

Bergsburg



The cavern echoed with the sound of dripping water and the dull rumble of a cascade nearby. Five pools of light cast erratic shadows on the rough-hewn walls, the custodian of each candle masked and silent on a high-backed chair.

The masks studied one another for long minutes, perhaps hours. Their wearers sat robed around a tablet with carvings worn away by water and age. The crow mask broke the silence.

“Ten years then.” The voice sounded northern, with traces of Kislevan accent, “what progress?”

“Far more than we hoped and yet... less,” said the snake mask with authority, “There have been complications, unforeseen and otherwise. Perhaps with a proper plan, our goal would be closer.”

The cat mask laughed. “A plan! How you make me laugh! Nothing good comes of planning. One must rely on happy accident and happenstance.” The cat mask spoke with a lilt that carried a hint of mockery. “What contingency could be made for the city being *wiped from the maps*? Not once, but twice.”

“People claimed that we were on the coast at one point,” said the boar mask – a female voice with a difficult to place accent. “Elven reavers burned the city to the ground and taken the populace as slaves. But like so much ephemera, such tales are forgotten.”

“We are subject to the whims of the ignorant,” said the snake mask, “Officials in Altdorf forcibly removed accounts of the city from Imperial documents! I’m all for

secrecy,” He gestured around him. “But that is beyond the pale!”

The other masks gave him their undivided attention.

“Over the past 10 years, we have been fighting a losing battle against those who do not see what this city could become. The newcomers, the false historians, the glory-seekers and the fools who wield power beyond their understanding.”

“Aye,” agreed the boar mask, “but we must recruit them to our interests. For every naïve opposer, we will find an enthusiastic new recruit. The openly hostile are reassuringly rare.”

The rat mask spoke for the first time. “The Council? What of the Council? Does anyone suspect?” He seemed impatient.

The cat mask leaped from his chair and stalked behind the rat mask. “The Council! Ha! The faces remain the same while the power behind them shifts. They would not know of us if we appeared to them in Grossplatz and explained our whole game! Then the citizens... the citizens are reassured by consistency of the same old city rulers arguing over the same tired controversies. The truth lives only in this chamber.”

“As ever,” said the crow mask.

“And the halflings?” said the rat mask.

“We’ll get to them soon,” said the snake mask. A tinge of guilt in his voice invited an awkward silence.

“All in all,” said the boar mask, “we’ve made excellent progress. Since we met in this place a decade ago we have proceeded in fits and starts, but we have never *stepped back*. We remain undetected. We have the whole city in our plan, we know its secrets and we have its measure.”

“But aren’t you *bored*?” spat the cat mask. “We had such grand plans – to expand our operations to northern Hochland or even the whole province!” He paced the stone floor clicking his fingers. “I have other goals. We lost momentum.”

“We must progress steadily,” insisted the boar mask, “small elements coalescing slowly into a greater whole. Now is our opportunity – while the misguided look the other way. Enough abandoned schemes!” The mask remained impassive, but the voice behind it carried real conviction.

“Our propaganda is better with more artistry. Many of the scribes work to our interests, but the illuminators are elusive and unwilling,” said the snake mask.

The masks pondered.

“I have spoken little,” said the rat mask, “but I have listened. One thing is clear to... I think... to all of us. The world has changed and we have not reflected it.”

“No man could do so,” said the boar mask.

“And those who are not men?” said the cat mask.

“They are in the same situation,” said the snake mask.

Silence returned. The cat mask prowled the cave, throwing exaggerated shadows on the walls. The rat mask hunched over the tablet, studying a relief carving of a fly. The snake mask leaned back in his chair while the boar mask clasped her hands together in readiness.

“And what now? What of the future?” said the crow mask, breaking the silence once more.

“Leave it to chance,” said the cat mask.

“Leave it to rot,” said the snake mask.

“Fight and build,” said the boar mask.

“Fight and destroy,” said the rat mask.

“Let us see...” said the crow mask.

Welcome to Bergsburg

Bergsburg is an online project for and by players of Warhammer Fantasy Roleplay from all over the world. The aim is to develop the city of Bergsburg as a setting for inspired adventuring. More information can be found at the website: <http://www.bergsburg.darcore.net/v2/>

By way of a celebration of the tenth anniversary of the project, it is presented here for the first time in pdf format. We hope it will be of use in your WFRP games. The project is still ongoing and we welcome any comments and submissions.

On Conversion

The project was originally devised for the first edition of WFRP. Most submissions were intended for that version. We hope to get more submissions in the future and they can be written for either (or both) versions.

The differences between the two editions can be categorised as the statistical and the background. For the statistical differences we have simply re-done the stats as best we can, trying to keep to the spirit of the old stats and descriptions.

The conversion process is usually pretty trivial although some more difficult decisions are required. We did not restrict our NPC profiles to only those that are possible strictly according to the rules for PCs in the rulebook. We based the profiles as much on the character descriptions and background. So you may find that some character profiles are impossible according to the rules, but certainly we would hope, possible according to common sense.

The differences in background between the two versions is another matter. While many of the differences are minor and can be glossed over easily enough, some, like the fact that Bergsburg is no longer the capital city of Hochland would seem to be vital to the feel of the city. We have decided not to change any of the background for the extant submissions. If, as a follower of second edition background, you come across something odd like this then bear in mind that it is likely caused by changes in background between the two versions.

As regards the Storm of Chaos, Bergsburg was stuck right in the middle of the most desperately fought over territory. Oddly, the Storm has no mention in the Bergsburg project, as yet, and equally oddly, Bergsburg has no mention in the official accounts of the Storm. A brief account of what might have happened around Bergsburg during the Storm of Chaos is supplied below.

Also note, the project was intended to be a snapshot of city life around the year 2512 IC. To bring things up to date for the second edition it might be necessary to add ten years to any dates given.

The Project

The Bergsburg project has been in existence since April 1998, growing out of the desire of members of the WFRP Mailing List to develop a city of the Empire online. The intention is to flesh out the details of the city, bringing to life its inhabitants, locations and secrets. In addition to this, we will provide scenarios set in and around the city, allowing a GM to take the source material and use it in his or her campaign as they see fit. Clearly, as this is an online project rather than a published work, it will grow with submissions from readers - contributions are essential to the development and growth of the city.

Bergsburg was chosen for a number of reasons. First of all, it has had almost no coverage in official sources (Games Workshop or Hogshead) allowing us to treat the city as a 'blank slate'. Secondly, it is unlikely that this will change in the near future. Finally, the city is located on the road between Middenheim and Talabheim - both of which have been detailed in some depth in official material and Warpstone. Players are therefore more likely to be taken to that part of the Empire by their GM. The province of Hochland is also relatively undeveloped, with only a map in the Middenheim sourcebook delineating the area.



The Council Of Five

Much like the city itself, the project is run by a Council of Five. We are here to make sure the project remains active, provide advice to those who make submissions and delineate the basics of the city's infrastructure. We also have a role in keeping the tone of the city consistent, and maintaining coherence between submissions.

The Council of Five do not own the project - you do. All GMs take what they want from source material, and we rely on your contributions to keep the city vibrant and engaging.

The Bergsburg Project is not intended to 'finish' the city. At some point in the future we will be in a position to say that all the basics are there - allowing a GM to run adventures within the city walls without coming across any embarrassing gaps. But even then, nothing will be set

in stone - contributions to the project will be more important than ever, and retrospective changes will be made to allow for particularly excellent ideas.

The City of Bergsburg

“Where? Oh, Bergsburg. Nasty little hole up in the mountains, isn't it? All those weak-willed Shallyans letting the peasants run around and act like they own the place... terrible business. I've not much time for the von Tussen-Hochen's either – between you and me, they don't have the breeding or authority to rule a province, even one as insignificant as Hochland.”

- Count Tavel von Brunckhorst, Talabheim noble *

“It must have been an accident of history that a remote highland town became so important to the cult of Shallya. Such an unlikely location for her largest temple in the Empire – although the falls are a

magnificent sight, I'm told. Theologically, there is some fascinating symbolism associated with the cult in Bergsburg – I suspect that there is more to the legend of Roland and the healing waters than the priest's suggest."

- Doktor Hubertus von Bora, academic at the University of Altdorf**

"I got sick of hefting crates on and off the boats, didn't I? So, I went to Middenheim, and got meself in trouble with the guild and the local thugs. Then I hear that there's this town where they've got more gold than they know what to do with – you only have to walk a mile into the hills and there it is, lying on the ground, bold as you like. So, I thought to meself, Gerhard – you've got to get yourself some of that. That's where I'm going, isn't it? Bergsburg."

- Gerhard Blick, would-be prospector

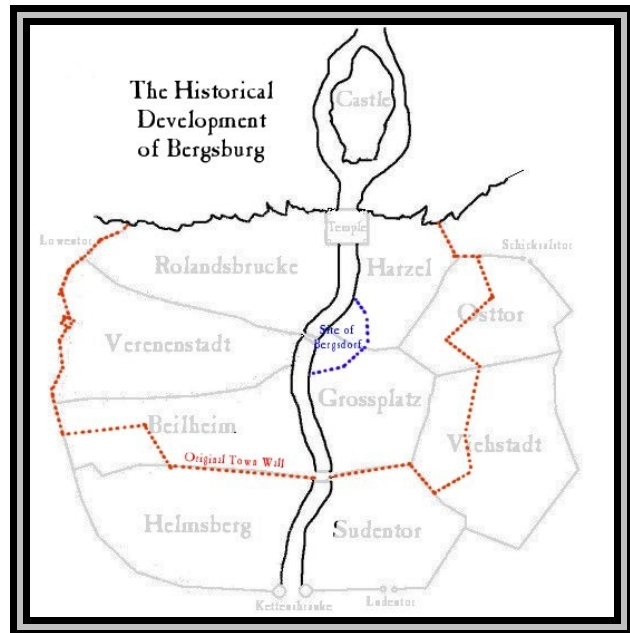
Bergsburg is located at the western edge of the Barony of Hochland, a relatively small imperial province attached to Talabheim. The city lies not far away from the southern slopes of the Middle Mountains, 100 Miles southeast from Middenheim, at the main road from the City of the White Wolf to Talabheim, just at the northern end of the Drakwald Forest. There are some villages around it, some on the road and some between the city and the mountains. There is a small river, the Drakwasser, coming from the north, where the mountainous region formed a plateau from where a gigantic waterfall comes down just north of the city. River traffic is light on the Drakwasser, which joins the Talabec many miles downstream.

It is the foothills of the Middle Mountains that give Hochland its name – the entire region is composed of highlands, and the city is located at higher altitude than all Imperial cities except for Middenheim. The air in Bergsburg is slightly thin, and the city is known for the strong winds that blow down from the mountains, bringing rain in spring and autumn and snows in the winter.

History

The origins of the village of Bergsdorf are unrecorded. It is first mentioned in the Middenheim annals from the C11th as a settlement on the road between the city state and Talabheim, known for its sheep and quarry. The plagues of 1111 I.C. did not leave the region unscathed, and records state that a great number of Hochlanders were buried 'in a great pit' after succumbing to plague. The location of the plague pits are unknown, but it is certain that the population of the region was hit harder than many other parts of the Empire. The village is also mentioned in the records of the Church of Sigmar, as the location of the martyrdom of St. Franz (see Bergsburg's Temple of Sigmar for more details).

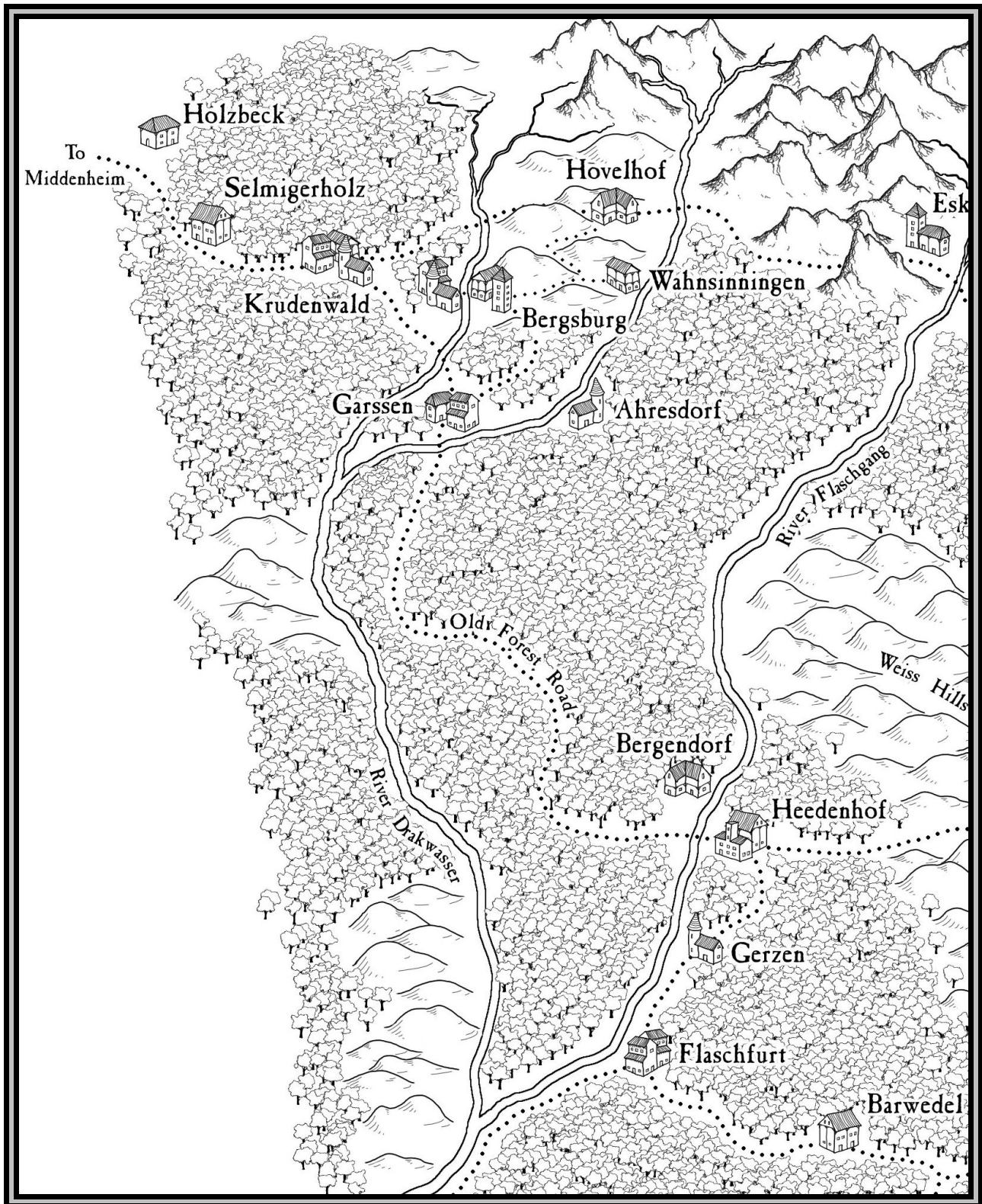
It was not until 1000 years ago that the village entered



the history books in its own right. This was during the Age of Three Emperors, when the area saw much war and bloodshed. At one point in this period, the armies of Middenheim marched through the region to lay siege to Talabheim. Those regions tributary to Talabheim were, in turn instructed to raise troops to harry the Middenheim forces as they approached the city. One such force was lead by Roland von Hochen, then Baron of Hochland. He was accompanied by a small body of troops, many of which had been levied from local villages. However, the depredations of Middenland troops that had passed through the area had hit the von Hochen's subjects hard, and his tax income was threatened. Consequently, rather than advancing to Talabheim, he used his forces to hunt down and kill the bands of deserters and brigands that were terrorising the region.

Subsequent legend (commemorated in the 'Ballad of Roland von Hochen' and local folk tales) tells that he came to the village of Bergsdorf at a time when a party of bandits were attacking the inhabitants. He ordered his men to attack the brigands, but they fled north into the hills, towards a great waterfall that cascaded down from the mountains. Ordering his men to break into search parties and follow the bandits into the hills, he rode with his own household cavalry towards the waterfall.

But upon arrival at the falls, the brigands succeeding in picking off many of his men with their crossbows and cut down the remainder with their pikes. Soon (the legend says) Roland was the only one left standing, and the bandits surrounded him on the edge of the pool below the falls. He attempted to make a defiant last stand, but one of the bandits pinned his hand to his chest with a crossbow bolt, causing him to drop his sword into the water. A second shot took him off his horse and into the water of the pool. As he lay in the water, awaiting the inevitable, the pool around him began to bubble and a white mist rose from the surface. He stood up and wrenched the bolts from his body, the wounds closing immediately.



The subsequent battle varies according to the storyteller. The ‘Ballad of Roland von Hochen’ would have it that Roland slaughtered the bandits to a man, with each wound sustained by himself healed the very instant it was made. The Shallyan telling veers more towards emphasising the clemency and forgiveness that Roland showed to the bandits, allowing them to go free as reformed men – a legacy of the devout Shallyan

tendencies of his late mother. Either way, Roland von Hochen won the day and returned to Bergsdorf triumphant, where he was greeted by an initiate of Shallya who had been called to the village in a dream.

While Roland von Hochen was away campaigning, his family seat was sacked by troops from Talabecland. The Baron decided to build a new castle at the top of the falls where the miracle had taken place, and to fund the

construction of a new temple of Shallya at the pool, with the initiate as head priest. News of the Baron's miracle spread rapidly, and the wounded and sick began to flock to the village to be healed by the mercy of Shallya. It is unlikely that the falls actually worked their magic on anyone subsequently, but the number of Shallyan pilgrims that flocked to the village would have given people hope and the psychological impetus to recover.

As the castle and temple grew, so did the village, eventually becoming a small town. The government was handed over to a small council of five representatives, including the Baron's first son, who was installed to run the town and learn the art of statecraft. The town's reputation as a safe haven from the upheavals of the Age of Three Emperors was well-earned, and the refugees that flocked to the area expanded the settlement beyond the town walls. With the relocation of the von Hochen seat to Bergsdorf, the town became the provincial capital and became known as Bergsburg. The town prospered, and has continued to do so, almost regardless of the events gripping the Empire at large. The poor parts of the city have never been as destitute as their equivalent in Middenheim, Talabheim or Altdorf, and plagues and economic disaster seem to make only the slightest impact on the city. This is taken to be a consequence of the blessing of Shallya by many of the locals.

The relative tranquility of life in Bergsburg was threatened five hundred years ago, when an adventuring party returned to the city from an expedition into the Middle Mountains with raw nuggets of gold. What followed became known as the "Big Rush", as prospectors and opportunists flocked to the city and set off into the mountains to make their fortune. Many perished in the harsh conditions of the Middle Mountains, but some made themselves rich, and the city gained the informal name of the "City of Luck". The Council of Five made certain arrangements, and succeeding in swelling the city coffers by means of taxation and their own expeditions. This money was then deployed to construct a new city wall and construct many new properties, which are still owned by the city corporation. The rent from these buildings still keeps the city relatively wealthy.

In the intervening centuries, the prospectors have become part of city life. A number of gold rushes have occurred since, but none as major as the first. Nevertheless, a steady flow of prospectors still pass through the city, and many choose to settle here.

The most recent significant event in the city's history occurred during the Incursions of Chaos. Bar a handful of skirmishes in the hills and the uncovering of some inept cultists within the city, Bergsburg was not greatly affected by the events of those tumultuous years. Many citizens flocked to join the growing armies of Magnus on his holy crusade, but the Council of Five remained largely non-committal. One day, the gates of the Temple of Shallya were closed in explicable. Later that day, the five members of the Council left the city without escort and

rode into the mountains. Some said that they were planning to sell the city out to the Chaos hordes that were 'waiting in the mountains', and unrest began to grow amongst the citizens. Full scale rioting was averted when the Council returned ten days later, wounded and exhausted. The doors of the Temple of Shallya were opened, and the city returned to normal. The Council of Five never revealed what had happened during those ten days.

The history of the city is available to PCs from various sources. The Temple of Verena holds numerous works in its library on local history, including the 'Annals Verena' a comprehensive summary of local events going back to the sketchy early period of the town. Other cults also hold information on their own history within the town, although this is likely to show considerable bias. More recent history can be uncovered from deeds and legal documents held in the Rathaus, as well as in the journals of private individuals. Local folklore and songs often contain information that is not available from formal written sources, and players can learn much about the region from listening to tales told in inns and the city's squares.

Bergsburg Today

The year is 2522 IC. Thousands of travellers come through town over the year on their way to and from Talabheim, Middenheim and beyond. The city is on the main pilgrimage route from the eastern Empire to Middenheim, and Ulricans passing through will stop at the Temple of Ulric to see the Shard of Blitzbeil and pause on their journey. The population of the city (according to official sources) is over 3500 tax paying citizens, all living inside the walls. We realise that what this figure represents is a subject of heated debate amongst Imperial statisticians, and will clarify the matter by saying that the Council can confirm beyond doubt that the city is larger than Delberz and smaller than Salzenmund. There is a small community of dwarfs and a number of halfling families amongst the population, but elves are a rare and slightly disquieting sight.

Bergsburg in 2522 is a curious mix of religious tourist attraction, trade centre, coach stop and base camp for gold seekers. It is these diverse influences that made Bergsburg grow to the size it is. Unsurprisingly, the religious driving force in town is Shallya, and her influence is felt at many levels of city life – including the Council of Five. Temples to the other major cults in the Empire are also present, but their political influence is as muted as that of the local nobility. As such, political intrigue and religious conflict is reduced and concealed in Bergsburg – something which is reinforced by the reasonable standard of living within the city.

The City Watch is well-trained and orderly, which enables them to keep the rowdier and itinerant elements under control. They are renowned for their diplomacy, and several local jokes revolve around the Bergsburg

watchman who is annoyingly reasonable. Disputes between pilgrims and prospectors are fairly common, but rarely escalate to violence.

The city's most prominent features are the castle above the falls and the Temple of Shallya. Both can be found at the northern end of Bergsburg, where the giant waterfall comes down from the plateau. The Drakwasser flows through the city and is traversed by two bridges – Rolandsbrucke and St. Skulda's Bridge. The more prosperous districts of the city are located in the north, with residences and businesses becoming progressively more downmarket as one moves south.

A small tradetown and caravanserai is located outside the Temple of Shallya alongside the road to Middenheim. It is here that traders meet and leave their larger coaches and goods. Outside the city along the western wall of the Temple of Shallya is a conglomeration of small shanties, where the desperate and insane stay, hoping for salvation from the goddess and her priesthood.

Bergsburg handles waste (both human and otherwise) in a peculiar way. This stems from the Drakwasser river being considered especially holy to Shallya, due to the miraculous healing powers of the falls. Therefore, the Council - encouraged by the very influential Shallyan clergy - has ruled that no waste shall be dumped in the river, and offenders shall be punished with a fine of 1 GC or half a day in the stocks. Of course, this law is not always followed, but the Watch tries to uphold it in the richer districts, i.e., north of Der Klein Dampf, and north east of Adelstrasse, and now and then use it elsewhere as a way to get at people they dislike. Since then, all the better houses in Bergsburg has installed latrines, and the business of the latrine cleaner has boomed.

The Council of Five

The ruling body of the city consists of five men and women, the so-called Council of Five. Traditionally, the representatives are selected by those that they represent, with one place on the council being hereditary: the position held by the Barony. This will be the heir of the ruling Baron of Hochland, unless he or she is not of reasonable age, in which case the Baron will take the place himself. Currently, the council consists of:

Lady Simone von Tussen-Hochen, the Baroness' daughter.

Ruprecht Gutgenug , Lord Mayor of Bergsburg

Bianka Morgentau, the High Priestess of the Temple of Shallya's Falls

Erasmus Vogel, Head of the Bergsburg Guilds (by tradition the Grand Magister of the Wizard's Guild)

Fautus Asprill, Captain of the City Watch

The remaining members are selected by their peers -

e.g. Erasmus Vogel was elected by the masters of the city's chartered guilds. However, in practice some families have kept a seat on the council for generations. The populace rarely raise any objections to this nepotism, as long as the city remains relatively peaceful and prosperous. On the rare occasions when no heir has been available to fill a position, a new member has been found with no problems, integrating into the Council of Five almost immediately. Some say that the Council has never disagreed on anything major, and that the harmony of the group is the secret of Bergsburg's well-being. However, no outsider is privy the council's deliberations, and this seems to be little more than fanciful speculation. Within the meeting room in the Rathaus, although voices are never raised, there is occasional dissent.

That said, since the inauguration of the Council of Five by Roland von Hochen the citizens have adopted certain superstitions about their rulers. Many believe that if the Council was dissolved, either voluntarily or by force, the city will be plunged into chaos. Even the departure of one of the council from the city is seen as a sign of bad fortune.

The Council has the power to raise taxes. These are described along with Imperial and Baronial taxes in the tax file. More details on the Council of Five can be found below.

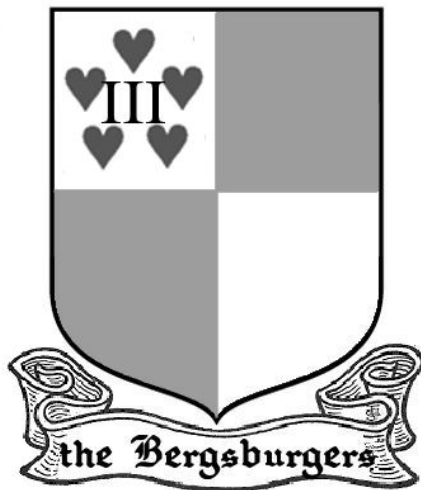
* Count Tavel von Brunckhorst appears courtesy of the Talabheim project from Warpstone magazine

**Doktor Hubertus von Bora appears courtesy of Tim Eccles. You can find out more about him in the A Private War scenario and sourcebook, for more information visit Tim's webpage.

The Storm of Chaos

The forces of Chaos invaded the Empire in 2522 I.C. for some unfathomable reason, part, no doubt, of an enigmatic strategy. Bergsburg was placed in the centre of these important events, at least geographically. In fact, the city itself was spared much of the destruction inflicted upon the other northern Hochland towns, and upon Middenheim. Why this should be so is not clear. Perhaps it was just luck; perhaps this was part of Chaos' plan; perhaps the powers that be even forgot the place existed. Nobody knows.

What is known is that as Chaos' forces spread desolation across Hochland, the city prepared itself to become a vital player in the Empire's defense. The battlements were strengthened. Soldiers were called from more rural areas and garrisoned in the city and at the castle. Supplies were brought in from far afield and stored in the quayside warehouses. Great rituals and prayers of deliverance were performed at the temple. Strange lights



were seen emanating from the Wizards' Guild (though no one could decide if this were a good omen, or bad). The Baroness herself raised a regiment for the defense of her lands, 'the Bergsburgers,' 3rd Hochland, Baroness von Tussen-Hochen's Own, Handgunners. Recruitment was said to be 'brisk.'

The forces based in Bergsburg were put under the command of one of Count Ludenhof's favourites, Baron Karl von Lassenbach. Early in the campaign the army was sent to Hergig to attempt to raise the desperate seige there. There was some annoyance among the common soldiers at this. Bergsburg-Hergig rivalry being part of it, but just the idea of abandoning the city they had pledged to defend was another. The soldiers left Bergsburg not knowing if they would see their city or their loved ones again. As it happened, Hergig fell before Lassenbach's force could reach it and he was ordered back to Bergsburg.

There is some confusion over the precise events of the rest of the campaign. Certainly while Bergsburg stood, relatively untroubled by the Storm, many of the smaller settlements around it were falling disastrously to the forces of Chaos. Many were the stories of atrocity and disaster that filtered back to Bergsburg while the soldiers under Lassenbach stood by in safety and comfort. Some say that Lassenbach should have used his initiative and brought his forces to the fray; some say he was just obeying orders and had no choice in the matter.

The great number of troops in the city, taking up valuable supplies, while seeming to bring nothing to the war effort, soon raised resentment in Bergsburg, and there were a number of ugly scuffles between civilians and soldiers. So too, was there a confrontation between the High Priest of Shallya and Lassenbach. Eventually, though, Lassenbach was called north to help in the siege of Middenheim. He got there just as the forces of Chaos were retreating, but his troops saw some action mopping up stragglers and searching out witch-collaborators.

In the weeks after the Storm had dissipated, the population of Bergsburg grew considerably. Word got round that the city was relatively untroubled, had lots of food, and that the Shallyans there would look after anyone. Desperate refugees flocked there. The city soon became overcrowded, especially the poorer areas. The food doles that the Temple had promised the citizens were reappraised, and fueled by rumours of corruption among the authorities, there were the famous food riots that raged throughout Sudentor for three whole days.

Now, however, the city is more or less back to normal. Very little sign of the Storm of Chaos can still be seen inside the city's walls. This is in stark contrast to the land round about which is devastated and often barren, and the many villages along the Talabheim to Middenheim road, which have had to be rebuilt almost from scratch. Some say Bergsburg deserved its luck for being a pious and right-Shallyan place. Some say the city is full of cowards with more gold than bottle. The Temple of Shallya has sent out missionaries to help where they can, but this has only gone a small way to redress the resentment brewing in some of the villages.

So, the history of Bergsburg in what has become known as the Storm of Chaos (sometimes referred to as the 'storm in a tea cup' by some of the more cynical Bergsburgers who don't get out much), is not a glorious one. Though as history gets written by the survivors, even now, tales can be heard in the taverns of the great victories of Lassenbach's men and the famous Bergsburgers at Middenheim. In addition, as Hergig was so viciously razed, there is some talk in Hochland and even beyond, that the time is right for Bergsburg to take its place as the capital of the province.

Time Line

512 Records in Talabheim tell of a huge host of beastmen dwelling in the foothills of the Middle Mountains, lead by a warlord called Huagar the Ferocious. He is killed by an unnamed Priest of Sigmar in single combat.

743 Baron Friedrich von Brunckhorst establishes Hochland as a separate province under Talabecland.

c1000 Bergsdorf mentioned in annals

1111 Plague sweeps the Empire. Hochland is thought to have been hit hard, with many inhabitants buried in mass graves in the hills. The effect on Bergsdorf specifically is not known.

c1500 The first stone of Castle Bergsburg is laid by Baron Roland von Hochen.

1507 A temporary Shrine of Shallya's Falls is consecrated, as the building of the grand temple begins.

1522 Baron Roland von Hochen founds the Council of Five to lead the growing town, now called Bergsburg. Over the next half dozen years, the east town wall including a fortified gate facing Talabheim and Roland's Bridge is built.

1538 The construction of a wall surrounding the growing settlements west of the Drakwasser is begun. (See Historical Map)

1547 The magnificent Temple of Shallya's Falls is completed and consecrated by the Shallyan High Priest from Altdorf.

1579 Temple of Verena consecrated.

1611 The construction of the Temple of Sigmar and St Franz is initiated 250 years after St Franz' martyrdom.

1618 Scores are killed as most buildings north of Grossplatz burn to the ground. After the fire, the richest families in Hochland erect mansions in the area which will later be known as Harzel.

1681 The Night Of The Restless Dead. Undead rise up throughout the Empire and attack settlements. According to the Temple of Verena's Annals, the citizens of Bergsburg were terrified by zombies and skeletons "scratching at the walls with dead fingers", and many are wracked by hideous nightmares. But by morning there is no sign whatsoever of an assault on the city.

1717 A number of pilgrims are cured of illnesses. The following years see an influx of hopeful supplicants, forcing the priests at the temple to restrict the numbers of faithful having access to the waters.

1756 The Bretonnian priest of Shallya, Gilles de Laval, is executed at Bergsburg by garroting and burning for murdering several scores of children. He is also convicted on charges of heresy, sacrilege and violation of clerical immunity. Relations with the cult in Bretonnia are notably strained for centuries, and never truly recovered.

1850 The decomposing body of a giant is washed down the Drakwasser and becomes lodged beneath the castle. Teams of men spend days removing the corpse piece by piece. Bathing in the falls is not permitted, but after a meeting of the Council, the Head Priestess of Shallya blesses the falls and restores the confidence of the faithful.

1939 The sickly Talabheim 'Emperor' Eckhardt I journeys to Bergsburg to take the waters. He spends several months in the town, and returns each winter for the rest of his life.

1979 As the Wizard's War begins in Middenheim, many fugitive sorcerors are believed to have fled to Bergsburg incognito to escape the attentions of witch hunters.

c2020 Gold is found in the Middle Mountains,

initiating the Big Rush.

2150 Beastmen activity in the hills around Bergsburg. Punitive excursions by the Baron and his army seem to eliminate the threat.

2187 Torrential rains lash northern Hochland and the Middle Mountains. The Drakwasser bursts its banks and floods parts of Helmsberg, Sudentor and Harzel. The Temple of Shallya's Falls is also partially flooded, leading to the construction of an elaborate flood-outlet channels north of the castle for use in similar situations in the future.

2200 Temple of Ulric founded

2214 The town wall is enlarged, enclosing the districts Helmsberg, Sudentor and the eastern parts of Viehstadt and Osttor within Bergsburg proper. St Skulda's bridge is constructed at the site of the old river gate, and Osttor is constructed as a proper gate. Helmsburg barracks is partially demolished, but the work is not finished. (See Historical Map)

2253 The Osttor riots break out after a period of growing tension between the Dwarven community and some human labour guilds. Priests of Verena and Shallya manage to pacify a mob attempting to burn down the Dwarf Engineers' Guild.

2301 Yuri of Praag arrives in Bergsburg and starts writing his Chronicles

2303 A regiment of Hochland soldiers and militia-men under the command of Count Bernhard Ludenhof join forces with Magnus the Pious in Talabheim en route to Kislev. The following month, the Council of Five leave Bergsburg without explanation, returning 10 days later. Numerous theories on their mission, each one more ridiculous than the next, spread all over town.

2306 Wizards' Guild of Hochland 'founded'

2316 Tiegel Theater completed

2375 The scandal of Gerhard Totenlas. The necromancer flees towards Wolfenburg, but is discovered in the mountains by witch hunters and executed.

2401 Baroness Ericha von Hochen marries Count Frederik Tussen (great grandson of the legendary Grand Duke Gunthar von Bildhofen), thus founding the Tussen-Hochen dynasty.

2430 Barony of Hochland transferred to Talabheim. The deeply religious Baron Erik von Tussen-Hochen rides to Talabheim in sackcloth and ashes.

2502 A small but fanatical cult of Shallya, known as The Weeping Chalice flourishes briefly in the city. The Temple voices disapproval of the tenets of the cult, but within the year all known members are dead as a result of a suicide pact.

The Calendar

11 Jahrdrung St Franz's Day

Sigmarites celebrate the martyrdom of St Franz at a solemn ceremony in the temple. Meanwhile, radical Ulricans gather in The Bear's Bait for an informal commemoration of Paul Rachof involving lots of ale. The watch patrol intensely along Der Klein Dampf in an attempt to keep Sigmarites and Ulricans apart.

Mitterfrohl Worshipers of Taal and Ulric gather in the Temple of Ulric in celebration that winter has turned into summer once again.

33 Pflugzeit Miners and prospectors join with the Bergsburg dwarfs in worship at the Chapel of Grungni. A big celebration lasting until dusk ensues in Margrave Square after which the dwarfs carry on to the Iron Bar, and the rest dine at the Gold Nugget Inn.

18 Sigmarzeit Sigmar's Day

The big celebration of Sigmar Heldenhammer takes place in the Temple of St Franz during which the local copy of the Geistbuch is carried around the temple. Worshipers of Sigmar from all over Hochland gather for the day-long feast in Kirchenplatz.

1st Festtag of Vorgeheim Priests from all the temples in Bergsburg gather with many citizens at St Mikaela's Cenotaph in Ostor to commemorate the victims of the great fire in 1618 IC.

7-9 Nachgeheim Rolandsfest

Shallya's miraculous healing of Baron Roland is celebrated with grand services at the Temple of Shallya and a feast in Grossplatz lasting three days. A favourite with the crowd (if not with the Shallyan clergy) is the jousting competition on the first day. On the second day, hundreds of doves are released from the temple courtyard - Bergsburgers who have a dove nesting in their homes in the days following take it as a good omen. The climax, however, is a snotball game on the last day, when a side from Unterfluss plays a side from Uberfluss. The winning side gets to fly the coveted Roland's Banner from its end of Roland's Bridge.

1-8 Erntezeit Pie Week

Innkeepers throughout Bergsburg serve generous meals for a week, culminating in a big parade through town that end with a grand meal in Grossplatz for the foremost citizens. Oddly, the innkeepers themselves fast throughout the week.

Mitterbst The approaching winter is celebrated at the Temple of Ulric. Big drinking feasts follow in most inns

and taverns throughout Beilheim which is usually avoided by the watch on this night.

The Practice of Law

Most legal matters in Bergsburg are handled in the Common Assize on Grossplatz. In the following we describe which cases go before the judges of the Common Assize, and how they handle them.

The Competence of the Court

The court has competence in criminal and civil cases. However, this competence is not unlimited. In criminal cases the court has no competence in matters involving the Empire and other provinces. In cases where the offender has violated Imperial Law, the court only decides if Imperial Law is violated or not. If the court finds that the offender has violated Imperial Law, he is imprisoned and later brought into Imperial custody, while the case is passed on to the Imperial Coroner of Hochland. Imperial Criminal Law however is scarce, the most important cases being high treason against the Empire and collaboration with the enemy. The criminal court has restricted competence in offences against any cult. In these cases the court is only competent if the cult agrees. This is generally done in less serious cases, like blasphemy. In more serious matters, like theft from a temple, chaos worshipping etc., the offender is handed to the canonical courts that can be held in any temple, but requires that a member of each cult affected is present.

Of course, the court has no competence in cases that involve someone from the nobility (either as the offender or as a victim). Such cases have to be tried by the Peer Assize, held in the castle. Besides these restrictions, the criminal court has competence over all matters in which another person was in any way injured.

In civil matters the competence is only restricted in cases involving the Empire, another province, the clergy (unless they agree to the competence) or a nobleman.

Trial Procedure

Procedures in criminal and civic cases differ considerably. The former is detailed in the following, while the latter is only briefly described.

Criminal Cases

In criminal cases anyone, generally the victim or the victim's relatives, can bring forth a motion for judgement. A single judge decides if the case, as brought forth by the petitioner, is conclusive. If he finds the facts conclusive, the suspect is arrested by the guards and brought into custody; otherwise, the judge can either quash the motion or decide that the trial may start, when the petitioner pays

a fixed sum security deposit. This sum is given to the suspect, should he be found innocent. If the suspect is put in custody, he may petition the judge to be let free until the trial starts. If the judge agrees to this, the suspect has to pay a sum as security. Should a priest of Shallya speak in favour of the suspect, the judge generally grants temporal freedom without security.

When the suspect is in custody, he is informed of the indictment. The judge then decides upon the date of the trial. For the trial the judge heads a five-man jury, which will also serve as prosecutor. The other four are lay judges taken from the people of the city. (In practice, a priest of Shallya, a representative of the guilds and a member of the Interior Guard always sit as lay judges; only the fourth seat is really taken from the ordinary citizens, i.e., heads of tax paying households with no criminal record.)

A trial starts with a reading of the accusation, followed by the suspect's plea. Assuming he pleads innocent, the petitioner is called forth for his version of the case. Then, the jury will have to hear one other witness to the crime. Should such a witness be available and make his testimony, the court deliberates whether the suspect is guilty and about the sentence. In the absence of a witness, the jury will turn to the suspect. He will be thoroughly questioned and imprisoned in isolation, lest he should confess. Should a majority of the jury decide so, torture may take place to have a confession from the suspect, although its use is much less extensive than in other Imperial towns. In that case, his confession has to be read out to the suspect after one day to confirm that it was free of influence. The use of torture has led to many arguments and bad blood between the Shallyan priests and Judge Eisennagel. Inside the Shallyan clergy, there is even a small group that openly accepts torture as a way to secure the peace of the many.

All sentences are final and can only be revoked by the city council, as described below.

Civil Cases

Civil cases include all sorts of disagreements between private persons such as conflicts between vendor and buyer, neighbors or basically all suits in which neither the city, The Empire, a cult or a nobleman (all of which enjoy immunity from civil suits) are involved. Civil cases are the bread and butter of daily. They are never directed at punishment (as opposed to criminal cases), only at some kind of compensation, whether it is performance or damages.

Civil cases start with an action. This can be done by anyone who is sound of mind (i.e., excluding children below sixteen and the insane). Every action has to be accompanied by securities that should cover all costs of the defendant.

The trial starts with bringing forth the action to the

public in court, which is done by the clerk. The parties may then dispute upon the matter. Should the defendant not appear in court, the action is admissible. Should the plaintiff not appear, the action is quashed. The parties are not limited in judicial evidence; they may use documents, witnesses, experts or inspection.

When the parties have brought forth their arguments and evidence, the court deliberates upon the decision.

Sentences

In civil cases the action is either admissible or not. If it is, the plaintiff is granted the damages or performance. Otherwise the action is quashed. However, actions that were not admitted can be brought to court again and again, provided that the plaintiff is prepared to compensate the defendant every time he loses. Should the action be admitted and the plaintiff granted damages or performance, the defendant is entitled to a document, approved by the courts, stating that he has done as ordered. This is to ensure the defendant against a new trial.

There are three types of sentences in criminal matters: bodily sentences, incarceration and fines.

Fines are used in misdemeanours, including offences such as minor theft and attempted assault. In cases of minor theft, which includes all kinds of theft where less than 5 GCs worth of money were stolen, the offender has to pay twice the sum to the city and the single damage to the victim.

The Cult of Shallya has preached the use of incarceration instead of bodily sentences for more than three hundred years now. Due to their position in Bergsburg, it was one of the first cities to adopt this new method of punishment, when the Bergsburg Reformatory was opened in 2285 IC in Sudentor. Crimes such as major theft, burglary, false testimony, blasphemy, robbery and abortion are usually punished with confinement.

However, the capital punishment is still in use. The mildest death sentence is beheading with the sword, which is used in cases of manslaughter and incest. Death by hanging is considered a more serious death sentence and used in cases of repeated theft, repeated burglary, murder, poisoning, arson and coinage offences. Crimes concerning witchcraft or heresy are usually a case for the religious courts and are punished with burning on the stake. The worst death sentence is drawing and quartering, which is the punishment for betrayal and minor treason (as well as treason in Imperial cases, see above). When the offender is female drowning replaces quartering and hanging.

If the offender is sentenced to a fine or repayment of damages and unable or unwilling to pay the sum, he is incarcerated until he or a third person, generally the family, pays the sum. As a rare alternative for a really

poor convict, he goes to the small debtors' prison in Beilheim where he can work off his debts.

The Judges

Judges are appointed for life by the Council of Five. They have to be citizens of Bergsburg and have to own a piece of land within the boundaries of Bergsburg. These requirements are, however, only formal, and should it be necessary the council will make someone a citizen and give him a (very small) piece of land. The judges are not required to have any knowledge in law, but there are just a few cases in history in which the judges did not work in a law-related profession before being appointed as judge.

The current judges are Ralph Vierauge, Sturmhart Eisennagel and Maximilian Geres.

The Council of Five

The Council of Five has the right right of clemency. This is the point where the Shallyan priests have the most influence on Bergsburg's legal system. When the temple decides that an act of clemency is appropriate, the city council rarely disagrees.

In theory, the council cannot direct a judge. It has, however, the right to question every judge on single decisions. In practice, this power is widely used with the hope of affecting future decisions, although the judges of Bergsburg are no less stubborn than elsewhere. The council also has the right to be informed by the judges of current cases, which is sometimes used for the same purpose.

Taxes

Tax in Bergsburg is collected by different organisations depending on who sets a particular tax. There are three bodies authorised to collect tax within the city: The Imperial Crown, the Council of Five and the Barony.

Taxes in Bergsburg are proposed to the council by the Komitee of Taxation at the Rathaus. Proposals are then passed to the Council of Five who debate them and have the final word. Proposals for exemption also function in this manner. Imperial taxes are decided upon by the administration in Altdorf. Many parties have collected taxes in the past; the Imperial taxes are always collected by a separate body under the supervision of the Imperial servant, currently Otto Globus.

Since the formation of the Council tax collection has remained somewhat outside the domain of the Rathaus. Built into the initial constitution was that Excise collection would be managed by outside bodies who would bid for a contract to collect, a system that exists in

some other provinces in the Empire. It is thought that in doing this the Barony wished to limit the powers of the Council to an extent. The system operates in this manner: A bidder wishing to win the contract offers the Rathaus a quota that he or she believes she can collect. This is often an underestimation of the potential net excise revenue. If the council find this an acceptable quota and views the candidate favourably then the bid is accepted. Should the 'Tax Farmer' not meet this quota through collection then they must make-up the difference using their own funds. The Tax Farmer claims any revenue exceeding the quota as profit and therefore they make their money from efficient collection.

Imperial Taxes

The crown's administrators in Altdorf decide Imperial taxes. The Imperial Excise Merchant who operates under a separate authority independent of Bergsburg's other law-makers collects imperial tax revenue and transfers it to Altdorf. The current imperial official is Otto Globus who employs a dozen excise-men and can call on the protection of imperial soldiers.

Poll Tax

Tax is collected "from each citizen of mature age with lodgings or property in the bounds of the city" for the amount of 1 GC per year.

Printing Tax

Being 1 shilling per document or book printed and sold by a print emporium.

Blacktax

"On the sale of the black powder, it shall be taxed one crown in ten". Gunpowder is taxed ten per cent of its sale price.

Provincial Taxes

Provincial taxes are decided by the Komitee of Taxation at the Rathaus. Proposals are then passed to the Council of Five who debate them and have the final word. Proposals for exemption also function in this manner. Many parties have collected taxes in the past but since the formation of the Council, tax collection has remained somewhat outside the domain of the Rathaus. Built into the initial constitution was a clause that excise collection would be managed by outside bodies who would bid for a contract to collect, a system that also exists in other provinces in the Empire. It is thought that in doing this the Barony wished to limit the powers of the Council to an extent.

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council finds this an acceptable quota and views the candidate favourably then the bid is accepted. Should the 'Tax Farmer' not meet this quota through collection then they must make-up the difference using their own funds. The Tax Farmer claims any revenue exceeding the quota as profit and therefore they make their money from efficient collection. Currently Otto Globus the Imperial Excise Merchant also holds the contract for the collection of civic taxes. His appointment has always been opposed by some bureaucrats at the Rathaus, they believe, rightly, that it gives Globus a disproportionate amount of power.

The Barony collects all taxes that apply to settlements in Hochland with the exception of the majority of taxes in Bergsburg. Authority to collect these taxes was handed to the Council many centuries ago. However the Barony has retained their control of some taxes, (including Ship Tax and Trade Tax) and their own excise officials still collect them supported by baronial soldiers. They operate from the castle and a small office situated in Verenstadt.

These taxes encompass both civic taxes, which go to the Council of Five and the provincial taxes that go to the Barony.

Entry Tax

Tax is collected from those seeking passage into the city via the four ports of entry, namely Löwentor, Schicksalstor, Ludentor and Kettenschanke, see these locations for the amounts collected. The Council controls passage and therefore the taxes go straight to them.

Wharf Tax

The wharves in Bergsburg are taxed at 1 GC per yard of wharf per year. This tax is high as wharves in Bergsburg are currently at a premium. All proceeds go to the Council.

Trade Tax

Trade is taxed at 1 per cent on all bulk goods sold. Difficult to keep this is the tax that most frequently goes unpaid and one that Excisemen are keen to collect. All proceeds go to the Barony.

Warehouse Tax

Warehouse owners or renters must contribute 1 GC per foot of warehouse affronting a street per year. All proceeds of this tax go to the Council.

Frontage Tax

Frontage tax is calculated for each foot of business property facing onto a street and is currently 15 SS per foot per year. Grossplatz bylaws place the tax in the district slightly higher at 1 GC. Proceeds go to the Council.

Ship Tax

Ship Tax is calculated at 15 SS per foot of length of a vessel, per year. All proceeds of this tax go into the Baronial coffers.

Guild Tax

5 per cent of all guild membership money per year is taxed. Guilds that do not pay this tax cannot receive legal charter and therefore cannot legally operate in the city. All proceeds of this tax go to the Council.

The Baron's Fifth

On which the Barony taxes gold findings. The tax is raised by the Prospectors' Guild and goes to the Baronial coffers. Originally, it was a fifth, but the Guild has since managed to reduce it to 5 per cent, as described in the history of the guild.

Shallya's Levy

This is not exactly a tax but more like a fine, the proceeds of which are supposed to go straight to the Shallyan Temple. It is imposed by the watch in Bergsburg (especially in the Grossplatz and around the Temple of Shallya) and can be levied on any PC who chooses to show a blade in public. It is notoriously used by the watch when in need of funds or on Wellentag when they want more money to go out to buy beer with. Those wearing swords without scabbards, cutting fruit with knives or showing a companion how sharp their axe is are all liable to pounced on by a watchman. Locals humour the watch and pay small amounts or promise to give alms to the temple. Most susceptible are foreigners and non-locals who are charged varying amounts, invariably more if they argue. Despite its slight corruption the watch dutifully pay a proportion of the money they collect into the collection boxes of the Shallyan temple.

Exemptions

The following are exempt from Taxes in the city;

Inhabitants of trade town, being outside the walls of the city, are exempt from all tax. Attempts have been made in the past to collect it however any businesses that are operating simply shut up shop temporarily and move on.

Pilgrims who are regarded as temporarily residing in the city are exempt from all taxes, notably entry taxes. PC Pilgrims must look and act like them, they shouldn't be involved in trading, buying of luxuries, or own horses or weapons of any sort or they aren't going to convince gate guards that they are pilgrims, providing they know about the exemption anyway.

Members of the Nobility are generally exempt from all taxes.

Dwarves are exempt from tax regarding their guilds due to charters issued in the time of Magnus the Pious. In return they are bound to lend aid in defence of the city. They are still liable to other taxes.

Finally the council may exempt anyone in the city from any tax as they see fit.

Districts

Bergsburg can be divided into the nine different districts that appear on the city map. The nine districts are described briefly in the following, while some of them have been given a more thorough description on separate pages.

Bear in mind that this division is purely informal, since the town is administered as one whole. The Interior Guard treats the town as two districts, namely Unterfluss and Uberfluss (respectively east and west of the river) and operate the two districts from barracks in Beilheim and Sudentor. In addition, they man a small watchhouse in Grossplatz during daytime when the market is open.

Uberfluss (West of the River)

Rolandsbrücke

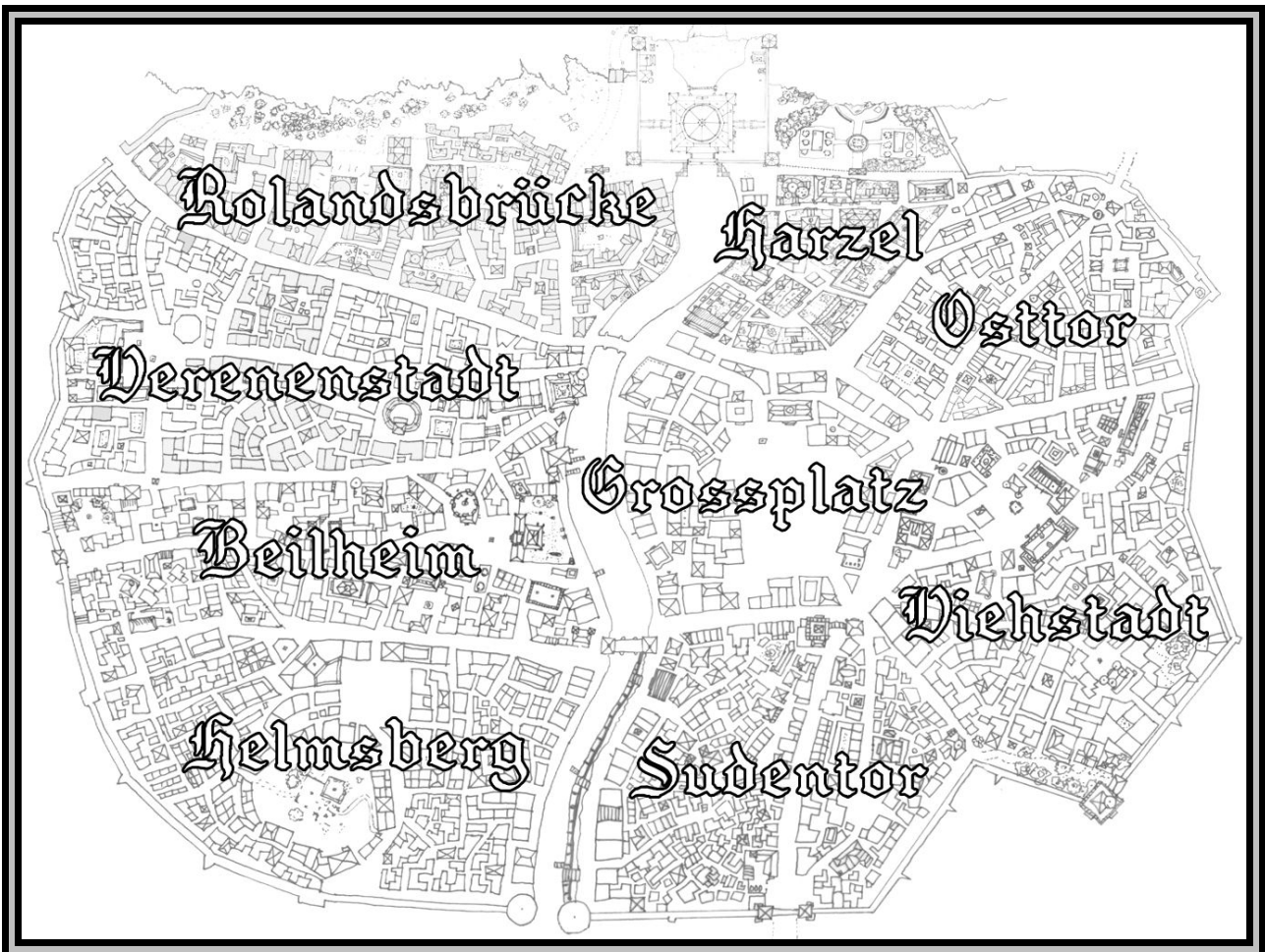
An upperclass district dominated by the private homes of successful merchants. During daylight, Rolandsbrücke seems to be somewhat more vibrant than Harzel over the river. Joschka Barth, a philanthropic newcomer, has his house here, which he rarely leaves. In the northeast corner nearest to the Temple is the chic courtyard known as Streichholz, where the celebrated inn The Jolly Peasant can be found. The city's few halfling families live in Rolandsbrücke.

Verenenstadt

Upper middleclass area housing town bureaucrats and employees of the merchants. It is the home of Bergsburg's few academic oriented institutions, centered around the Verenan monastery. Theaterplatz and its famous Tiegel Theater is also located in Verenenstadt.

Beilheim

Lower middleclass district. Many of the town's men at arms live in this area, resulting in a somewhat harsh tone and loudy taverns, yet remarkably little crime. Beilheim harbours the closest thing to religious radicalism you will





find in the tolerant town of Bergsburg; many of the resident men at arms are notorious Ulricans, and it can be dangerous to bear obvious Sigmarite symbols after sunset. Georg Beierle and his extensive family dominate affairs in the south eastern part of Beilheim. Also, a tailor called Florian lives and works here with his family - a bit simple minded perhaps, but his clothings are good and fair priced.

Helmsberg

Lowerclass district in the south western corner of Bergsburg. This is the slummiest part of Bergsburg; it is filthy and poor (although a resident of Middenheim's Altquartier would probably call it the blessed gardens of Shallya - just proving that everything is indeed relative) and is the home of Bergsburg's beggars. Its name stems

from a former barrack on top of a low hill in the district. The barrack was torn down ages ago, and only its ruins are left on Helmsberg Hill nowadays. The dubious preacher Oberon Klee has his shrine here.

Unterfluss (East of the River)

Harzel

Upperclass district. Hochland nobility holds the majority of town houses in this district which is (rightly) considered the most expensive in Bergsburg.

Osttor

Houses the activities of Bergsburg's merchants and wealthy artisans. The wealthiest typically have separate

private homes in Rolandsbrücke across the river, but quite a few have living quarters here in connection with their office and storing buildings. Bergsburg's two banks as well as the gold and jewel smiths also operate here. Thus, it houses a large faction of Bergsburg's dwarf minority, including a chapel to Grungni.

Grossplatz

The commercial heart of Bergsburg. Trade is centered around the big market square, Grossplatz, which gives the district its name. Grossplatz is also the natural traffical centre of the town where Middenweg, Talabheimweg and Bergenweg joins each other.

Viehstadt

Middle class area with lots of commercial activity. The Bergsburg butchers are concentrated in the area just east of Grossplatz and give the Viehstadt its name (meaning cattle town). It is the home of numerous traders and artisans. The well respected physician Bernhard Hardtung has his home and office here.

Sudentor

Lowerclass district in Bergsburg's south east corner. It is not quite as poor as Helmsberg, and its residents have little but harsh words or worse for the beggars from Helmsberg who cross St Skulda's Bridge in the morning and walk through Sudentor on their way to Grossplatz. Many of Bergsburg's labourers live here with their families

The Council of Five

The Council of Five is the body that effectively rules the city of Bergsburg, although only the most important decisions pass up through the city's administration, to their attention. They meet in the private Council Chamber of the Rathaus - a large room restricted to the Council of Five alone. There are no formal arrangements for meetings of the Council of Five, and council sessions are convened as the members see fit. In practice this tends to be once a week, although in times of crisis or relative stability this will vary. If the citizens notice the Council meeting exceptionally often, rumours will abound that something is afoot.

When involving the Council in adventures set in Bergsburg, try to avoid giving the players too much detail of the work of the council. There is an air of mystery and awe surrounding this institution, and few locals have the slightest idea what goes on behind the dark oak doors of the Council Chamber. Various stories and legends have grown up around the Council as a result, and these should be used to demonstrate the unusual nature of this

institution. The same goes for the individuals that make up the Council - they are accessible to PCs and are intended to provide excellent roleplaying opportunities as powerful allies, patrons or even enemies, but they should not become 'just another important person.' There will always be the mysterious legacy and history of the Council, and this should not be compromised.

Ruprecht Gutgenug

Ruprecht is not tall but has a 'hefty' build through good living, despite this he is never seen to break a sweat. Now in his late forties he is balding, his short black hair

Ruprecht Gutgenug							
Burgomeister of the City							
Male Human							
Politician (ex-Guildmaster, Burgher)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	34	36	42	47	43	50	63
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	0	0	0
Skills: Academic Knowledge (Law), Blather, Charm, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Magical Sense, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel, Kislevan)							
Talents: Public Speaking, Suave, Super Numerate							
Armour: Copper Wrist Band							
Armour Points: Head 1, Arms 1, Body 1, Legs 1							
Weapons: Staff, Dagger							
Trappings: Symbols of Office*, Fine Clothing of Modest Colour and Large Cut, Leather Belt with a Large Purse, High Soft Leather Boots, Wide-Brimmed Hat of Leather, Wire Loops and Picks hidden in Hat, Knife strapped inside Left Wrist, Various Coins stitched inside seams of Clothes (Old habits die hard)							
*Symbols of Office: Staff of Bergsburg Burgomeister (I+10, Dam+2), Mayoral Chain (warns of poison within 3' radius and glows within 3" of it), Copper Wrist Band (+1AP on all locations). For these items see the Rathaus.							



flecked with grey, while his light skinned face is creased with many laughter lines.

Ruprecht is outspoken and confident and would, for instance, be first to speak for the other five. While not an intellectual he has great talent in rhetoric so he is sometimes thought to be the charismatic ‘face’ of the council and seen by many as a man of the people. Although publicly he strives to maintain good relations with all the institutions of the city, secretly he is a skilled manipulator who seeks to play off groups against each other. Ruprecht sees the support of the urban masses as essential to the welfare of the mayor and council, thus he has advocated numerous proposals for public works.

The position of Mayor on the council has always been less 'heritable' than the others, and Ruprecht is aware that he has the more precarious hold on power of the five. So far this has not developed into a paranoia and despite his occasional use of underhand tactics in the political arena, Ruprecht has always abhorred violence and would only condone its use as a last resort.

He is also getting rather bored of the constant lobbying from Anna Wannenberg and a radical element who seem to have growing influence in Verenenstadt. Rather than oppose her he is trying to think of ways to ‘use’ her.

Although Ruprecht was born in Bergsburg it was into a family of Talabhiem traders who worked the route between there and Middenheim and monopolised control of the luxuries trade. Ruprecht would have found things easy, but due to its smuggling contacts the family business was undermined after a sudden bout of underworld feuding in Talabhiem. This split the family and led the business to slowly decay. Ruprecht set up on his own, first trading furs in the villages north of the city and then expanding into the small market of luxury timber which at that point had hardly been exploited and when the product became unexpectedly popular in Middenhiem it made him a small fortune. Ruprecht’s success showed

excellent business acumen and he set up in Bergsburg as the midway point on his trade route. As the timber business required little attention he turned his ambition to the guild structure of the city. After many years as treasurer of the Merchants' Guild and becoming popular during debating sessions in the Guildhall he rose to stand as the candidate for Mayor.

Attaining the position was due to Ruprecht’s skilful manipulation of different parties amongst the powers that be in Bergsburg who had been subconsciously vying for power. Ruprecht was supported by merchant magnates, (led by Werthiem and Sohnen) in engineering a clever campaign that brought public opinion against his rivals, leading to his successfully gaining office. Over the years Ruprecht has become disturbed by the obligations he feels towards his allies and has been seeking to oust them from power. However this must only be done by political means and with no blame attached to the Mayor himself. Ruprecht is currently biding his time and waiting for an opportunity to arise but in the meanwhile he has begun building a base of support elsewhere. When he eventually chooses his moment there will be an inevitable shift of power in the Bergsburg guilds, either cementing the mayor’s position or causing him to lose it entirely.

His continuing business interests have meant that he is indeed involved in some shadier dealings, (some of these are indirectly through Frederich Niemens) and does occasionally abuse his position for personal gain. But he tries to keep his interests at a comfortable distance and his contacts and contracts are usually with men from outside the province.

Relations with Other Councillors

Ruprecht sees his position as more vulnerable than the others and is keen to keep them on his side. He enjoys his best council relationship with Faustus; they respect each other and Asprill keeps him supplied with useful information from informants although, perhaps unwisely, he has under-estimated the intelligence of the Watch Captain. His lack of scholarship distances him a little from Bianka and Erasmus but he recognises their intellect and perceptive abilities. While he is growing to realise the ‘young’ Erasmus has a fine political mind he suspects that Bianka distrusts him and tries to keep her on side with support of public works. Although he thinks Simone is too inexperienced for a council post, viewing the aristocrat as aloof, he goes to lengths to try to explain municipal matters to her believing she has potential and can be ‘coached’ to attain greater influence than she has.

Lady Simone Tussen-Hochen

Simone stands 6'2" tall, and has a slightly awkward air about her. She is thin, but not to an unhealthy degree. Her blonde hair is long and usually kept back from her face in a long plait. Whilst not overwhelmingly attractive, she has a pleasant face and an impassive expression. She dresses rather more ostentatiously than one would expect from



her personality, but this is largely due to her Lady-In-Waiting, Greta Kosthose.

Simone is not a naturally outgoing person, although her role on the council is bringing her out of herself. When engaged in conversation, she is revealed to be fairly quick-witted and charming, although it takes time for her to bring these traits to the fore. Despite her introversion, Simone still has a degree of arrogance expected from the nobility. She has no doubt in her mind that the noble families of the Empire are the pinnacle of humanity, although she recognises the importance of lesser mortals in the proper social order.

Although she has been on the council for 2 years, she is still slightly intimidated by her role and lacks the confidence to force her point at the various meetings. Some say that she still relies too much on the counsel of her mother and father, and that she should begin to take a more active role in the running of the city.

Outside of her responsibilities to the city, Simone has few interests or close friends - the people who visit the castle rarely enthral her. She hunts in the castle grounds and attends the theater on occasion, but this is more from a sense of 'what should be done' than through any particular enjoyment. In short, Simone is bored - the weight of aristocratic responsibility weighs heavily on her, and she lacks the confidence to make the best of it.

As the second child born to Baroness Hildegard Tussen-Hochen and her husband, Simone was never expecting to enter city politics in any serious capacity. Her education and upbringing were typical for someone of her station and her mother was considering grooming her for some sort of representative role in Altdorf, representing Hochland at court if possible. With this in mind, she was taken through extensive lessons in deportment, etiquette and heraldry. Her older sister Erika Tussen-Hochen was given a thorough grounding in diplomacy and ascended to the Council of Five as soon as she came of age (prior to this, it is traditional for the

Lady Simone Tussen-Hochen

Heir to the barony of Hochland

Female Human

Noble

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	42	34	32	41	40	37	44

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Academic Knowledge (History, Heraldry), Blather, Charm, Common Knowledge (the Empire), Consume Alcohol, Gamble, Gossip, Intimidate, Performer (Musician), Read/Write, Ride, Speak Language (Reikspiel)

Talents: Etiquette, Fleet-Footed, Luck, Public Speaking, SWG (Fencing), Suave

Armour: None

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

Weapons: Foil

Trappings: Fine Clothing (Slightly Showy), Silver Hair Clasp, Fencing Sword

spouse of the ruling Baron to act as regent in the governance of the city). Erika was headstrong and disinclined to the 'meek' doctrines of the Shallyans, preferring to pay her respects to Ulric and spend her time hunting and sparring with castle guards. She had poor relations with Bianka Morgentau and the rest of her family except for Simone, who she treated with genuine affection.

Two years ago, Erika went out hunting in the castle grounds and fell from her horse while chasing a hind. She hit her head and when found by the rest of the party (including her father and Simone) was already dead. Simone was deeply affected and spent a considerable amount of time alone in the Amber Tower of the castle, grieving and contemplating her beloved sister. But the time came when she was required to take her role on the Council of Five, with the guidance of her father and mother.

Her relations with the rest of the family have been reasonable up to now, but she has become aware of her mother's plans to marry her off to Count Aldebrand von

Ludenhof of southern Hochland to alleviate the family debts. She has grown incredibly resentful of this situation, as she dislikes von Ludenhof intensely and has not accepted the importance of the union for dynastic purposes.

Relations with Other Councillors

Simone's lack of assertion manifests itself in her dealings with the other council members. She worries about saying the wrong thing, particularly as she feels that it is her responsibility (as the highest-born) to make the most important pronouncements. She finds Gutgenug overbearing and slightly distasteful, with an air of 'new money' about him. Bianka is trusted for her wisdom and piety, and Simone will often turn to her for support or subconsciously echo her opinions, seeing in her an echo of her own mother. She treats Faustus as she would a military man in her employ, although she is also intimidated by his rough nature and tends to back down when his defence of a point is particularly keen. Finally, Simone is slightly smitten with Erasmus. She sees in him a mystery that takes her beyond her tedious day-to-day responsibilities. Nothing has happened between them due to Simone's shyness and Erasmus' preoccupation with his work.

Bianka Morgentau

Appearance: Bianka is of medium height and plump matronly build. She wears her long grey hair in a tight bun secured with a simple brass pin. Her face has a majestic and solemn look and although relatively unlined, it reflects her age. When out of her chambers in the temple, she wears priestly robes and always carries her staff.

Personality: Bianka does not fulfil the stereotype of the placid, softly-spoken Shallyan. She is tough-minded and direct when dealing with people of all backgrounds - she sees herself as the latest in a long line of holders of the moral conscience of Bergsburg on the council and this is a role that she believes must not compromise lightly for reasons of expedience. She can be imperious and forceful, but does not lack tact when required. In fact, her years of working with the mentally disturbed has made her see the actions of others purely as a consequence of their motivations. She is an excellent and analytical judge of character, which makes her skills as a diplomat unparalleled on the Council when called upon.

It's not clear why, but Bianka never has a good word to say about Reiklanders. She claims that they think the world revolves around them and they sometimes forget that the rest of the Empire exists at all. As a result, she deeply mistrusts Brother Leon Gehrling.

As well as representing the temple on the council, she is also responsible for representing all faiths. Each month she meets formally with the head priests of the other temples of the city, but they are also able to call on her at

Bianka Morgentau

High Priest of the Temple of Shallya's Falls

Representative of the Faiths

Female Human

High Priest (ex-Anointed, Priest, Initiate)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	42	52	45	53	62	65	76*

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	5	4	3	3	0	0

Skills: Academic Knowledge (Astronomy, History, Theology, Necromancy), Blather, Common Knowledge (the Empire), Channelling, Charm Animal, Gossip, Heal, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Secret Language (Guild Tongue), Speak Language (Classical, Reikspiel), Swim, Trade (Apothecary, Herbalist)

Talents: Aethyric Attunement, Divine Lore (Shallya), Etiquette, Lesser Magic (Move, Silence, Dispel, Skywalk), Meditation, Petty Magic (Divine), Prepare Poison, Public Speaking, Resistance to Disease, Sixth Sense, Strong Minded, Surgery, Very Strong

Armour: Robes

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

Weapons: None

Trappings: Garb of Senior Shallyan Priest, Staff topped with carved replica of Temple of Shallya's Falls (Acts as +3 Ingredient once, can be recharged by dipping into the Temple Pool), *Thread of Mercy (A silver necklace with red gold threaded throughout, Fel+20)

almost any time.

History: When Bianka was born, there was little doubt that she would become an important priest within the city and the role of High Priest was a likely one. The Morgentaus are an old family associated with both the Temple of Shallya's Falls and the priesthood for well over 500 years and among Bianka's ancestors are no less than six High Priests. Both parents were Shallyan priests - her mother was librarian at the temple and her father ran the

infirmary. As soon as she could talk they began her education, emphasising theology and the teaching of the faith in preparation for a life devoted to Shallya. Her two younger brothers were given similar treatment, but were clearly not being groomed for a senior role within the city and became itinerant priests - Hans settled in Dunkelburg and died 10 years ago, while Klaus spent time travelling the eastern Empire helping Shallyan temples where he found them.

A pious education led to Bianka's inevitable ascension to the priesthood, upon which her parents sent her to Middenheim and Altdorf to work in the temples there and broaden her experience of the world. At no point did she rebel from the path laid for her, seemingly absorbing everything that she experienced like a sponge. Eventually she made her way to the Shallyan Great Hospice near Frederheim, where she took a particular interest in diseases of the mind. Her own physical strength became apparent as she gained a reputation for helping orderlies strongarm the more disruptive patients. It was this period that led to her life-long fascination with psychology and the ways in which personality affects motivation and action, as well as the ways in which it can be affected by 'contagions of the spirit.'

Bianka returned to the city when she was 26 and swiftly rose through the cult hierarchy, ascending to the council of the Temple of Shallya's Falls. Working diligently within both the temple and the wider city, she became a familiar figure from the soup kitchens of Sudentor to the parlours of Harzel. She continued to work particularly with the mentally disturbed and produced a number of folios on the subject that can be found in the temple library and in many other temples and physicans' guilds throughout the Empire. She took another Shallyan as a husband, one Lothar Schwentz (retaining her celebrated surname) and settled into her role.

The High Priest before Bianka was Father Holt Kugelsturm (uncle of Sister Erica Kugelsturm the current librarian) and he had a keen interest in the history of both the city and the temple. He was known to disappear for hours a day, researching the structure and the falls themselves. One day 15 years ago, he never returned. Last seen by other priests sketching the cave system behind the falls, he went missing, although his sketchpad and notes were later found floating in the Pool of Shallya. They revealed nothing of particular note and the rest of his research has never come to light. With no High Priest, the council convened and soon elected Bianka to the role. Since then she has governed temple and city admirably, coping with the death of her husband six years ago - although she can still be seen grieving for him on the anniversary of his death each year.

In recent years, some within the temple have claimed that she has been guilty of neglecting its affairs in favour of the city and there is a grain of truth to this. As time has passed, she has defined her role as far wider than spiritual leader for the city and temple, but also as its moral

conscience. Rightly or wrongly, she has a tendency to see the Temple of Shallya's Falls as less challenging and demanding of her time and resources.

Relations with Other Councillors

The childless Bianka's relationship with Simone is very matriarchal - she has a deep-seated respect for Baroness Hildegard and this reflects on her dealings with the daughter - although she sees her contributions to Council business as negligible at present. She sees Gutgenug as a crook - but in the interests of council harmony she keeps this to herself, and she thinks that the ends justify the means where he is concerned. She likes Asprill as a man and sees that the two of them are similar in many ways, but she also automatically distrusts what he represents, hence their frequent disagreements. Bianka sees a great deal to recommend Erasmus and respects his intelligence, but is unwilling to let him have the last word on magical affairs. The Council as a whole can't help but view Bianka as a mother figure - an image that she is happy to promote. Consequently, they treat her with the utmost respect.

Erasmus Vogel

Erasmus is tall (6'), of medium build and facially unprepossessing. He has a head of thick black hair cut into a tidy centre-parted style. When seen in the city or in his guild capacity he will be wearing the dark blue robes of office that are a mark of his wizardly status. Overall, Erasmus gives off an air of quiet authority and control - there is rarely a hair out of place.

Erasmus seems to have two discrete persona, one confident and professional the other private and brooding. In his professional capacity as a member of the Council of Five and head of the guilds he is extremely perceptive and exhibits unparalleled political savvy. While not overly talkative, he is observant and honest to a fault. In his more candid moments (particularly in the Council Chamber) he can be blunt, refusing to dissemble or avoid topics for the sake of keeping the peace. On occasion this has created friction with the other Council members, although his ability to cut to the crux of an issue usually makes up for his lack of diplomacy.

Erasmus finds it very difficult to switch off his professional persona, and being extremely busy, it is rare that he gets the opportunity. Outside of his responsibilities Erasmus is rather dull, lacking any interest in 'trivial' matters. As a magic user he does have sorcerous interests, but these are too esoteric to be of interest to the majority. He has an interest in the role of the vital energies of plants in spellcasting and has had a number of secret meetings with Father Jurgen of Cro-Ach-Liea, although it may be that the magical traits of vegetation are not the only subject discussed. The garden in the Wizard's Guild is a pet project of Erasmus', but his role is purely supervisory over the guild gardener Aln Hollyburr. He is also researching the history of magic use in Hochland and

Erasmus Vogel

Grand Magister of the Guild of Mages and Alchemists

Head of the Bergsburg Assembled Council of Guilds

Male Human

Jade Wizard Lord (ex-Master, Wizard, Apprentice)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41	45	44	48	54	67	48	43

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	3	4	0	0

Skills: Academic Knowledge (Magic, Chemicals, Daemons, Runes), Blather, Channelling, Common Knowledge (the Empire), Evaluate, Gossip, Magical Sense, Perception, Prepare Poison, Read/Write, Secret Language (Guild Tongue), Speak Arcane Language (Magick), Speak Language (Reikspiel, Classical), Trade (Apothecary, Herbalist))

Talents: Aethyric Attunement, Arcane Lore (Mystical Ghyran), Lightning Reflexes, Meditation, Petty Magic (Arcane), Public Speaking, Savvy, Strong Minded, Fast Hands, Lesser Magic (Aethyric Armour, Blessed Weapon, Magic Lock, Silence, Move, Skywalk, Dispel)

Armour: None

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

Weapons: Staff, Sword, Dagger

Trappings: Robes of Office, Staff, Sword

Bergsburg - an occasional project which he has neglected of late.

Between his research and the administration of the city and the guilds, Erasmus has less time for the administration of the Wizards' Guild than is really required. Consequently, he has failed to notice the scheming and troublemaking of the treasurer and secretary, Edvard Scheilser. Much of his time is spent between the Guildhall, Rathaus or the guild, which is also his home.

Erasmus Vogel was born and grew up in the city of Bergsburg, the effective heir to the position he holds today. The only child of Hilde and Boris Vogel, he was

apprenticed at 18 to his father who taught him the basics of wizardry before sending him to Middenheim for further tuition. However, he returned to Bergsburg after only two years in the City of the White Wolf, feeling unhappy and unnerved away from the place of his birth. Although it has never been spoken of in the family, the same feelings overcome any Vogel who stay away from Bergsburg for long. He continued his studies in the city, learning from other members of the guild and the small library held there. As such his wizardly abilities are slightly less impressive than one would expect from his position within the guild.

Six years ago, Boris died unexpectedly and Erasmus was voted into his current position as head of the Wizards' Guild, and therefore head of the city's guilds. It has been noted that Erasmus is rather young for such an important position, a fact that has not been lost on some members of both the Wizards' Guild and the Council of Bergsburg Guilds.

Relations with Other Councillors

Erasmus is young for his position, and this colours his relationship with Ruprecht and Faustus to some degree - while they recognise his intelligence and political ability, they regard his lack of life experience as limiting. Gutgenug is more vocal about this and slightly more confrontational, while Asprill feels almost fatherly towards the young wizard. Bianka welcomes Erasmus' input as head of the guilds rather more than she does his views on magical issues, but still holds his opinions in high regard. Simone is rather in awe of Erasmus, largely due to his intelligence and sorcerous abilities. She also finds the contrast between his confident political persona and his brooding private one fascinating.

Faustus Asprill

Faustus is tall (6' 1") and heavily built - his physical presence is such that everyone notices when he enters a room. His hair is slate grey and shaved into a short military crop. His face is impassive and calm, rarely conveying any strong emotions.

Faustus is a very calm, diplomatic person. He is a master tactician and normally gives a matter his utmost consideration before deciding upon a course of action. This can cause difficulty with other members of the council or indeed within the City Watch as others can easily become frustrated at his lack of visible progress. On many occasions however, his deep thinking has revealed flaws in an otherwise good plan which none but Faustus had foreseen. His closest friends and associates have therefore learned to treat Faustus with patience.

Faustus' pondering demeanour also manifests during conversation. Whenever somebody says something of significance to Faustus, he will sit in silence as he contemplates its meaning and the implications. This often leads to an uncomfortable silence which can cause the

Faustus Asprill

Captain of the Guard

Male Human

Captain (ex-Sergeant, Watchman)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
64	51	57	53	44	49	41	61

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	5	5	4	0	0	0

Skills: Academic Knowledge (Heraldry, History), Animal Care, Common Knowledge (the Empire), Charm Animal, Command, Consume Alcohol, Disarm, Dodge Blow, Gamble, Gossip, Perception, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Etiquette, Public Speaking, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, SWG (Cavalry), Very Resilient

Armour: Full Plate

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Sword, Shield, Dagger

Trappings: Conservative but well-cut City Clothing

other person to continue talking through nervousness, simply to "fill the gap" - in turn, this often allows Faustus to discover more than through direct questioning.

One of Faustus' eccentricities is his love for "toy soldiers". He owns a detailed model of Bergsburg, made of hand-crafted and painted wood. He also has models representing guards, townfolk and even a few goblinoids.

Faustus was born in Bergsburg in the year 2459. He had a comfortable childhood, helped largely by the fact that his father, Jurgen Asprill, was his predecessor as head of the Bergsburg City Watch at the time. Upon coming of age, he was taken on as his father's squire and trained in the art of war along with instruction in the running of the Watch.

When old enough he was enlisted into the Watch full-time and assumed the duties of a Sergeant. He worked the same hours, rota and all that went with it, the same as any other watch sergeant - this earned the respect of many guards who were sceptical of him at first due to his father's position. It proved invaluable when his father died

in 2495 and he took over the running of the watch - the insights gained on the streets enabled him to be a far more competent leader than his father, who was seen as slightly pampered and 'hands-off' by the ordinary watchmen.

Relations with Other Councillors

Ruprecht has a great deal of respect for Faustus, seeing him as dependable and reliable - although he underestimates his intelligence, mistaking his pondering for a lack of quick wit typical of military types. As a priestess of Shallya, Bianca has little time for men of military disposition, but views Faustus as atypical of his kind - that said, the two of them disagree in council meetings on numerous occasions. Erasmus often sides with Faustus on many issues, as the two share a contemplative temperament and an insightful outlook on matters political. Finally, Simone is slightly intimidated by Faustus and tends to over-compensate around him - assuming the aristocratic personality that she feels is expected of her around those of the military profession.

The City Watch

The Bergsburg Watchmen and the City Guard

The watchmen of Bergsburg, or the Honourable Grand Company of Watchmen of Bergsburg as they are formally known, are a well-run operation today. This has much to do with their leader, Captain Faustus Asprill, who completely reorganised the watch a couple of years ago. Before then, the Watch consisted mainly of volunteers and draftees under a system going back to the beginning of the Dark Ages, when the burghers of Bergsburg formed small companies to help defend the city against aggressors. The oldest of these, the Ancient and Esteemed First Company of Watchmen of Bergsburg, formed in 1998 IC when Bergsburg was attacked by the notorious Baron Robert von Saftenwasser and exists to this day, although nowadays its sole function is an exclusive club for 24 leading burghers of some of the city's oldest families.

Now, after Captain Asprill's reorganisation, the Watch consists of some five scores of professional watchmen who are equally split in two detachments operating on each side of the Drakwasser, known respectively as the Uberfluss and Unterfluss companies and each lead by a captain lieutenant. The Uberfluss company has its headquarters in Beilheim, while the Unterfluss company operates out of Der Skuldanturm in Sudentor. Normally, the Watch operates in teams of a sergeant and three ordinary soldiers patrolling the districts of Bergsburg. As is typical of the Empire, wealthier neighbourhoods are

patrolled much more intensely than poorer districts. The Watch also maintains smaller post stations in various key places in addition to their two headquarters, including Grossplatz, Harzel, Rolandsbrücke, and the Grindolturn in Viehstadt.

The Bergsburg Watch are in charge of the streets of Bergsburg, while the Baron's soldiers of the City Guard patrol the Castle and the city walls, including the various gates to the city. Hence, the former are also known as the Interior Guard, and the latter as the Exterior Guard.

The Watchmen of Bergsburg are generally well regarded by the local public, reflecting a more civil and respectful attitude than is found elsewhere in the Empire. This probably reflects the Shallyan influence on the Council and the wider culture and atmosphere of Bergsburg. Still, the Bergsburg Watch does have its share of sadistic and corrupt members, including one Heinrich Witzenber.

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