring unwelcome attention from parties that hunt down such collectors where they might be uncovered.



## The Globus Household

### Gustav

**Appearance:** Gustav is a huge man at 6'4", broad chested and heavily built. He has small blue eyes and a prominent nose under which he has grown a thick, blonde handlebar moustache. His curly corn-coloured hair is long enough to be tied back and he has a threatening grin that reveals flashing white teeth. Gustav is always dressed in a puffed out yellow and blue shirt over his simple leather and on top of this he wears a gleaming breastplate. Although strong and powerful, Gustav lacks brains. His main flaw is his vanity and he likes to think that he cuts a dashing, heroic figure. This is an image that he embellishes with tall tales of his imaginary past as a military officer. Gustav's personality traits may derive from the fact that he has never seen much action in his work and he is always itching for a scrap as long as it is one-sided in his favour. He relishes the occasional beatings of weak citizens who have angered his master. In truth Gustav is a coward, the thought of a broken nose or missing tooth is enough to make him back out of a fight. Normally his overly confident manner over-rides this but if he were to start losing then it would soon disappear. Gustav panders to Globus but harbours a secret dislike of the man whom he finds ugly. However Globus pays well and is important, for this Gustav remains loyal.

For every three wounds lost in combat Gustav must test on Globus' Leadership, (or his own if Globus is not present). If he fails then he will back down for fear of getting hurt. If he ever reaches zero wounds then he will immediately surrender.

Incidentally the pistol that Gustav wears at his belt and occasionally waves threateningly is all show. He has absolutely no idea of how to use it.

### Alfricht

**Appearance:** Alfricht is a short, thin, wiry fellow. He has long ginger hair tied back, mostly behind his leather coif. His face is creased and he has narrow eyes and a toothy smile. At 45 Alfricht has been in his profession nearly 30 years but still turns out well presented and impeccably polite.

Although his appearance may make him look like the despicable taxman, he is quite different. Alfricht is a great believer in fairness but also in the bureaucracy, though he thinks Globus takes entirely the wrong approach and disagrees with most of his policy. Only, Alfricht never has the guts to speak out, yet. He can be seen patrolling the docks areas or the market place but has been relieved from his more active, public responsibilities because he is regarded as a little soft. He works with the heartless Hermann Jans, the other veteran Exciseman who panders constantly to Globus. The four others divide their loyalties between these two.

### Alfricht

**Male Human**

**Bailiff**

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	32	33	30	34	37	38	42

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

**Skills:** Academic Knowledge (Law), Gossip, Charm, Navigation, Common Knowledge (The Empire), Perception, Read/Write, Ride

**Talents:** Super Numerate, Public Speaking

**Armour:** Leather Jack, Leather Coif

**Armour Points:** Head 1, Arms 1, Body 1, Legs 0

**Weapons:** Sword, Knife

**Trappings:** Pocket Abacus, Quill and book, Small Leather-bound note-book

### Sophie - Servant

Sophie is a slip of a girl. Short with a slim figure; excessive work and a poor quality diet ensure that she stays that way. Despite her mal-treatment, her unkempt, straggly brown hair and the common bruising to her face nothing can really hide her beauty. Typically Breton, she has large dark brown eyes and full lips.

Sophie was a Breton serf, though she and her family lived a content life farming the land. This all changed when her Lord became ill and brigands pillaged outlying villages unheeded. Sophies' family was murdered and she and her sisters sold on. Otto Globus took an unhealthy liking to the pretty peasant girl and took a handful of slaves, posing as servants, back to the Empire. Locked in the kitchens for the most part she only makes two weekly trips outside the townhouse to the Grossplatz Market to buy foodstuffs. Even then Gustav closely escorts her. It is at these times that she steals glances at the magnificent temple. Sophie prays that someday the merciful Shallya will grant her freedom so that she can walk through its' doors.

Under Otto her life of Slavery continues. She is forced to work long hours, sleep in the kitchen and eats only what she thinks she can scrounge unnoticed from supplies. Occasionally her master vents his anger on her;

the wheels on her back and the old bruises are testimony to this. Otto lusts after her but has so far done nothing forceful. Sophie has to endure his lecherous looks while he comments; "you will grow to love me Breton wench. In time you will."

### Lucas - Scribe (ex-Wizard's Apprentice)

Lukas is young at 19, although his lifestyle makes him differ from other, ordinary fit men of his age. His complexion is pasty, his hazel blue eyes bloodshot and he looks distinctly unhealthy. His hair is a wiry mass that stands high on his head and is almost white in colour. He stammers when he talks and this habit has become worse while he has been working for Globus.

Lukas came under Globus' wing soon after the latter arrived in Bergsburg. Otto first appeared as a kind and generous benefactor to the young scribe who was seeking financial help to finish his studies as a wizard's apprentice. Lukas soon realised the extent to which he had been deceived. Once he owed money to Globus he was dragged in; unable to pay the burgeoning interest he agreed to work for as a scribe and has still been unable to clear his debt now for two years. He works every day for many hours always surrounded by piles of paperwork, so much that he had taken to living at the townhouse. Recently he has realised that he cannot leave the premises.

The young scribe hates his master with a passion and it is all that drives him in his endless work. He has grown friendly with the Breton servant girl who slaves away in the kitchens and on the rare occasions that they secretly spend together they talk away. He has developed a crush for the girl and Otto's treatment of her only serves to inflame his hatred.

A year ago Lukas discovered an ancient tome on a high shelf in the Library. He did not really understand the script in which it was written but it resembled Arcane Magick and spoke of spells and death. Despite an unending workload, Lukas has studied the book late at night and into the early hours for many months now and strangely it has become easier for him to understand, (almost as though the book were trying to train him). He believes that he is not far from finalising his knowledge of the spell and will then be able to inflict a horrible revenge on his master. Tragically what the naïve Lukas cannot know is that he is studying the dark art of Necromancy and once in it's clutches he may be drawn deeper.

### Imperial Soldiers

These men from Carroburg are probably the only soldiers in the city not loyal to the local nobility. They are all tough mean professionals and have no love of Globus or his cronies but are fiercely loyal to the Emperor and therefore carry out their duties seriously. They have developed a bitter dislike of the city: full of rustic northerners and Ulricans in their eyes. As far as they are

### Imperial Soldiers

Male Human

Soldier

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41	42	34	34	40	30	35	30

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

**Skills:** Animal Care, Common Knowledge (The Empire), Disarm, Gamble, Intimidate, Ride

**Talents:** Choose combat or missile related skills dependent on whether armed with crossbow or Halberd, Shield

**Armour:** Helmet, Sleeved Mail Shirt

**Armour Points:** Head 2, Arms 2, Body 2, Legs 0

**Weapons:** Sword, Knife, Halberd, Shield or Crossbow

**Trappings:** Sword, Knife (I+10, D-2, PY-20), Crossbow, 10 bolts in bolt pouch, Shield, Helmet, Sleeved mail shirt of plate mail, knee length tunic over armour (in red with imperial griffin motif), personal affairs.

concerned they stick to the terms of their duty so they can go home sooner. They support each other and have developed a strong brotherly bond. Globus doesn't trust them and to this end has invested in his own bodyguard.

### Adventure Hooks

#### Heist!

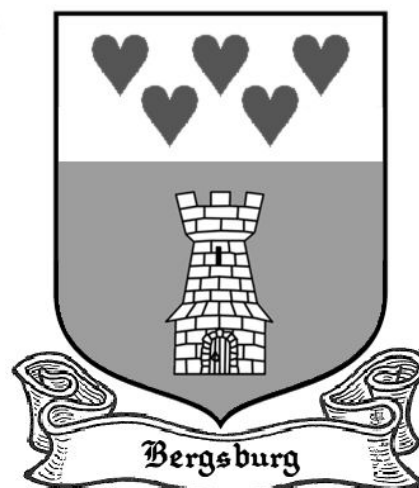
The PCs may be hired to help with or defend against an attack on the Stagecoach that transports the tax revenue from Bergsburg. This is obviously a large sum and would provide would be armed-robbers with a substantial haul. However such grand larceny would require elaborate planning. The Stagecoach is a special adapted model that resides in the hands of Hochland Crossing Coaches for such a purpose. It is guarded by Imperial Soldiers and Roadwardens are despatched on the roads well ahead and behind the coach during its journey.

## Smear

Globus' attempts to attain more power have not gone unnoticed. Some people are keen to have him fall from position, including Magnus Betrüger infuriated at being framed and now the Mayor Ruprecht Gutgenung who now he is secure in power is keen to eliminate some 'loose ends'. There is ample to have Globus implicated in. Possibly his love of forbidden Bretonnian Necromantic Artepieces. Or his collection of Elven Weapons and Jewellery, artefacts taken from the bodies of Loren Elves who were the victims of Breton Banditry. However it would be nigh impossible to prove any of this unless certain people in power decide they want it proved. Such people may decide to hire (never directly) the PCs as their shadowy agents in a political struggle to topple Globus.

## Climbing the Ladder

The PCs are approached by a minor nobleman Alexis (recently returned from Kislev where his parents had re-located), a distant relative of the Tussen-Hochens. He has uncovered, through his courtly contacts, a secret deal involving higher members of the Barony. Apparently Globus has discovered a legal loophole within imperial Excise legislation that, should the Barony exploit it, could lead them to receive thousands of crowns that would otherwise be bound for Altdorf. He has offered them help in mounting a case and has several lawyers working on the loophole. In return Globus wants land and entry into the Aristocracy through a title. The Barony have chosen the elderly grandfather of the nobleman and since he has no visible heirs decided that his land could be held by them after his death and then given to Globus. The deal has been kept quiet as the Tussen-Hochens would be greatly embarrassed should it be revealed that they might sell their titles so easily. Obviously, Alexis is none too happy with the arrangement and intends to blackmail the Tussen-Hochens, leaking the information and humiliating them.



This, and all Bergsburg documents, are completely unofficial and in no way endorsed by Games Workshop Limited.

Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, WFRP, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Darkblade, 'Eavy Metal, Forge World, Games Workshop, Games Workshop logo, Golden Demon, Great Unclean One, GW, the Hammer of Sigmar logo, Horned Rat logo, Keeper of Secrets, Khemri, Khorne, the Khorne logo, Lord of Change, Nurgle, the Nurgle logo, Skaven, the Skaven symbol device, Slaanesh, the Slaanesh logo, 'Tim Eccles, Tomb Kings, Tzeentch, the Tzeentch logo, Warhammer, Warhammer World logo, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, artefacts, illustrations and images from the Warhammer world are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

