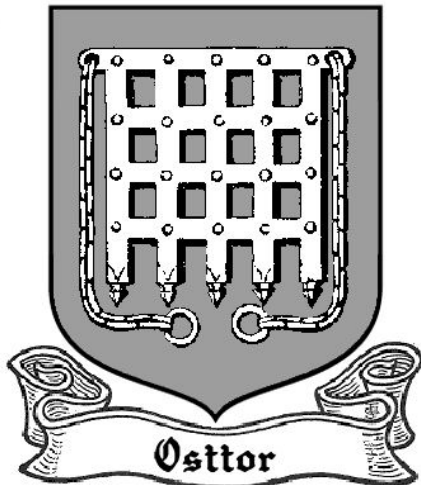


# Osttor



In the 1520s Baron Roland had the eastern wall erected which included the western part of what is now Osttor. In the following decades, it became the home of the influx of unskilled workers who hoped for a better living than they could make in the countryside. Sadly, a big fire in the early seventeenth century had most of the hovels north of Grossplatz burn to the ground, and a new clientele took over the area; towards the river, the crème of Hochland nobility erected grand mansions in what became Harzel; and to the east, a growing class of successful merchants and artisans were quick to seize the opportunity of cheap land for new and bigger town houses.

Although most of the houses themselves have been modified or replaced since then, the nature of Osttor has remained much the same; artisan workshops to the north, and merchants to the south, close to the markets and traffic centre of Grossplatz. The enlargement of Bergsburg in 2214 IC had a huge impact on Osttor - its size was doubled, as the wall was moved further east, and a new big gate was built facing the Middle Mountains. The gate was named Osttor (Reikspiel for East Gate) which soon also became the popular name of the neighbouring district on both sides of Bergenweg's northern part. While more artisans and a small community of dwarfs moved into the new part of Osttor, its richest residents had new residences built in Rolandsbrücke, yet most keeping their offices in Osttor.

Osttor is a vigorous place during working hours, but otherwise somewhat quiet, as some head home to Rolandsbrücke and others head to the taverns of Grossplatz and Viehstadt. Often, the only loud noises are

the melancholic dwarf songs coming from The Iron Bar, the notorious dwarf tavern in Thorgrimsstrasse. The typical Osttor building is well maintained with a ground floor of brick housing either the artisan's workshop or the merchant's offices and stockrooms, and a wooden first floor for accommodation, be that for the owner himself or his employees.

## Bergenweg

This road is built on the foundations of the old town wall that was demolished three hundred years ago, and it is probably the best road in all of Bergsburg. It goes from the Osttor gate to Grossplatz where it joins Middenweg and Talabheimweg. Along it you find the offices and stocks of various merchants and both of Bergsburg's two banks. As you approach Grossplatz, some buildings will include a shop as well, where goods are sold in small quantities.

## Kurzweg

This short street descends the slope from Schicksalstor to Margrave's Square. At its northern end, on the corner to Bergenweg, you find the excise office.

## Margrave's Square

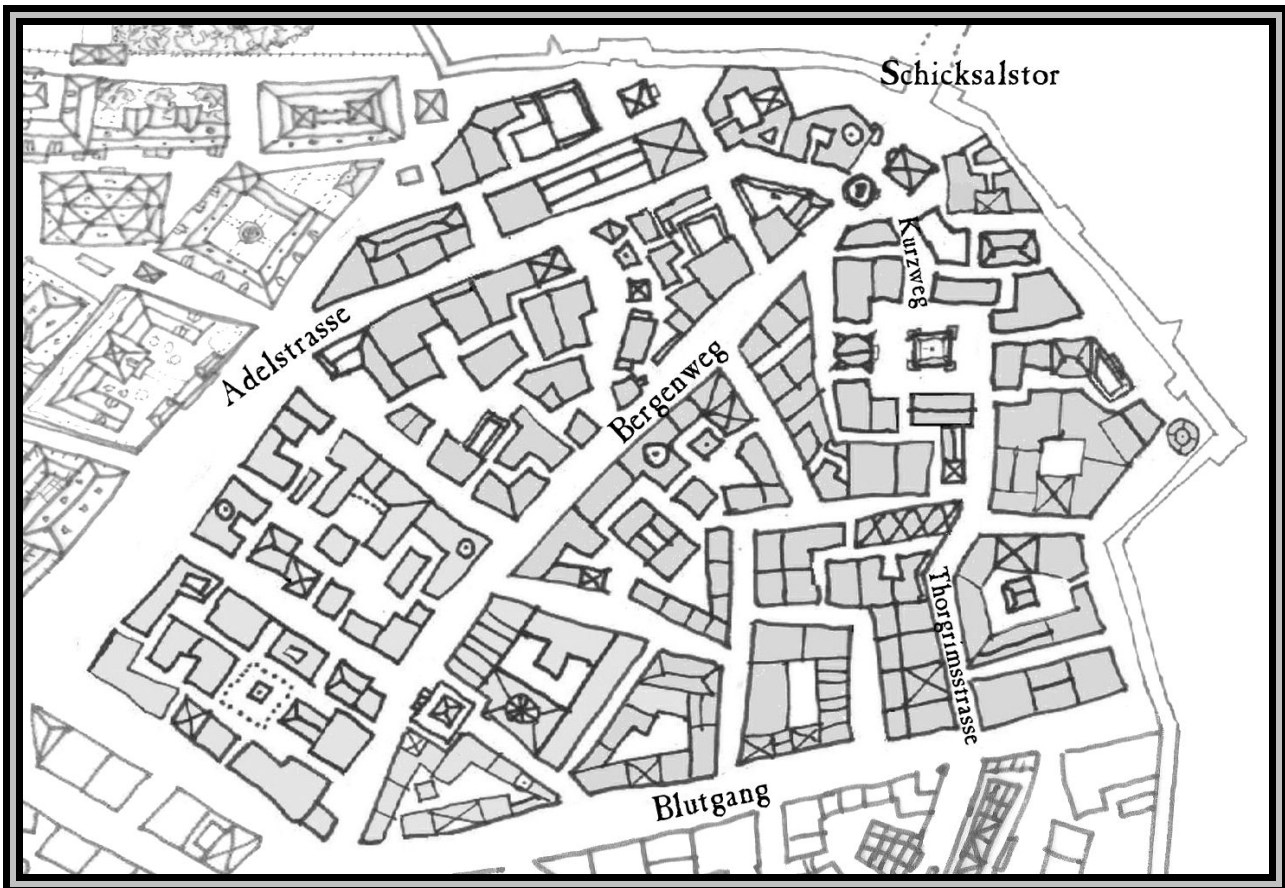
A hundred and some years ago, a fire burned some of the buildings here to the ground. It was offered to the dwarf community who turned the site into a square with a massive, odd-looking building in the centre, housing the Dwarf Engineer's Guild. It is named after a noble who supposedly started the fire when he wanted to demonstrate his skills at juggling with burning torches.

## Thorgrimsstrasse

Connecting Margrave's Square with the heart of Viehstadt, this bending street takes you by several human artisans and through the small dwarfen quarter in Osttor, before it crosses Blutgang and enters Viehstadt. The street takes its name from the statue of High King Thorgrim which grateful citizens erected in front of the Chapel of Grungni in gratitude to dwarf assistance during the Chaos Incursions.

## Adelstrasse

Going from Rolandsbrücke to St Mikaela's cenotaph on Bergenweg, this is the fastest way from Lowestor to Schicksalstor. However, it is not as wide and level as Bergenweg, so carts are usually taken along the latter.



Three of Bergsburg's human gold and jewel smiths, including the famous Andreas Ober, have their shops side by side here, catering to the noble residents of Harzel. Opposite is the Smiths' Guild House.

### Locations

#### Wertheim & Sohnen Metallurgy

The Wertheim family operates their successful gold melting industry from this impressive building on Bergenweg near Grossplatz.

#### The Golden Boar

This high end inn, the only on Bergenweg's northern stretch, caters to travellers who arrive through Schicksalstor and are either well off or too tired to go any further. Prospectors in luck stay here, while their less fortunate colleagues typically carry on to Beilsheim.

#### Guldberg Banking House

The gnome Guldberg dynasty runs this successful banking institution on Bergenweg. It is licensed to exchange foreign currency and does so at fair rates. The two other main services are deposits at a small fee - most banks in Imperial and Tilean cities and Marienburg will accept the receipt as cash; and credit, if you can credibly present full collateral. Further thoughts on gnomes and banking can be found in Warpstone, issue 17.

#### Ragnar's Goldsmithy

A well reputed dwarf gold smith, just east of Margrave's Square

#### Andreas Ober

Another famous gold smith, Andreas has his exquisite shop on Adelstrasse. He is very popular with the nobility, including the Baroness daughter, Simone. He has a hafling apprentice, Pete Hollyburr, a jolly fellow so long as you don't mention his successful cousin, Jem.

#### Dwarf Engineers' Guild

In their dramatic house on Margrave's Square, the Dwarf Engineers' Guild go about their business. Gaining entrance is extremely difficult, even for uninitiated dwarfs.

#### Chapel of Grungni

Despite its low height, the Chapel of Grungni is a very impressive building. The windowless façade is one big frieze, depicting valiant tunnel fighters defeating a band of goblins. Humans may enter and even attend services, should they like.

#### The Iron Bar

A notorious tavern on a corner of Thorgrimsstrasse in

the heart of the dwarf community. Humans are not welcome, unless they accompany a dwarf. The bar offers genuine Bugman's Troll Brew most of the year.

**Praxis Jewels and Glass Crafters**

The Niche brothers run their famous Praxis jewel and glass crafting shop in the side streets just north of Adelstrasse

**The Weissfeuer Smithy**

Four smiths of different skills share this well kept smithy in the winding alleys of Osttor's north east corner.

**Reisen Wool Trading House**

The well liked Udo Reisen runs his successful wool business from a town house just west of Bergenweg.

**St Mikaela's Cenotaph**

In 2218 IC, the Temple of Shallya moved this monument from off Adelstrasse to Bergenweg, the new grand street of Osttor. It is a stunning statue, showing St Mikaela comforting two burned children, in memory of the many deaths of the grand fire in 1618 IC. When it was moved, a Tilean engineer constructed a fountain around it, with water flowing from pitchers held by three Shallyan angels. Each year, a special service is held at the site on the first Festag of Vorgeheim.

**Schicksalstor**

Schicksalstor serves those travelling to or from Hochland's northeastern villages or the Middle Mountains beyond. Also, the short road from the castle to Bergsburg goes through this gate. Its official name is actually Osttor, but all the locals call it Schicksalstor, the Gate of Fate. The name originated with the prospectors who went through this gate in hope of striking gold, and thus a better life.

**History**

The eastern gate did not exist until Bergsburg was enlarged in 2214 IC. Until then, there was a just a small iron door which lead on to a minor road to the castle; northbound travellers had to go down to the old south gate. By the time the city was enlarged, traffic to the Middle Mountains had increased heavily because of the Gold Rush, and the south gate was moved even further away. Thus, it was decided to add a third gate towards the mountains. It was named Osttor, the East Gate. However, the traffic was (and still is) little compared to that going between Talabheim and Middenheim, and therefore this gate is somewhat smaller than the other two. Over the years, people would refer to the entire area near the gate

as Osttor, while the gate itself eventually got better known as Schicksalstor, as explained above.

**Description**

Schicksalstor is the smallest of Bergsburg's three gates. It consists of a massive three story square tower with Bergenweg going through its centre at the ground level. A portcullis can be lowered from the first floor, which also has two murder holes and multiple arrow slits in the wall. A high tiled roof with two small windows sits on top of the third story; from the attic inside a guardsman can scan the surroundings through a telescope. Through each of the two windows you can reach a flag pole; from these fly the Hochland and the Imperial pennant. The stonework is relatively plain, while the doors are exquisite. They are made of imperial oak reinforced with iron and feature exquisite carvings. Most famous is the one on your left as you leave Bergsburg; it illustrates Shallya releasing a dove as a symbol of her spreading peace, but the image looks more like the bird has just stolen something from her and is making its escape, having what appears to a ring in its beak. In fact, the carver was a Ranaldite and he deliberately subverted the image so that the bird definitely looks like a magpie. Prospectors leaving for the Middle Mountains touch the dove for luck, and the Ranaldites of Bergsburg in the know see it as a symbol of how they can subvert the Shallyan order. To them, the carving illustrates Ranald leaving Shallya with her gift of immortality.

**The Guard at the Gate**

Four soldiers from the External Guard are in the tower day and night, with at least another six guards manning the walls within hailing distance of the gate. Of the four guards, one is usually in the attic, overlooking the surroundings, and when the gate is open, the four are assisted by four more guards for the searching of people seeking entrance to Bergsburg.



## Entering the Gate

Practical details of entering Bergsburg can be found in the description of Löwentor. It is rather unlikely that the PCs first visit to Bergsburg will go through Schicksalstor, but in case it should happen, Löwentor also offers a good description of the PCs' first general impression of the town. Of course, you should bear in mind that there is generally less commotion at this gate than the others, and anyone entering through Schicksalstor will first see the large merchant houses and prosperous workshops of Osttor. Likely, they will soon join the traffic down towards Grossplatz, Bergsburg's pulsing heart, along the broad, paved Bergenweg. At least, that is the advice they will get from the handful of bawds near the gate, who will explain that Osttor has a rather professional atmosphere and few delights to offer travellers.

## Olaf Langreich

*"Untidy bindings on your load and a loose bearing on your front, left wheel. This could cause a serious accident. I might be inclined to overlook it, just this once. However, your salt export license has only been signed here and here, and there is no counter-signature. I'm sure my illustrious superior will take great interest in such a misdemeanour."*

Langreich is the most demanding watchman. He is Sergeant of Osttor, a grand sounding title that he is well pleased with, and which he will always use when giving his name.

Anyone entering through Schicksalstor might be thoroughly searched and required to produce all the relevant documents, as is Langreich's whim. If any documents are not perfectly in order, or Langreich decides anything else is amiss, the traveller will be required to wait while Langreich sends a runner to contact his Lieutenant. The lieutenant may reply within minutes or hours, but the response will generally be, let them pass, or at worse, a small fine.

Langreich takes great pleasure from requiring honest travellers to wait while the wheels of officialdom turn. He likes nothing more than provoking a technical breach of the peace, however minor, for which a higher fine can be levied, and which will require an even longer wait.

## Luther Graublatt

*"Drop a penny in my hat, Sir. If not for me, do it for the luck it's sure to bring."*

Anyone leaving or entering the city through the Schicksalstor is likely to be approached by Luther Graublatt. He sits by the roadside, a few hundred yards from the gates to avoid the guards. Dressed in tattered furs, he serves as an eloquent reminder to would-be prospectors of the misfortune that goes hand in hand with the fortunes they seek.

Luther was a prospector who worked the Middle Mountains for nearly ten years. He laboured hard, but never struck the rich seam that he had hoped for. After being stranded up in the mountains during a freak early blizzard, he barely made it back to Bergsburg. Penniless, he could not afford to enter the city, and decided to beg for his toll. After a few days, he had his money, but on entering the city, realised that there was nothing there for him. He did not have any money to finance a return to the mountains and, in fact, he had also lost the will to prospect more during the storm. He continued his begging, but could not get a decent pitch and was threatened by the gangs that control Bergsburg's 'official' beggars. Finally Luther decided that the road to the mountains, outside the city would serve his needs. He always sits just out of sight of the gate watch as it is technically an offense to loiter on the baronial highway, although only the most officious enforce this. He sleeps in a niche on the outside of the city wall.

Having spent a decade in the Middle Mountains, Luther could provide very useful guidance to PCs who had to go there for whatever purpose. He would have to be kitted out with new clothes and some equipment, which the PCs would have to pay for. Further, he will need to make a fear test every time the weather turns bad, which could come as a bad surprise for the PCs.

<b>Luther Graublatt</b>							
<b>Male Human</b>							
<b>Miner</b>							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
41	27	34	45	30	26	38	25
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	11	3	4	5	0	0	0
<b>Skills:</b> Animal Care, Common Knowledge (the Empire), Concealment, Gossip, Outdoor Survival, Secret Signs (Prospectors), Speak Language (Reikspiel), Trade (Prospector, Cook, Fish)							
<b>Talents:</b> Luck, Orientation, Rover							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							
<b>Trappings:</b> Tatty Furs, Fur Cap, Fishing Rod, Lucky Nugget of Pyrite							

## Chapel of Grungni



The Chapel of Grungni is located in the small Dwarf quarter in Osttor on the west side of Margrave Square and across from the Dwarf Engineers' Guildhouse. From the square, a stair descending a few feet below ground level to the oaken double doors that is the main entrance to the squat, windowless chapel. Above the doors is a bas-relief of a stylised face of Grungni with crossed pick-axes below it. A smaller oaken door on the backside of the chapel is usually locked. This door is used by the chapel's staff to enter and exit their private quarters. The façade is one long frieze which depicts fearless tunnel fighters defeating a band of goblins.

The chapel functions as a focal point for the 150 or so Dwarfs that call Bergsburg home. The doors of the chapel are always opened to those needing to honour their clan's ancestors and the Ancestor Gods. Humans are welcomed to attend services if they wish. Few typically do so.

### Inside the Chapel

The inside of the chapel has ten rows of stone pews arranged before a small dais with a lectern upon it. From this lectern, the priest addresses the congregation as he feels the need as well as recounts the deeds of the Ancestor Gods. Such activities occur during the festivals held in Grungni's honour (see below) and during the Day of Remembrance (Zagazdeg). The latter involves the Dwarfs of Bergsburg and any who live in the nearby villages. The Dwarfs all gather in the chapel to feast and share stories detailing the deeds of their clan ancestors, grudges satisfied, and other important news. In Bergsburg, this date is fixed at 25 Sommerzeit, the date that the chapel of Grungni was first established in Bergsburg.

The chapel observes the major festivities dedicated to Grungni. There are held every hundred days (33 Pflugzeit, 33 Vorgeheim, 33 Brauzzeit, and 33 Vorhexen on the Imperial calendar). Services are held in observance of the nine lesser festivals which fall between the major days at



intervals of ten days. The major festivities are celebrated with tankards of ale and bread, though revellers are limited to three pints. Any Dwarf wishing to continue their celebrations must relocate to the Iron Bar while the few Human participants will have to find another tavern outside the Dwarf quarter. Dwarf bouncers from the Iron Bar are on hand during these festival days to ensure that the crowd does not get out of hand (generally humans who are a bit put off that they must continue their drinking elsewhere).

The interior of the chapel is lit by the sunlight from the skylights in the ceiling. At night and cloudy days, candelabras suspended from the ceilings provide illumination. Flanking the dais are two seven-foot statues, the one on the left is of a male Dwarf holding an axe and pick (Grungni) and the other of a female holding a small cask and tankard (Valaya). There is a single door behind the dais which leads to the private rooms of the chapel.

In the corners adjacent to the doors where worshippers enter are two small altars. The one across from the statue of Grungni is dedicated to all the other Ancestor Gods and the other to the ancestors. The walls of the chapel depict scenes of Dwarf life and folklore. The one on the wall between the statue of Valaya and the altar to the ancestors is of particular interest as it portrays the Siege of Kislev and the crushing of Chaos between Magnus the Pious and Thorgrim. Students of Imperial history would notice that there's no mention of Tsar Alexander of Kislev.

The door behind the dais leads to a hallway which connects all the private rooms in the back of the chapel. These are all rather small. Three of the rooms provide the quarters for the priest, the initiate, and the cook/maid. The fourth and largest of the private rooms is the chapel's kitchen/dining area which has a door leading to the back of the chapel as well as one leading to the cellar. In addition, there is a water closet situated between the initiate's and the servant's quarters.

The cellar hold many of the cult's possessions, particularly casks of Dwarf ale brewed in Karak Norn, as well as any purchased from Expatriate Dwarf brewers in Hochland, Middenheim, and Talabheim. No one will find any of the swill that passes as ale in Ostland here. Dry foodstuffs and other provisions are stored here as well. In the far corner is a concealed door which leads to a tunnel connecting the chapel with the Dwarfs' Engineer Guild. Many items of a discrete nature are passed through these tunnels. These generally come to Bergsburg by way of Middenheim.

There's a thick, oak door on the right adjacent wall of the cellar that is protected by Runes of Locking and Opening (the passwords are only known to the Grungni clergy and the visiting priests of Gazul). The Rune of Gazul, Ancestor God of the Dead, can be clearly seen over the lintel of the door. On the other side is a staircase that leads down to a room where a recently deceased Dwarf lays in state until a wandering priest of Gazul can perform the burial rites. Deceased priests of Grungni are then interred into the adjacent burial vaults while those of other Dwarfs are laid to rest in a portion of the cemetery outside the walls of Bergsburg. This latter arrangement was made with the local Temple of Mórr as they administer the burial ground.

## History

The first Chapel of Grungni was built as a wing of the Dwarf Engineers' Guildhouse east of Adelstrasse. It was dedicated in 2112 I.C. by agreement between the Dwarfking of Karak Norn and Baron von Hochen to serve the few Dwarfs that called Bergsburg home.

The Bergsburg expansion of 2214 allowed the Baron to grant the Dwarfs a quarter of their own. The second chapel was dedicated a year later as a separate, yet adjacent, building to that which housed the Dwarf Engineers in an expanded section of the Osttor district.

In 2253 I.C., a teamster was killed in a brawl in which Dwarf prospectors were involved. The suspected Dwarfs quickly fled, leaving many enraged teamsters without anyone to hang. The teamsters and their allies blamed the other Dwarfs for aiding their own and rioted in the streets of Osttor. The chapel was vandalised by the enraged mob as they couldn't quite set the stone structure ablaze. The rabble then moved on to the Dwarf Engineers' Guild. As the chapel was organising an armed throng of Dwarfs to avenge the wrong done to their quarter, the cult of Verena rushed to the scene and interceded before more blood could be spilt. The Verenans eventually succeeded in achieving a resolution that was agreeable to all concerned. The cult of Grungni worked hard to calm Dwarf resentment at their treatment by the teamsters.

The cult of Grungni benefited a third time from the largesse of Hochlander Barons when the Dwarfs were allowed to clear out the area that became Margrave's Square in 2390 I.C. The Dwarf Engineers built their new,

larger Guildhouse in the middle of the square as well as a new chapel to the west. Once the cult moved on, the old chapel became part of the notorious Iron Bar. The only thing that marks the site of the old chapel is a statue of Thorgrim Grudgebearer, High King of the Dwarf Empire of Karaz Ankor, which had been erected in front of the chapel after the Chaos Incursions.

## Outside Relations

### Temple of Sigmar

As with other Imperial towns where they maintain a chapel, the Cult of Grungni has established a good rapport with the local temple of Sigmar. The chapel of Grungni honoured the Sigmarites with a finely crafted railing in bronze which safeguards the entry in the southeast arch to the holiest chapel in the Temple. The clergy of both temples maintain amicable relationships, though the Dwarfs are becoming increasingly concerned about Capitular Martin Mueller's behaviour.

### Temple of Verena

The Grungni cult is indebted to the cult of Verena, though the latter doesn't realise to what extent. The teamster riot would have been far bloodier if the Verenans had not intervened as many Dwarfs in Osttor were preparing to teach the "insolent Manlings" a lesson that they and their descendants would not soon forget. The chapel spent a lot of their goodwill ensuring the angered Dwarfs did not act rashly. Should the Verenans request any favours, the cult of Grungni will do whatever is in its power to accede to the request.

### Donarm Thunderhammer

*"This is a place of worship. It doesn't matter that you're a human. I'm sure that you have forefathers whose memories you revere. After all, if it weren't for them, you wouldn't be here talking to me."*

Donarm Thunderhammer is a stout Dwarf with very muscular arms and large hands. His beard is well groomed and braided with bands of metal. Donarm is a very friendly sort, even to the point of inviting his Human

*"Donarm is as fair-minded a Dwarf as one can find and friendlier than most. In fact, he reminds me of my grandfather when I was a mere lad."*

*"The Dwarf priest is a most accommodating fellow. Quite a bit unlike other Dwarfs."*

*"You really have to wonder how an old Dwarf like Donarm has come to have a young woman as a servant. It's not right, I tell you.."*

<b>Donarm Thunderhammer</b>							
Male Dwarf							
Anointed Priest (ex-Priest, Initiate, Journeyman Runesmith, Apprentice Runesmith)							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
54	20	53	64	34	44	71	47
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	14	5	6	3	2	0	0
<p><b>Skills:</b> Academic Knowledge (Theology, Runes, Dwarf Law, History, Undead), Common Knowledge (the Empire, Dwarfs), Drive, Gossip, Magical Sense, Meditation, Perception, Read/Write, Runecraft, Secret Language (Guild Tongue), Secret Signs (Artisan), Speak Arcane Language (Arcane Dwarf, Magick), Speak Language (Reikspiel, Khazalid), Trade (Smithing, Mason)</p> <p><b>Talents:</b> Divine Lore (Grungni), Etiquette, Lesser Magic (Blessed Weapon), Meditation, Petty Magic (Divine), Public Speaking, Rune (Shielding, Speed, Spellbreaking, Warding), SWG (Two-handed), Very Strong</p> <p><b>Armour:</b> None</p> <p><b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0</p> <p><b>Weapons:</b> Two-handed Hammer, Dagger</p> <p><b>Trappings:</b> Dark Grey Clothing with a Silver Pick inscribed with Grungni's Rune embroidered across the Chest, and Purse (2d6 Crowns, 2d6 Shillings)</p>							

counterparts from the other cults to stop by and have a drink with him. Uncharacteristically for Dwarfs, Donarm can be very diplomatic when the occasion calls for it.

**Background:** Donarm has been a Priest of Grungni in the last 30 years. Donarm was a mason in Karak Norn until he and several of his clan ventured into the Reikland seeking employment. He spent many years working in the various towns in western and southern Reikland until he received his calling one day. Donarm trained for several years as an Initiate at the temple in Middenheim. In time, Donarm became a priest and travelled about, administering to the Dwarfs scattered in the rural areas of the northern Empire.

About eight years ago, Donarm joined two other Dwarfs, one of whom was a witch-hunter of Gazul

seeking news of necromancers to dispatch. The three followed up on one such rumour in the wilds of Ostland near the northern coast. In the rugged country, they found the lair of the alleged sorcerer and broke down his door when they heard him chanting. A young Manling girl-child was set to be sacrifice, which caused the witch-hunter to froth as he charged in. He took the brunt of the wizard's attack and died in flames, while Donarm and his mercenary companion, Cendrak, prepared to fight the wizard. Foolishly, the wizard concentrated on the soldier and wounded him; only in the last moments of his misbegotten life did the foul spellcaster realise that the other Dwarf was behind him swinging a massive hammer.

Donarm took the young girl into his care and returned to Middenheim. Upon his arrival, Donarm learned that he was to take over the Chapel in Bergsburg for the recently deceased Priest Togart the Grim. With his young charge in tow, Donarm departed for the Baronial seat of Hochland.

By virtue of his position, Donarm is one of the leaders of the small Dwarfen community in Bergsburg. In fact, he, Master Engineer Vomtrek Blackhammer, Iron Bar proprietor Stramm Thurgan, and Ragnar Stonehammer make up the Dwarf Council of Elders. With ties to Karak Norn, the three Elders tend to consider things from similar viewpoints, leaving Ragnar as an outsider of sorts.

### **Hemni Mantekdottir**

*"Really. And when did you become such an expert?"*

Hemni is well groomed and her long hair braided. She is somewhat reserved in dealing with people as she has learned that many, particularly Humans, aren't as honest as they pretend. In contrast, Hemni strives to be candid, even to the point of bluntness. Still, she doesn't quite cross the line to rudeness. In addition, Hemni is not the type to be easily intimidated. This trait has a lot to do with her time spent in the mines as well as serving in the Watch.

Hemni is one of the few Expatriate Dwarfs in Bergsburg who can trace their lineage to Karak Norn. Hemni's grandfather had come to Bergsburg to work the gold mines in hopes of finding enough wealth so his family could live comfortably. Her father followed suit as had Hemni. Spending years working a mine was part of a

*"Hemni was a dedicated member of the Watch. One day she just up and quit to join the Dwarf cult. No one knows why."*

*"A good, honest lass. Sometimes too honest."*

*"Don't try to pull a fast one on Hemni. She's dealt with more difficult people when she worked in the mines as well as her time in Watch."*

**Hemni Mantekdottir**

Female Dwarf

Initiate (ex-Watchman)

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
53	31	43	47	26	33	64	42

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
2	13	4	4	3	0	0	0

**Skills:** Academic Knowledge (Theology), Common Knowledge (the Empire), Gossip, Read/Write, Speak Language (Reikspiel, Classical), Trade (Mining)

**Talents:** Strike Mighty Blow, Strike to Stun

**Armour:** None

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

**Weapons:** Hammer, Dagger

**Trappings:** Dark Grey clothing with a Silver Pick inscribed with Grungni's Rune embroidered across the Chest, Purse (1d6 Crowns, 3d6 Shillings)

Dwarf's education, after all. The lawlessness of the mining camp proved to be bothersome to Hemni's sense of order, so she became a member of the Bergsburg Watch. Soon, Hemni became bored with the daily grind. Advancement in the human-dominated Watch was very unlikely for a Dwarf, particularly a female one. So, Hemni decided to change the course of her life and, two years ago, petitioned Donarm Thunderhammer to become an initiate of Grungni.

Hemni has proven to be an able student. She gets along well with Donarm's "daughter", Helga, and knows that the relationship between the two is strictly along the lines of father-daughter. Hemni dismisses rumours to the contrary, especially since the sources of these are Human.

Hemni has been enjoying the company of Jotri Raefanson from the Dwarf Engineers' Guild of late. Though some in the Dwarfen community (especially the Iron Bar barkeep, Ketra Damenskottir) link the two romantically, Hemni is not quite sure if that is where this "relationship" is headed. Still, she has plenty of time to consider.

**Helga Krogsdottir**

Female Dwarf

Servant

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
42	30	36	38	37	29	36	32

**Secondary Profile**

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

**Skills:** Common Knowledge (the Empire), Dodge Blow, Drive, Gossip, Speak Language (Reikspiel), Trade (Cook)

**Talents:** Excellent Vision, Luck

**Armour:** None

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

**Weapons:** Dagger

**Trappings:** Dagger, Purse (2d6 Shillings)

**Helga Krogsdottir**

*"I'm sorry, sir, but I have nothing to say on the matter. I'll call the Priest. He'll talk to you."*

Helga is a tall statuesque Norscan woman who tends to be very shy and socially awkward, particularly around men. This is a result more of her tragic childhood rather than her upbringing since being in the care of Donarm. Due to this, Helga tends to stay close to the priest whenever she is in public. In addition, Helga seems to have learned to turn a deaf ear to whatever vicious rumours are whispered about the nature of her relationship with Donarm.

*"That Helga is a strange one. I wonder if it's the Norse blood in her veins that makes her odd."*

*"Helga is a quiet, very shy woman. I've never heard of anyone who was able to get her to open up."*

*"There is something wrong when a looker like Helga shacks up with a Dwarf. Sure, he's a priest of the Dwarf god, but do we really know what happens behind the closed doors of their chapel?"*



Helga originally hailed from a small village east of Olricstaad. At age 10, Imperial slavers took her and many other children captive after killing those who resisted - as well as those who had no value -- and putting the village to the torch. The brutal voyage seemed to last forever and the ship dropped anchor in one of the numerous shallow coves along the desolate northern coast of Ostland. Helga was sold to a malodorous and abusive man with greasy brown hair and wildly dark eyes. She was dragged off to his cave where she was forced to do his bidding.

Helga seemed destined to die that Geheministag Eve. Her owner tied her down to a makeshift altar in his cave while telling her that she was to become his means to achieve greatness and power. As he began the incantations and start to carve a design on her abdomen, the door to his lair was destroyed and in charged three Dwarfs. The sorcerer was able to dispatch one of them and wound a second. The third Dwarf, however, shattered the vile man's skull with a thunderous blow of his hammer. The Dwarf priest then freed Helga from her bonds and covered her with his tunic. As the interior of the depraved wizard's hideaway erupted in flame, the Dwarfs departed with Helga in their company.

Ever since that day, Helga has been in Donarm's company. She is very loyal to her rescuer and he, in turn, trusts her implicitly. In many respects, Helga considers the Priest of Grungni as her foster father. Helga was originally a bit jealous when Donarm took Hemni as an Initiate, but has been able to come to terms with the arrangement as it hasn't effected Donarm's affection towards his foster daughter.

## **Adventure Hooks**

### **A Touch of Evil**

Karl von Essenfurt is a man on a mission. A student of the late Oskar Köblenz, Karl has followed his master's trail to a long abandoned cave in northern Ostland. The remains of the wizard's lair had been burnt long ago, yet Karl knew that Oskar would have hidden his grimoire in some safe place. In time, Karl's search yielded the hiding place, but no magical tome. Karl did find a diary of sorts dealing with Oskar's last days.

It took years of searching before Karl found his way to Bergsburg. Dressed in black with a wide-brimmed hat, Karl looks every bit like a witch-hunter. He even has a superbly forged document (Int-30) signed by the Arch Lector of Talabheim (another superb forgery) attesting to his lofty position. In reality, Karl is a Daemonologist who has perfected his masquerade. He is also a man who is convinced that his deceased master's master work is in the possession of either the woman who was marked for sacrifice or her Dwarf master's.

Realising that he needs dupes to help him in his plot, Karl searches the less savoury taverns searching for those who were capable enough to get the job done and gullible

enough to swallow his story. He approaches the PCs with the intent to hire them to perform a mighty deed for the Empire. Karl will even pay them a small retainer with the promise of more to come from a moneyed source (i.e., Cult of Sigmar) if they succeed. The task is very risky and sensitive so discretion and secrecy is of ultimate value.

Karl will tell the PCs that the Chapel of Grungni has unwittingly become the guardians of an ancient evil tome. The young woman staying there has somehow beguiled the old doting priest to offer her his protection in exchange for some vile service. How else could such an attractive woman come to reside at the chapel? If they suspected anything, the other temples could not act since to do so may be perceived by the Dwarfs as an act of faithlessness and could cause considerable embarrassment to the nobility of Hochland. Thus, Karl needs the PCs to find a way to get the woman, one Helga Krogdottir to confess her sins and reveal the evil tome. He also tells the PCs that he cannot be named as their contact. After all, the Cult of Sigmar could not be officially tied to the PCs' efforts given the Cult's relationship with the Dwarfs.

Should the PCs be unconvinced of Karl's story, he will divulge a way to verify his story. Karl reveals that Helga has some ritual scarring on her abdomen which was part of the initiation rites she had to undergo to become a servant of some unspeakable Daemonic Prince (Krag'olomen, if the GM needs a name). Karl tells the PCs that he learned of the ritual from years of research rather than from the description he read in his former master's diary. That bit of information remains Karl's closely guarded secret, of course.

## **Dwarven Engineers Guild**

A massive building of unusual (some say ugly) architecture dominates the centre of Margrave's Square in Osttor. This unique edifice houses the Dwarf Engineers' Guild of Bergsburg.

The peculiar building is actually very simple in form; a massive cube in blue-grey stone. The only things resembling ornaments are the stone gargoyles with vague and menacing Elven features placed under each of the windows, which are situated high on the 16 foot high walls and facing all directions except north. The flat rooftop features several tall smokestacks, frequently emitting billowing dark clouds from the activity below, and a pyramid construction in lead and glass which spreads the daylight through 'prisms to the antechamber and large workshop below. There are large, oakdouble doors, banded with metal strips on the otherwise bare north side of the building. These are the only entrance into the building. The right double door has a large knocker on it and is used by the Engineers and individuals who have business with the Guild.

Upon hearing the knocker, a guard opens a sliding



panel on the door and asks the caller to state their identity and business. The guard will also ask for the caller to present their hands for inspection and look for an Engineers' signet ring or markings on the hands. If satisfied, he will open the locking mechanism and admit the individual caller into the large antechamber (with the proportions of a small warehouse) and no more than two companions, no exceptions. Those doing business with the Guild - including other Dwarfs - are then escorted down a corridor to the Guild Secretary who will make further inquiries. The Secretary enters any pertinent information in a journal before he escorts the caller to a private room where they can conduct their business with either with the Engineer responsible for the project or the Guildmaster. Upon the completion of their business, the caller is escorted out of the Guild.

Delivery of supplies and materials are moved outside the Guildhouse by the teamsters from their wagons to the Dwarfs'. As they are doing so, the Dwarf Secretary takes an inventory of goods to ensure that the Guild has a record of delivery. The Dwarfs then move their carts into the antechamber and close the outer doors. The interior double doors leading to their workshop are opened and the materials moved in once the outer doors are secured.

### The Guild

The workshop is a large open area where the Engineers labour. Despite the size of the facility, the number of Dwarfs who are members of the Guild is quite small. In addition to the Guildmaster and Secretary, there is a Master Engineer who actually oversees production and the training of apprentices. Beneath the Master Engineer are the Master Alchemist, Master Artillerist, Master Gunner, and Master Mason. As a point of fact, the last four are titles of the individuals in charge of their discipline and not reflective of actual careers. Beneath the four masters are another two Engineers, one Stonemason, and one Alchemist who are assigned various tasks to

perform and generally assist their masters. Two apprentices and the goldsmith Ragnar Stonehammer bring the number of Guild members to 14. In addition, there is a contingent of four guards.

Dwarfs who are members of the Bergsburg Engineers' Guild are not expected to adhere to the craftguild restrictions practiced among the mountainous Dwarf realms, including Karak Norn. This is primarily due to the fact that most of the member Engineers are Expatriate Dwarfs.

The Master Engineer holds particularly high standards for admission to ensure the highest quality of production which explains the low number of apprentices. The Guild does have a reputation to uphold, after all. Engineer apprentices can spend years learning their craft until the Master Engineer decides whether they have proven worthy for full membership to the Engineers' Guild.

The workshop contains all the trappings necessary to craft the various implements and provide the myriad of services required of the Guild. A secret door leads from the south side of the workshop into a tunnel which leads to the Chapel of Grungni. This passageway is used primarily as an escape route should their main route of departing the Guild be blocked. It also has one other use (see below).

In the southwest corner of the Guild workshop is a small shrine dedicated to Grungni and Morgrim, the Ancestor God of Engineers. Living quarters for the Guildmaster, Master Engineer, and the guards are located within the Guildhouse. All other members of the Guild live elsewhere in the Dwarf Quarter.

The Engineers' Guild has been very efficient at maintaining and upgrading Bergsburg's defences and public works that there is very little for them to do on the Baron's behalf. Only fear of repercussions from Karak Norn has prevented the current Baroness from disbanding the rather expensive Guild. The Engineers' Guild has already taken steps to increase their own sources of income. Given the distance to the Carroburg chapter of the Imperial Engineers' Guild, the Middenlander towns of Schoppendorf and Delberz have recently signed contracts with the Bergsburg Guild for various items such as arquebuses, small cannon, gunpowder, and shot. In addition, Delberz has hired the Guild to repair its town walls.

There is a more covert operation being undertaken by the Dwarf Engineers' Guild in Bergsburg. They are one of the two Guilds that Malfrek Irongrip, Dwarf liaison and Master Interrogator of the Middenheim-based Schwarzmantel organisation, is using to perform analysis and research on weapons said to be captured from Skaven and mutated Dwarfs to the east. Shipments of such items are usually routed through the Chapel of Grungni and brought via the secret tunnel that connects this place of worship with the Guild.



## History

Around the beginning of the 16th century I.C., Baron Roland von Hochen began the construction of Castle Bergsburg. Monies were raised from wealthy Reiklander noble families, but not enough to see the Castle through to completion. One of the Dwarf stonemasons learned that the Barony was nearing bankruptcy, so he sent word to the Dwarf Engineers' Guild from Karak Norn. A delegation was sent to Bergsburg with the blessing of King Rarne Ironpick to negotiate an arrangements to provide the Hochlander lord with the means to complete his castle.

The talks went rather well and an agreement was reached whereby the Guild would cover the wages of all Dwarfs employed in the construction with the understanding that the Baron, or his descendants, would repay the entirety of the wage expenses, with interest. The Baron knew that the interest payments on the loan would be considerable, but he swore that the loan would be repaid within 1000 years. As expected, Karak Norn took the oath to be binding.

At the height of the fragmented Empire's struggle against the Sylvania Count Konrad von Carstein in the early years of the 22nd century, King Bramm Ironpick of Karak Norn met with his advisors to discuss ways to ensure that the Hold's "investment" in Bergsburg did not go up in flames. After much discourse, the Dwarfs decided that a prudent course of action would be to send a contingent of Dwarf Engineers to buttress the Hochlander capital's defences.

The Dwarf Engineers took a circuitous route through western Reikland and southern Middenland in order to avoid the (rumoured to be Undead) army of von Carstein. They arrived in 2110 I.C. with letters of introduction from the Dwarf King to the Baron of Hochland. Citing Karak Norn's vested interest in the continued economic viability of the Barony, King Bramm proposed that a branch of the

Karak Norn Dwarf Engineers' Guild be established in Bergsburg. Intrigued by the possibility of having a local chapter of the Guild in his dominion, Baron Gustavus von Hochen responded that he would indeed be interested.

Negotiations between the two rulers continued for two years while the Dwarfs added new defensive measures to Bergsburg's city walls. An agreement was finally reached in 2112 I.C. in which the Dwarfs were granted land east of Adelstrasse to build their Engineers' Guildhouse, as well as a stipend for their services. In exchange, the Dwarf Engineers would assume the responsibility of upgrading and maintaining Bergsburg's defences, constructing defensive armaments, and certain, specific public works projects. Moreover, Hochland agreed that it would never force the Karak Norn Guild chapter to extend membership beyond qualified Dwarfs.

As a side note, the concession on membership proved its importance to the Bergsburg's Dwarf Engineers' Guild nearly two hundred years later. At that time there was controversy over the Expatriate Dwarf Engineers' Guild's refusal to extend membership to Human engineers. Shortly after Magnus became Emperor, the cult of Verena brokered an agreement between the Cult of Sigmar and the Guild that restricted the Dwarfs' monopoly on the construction of war machines and gunpowder weapons. The fact that the Bergsburg chapter was considered part of Karak Norn, rather than an Imperial institution allowed the Engineers' Guild to continue their monopoly (though the Hochland Long Rifle is manufactured by Weissfeuer Smithy and outside the Guild's scope).

The expansion of Bergsburg in 2214 I.C. provided the Dwarf Engineers' Guild with its largest project to date. Engineers from Karak Norn arrived to partake in the construction of the St Skulda's Bridge as well as the Sudentor (the southern gate that locals now call Ludentor) and Kettenschranke. As a partial payment for their services, the Baron to grant the Dwarfs a quarter of their own in the Osttor district. This allowed the Dwarfs to build a more spacious building and a separate chapel dedicated to Grungni (the chapel was previously located in a separate wing of the first Guildhouse).

In 2248 I.C., Baron Erich von Hochen extended the Public Works designation to the larger gold mines in the Middle Mountains on order to "protect Bergsburg's interests." This obligated the Dwarf Engineers' Guild (for the usual fee, of course) to oversee the strengthening and enlargements of the various mineshafts and tunnels. This was met with enthusiasm by the Dwarf prospectors as it gave them some assurance that the construction would be sound. There was great apprehension on the part of the Prospectors' Guild initially as they thought the Engineers' Guild was infringing upon their area of concern. Wisely, they bided their time and nothing more came of the Engineers' involvement other than construction.

Things went well for the Dwarf Engineers' Guild in Bergsburg with one notable exception. In 2253 I.C.,

Dwarf prospectors were involved in a drunken brawl which resulted in a teamster being killed. The involved Dwarfs quickly fled the town leaving the enraged teamsters without anyone to lynch. After spending some time rioting, the teamsters and their allies took their grievances to the Dwarf Engineers' Guild. The Engineers refused to meet the rabble, which prompted the teamsters to threaten to burn down the guild. Concerned Verenan priests and initiates rushed to the scene and blocked the incensed throng. The Verenans convinced the Dwarfs that it was in their best interest to speak to the crowd with the Verenans as mediators. Eventually a resolution was reached where the Guild promised to pay condolences and death money to the victim's family. The Guild then issued a warrant for the arrest of the Dwarf perpetrators of the crime in order to ensure that the prospectors in question faced Dwarfen justice.

The year of 2345 I.C. was a milestone for the Bergsburg Engineers' Guild. Master Engineer Brynn Gritpeak won a competition for the design of an easier and safer means of transporting goods and passengers to the palace situated on the cliffs overlooking the Hochlander capital with an ingenious, yet simple proposal. The Engineers' Guild began construction immediately, and five months later Baron Heinrich von Hochen presided over the Dwarfs' final test with many of the Bergsburgers in attendance to see the contraption in action. The Hoist, as it became known, was a rousing success. It should be mentioned, however, that there were a few disappointed citizens in the crowd. These were the ones who had lost money on wagers placed with the expectation that Gritpeak's invention would be a catastrophic failure.

In 2390 I.C., Baron Frederik von Hochen had received permission from his liege, Grand Duke Wolfgang Untermensch, to obtain gunpowder weapons so long as the size did not exceed small, six-pounder cannons. He then approached the Dwarfs to negotiate terms by which such weapons could be forged for Bergsburg. The Dwarfs were agreeable, but they knew that their Guildhouse could not accommodate that task.

Baron von Tussen-Hochen offered the burned remains of the area on the far end of Thorgrimsstrasse to the Dwarfs so they could construct a new Engineers' Guildhouse. Four new cannons for the city walls would offset the rent of the property for the next two hundred years. The Dwarfs cleared out the debris and converted the area into a large square with their new Guildhouse situated in its centre. The old Guildhouse was later converted into a residence for the ambassador from Karak Norn, as well as for Dwarfs that decided to settle down in Bergsburg.

## Outside Relations

### Prospectors' Guild

The Dwarf Engineers' Guild has good relationship with individual prospectors as many of them are Dwarfs. The problem is the so-called Prospectors' Guild. The Dwarf Engineers have very strong feelings about what constitutes a "craft" and firmly believes that the Prospectors' Guild is nothing more than a scheme by its "leaders" to skim profit off the hard work of its members. Unfortunately, there's little that the Engineers can (legally) do to rectify what they consider an affront to true craft guilds. They have presented petitions to the Baron to force the Prospectors' Guild to drop the "Guild" portion of their name to no avail.

### Temple of Verena

Ever since the 2253 riot, the Engineers' Guild have been obligated to the Temple of Verena for their successful mediation of the dispute. In addition to the brass grills constructed for and donated to the temple, the Dwarfs provide maintenance and repair work for a heavily discounted fee. Moreover, the Guild has made some rather anonymous donations, including some copies of basic Dwarfen texts on Engineering and History (all written in the Dwarf dialect of Old Worlder) and several lectures by the Master Engineer.

### Banetka Ironhammer

*"Look, I know low grade ore when I see it. Do you actually think that the Guild will pay you the exorbitant price you're asking for this? Knock off about half the price and we can begin discussing what it's really worth."*

Banetka is comely in appearance, even by human standards, as well as tall and slender for a Dwarf. These features, coupled with her long braided hair and dark eyes, gives the Guildmaster a veneer of gentleness and youth (many mistake her for much younger than her age). While generally good-natured, Banekta retains the grim determination and stubbornness characteristic of her people. The Guildmaster prides herself on being a shrewd negotiator, especially when doing so on the Guild's behalf. The reputation of her Guild is of utmost importance to Banetka and she endeavours to ensure this. To this end, she has been active at soliciting work for the Dwarf Engineers' Guild outside the borders of Bergsburg and Hochland.

Though appointed Guildmaster eleven years ago by King Brokk Ironpick, Banekta's assignment has caused some consternation with Ragnar Stonehammer. The long-time member of the Guild believes that his age, status, and experience should have resulted in his elevation to Guildmaster. While Banekta recognises that Ragnar did not have the confidence of the Karak Norn King, she

**Banetka Ironhammer**

Female Dwarf

Anointed Priest (ex-Priest, Initiate, Journeyman Runesmith, Apprentice Runesmith)

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
74	53	46	53	58	67	87	58

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
3	17	4	5	3	2	0	0

**Skills:** Academic Knowledge (Engineering, Science, Theology, Runes, Dwarf Law), Common Knowledge (the Empire, Dwarfs), Drive, Evaluate, Gossip, Haggle, Magical Sense, Meditation, Perception, Read/Write, Runecraft, Scale Sheer Surfaces, Secret Signs (D.E.G.), Set Trap, Silent Move, Speak Arcane Language (Arcane Dwarf, Magick), Speak Language (Reikspiel, Khazalid, Classical), Trade (Mining, Carpentry, Smithing)

**Talents:** Acute Hearing, Divine Lore (Grungni), Lesser Magic (Dispel, Blessed Weapon), Marksman, Petty Magic (Divine), Public Speaking, Rune (Cleaving, Fire, Fortitude, Furnace, Luck, Striking), Sixth Sense, SWG (Entangling), Strike Mighty Blow, Trapfinder

**Armour:** None

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

**Weapons:** Hammer, Axe, Dagger, Crossbow

**Trappings:** Ammunition, Engineer Tools, Dark Grey Clothing with a Small Embroidered Patch of a Rock Thrower, Engineers' Guild Signet Ring, Rope-10 yards, Pouch (2d6 Crowns, 4d6 Shillings)

strives to assuage his bruised ego by keeping the Goldsmith very involved in Guild business. This has led to a tolerable working relationship at the moment. Of course, should Ragnar's past surface...

While the Engineers know of Banekta's role as a Priestess of Morgrim, they are unaware (except Vomtrek) of a darker, hidden truth concerning their Guildmaster. She is a member of the Order of the Sacred Trust, a Dwarf brotherhood of Witch-Hunters whose overriding purpose is to investigate any rumours of the vile wizards known as Runemasters, identify the criminals, and mete out Dwarf justice wherever and whenever possible. Banekta more than understands her need for caution and

*"She's a hard one, she is. Can tell if someone is tryin' to stiff the Guild. I won't be doin' any business with them as it's too much work to get a decent price from Banetka."*

*"I've heard that the Dwarfs prefer old timers to run their operations. Why would they not make Ragnar Guildmaster? He's done his time, or so I've heard. But Banetka? A woman? By Sigmar, you'd think that the Dwarfs would know better than put a woman in charge."*

*"I know that Banekta is a looker, especially for a Dwarf, but don't try anything. I heard that Wilhelm had a bit too much ale one night and made a pass at her. Next thing he knows, he's face down in a pile of horse dung with two teeth knocked out."*

thoroughness in any undertaking. Compromising the integrity of the Guild is not an option.

**Jotri Raefanson**

*"Would you like some tea while you wait? The Master Engineer is engrossed in a Guild matter and will be with you shortly. Please, sit and be comfortable. Pacing about will not make Vomtrek come here any sooner, I assure you."*

Jotri is the public face of the Guild to most people conducting business with them. He's a pleasant, glib, and very personable individual, marking him as an exception to what many people expect from Dwarfs. Jotri is slight of build, though tall for a Dwarf. His youthful appearance makes Jotri a contrast to the more taciturn Master Engineer.

Jotri is friends with Kurt Brombeer, and admires the map-maker's ability and keen eye for detail. Of late, however, Kurt's demeanor has taken a turn and he has become more nervous and secretive about something. Jotri is not certain what it could be and has been considering ways to get Kurt to talk about what ails him.

*"If you have to talk to anyone at the Engineers' Guild, talk to Jotri Raefanson He's the only one there without a chip on his shoulders."*

*"If not for his beard and short size, Jotri is the kind of guy a man would want to take home to his daughter. A real respectful sort."*

*"I'll say this for Jotri. He's as considerate a person, man or Dwarf, as they come. He'll even spring for an ale on occasion with he's with his mates."*

**Jotri Raefanson**  
**Male Dwarf**  
**Engineer (ex-Miner)**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
41	22	34	43	28	48	58	47

**Secondary Profile**

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

**Skills:** Academic Knowledge (Engineering, Science, Runes), Common Knowledge (the Empire, Dwarfs), Gossip, Perception, Read/Write, Secret Signs (D.E.G.), Speak Arcane Language (Arcane Dwarf), Speak Language (Reikspiel, Khazalid), Trade (Mining)

**Talents:** Etiquette, Suave

**Armour:** None

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

**Weapons:** Axe, Dagger

**Trappings:** Writing Equipment, Sheets of Thin Metal Foil, Engineers' Guild signet ring, and Pouch (1d6 GCs, 2d6 shillings)

Jotri also has good relationships with Stramm Thurgan, the Dwarf proprietor of the Iron Bar, and the Initiate of Grungni, Hemni Mantekdottir. Some in the Dwarfen community are linking Jotri and Hemni romantically (if one could call Dwarfs "romantic"), but neither will confirm anything publicly. There is an issue of Dwarf courtship rites, which is made all the more complex as Jotri is a Dwarf from the Grey Mountains and Hemni an Expatriate. The observances of the rites differ between the two populations of Dwarfs in ways that leave Humans rather befuddled and amused.

Recently, Hans Blasinger of the Tiegel Theater approached the Engineers' Guild with the hopes of finding a young Dwarf to play the Dwarfking in the production of Sigmar and Kargan. Though not normally interested in theatre ("a typically wasteful Manling diversion"), the Guildmaster and Master Engineer agreed that Jotri would be perfect for the role. Jotri decided to give it a go and has done surprisingly well. Of course, he's has to stand some ribbing about his "new career" from Stramm whenever Jotri wanders into the Iron Bar.

## Vomtrek Blackanvil

*"You call yourself an Engineer? What is this? Are you willing to stake your reputation on this... piece of work?"*

Craggy looks and a scar running across his forehead gives the Master Engineer a formidable look, which helps him whip apprentices into shape. Vomtrek is a no-nonsense Dwarf who refuses to let anything he considers of shoddy craftsmanship out of this Guild. Shaped like a stump of an old, gnarly oak tree, Vomtrek embodies the imagery of an immovable Dwarf. He demands respect as much as fear and his always looking for ways to better his charges, even if his approach comes across as harsh. In fact, Dwarfs give the Master Engineer plenty of room on the few occasions that he leaves the Guild to pound down eight or more pints of ale at the Iron Bar.

**Vomtrek Blackanvil**  
**Male Dwarf**  
**Engineer (ex-Artisan, Miner)**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
54	45	75	58	50	66	80	52

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	15	7	5	3	0	0	0

**Skills:** Academic Knowledge (Engineering, Metallurgy), Common Knowledge (the Empire, Dwarfs), Drive, Gossip, Perception, Read/Write, Scale Sheer Surface, Secret Signs (D.E.G.), Set Trap, Speak Language (Reikspiel, Khazalid), Trade (Mining, Smithing, Mason)

**Talents:** Acute Hearing, Artistic, SWG (Engineer, Gunpowder), Trapfinder, Very Strong

**Armour:** Mail Shirt, Helm

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

**Weapons:** Sword, Pistols

**Trappings:** Brace of Pistols and Ammunition, Engineer Tools, Engineers' Guild Signet Ring, Pouch (1d6+3 Crowns, 2d6 Shillings)

*"Did you see the look that old Dwarf gave me when I suggested that someone enforce curfew on the Engineers' Guild? Now I have to go change my trousers."*

*"I don't care what people think about him. Vomtrek does a good job ensuring that the Engineers do an excellent job maintaining the city walls and other public works."*

*"So Vomtrek is not sociable and doesn't engage in the pleasantries of the court. That's a welcome change from the arrogant and toadying upper echelon of the other Guilds."*

## Adventure Hooks

### Stranger in the Night

Bent by the opposition of the Engineers' Guild to his own, Gottfried Schäfer, a minor member of the Prospectors Guild, has been trying to uncover the nature of the Engineers' nocturnal activities. In some twisted way, he believes that such knowledge may help Helmut Schilfgras, who knows nothing about this "operation", deal with those upstart Stunties. Gottfried realises that he doesn't have the skills to do more than some preliminary surveillance, so he finds a means to embezzle some funds from the Prospectors' Guild for this noble cause. He then scours the cheap taverns in hopes to find a group of individuals to do his dirty work.

Once he finds such people (the PCs), Gottfried will use any wild allegations ("the Dwarfs are engaged in some nefarious rituals as evidence by how they determine who they let into their den of evil") to get the PCs to take up this task of his. The PCs may well take the job without being convinced that there is anything "wrong" with the Dwarfs.

On the first night they conduct surveillance, the PCs notice something strange. A cowled figure wearing dark clothing emerges from the shadows after midnight driving a cart. He stops before the door of the Guildhouse and raps a sequence of knocks. The panel on the door slides open and the stranger converses in soft tones with the individual on the other side. The panel closes before the door opens. Two Dwarfs emerge with a man-sized crate, and loaded it onto the cart. The cowled man looks about warily as if searching for spies all the while. One Dwarf then passes a bag of coins and a rolled scroll to the man before shutting the door. The man then drives the cart in a different direction from whence he came (and away from the PCs). The PCs could either follow the man or inquire at the Guild. Naturally, inquiring at the Guild won't be fruitful as the Engineers tend to be rather secretive about their business. Chasing after the cart might yield something more.

The cart heads straight for one of the gates in order to leave town. Any attempt to intercept the cart while in Bergsburg might lead to a hue and cry from the man driving the cart. As he is on official Guild business (and has the rolled scroll to back it up), the cart driver has the protection of the law. If he is ambushed, then the cart driver has the fighting skill to make good an escape. Should the PCs wait until the cart clears the gate (the bag of money is an incentive for any guardsman to open the gates at so late an hour), then the cart driver is joined by an escort of four riders. The cart may head north towards Middenheim or south towards Talabheim, GM choice. If the PCs prove too strong, the riders will attempt to flee, leaving the cargo behind.

The cargo in the unmarked crate could be one of several things. It could be a drugged, unconscious Runemaster on his way to meet his fate at the hands at the hands of the waiting Order of the Sacred Trust. It could also be some sort of experimental Skaven contraption that the Guild has finished analysing and in the process of being returned to the Schwarzmantel in Middenheim. PCs playing with the device have a 30% percent change of causing it to explode, which caused D3 S6 hits on anyone within 5 yards. The Cargo could be something as innocent as a swivel gun destined for the walls surrounding Delberz. None of those transporting the cart know about the contents of the crate and there's nothing to tie it to the Engineers' Guild. What the PCs do with finding may prove interesting.

One course may be that the PCs could accuse the Guild of some nefarious act, but the Guild could deny all involvement (it's their word against the PCs') and sue the PCs for defamation. If the PCs should flee the scene, there may be witnesses who can identify them to the Guild. Dwarf justice is not something to take lightly.

## Landberg Building

One of the oldest buildings in Osttor, this three-story stone building is the home of The Landberg family and their tannery. It still has the coat of arms of the von Rippelheim family above the door. They had built their house as a family home located in the middle of extensive grounds. Over the years the family fortune's declined and the town grew ever nearer their door. Driven to desperation to try and pay their debts, the von Rippelheim family sold to the Landbergs, who ran a successful tannery business.

The Landberg business has remained successful, handed down from father to son. Living in the top floor, the Landberg family is currently seventeen strong. However, its future hangs in the balance. Josef Landberg, the current head of the family, is dying. Unfortunately he is taking his time over it. His three sons are locked in a bitter battle for control. Even more unfortunately, they are

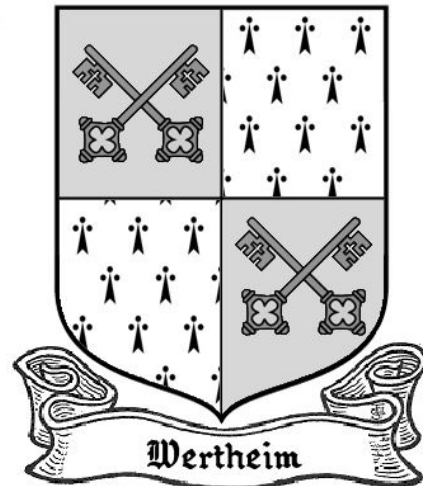
battling over a troubled company. Despite the thriving tannery business Josef invested much of the family's fortune in ill-judged ventures.

The eldest son Stefan, left the family business and started speculating in local gold mines. He wants his share of the business in gold to help shore up his failing finances. He has no interest in the Tannery but sees it as his right as eldest son. He frequently argues with his youngest sibling Josef, who loves the trade and stubbornly refuses to deal with Stefan at all, arguing he is owed nothing as he left the business behind. That their arguments do not get out of hand is thanks to the middle son, Helmut. He runs the place, but knows he will not inherit it all. He is also prone to periods of depression. He can control these through a herbal remedy, but this makes him irritable and short-tempered.

Recently the company has suffered a number of problems. Materials have been destroyed, workers threatened, the building damaged. Locals have also made it known that they are unhappy with having the tannery in their neighbourhood, offended by the smell and the mess. All these are result of the Hofbauer-Bodelstein Trading Company looking to force them out of their building so they can buy it. The Hofbauer-Bodelstein lawyer Randolf Treman has befriended Stefan. Together they spend time drinking and frequenting Lydia Wildfeuer's House of Pleasure. Treman has also been more than generous in lending Landberg money. Only recently has he mentioned, in passing, that he is looking for somewhere suitable to purchase in Osttor. Stefan has taken this on board and knows that if he can convince the family to sell, then Treman would give him a fair price. Stefan has borrowed heavily from the Guldberg Banking House, something Treman is fully aware of. He has even had an unofficial meeting with a representative of the bank, ensuring they know of his interest in the building



## Wertheim und Sohnen

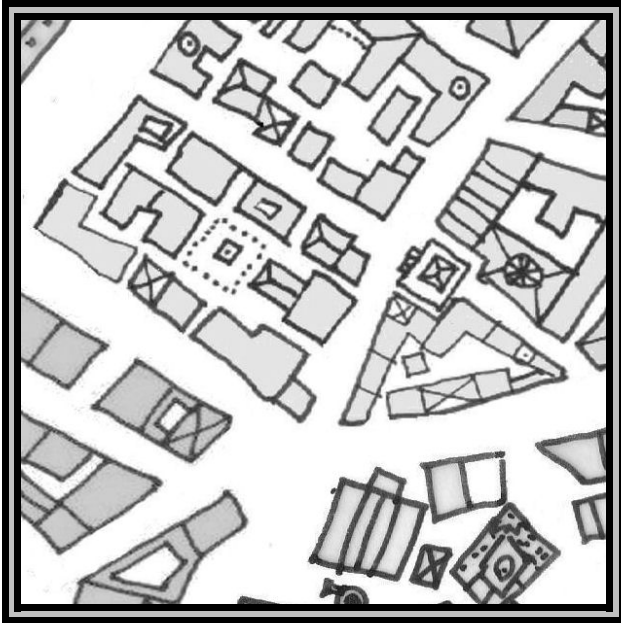


In the heart of the Osttor district, this imposing stone building houses the head quarters of the Wertheim und Sohnen Gold Company. The impeccably clean building and surroundings, and the modernity and intricacy of the architecture is a testament to the thriving business of this family firm.

Wertheim und Sohnen have an understanding with the Prospectors Guild, whereby they take all the gold the Guild care to supply. The gold is then melted into ingots and sold on to the banks and other establishments. The Guild and the company take their fair share of the profits and the arrangement has benefited both parties greatly.

All the gold that needs to be transported out of the city is taken secretly by Hochland Crossing Coaches. Hochland Crossing has been used as an effective front for transporting gold for many years and so far this secret has not got out. Wertheim und Sohnen have a major warehouse just off the Grossplatz which adjoins the Hochland Crossing stables. There is a secret way between the two establishments known only to a few. This allows the gold to be moved from the smelter, onto the coaches and out of the city without any of the public ever setting their eyes on it. The mystery of where the gold goes is in the public domain, and although the correct theory has probably been mooted more than once, a rumoured consensus has never been reached. This is partly due to the fact that many interested parties actively start their own wild rumours as an act of misinformation.





## **Franz Wertheim, Baron of Feldzenden**

Franz Wertheim founded the company some fifty years ago. He was the second son of a minor merchant who traded various goods between Middenheim and Bergsburg. Franz occasionally accompanied his father on trips to Middenheim. It was on one such trip when his father was carrying gold ore that Franz had the idea that would make his fortune.

Franz's father, Otto, did not concern himself too much with the gold that made Bergsburg rich. He usually traded in much more mundane items like cloth and wool. But on this occasion it seemed he had acquired the ore at an excellent price. When they arrived in Middenheim, however, they realised that this had been a mistake and that the gold ore was of such a poor quality that Otto ended up making a considerable loss. The merchants of Middenheim were sympathetic to Otto's plight and showed him and his son some techniques for ascertaining the quality of ore and other useful information to ensure he could trade effectively in future. They were, of course, less sympathetic when agreeing on a price for the current shipment.

Otto vowed never to deal in gold again, but Franz was fascinated by this new world of gold and the lore of metallurgy and was determined to become expert in the subject.

A few years later, Franz had returned from an apprenticeship and fruitful studies in Nuln. He managed to convince a bank to lend him money and used as collateral the mercantile business of his brother, who had recently taken over from their father. He bought all the gold he could afford and melted it down into ingots of various quality. The ingots he had designed himself,

showing the Bergsburg crest superimposed with a series of 'W's. There were between one and six 'W's on each ingot, depending on the quality of the gold.

Trade in these ingots, because of the reliable quality, ease of transport and aestheticism, soon became very popular and Franz's expertise in metallurgy, meant he managed to extract every grain of profit from his business. Soon, all the gold merchants of Bergsburg were using Franz Werthiem's 'W' standard for all their dealings, and this has since spread throughout the empire and beyond.

Franz has since published many volumes on the quality of precious metals. He has also grown very wealthy indeed and Wertheim und Sohnen is a large and well-respected part of the economy of Bergsburg. Franz, on the advice of his son Otto, bailed out the bankrupt Baron of Feldzenden and bought his manor house. Within a week, Baroness Hildegard had ennobled Franz and transferred the fief of Feldzenden, an obscure piece of land near Ostland, to him.

Now aged over seventy, Franz realises he nears his final day. After the recent death of his wife, a famous Bergsburg beauty, he has split his company between his two sons. Each owns forty-five percent of the company, with the remaining ten percent shared between many of the employees and associates gained during Franz's long years in business.

## **Otto Wertheim**

Franz's elder son, whilst lacking the creativity and imagination of his father, works hard and is dedicated to the family business. He also possesses a certain amount of shrewdness. Otto is proud of his family name and its association with quality and respectability. Brought up amid great wealth, Otto is a bit of a snob and can seem very self-satisfied. Otto is in charge of the day-to-day running of the business, although if any major decisions need to be made he will consult his brother.

Otto lives in the large family town house in Rolandsbrucke which he shares with his father and other members of the extended family.

## **Karl Wertheim**

Karl is Franz's younger son. Although benefiting greatly from the wealth of his father's business, Karl spends little time there. He visits Bergsburg only a couple of days each month to conduct the business that depends on his part ownership of the company. He much prefers to spend his time with his family on his estate in the foothills of the Middle Mountains.

## Boris Wertheim

*"I need to see it again. Just one more look, please. I have to gaze once more upon that terrible beauty, those forbidden secrets."*

Boris is Otto's son. He has followed his father into the family business and until recently was a competent and conscientious employee. He has done various jobs at the company and his father is keen that he learns every aspect of the business before he takes over as general manager after him. Otto pays his son only the going rate for the jobs he does, anxious that his son learns the responsibility and moderation that he is so proud of in himself.

Although responsible at work, however, Boris has always been a bit of a wild carouser and his father is waiting for him to settle down and marry before giving him a larger responsibility at Werthiem und Sohnen. He was, until recently, confident that this would happen in time.

About six months ago, Boris was befriended by Hilde Kuller. She has got him addicted to various sordid and perverted practices for which she charges an extremely high price. These practices began to involve the narcotic, Blue, the application of which is extremely dangerous,

and Hilde is a master. Since then, Boris has been desperate for money and he hatched a plot to defraud Wertheim und Sohnen and their various clients out of thousands of Crowns.

Any prospector or merchant who sells gold to Wertheim und Sohnen can be paid in cash. Alternatively, and this method is becoming increasingly popular, they can be paid with credit receipts. These are printed sheets of paper, signed by the hand of Otto Wertheim, attesting to the value, in Crowns, of the gold. In turn these receipts can be deposited at a bank in Bergsburg or exchanged for goods and services at several of the larger businesses of Bergsburg. These receipts can even be exchanged at the larger banks in many other cities of the Empire.

Boris managed to acquire a quantity of receipts to the value of many thousands of Crowns. He then paid a local forger, Theo Flensche of Sudentor, to copy his father's signature. The forger met Boris in the loft of one of the smaller, lesser used warehouses belonging to Wertheim und Sohnen in Grossplatz. Boris had intended to pay the forger well and let him leave, but a side effect of the drugs he was getting from Hilde, meant that he could fall into bouts of deep paranoia without warning. Boris considered what he had to lose if the forger spoke of his dealings with Boris. After shaking hands, Flensche turned to leave and Boris bashed his brains in with a grappling iron. Boris hurriedly stuffed the receipts into his jacket, dropping one of them. He saw where it had fallen and made a note to pick it up on his return; meanwhile, he began to drag the body out of the warehouse. He then dumped the body in the river, the grappling iron still embedded in the unfortunate forger's skull.

When Boris returned to the warehouse he noticed that the receipt he had dropped was now missing and the skylight had been forced open (see the Three Kings for further explanation). Boris rushed over to find Hilde and pay her for what he considered would be many years of her indulgence, but in the morning she was gone, taking all the receipts with her.

To make matters worse, Boris recently received a mysterious visitor, Gerd Bueller, introducing himself as one of the Three Kings, who made it clear that he and his associates were well aware of his dealings in the forged receipts and the murder of the forger, and he could expect a call to do their bidding at any time on pain of exposure to the authorities.

Boris now cuts a forlorn figure skulking the seedier dives of Bergsburg searching in vain for experiences approaching what he had received from Hilde. His work at Wertheim und Sohnen has suffered and his father now despairs of him, considering it out of the question that he should succeed him as head of the company. He is wracked by bouts of paranoia and the fear that the Three Kings may expose him at any time. What keeps him going is the hope, mingled with fear, that one day Hilde will return.

<b>Boris Wertheim</b>							
Male Human							
Scribe							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
27	24	36	32	32	37	39	34
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	10	3	3	4	0	10	0
<b>Skills:</b> Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel)							
<b>Talents:</b> Etiquette, Super Numerate							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							
<b>Insanities:</b> Profane Persecutions, Mandrake Man (Blue)							

## Karla Wertheim

With his son proving to be such a disappointment, Otto is now grooming his daughter to take the reins in his stead. Karla is slow and deliberate in everything she does, possessing next to no imagination. She is short and dumpy is certainly no beauty. She also has very little charisma. Unfortunately, her looks came from her father's side of the family and her brains from her mother's. No wonder all the young nobles of Hochland are lining up to court her. Despite all her shortcomings, Karla is a most attractive proposition for marriage.

## Klarence Adler

*"I do not work for the Wertheims, it is more accurate to say they work for me. They are so nouveau, don't you know. Their family has been of any consequence for only a couple of generations, whereas my family has ruled the province for two thousand years. My great uncle cannot abide these upstarts."*

Klarence comes from a normal middle class family of Bergsburg, however, because of his mother's family name, Adler, one of the most famous and grand Hochland houses, Klarence considers himself to be nobility. He can

find no evidence that she was in fact related to the noble Adlers, but he still kept her name and not his father's. He has even begun to refer to the baron as his great uncle.

Klarence dresses how you would expect a minor noble to and most of the money he earns goes towards keeping up this appearance. He rents a room in one of the most exclusive streets in Harzel and this too drains his finances. Klarence does not have the wit to move in noble circles however and he has not thought to try and gain such credibility by scheming or marriage. Instead, Klarence is content to lord it over the lower classes. He has no insight into what it is to be noble, save to look down upon people and be generally obnoxious to those who he feels are beneath him.

When dealing with anyone of high social status he is apt to ignore the Gold Company's rules and customs in an effort to accommodate them. Klarence is most officious when he wants to be, though. To anyone of lower standing he will do his very best to bring every petty regulation and hindrance in their way.

Klarence particularly loathes prospectors and adventurer types whom he sees as having a barbarous influence on the Empire's great civilisation. As luck would have it, any PCs wishing to do business with or investigate Wertheim und Sohnen, will find Klarence Adler their first point of contact within the organisation.

<b>Klarence Adler</b>							
Male Human							
Scribe							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
23	35	35	37	29	28	28	27
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	9	3	3	4	0	15	0
<b>Skills:</b> Academic Knowledge (Heraldry), Common Knowledge (the Empire), Gossip, Read/Write, Speak Language (Reikspiel)							
<b>Talents:</b> Etiquette							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Sword, Dagger							
<b>Trappings:</b> Noble's Garb							
<b>Insanitics:</b> Delusions of Grandeur							

## Outside Relations

### Prospectors Guild

The Prospectors Guild forms the first link in a triple monopoly on Bergsburg's gold market. All of the gold acquired by the Guild from its members is passed on to Wertheim and Sohnen.

### Hochland Crossing Coaches

The third part of the monopoly is Hochland Crossing, which secretly distributes Wertheim gold to Middenheim and Talabheim.

## Adventure Hooks

### Blue Lines

Hilde Kuller is brought to the party's attention and they to hers. (See Adventures section.)

### Lead up the Garden Path

A nearby local needs to liquidate his assets for whatever interesting reason, and requires his gold to be brought to his estate some miles from Bergsburg. The PCs are hired to guard the wagon, which is decked out in the Wertheim livery. The party, inevitably, get ambushed by a band of outlaws. If they arrive at the barony, the

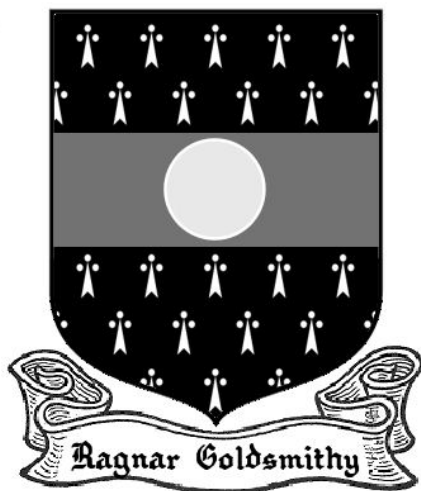
shipment will be discovered to be lead and the Baron will have the party thrown in his dungeon.

They can stay there for as long as it takes the proper shipment to arrive, which was carried a different way in secret. Due to a clerical error the Baron was not informed of this plan. Perhaps the real gold never arrives.

### Indecent Proposal

If a PC is looking for wealth and influence in Bergsburg, it would not have escaped his attention that Karla Wertheim would make an excellent wife. The PC might have little trouble in convincing Karla of his love for her, but her father would not be taken in so easily.

## Ragnar's Goldsmithy



### The Workshop

The small workshop lies on the first floor of a small but attractive house on the corner of a side street in the Osttor district of Bergsburg, near Margrave's Square. There is no indication that the building might be a jeweller's. There is no sign outside and the windows are stained glass and little can be seen through them.

The only unique feature of the exterior of the jewellers is the door and this entrance can only be reached via an unlit side passage. Made of solid oak and reinforced with iron braces, the door is barely five feet in height while being wide, suggesting an imperial Dwarf dwelling. At chest height (a Dwarven chest that is!) is a silver plaque upon which is inscribed a number of Dwarvish runes and below; Ragnar Stonehammer in Imperial.

Although it looks small - being built on a corner and by Dwarves after the Bergsburg property which had stood on the site was destroyed by fire - it is much bigger



inside, being a complex of small rooms. Ragnar owns the property, which he himself designed and helped build over a century ago. Unsurprisingly it differs considerably from the normal layout of the majority of urban households.

The first room entered by the front door is Ragnar's showroom, beyond which most of his clients are not permitted to venture. The room is large and furnished completely in imperial oak by Ragnar himself. It contains many cabinets and drawers holding examples of Ragnar's work. The room is dominated on one side by a wide, broad oak countertop from behind which Ragnar can normally be found. On the wooden counter is laid a purple felt cloth on top of which lie the intricate tools of the jeweler. Ever present is a small glass globe with one side flattened so that it can stand. Inside the globe is a large gem surrounded by a liquid, if disturbed shiny elements in the globe make it sparkle. Ragnar toys with this item when bored and in conversation his eyes sometimes stray to it.

Beyond front room is Ragnar's workshop, a room of equal size but lacking the wood furnishing. Here Ragnar works, and many tools are kept here along with a miniature forge and a large table topped by a stone slab. On the table lie designs for jewelry and items in various stages of development. In the far corner of the room is a special slab that can be removed. Underneath is a tiny cellar room where Ragnar keeps his stock from the shop at night and anything given to him for safekeeping.

A door in the corridor between the two ground floor rooms leads onto a stone staircase leading up to the Dwarf's private quarters. Ragnar's resting room is complete with fireplace, chess table and many bookcases and cabinets holding his possessions. On the left of the central fireplace is a doorway leading into Dwarf's bedroom. If a small stone figurine on the mantelpiece is moved, dual panels on the right of the fireplace, (identical

to most others in the house) slide away to reveal a smaller secret room. Within this room is a shrine to Grugini skillfully fashioned of grey stone. A secret draw in the shrine opens to reveal a hollow compartment and in this is contained Ragnar's riches.

### Services

Ragnar performs two services for people entering his workshop. Primarily he will fashion jewelry, of high quality in any type of metal, but prefers and specialises in gold. Anyone can come to Ragnar and either buy one of his existing designs or commission him to make something unique, (which costs more). Second, Ragnar will buy precious metals or jewels from PCs and, as long as he believes no-one is trying to deceive him, will offer a good price, (business is good and Ragnar is wealthy). Ragnar will evaluate items but prefers not to. Prices

Ragnar will offer a good price for gold; 80% of the nuggets worth, and he can be bargained up to 90%. He can afford this because of his wealth and reputation, his jewelry is probably the best quality in Bergsburg and almost everyone prefers to buy Dwarvish.

Jewelry in Ragnar's can cost anything from 20 GC to 200 GC in many precious metals, but mostly gold. Ragnar has a love of gems equal to that of gold and many of his items are decorated with precious stones. Ragnar will make individual designs and has been known to design something new for his richer clientele. The Dwarf will add 150-200% onto the cost of the raw materials used, depending on the complexity of the design. He may be bargained down to 50% and lower for fellow Dwarves and regular customers.

Ragnar charges 2 GC per night for items to kept in his cellar room. They must be valuable or important and PCs may need to convince him of this. In addition no questions about where it is going to be kept or what precautions he might take, if PCs take that line then they will have to go back to hiding it under the Inn-room bed.

### Security Measures

All the draws and cabinets in the showroom are locked and secure. Ragnar keeps the keys on his person at all times. However, at the end of each day he removes most of the stock of worth from the showroom. However he does leave a few items to satisfy any would be robbers, (he's too wealthy to worry too much about them). The more valuable items are placed in a locked chest in the cellar room. Ragnar has a number of devices that he has built into his home to deter any would be robbers. To a Dwarven engineer installing such deterrents is simply common sense.

The first is in regards to the stone tile that leads to the cellar room. It is kept locked by a rune key device and can only be opened by a Dwarvish seal type key that Ragnar keeps on his person, (the triangle part of his wrist amulet -

see below). Would-be burglars can still easily break the stone, as the tile is thin. However Ragnar has accounted for this. A magic alarm spell is woven into the stone and will furiously ring a brass bell in both the Dwarf's bedroom and show room alerting him to any thieves. The door leading to the staircase is booby-trapped. The doorknob has to be turned twice or a thin sharp metal spike will spring out of handle and into the hand of whoever is holding the doorknob. This attack causes a S2 hit to the arm and may permanently disable the hand involved.

If anyone manages to find and enter his secret room then the Shrine itself is also booby-trapped. If the shrine is tampered with then the mouth of the stone statue of the ancestor god will fall open and release a square metre of poisonous gas, (this was acquired by the Dwarf a long time ago but still retains lethal potency. Anyone in the secret room at the time the gas is released must take a T test or die). Although the shrine contains much of Ragnar's fortune some is also hidden elsewhere, (the bottom of each chess piece can be unscrewed to reveal a very valuable gem).

### Ragnar Stonehammer

*"Real? This? Alas no. Its just glass I'm afraid. You wouldn't find a jewel like that in a lifetime. Trust me."*

Ragnars' medium build is not given to either activity or indulgences. His beard is long and black, its' twin tails held with silver beard clips and tucked into his belt. His face is tanned and wrinkles around his soft, brown eyes show signs of his advanced age, (158). The Dwarf dresses modestly in a padded jerkin and shirt, while an ornate bronze eyepiece always hangs on a cord from his breast pocket. Ragnar rarely wears the jewelry that is his specialty with one exception: a golden arm brace, mystically carved, with a triangle of gems set into its centre.

### The Legend of Bryn Rynn

It was in the golden age of Dwarven History that Prince Denegar was born into an aristocratic clan in Karak Vorn. The dying king was heirless and unable to chose among the honourable clans had offered his throne to the wealthiest. Denegars' was not but he covertly the throne and sought to claim it. Such was Denegar's desire that he visited a hermit seer who lived far from the hold to seek advice.

The wise one told him of a gem once part of the hoard of Kalak the worm who had long been slain. However he warned that the gem brought both wealth and sorrow. Denegar ignored this warning and set off in search of Kalaks' lair. Years later he returned to Karak Vorn with a gem of immense beauty. His clan quickly became rich, discovering deep new seams of mithril and precious ores. The King offered him the throne on his death-bed.

<b>Ragnar Stone hammer</b>							
Male Dwarf							
Artisan (ex-Tradesman, Miner)							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
46	39	42	46	48	45	47	34
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	15	4	4	3	0	0	0
<p><b>Skills:</b> Animal care, Common Knowledge (Dwarfs), Concealment, Evaluate, Haggle, Navigation, Outdoor Survival, Perception, Read/Write, Scale Sheer Surface, Secret Language (Guild Tongue), Speak Language (Khazalid, Reikspeil), Trade (Prospector, Jeweller)</p> <p><b>Talents:</b> Artistic, Dealmaker, Dwarf-craft, Grude-born Fury, Night Vision, Orientation, Resistance to Magic, Specialist Weapon Group (Two-handed), Stout-hearted, Sturdy, Very Resilient</p> <p><b>Armour:</b> None</p> <p><b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0</p> <p><b>Weapons:</b> Dagger</p> <p><b>Trappings:</b> Jeweller's Tools, Good Clothes, Intricate Wrist Amulet, Bergsburg DEG Ring, 20 Crowns</p>							

Denegars' reign was prosperous and while he had riches he desired only two things; the gemstone and the hand of princess Rynn, said to be the beautiful beyond imagining. However at the height of his reign tragedy struck. The Dwarves had tunneled too deep into the earth and when one tunnel collapsed it opened the flood-gates for a tide of dark creatures that dwelled below. The Dwarves put up a stout defence but the forces were unstoppable and soon the hold was being over-run. Under siege, Denegar was advised by his kinsmen to evacuate.

But upon hearing that the treasure vaults were under threat he led his warriors there, desperate to avoid letting the gem fall into enemy hands. That night elite Orc warriors stormed the royal quarters. Denegar returned to find the Princess Rynn crucified on a pillar, her head shaven of its' golden plaids. Denegar was grief stricken and he wandered the tunnels aimlessly before committing suicide. Clerics of Grugni laid him beside the gem and sealed his un-named tomb with runes warning of the gems' curse. His tomb un-marked and unmapped was not

re-discovered after the first incursions and he became known as Denegar the lost. Ever afterwards the gem would become legendary among the Clans of Karak Vorn and became known as Bryn Rynn after the princess for who it was lost.

Ragnar was born into the Stonehammer clan in the World's Edge. One of the few remaining of his kin following countless Goblinoid incursions he joined a band of mercenary engineers, helping to restore old holds. It was while working in the tunnels of Karak Vorn that he and his companions first heard the tale of 'Bryn Rynn' Dwarvish for 'the princess of the mountains'. Relayed to them by an ancient tunnel fighter who had heard it from his grandfather it told the tale of a gem and King Denegar the lost, (see above).

None of the Dwarves forgot the tale and many years later, while repairing an ancient passage they stumbled on a long forgotten tomb. The Dwarves knew better than to disgrace sacred ground and left to sleep in old quarters nearby. That night they were slowly awakened by the rhythmic smash of pickaxe on stone. They noticed that one of their number, Kadri, was missing and as they entered the tomb chamber they saw him like a Dwarf possessed standing on the tomb and smiting the seal stone. With panicked cries they tried to pull him back, but too late.

With his last mighty blow the seal smashed. Inside the tomb lay skeletal remains and rusted arms and armour. But central was a jewel like no other they had seen before. It was fist-sized, awe-inspiring and glittered despite the lack of light. From that initial moment each Dwarf knew he had to own the gem but it was Kadri who seized it first and fled. It was later that Kadri was killed during the first wave of new goblin attacks that would drive the Dwarves again from the hold. This time Gallin was to recover the gem after an almost suicidal trek into goblin territory, (but one that every Dwarf in the group had seriously considered) to retrieve it from the body.

The Dwarves left the World's Edge for the safety of the Empire. They stayed together, none of them parting for fear of losing a chance at owing the Bryn Rynn. Gallin settled in Bergsburg for what was to be a short time in search of wealth. The other Dwarves all followed him, keen not to lose contact with the gem. Only a year later that gold was again discovered in the middle mountains. Ragnar and his closest friend in the group, Brogath, seized on the spreading gold rush to prospect in the mountains.

It was only years later that Gallin was seen heading into the mountains not to return. Though very wealthy from discovering gold countless times he had become a recluse and was said to have become mad with depression. Ragnar and Brogarth, by now having discovered gold several times themselves, set out in search of Gallin. After a week and by a stroke of luck they came across an old trail and this they followed deep

into the mountains. Eventually they discovered a cave at its' end. Inside the cave were the trappings of an ogre or troll, long deserted, and here also they found the remains of Gallin. Sewn into his jacket pocket the discovered the Bryn Rynn. That night the two Dwarves debated who would own the jewel. It became clear that neither would back down and the argument became heated finishing with Brogarth storming off into the night with the jewel. For the next few days Ragnar tracked his old friend intent somehow taking back what he believed was his.

It was on one cold, dark night that he came across the lone Dwarf camped on a mountainside. This time there was no formality of argument the two Dwarves flew at each other in a greedy rage, throwing punches and wrestling to the ground. In the ensuing struggle Ragnar knocked Brogarth off balance and he fell into a ravine. Ragnar searched through the night but when dawn broke a blizzard started up and made his fevered attempts futile. He resumed his search several times but could never retrace the path to the same place. It was only weeks later that he returned to Bergsburg.

Ragnar told the other Dwarves nothing of what had happened and explained Brogarth's death as climbing accident. In time Ragnar became a goldsmith and started his own business. He has continued in his trade for the last eighty years.

The remaining Dwarves settled in Bergsburg. Some were killed while searching in the mountains while others moved away. Ragnar, the youngest, has not seen his former companions for many years. He retains an undiminished desire for the gem although now, in the wisdom gained from his age, knows that it is an unhealthy one. The gem would always show up in coincidental circumstances and Ragnar can still recall the cursed runes that inscribed the tomb seal stone when it was broken a century ago.

Ragnar has become a respected Artisan and many customers return in awe of his work and his intricate Dwarven design that echoes the style of the World's Edge. He has built a reputation for giving a good price for gold and over the years fortunate prospectors have added to his wealth, trading nugget for coin. Unsurprisingly Ragnar is rumoured to be wealthy, he has been in Bergsburg for over a hundred years and had made handsome profits from several popular gold rushes. However this wealth is immaterial to Ragnar. He has tried to forget but cannot. In his Dwarvish eyes all his gold could be lead for a chance to recover that legendary jewel.

### **Bryn Rynn**

The Gemstone has no rule-based properties, its power being more indirect. Its power lies in the desire of greedy characters that it inspires to own it. This desire can grow to exert great influence on those who have seen it. A character that possesses the gem will quickly come to acquire what he or she desires. However in time the

consequences of this desire and wealth will be tragic.

Ragnar might reveal his intentions to a group of adventurers. He might commission them to find the gem. However it the PC who retrieves it will no doubt want to keep it for themselves. And if Ragnar discovers that this is happening then he will do all he can to retrieve the gem.

Alternatively one of Ragnars' old companions reappears, (once thought dead or otherwise) with new information and commissions the adventurers to recover the gem for him or else accompany him on a dangerous trek into the mountains. Ragnar, whose wisdom has overcome his desire may discover this and try to warn the PCs, urging them to destroy the gem. This in turn could become long running in a 'throw it into a volcano' kind of way.

This could tie into the tale of Ulgarth Oneye who might turn out to be Brogarth, and who seeks to haunt Ragnar. Only the return of the jewel and Brogarth's remains to proper burial will end the haunting.

Whatever the scenario, the gem could well cause splits in a party of adventurers as they argue over who is to possess it. The greedier ones could well become the next unfortunate souls under its' influence.

### **The Legend of Ulgarth Oneye**

The tale of Ulgarth Oneye is one told to Bergsburg children, sometimes as a bedtime ghost story, sometimes as a warning of the consequences of their mischief, ("Hey you behave, or do you want me to tell Old Ulgarth that you're the one who took his gold?").

Ulgarth was supposedly a prospector in the last gold rush and intent on securing himself some gold he set out with several friends into the mountains. Legend has it that Ulgarth was the first to find gold but upon telling his fellows, (his companions are normally human when Dwarves tell it and Dwarves when humans tell it) they betrayed him and shot him in the eye with a crossbow. In the agonizing death that followed, one frequently exaggerated to gruesome proportions by storytellers, he vowed to return to claim his share and avenge his murder.

It was only many years later on Gehieminsnacht that the first sightings began. A ghost wanders through trade town, never entering the city but spotted by Dwarves and prospectors alike, moaning and declaring his return to claim 'his share'. He is said to be a horrifying figure but his exact features vary, sometimes with an eye patch sometimes with his eye hanging out on a stalk. He is always said to be clutching a rotten miners' pick in one hand and a bulging sack in the other. The sack is claimed to contain the bones of other dead prospectors whom Ulgarth keeps as his spiritual slaves and refuses to release. They are doomed to follow him until someone can return their remains to burial.

Though classed as nonsense by Bergsburg city dwellers those in trade town and rural areas surrounding Bergsburg think or know differently. Superstitious prospectors fear the spectral figure and keep the legend alive with their stories of personal encounters or sightings.

Ragnar Stonehammer believes Ulgarth to be his lost comrade Brogarth, (he is sure that the name may have simply been distorted) whom he betrayed and is very scared of the legend. Although he rarely leaves the city, he will not venture to trade town at any time if he can help it and certainly not at night.

Due to Ragnar's long term membership of the Dwarven Engineers' Guild he was understandably disappointed when the younger Banekta Ironhammer was appointed as current Guildmaster. Some of Bergsburg's dwarves still advocate Ragnar but many favoured Banetka as the goldsmith had always appeared slightly 'distracted' from Guild affairs. Even Ragnar now secretly admits that Banetka has proven herself to be a more than capable head of Guild; However he enjoys a better relationship with Master Engineer Vomtrek and fears most the reaction of the Guildmaster should she discover his part in the saga of the jewel.

## Weissfeuer Smithy

The Weissfeuer Smithy is a large well-kept armoury in the manufacturing quarter of the Osttor district of Bergsburg. In the middle of the cross-shaped building is a large furnace, which is perpetually lit. The establishment has a long history in the town and the goods are of generally high quality.

Currently four artisans work here, although there is room for a couple more.

### Otto Schlumberger

*"Welcome to the Weissfeuer. We're all honest tradesmen here."*

Otto Schlumberger is middle aged and greying. Although he has seen better days, his body still betrays the signs of his tough physical labours. He comes from a long line of Bergsburg armourers. The large Weissfeuer armoury always used to be busy with various members of his family involved in the many stages of production of the finest metal goods for miles around. Now that there are no members of his family remaining in Bergsburg to continue the family business, he has let his premises to various local artisans.

Otto's younger brother, Karl, worked with him in the past, but became more interested in the magical enchantment of their wares than their production. He left

Bergsburg with his three children, possibly for Altdorf, about ten years ago after an incident that Otto will not talk about now. Soon afterwards Otto's wife died. Otto worked with his daughter, Karina, who, under his tutelage, became an immensely skilled metal worker. Unfortunately for the family business, Karina then also left for Altdorf.

Otto is a shadow of the man he was. The incidents with his brother and daughter and the death of his wife have left him morose and somewhat detached. He is now content to share his workshop with what he calls good honest craftsmen, whom he charges a very reasonable rent because he likes to see his premises put to good use. His many years of work and his inheritance from his father and uncle have left him modestly wealthy and Otto no longer works so hard on manufacture and selling en masse. Instead he concentrates on making quality items of armour. Otto owns a large house in Rolandsbrucke but returns there less and less now. He prefers to sleep in his room above the workshop.

Otto's armour is finely made. He specialises in plate metal. His prices start at about +50%. For every +10% above that, his armour gives -1% encumbrance up to a maximum of -15%.

### Otto Schlumberger

Male Human

Artisan (ex-Burgher, Tradesman)

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	24	53	51	38	42	41	40

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	5	5	4	0	0	0

**Skills:** Academic Knowledge (Metallurgy), Common Knowledge (the Empire), Drive, Gossip, Magical Sense, Ride, Secret Language (Guild Tongue), Secret Signs (Artisan), Speak Language (Reikspiel), Trade (Smithing)

**Talents:** Etiquette

**Armour:** None

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

**Weapons:** Dagger, Hammer

**Trappings:** The Weissfeuer Smithy, Equipment, Quality Armour



## Ronald Engelmans

*"Left a bit, right a bit. Gently squeeze the trigger. Oops."*

Ronald is a competent black powder weapon smith who served his apprenticeship in Nuln. He came to Bergsburg after marrying a local girl and has been here for many years. Now in middle age his eyesight is failing and his most intricate work is done with the aid of hugely thick spectacles. His weapons are functional and well made but, due to his failing eyesight, are devoid of ornate carvings and finishing details. Because he has no apprentices and the length of time it takes him to make his weapons, his stock is very small and may be less than half a dozen weapons.

Ronald loves to go out into the forest and fire his weapons. His natural BS is 56 but because of his poor eyesight it counts as 36. If he is teaching you Specialist Weapon skills get ready to duck.

When Ronald first came to Bergsburg he was fascinated to discover that many of the wealthier local hunters were using strange long-barrelled rifled weapons, known simply as the Hochland Long Rifle. They



reminded him of the famous, but rare, Arabyan Jezzail, that he had studied in Nuln. Ronald set to work refining this weapon and after many years work decided it had been perfected. He has even sold a few from the Smithy. He also sent one to his old colleague from Nuln, Leon Todmeister, who is now a Master Engineer at the Imperial School of Engineers in Altdorf.

Unbeknownst to Ronald, Leon has just won a contract with the Imperial Gunnery School to supply the Hochland Long Rifle to the armies of the Empire. Leon is getting very rich from claiming this invention for himself, although he has added little but a primitive sight to the construction. He also realises it might only be a matter of time before Ronald realises that his designs have been plagiarised and is considering what to do about the situation.

<b>Ronald Engelmans</b>							
Male Human							
Artisan (ex-Tradesman)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
28	36	43	36	45	32	42	35
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0
<b>Skills:</b> Academic Knowledge (Metallurgy, Chemistry), Common Knowledge (the Empire), Drive, Gossip, Magical Sense, Secret Language (Guild Tongue), Secret Signs (Artisan), Speak Language (Reikspiel), Trade (Smithing, Carpentry)							
<b>Talents:</b> SWG (Gunpowder, Engineer)							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Many Guns							
<b>Trappings:</b> Weapons, Tools, Black Powder, Thick Spectacles							



## Kerr Rudbeck

*"That's not for sale. Why don't you look at Gaugas's stuff? He makes some good weapons."*

Kerr Rudbeck is a thin wiry dark haired man of about forty years. He is a very skilled weapon smith. The display area in his quarter of the Weissfeuer Armoury is adorned with the finest and most intricately detailed weapons. He obviously favours working on thin agile weapons. Nearly all his wares are daggers, swords or rapiers. Kerr possesses the finest collection of throwing knives many people will ever see. If asked to price one of his less ornate weapons he will ask for about 150% the going price. If asked about his best weapons he will say they are not for sale. If pushed he might charge 300% the going price but will be clearly reluctant to part with them. In the hands of the right person, his best work may impart a combat bonus. (Roll under Dex and the weapon will give +5% to hit for that user only. This will only be apparent in the first combat the wielder takes part in. 'Feeling the weight' of the blade in the shop will not make this obvious.)

It may not be clear how an armorer who spends so

<b>Kerr Rudbeck</b>							
Male Human							
Assassin (ex-Tradesman, Rogue)							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
51	48	62	47	47	49	46	39
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
3	14	6	4	5	0	0	0
<b>Skills:</b> Academic Knowledge (Metallurgy), Common Knowledge (the Empire), Concealment, Drive, Gamble, Gossip, Prepare Poisons, Secret Language (Guild Tongue), Secret Signs (Artisan), Silent Move, Shadowing, Sleight of Hand, Speak Language (Reikspiel), Trade (Smithing)							
<b>Talents:</b> Alley Cat, Luck, Marksman, SWG (Throwing), Very Strong							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Sword, Dagger, Throwing Knife							
<b>Trappings:</b> Assorted Weapons, Equipment, Tools							

long crafting each of his weapons and is so reluctant to sell them makes enough money to live on. Kerr is a semi-professional gambler. He is regularly to be found at the Rolling Stones winning money at the card table. He doesn't, however, play at the big game, not anymore. After losing heavily to Jan Berger, Kerr is in thrall to the Three Kings.

Apart from his excellent craftsmanship, and his excellent card playing, Kerr has a talent that is usually too unobvious to be used by the three kings. He is a skilful assassin. Several times, though, unbeknownst to his two partners, Jan Berger has employed Kerr to dispatch an unwanted player in one of their charades. His M.O. is simply to stalk his victim to a convenient place and a single highly poisonous knife thrown into his victim's back usually does the trick.

Kerr is also known to the Thieves' Guild, which occasionally calls upon his services. The more attentive adventurer who treads the darker and less moral side of the city of Bergsburg may notice that any rogue who is anyone here carries a Rudbeck crafted weapon.

Kerr rents a small room nearby where any evidence of his darker activities is kept, and where he sometimes spends the night.

## Gaugas Winnithaum

*"A pick for the filthy little stuntie, can you reach? How about some scissors, I hear your wife needs a shave, ... and your girlfriend needs shearing."*

Gaugas is a strong and powerful looking dwarf with a huge scar visible through some missing hair on the left side of his head. He always seems to look very tired and slaves over the anvil and furnace obsessively.

Gaugas is from the Middle Mountains. He left his studies as an armorer's apprentice and came to the mountains near Bergsburg with a group of twelve other prospectors about six years ago. The group was lead by Gaugas's great friend Ogrimel Harde. They struck a rich seam of gold at a site they named Unicorn Crag, which happened to lead to a small goblin-settled cave system. The dwarves fought off the goblin attacks but one of their number died and Gaugas, who had fought bravely, suffered a serious head wound.

It was agreed that while the rest of the dwarves would fortify the mine and continue mining, Gaugas and Sammeln Hierofontin, another of the prospectors who had been injured, would travel to Bergsburg and sell the gold they had already found. The pair would then return with weapons, supplies and reinforcements. By the time the two dwarves reached Bergsburg, Gaugas's condition relapsed and he was admitted to the Temple of Shallya for treatment. After a few days of only slow recovery, Sammeln had rounded up all the willing dwarves he could find and decided that he could wait no longer. He left the

<b>Gaugas Winnithaum</b>							
Male Dwarf							
Artisan (ex-Mincr, Tradesman)							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
43	32	71	67	36	29	52	24
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
2	15	7	6	3	0	0	0
<b>Skills:</b> Academic Knowledge (Metallurgy, Cartography), Common Knowledge (the Empire, dwarfs), Gossip, Navigation, Read/Write, Secret Language (Guild Tongue), Secret Signs (Artisan), Speak Language (Reikspiel, Khazalid), Trade (Smithing)							
<b>Talents:</b> Orientation							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Hammer, Axe							
<b>Trappings:</b> Tools, Huge stock of Hardware, Map to Unicorn Crag and the Mine							
<b>Insanities:</b> The Fear (Goblins)							

Gaugas is taciturn even for a dwarf. He works very hard, trying to drown out the memories of the past with the noise of the hammer. He now prefers human company, as contact with other dwarfs only serves to remind him of his betrayal. Despite this, he has a steady stream of dwarf customers who much prefer to buy their goods from one of their own. To hide his guilt, Gaugas is extremely rude to dwarves, treating them to a stream of abuse that the most vitriolic dwarfist bigot would be proud of. His dwarf customers are bemused by Gaugas's behaviour, but generally put it down to minor eccentricity and consider he is being somehow ironic. He is a talking point among their community, which only seems to help his business thrive.

Gaugas sells all sorts of mining equipment as well as dwarf sized weapons and armour. His goods are of only average quality for a dwarf, which is above average for humans, but he works very quickly and for long hours which means his current stock is very large. If someone requests a special item he will start working on it straight away and it will be ready as quickly as possible. Gaugas will never accompany Rudbeck to the Rolling Stones Tavern; the sign above the door is enough to keep him away.

Gaugas always looks tired; he sleeps very little and when he does he is haunted by dreams of Ogrimel pursuing him through mineshafts seeking revenge. Occasionally Gaugas will summon the courage to confront his old friend but when he does, Ogrimel's face turns to that of a ferocious goblin. Gaugas then wakes with a scream and goes downstairs to hit some metal.

remaining money with Gaugas, to pay for his treatment and the raising of further reinforcements, and made his way back to Unicorn Crag.

After a couple of weeks Gaugas recovered. To his enduring shame, however, he could not find the will to return to Unicorn Crag. He spent the next few months perpetually drunk and dreading the return of his party. Eventually he realised that none of his colleagues would be coming back. And also to his shame, Gaugas was relieved at not having to face them and his own cowardice.

The only other person that knows of Gaugas' shame is Gretasha Hegen, the young novice at the Temple of Shallya who nursed him through his illness and who also picked him out of the gutter a couple of times when he got too drunk. One night, dead drunk, he revealed to her the secret of his despair. Gretasha realised that Gaugas needed a more positive outlet for his frustrations and suggested he return to his old career.

With the money that remained, Gaugas rented a place at the Weissfeuer Smithy where he has worked ever since.



## Adventure Hooks

Otto may decide to hire a party to track down his daughter and brother in Altdorf. Perhaps they have simply set up an honest business in the capital and they have had enough of Otto because he is overbearing and manipulative. Or perhaps in the quest for the ultimate weapon, they have turned to necromancy or demonology to enchant their goods.

Gretasha Hegen has noticed that Gaugas' condition is gradually becoming worse. She fears for his sanity. Sworn to secrecy, she cannot tell the PC's the reason for Gaugas' behaviour, but she encourages them to befriend him and to get to the bottom of his neurosis. Only if the players can help Gaugas overcome his fears will he tell them about Unicorn Crag, and pay them to accompany him there and lay the old ghosts (possibly literally) to rest. He will then become a Trollslayer and be forever in their debt (until he dies happily at the hands of a band of goblins a few days later, or even better, during the final stages of the liberation of Unicorn Crag).

## References

The expanded rules for firearms can be found in *Apocrypha Now*.

Leon Todmeister is mentioned as the creator of the Hochland Long Rifle in the *Empire Army Book* for WFB 6th edition.



Founded three decades previously in the Osttor district of Bergsburg, by the late Oswald Nitché, the business of Praxis Jewels and Glass Crafters seems to be thriving. The work of Luther Nitché, Oswald's eldest son, has a reputation throughout the empire both for its fine precision, and in its breathtaking originality. Patrons from the Imperial palace in Altdorf, The Tower of Oman in Arabia and the Courts of Remas have commissioned work from the master. Using only the finest materials, and sparing no expense, Luther will fashion anything your imagination can conceive.

Yet there is a darker side to Praxis, behind the velvet carpets, the sparkling lanterns and the prestigious wealth. Locals whisper unkindly about Sabastien Nitché, the younger, quiet brother. People question the two men's dubious past. They wonder how the wealth is spent and what goes on behind those vault doors. Suspicious eyes mark the visits of strangely robed people.

The entrance to the site is through an alleyway door, built of heavy oak and reinforced with steel strips. At night the door is bolted from within. The building is never



empty as the two Nitché brothers live above the business with their maid and a large dog called Bruno. The entrance hall is a square room with a coat and weapon rack, a one-way mirror, that is used by Sabastien to spy on visitors, a bellrope and a desk and two chairs. There is a good quality bearskin rug in the centre of the room whose eyes glitter disturbingly, they are glass. On the desk is a visitors and appointments book, a lantern and probably some cards or this weeks accounts. Behind the desk sit two men, Theo Geiger and Marco Blank, who are effectively bodyguards. Two short swords hang on the wall nearby. When a visitor enters the shop, Theo will reach over and pull the bell rope and a distant ring may be heard. Marco will stand and walk to greet the visitor.

An air of suspicion prevails in this 'guard room'. Marko will eye any visitor coldly and he will more than likely ask them to return at a later date or ask if they wish him to pass on a message. A letter of introduction from another patron is the best way to be treated with respect by the guards. If an unknown visitor does manage to get an appointment to see Luther they will be made to disarm and searched thoroughly. Either Marko or Theo will escort the guests into the display room until Luther indicates they can be left alone. As the PCs use Praxis more and more, and become recognised as reliable patrons, their status will improve.

The display room is spacious and well lit. It is fully carpeted and has a number of comfortable leather chairs. The walls are adorned with all manner of lanterns and candleholders, paintings and mirrors. Like the entrance hall, this room contains a one-way mirror for spying purposes. In the centre of the room a number of wooden and glass display cases contain some interesting examples of Luthers work, each with a plaque describing it.

Pride of place in the display room is given to a large dark blue mirror, oval in shape, that has emeralds and cloudy liquids set within it. Anyone viewing their reflection will find the mirror enchantingly beautiful and the faint, dark, reflection of themselves will appear very

attractive. The mirror has only mild magic upon it, but anyone with a powerful magical signature (druid's familiar, divine curse, chaos worshipper etc.) will see it wildly exaggerated. The plaque says simply: "Its owner didn't like what she saw" and dates the work as 6 years old.

The first display case contains fragments of a glass disc, with the shattered pieces carefully laid together to form what was once a shield. One small fragment is missing. The crest of a noble family is upon it, and the plaque reads: "As a gift for Lucian Manfred, ranked the finest blade in all the Empire. Returned in secret, the circumstances of its destruction are shrouded in mystery."

The second case contains a magnificent necklace, crafted from hundreds of tiny diamonds on platinum wire into a replica of a spiders web. 7 miniature spiders delicately forged with silver and sapphires, cling to the web. The plaque reads: "Though paid for, this piece was never collected."

The third case contains a glass cube, nearly opaque, with a dozen small holes, arranged neatly on the cushion next to it are 13 tiny glass rods, each a different length, and with a differently angled end. The plaque reads: "A puzzle of my own devising, this can be yours if you figure it out."

In the fourth case is a small glass globe with one side flattened so that it can stand. Inside the globe is a large gem surrounded by a liquid, if disturbed shiny elements in the globe make it sparkle. The plaque reads: "This princess among jewels will bring sorrow."

The fifth and final case contains a lantern with a series of coloured glass plates, allowing the owner to create the coloured light of their choice. The plaque reads: "An example of one of my most popular lanterns, only six in existence."

A sharp-eyed visitor (Int Test-20) will notice the glass cases are pressurised and contain a faintly coloured gas. Anyone breaking a case (T2 W2) must make an initiative test to avoid inhaling the poison gas (see text box).

Out of bounds to any but his most trusted customers is Luther's office. A large draughtsman's desk is the main feature of this room, and two leather chairs sit on opposite sides of it, one for visitors, one for Luther. Bruno is also likely to be napping on the office floor. In the corner of the room there are two wicker baskets, one full of rolled up draft sheets depicting plans for new work, and the other with blank sheets waiting to be used. A small shelf holds spare inks and quills, and a bookcase leans precariously against the far wall. No-one will ever be left alone in this room, or allowed to pry while they are here, but should someone gain access to the drafts in the basket they would be deeply disturbed.

Carefully and beautifully illustrated on sheet after sheet of paper are variations of the symbol of Slaneesh.

Anyone in the room will have to leave immediately or inhale 2D6 doses of the poison. Test against T as usual, The effects of failure are as follows

1 dose Mild nausea, desire for fresh air.

2 doses Extreme nausea, desperate for fresh air, probably sick.

3 doses Vomits, can stagger out, takes ten minutes to recover.

4 doses Violently sick, D4 wounds, can crawl out, thirty minutes to recover.

5 doses Incapacitated, 2D4 wounds, D6 hours to recover.

6 doses As above 20% chance of death.

7 doses As above 40% chance.

8 doses As above 50% chance.

9 doses As above 60% chance.

10 or more Death.

While the average person may not recognise the design, the work is of such depth and skill that they must make a CI test or become extremely uneasy and immediately wish to stop looking at the illustrations. Those who recognise the symbol's origins gets a +10 modifier. Whenever Luther sees visitors in his office he is always supervised by his brother, who watches through another one-way mirror. Should anyone threaten Luther, his brother will ring the bell to summon the watch and burst through the door brandishing a crossbow.

The forge and workshop is a large room where a triple oven is kept well stoked. Luther works on a huge anvil in the centre of the room. Vats of cold water, oil, stocks of sand and other raw materials, earthenware jugs of coloured sands, shelves of books, numerous rods, tongs, hammers and tubes and all the paraphernalia of a professional artisan are found here. By the doorway is a nail around which hangs Luthers artisan guild membership chain. It is a cheap and nasty piece of work and he only wears it when the guild pay a visit. A number of siderooms and alcoves contain more supplies and fuel for the forge. The most important feature of the room is the large locked vault.

The lock to the vault has been enchanted by a third level mage, and has a lock designed by the renowned Mendel Wiessman of Nuln (now deceased) which Luther proudly boasts is unbreakable (CR 90). The vault itself has a version of the magic alarm spell cast on it, and anyone disturbing it will alert Luther.



Apart from a large stash of gems, base metals, and gold crowns (worth 2300 GC) the vault contains all of Luther's work-in-progress pieces, and one huge unfinished sculpture entitled "My first taste". It is an accurate and awe inspiring replica of a deamonette of Slaanesh, in its true form, hideously repulsive, yet strangely alluring, with deformed and multiple hermaphroditic sexual organs.

Viewing the statue requires a successful CI test, or the loss of an insanity point. The Statue has not been enchanted by Luther in any way, but by so skillfully reproducing a design of Slaanesh he has reproduced its power. Those who pass the CI Test will become susceptible to the Chaotic influence of Slaanesh in the future. All WP tests versus chaos magic are at -10. All persuasion or bluff tests made by chaos creatures or worshippers are at +20 against the victim. If the GM finds it appropriate, the next insanity that the PC suffers will be one of sexual deviancy.

Through a door from the office Sabastien's room can be accessed. Here the secret of the one-way mirrors will be revealed. From this long narrow room, the guardroom, the display room and the office can all be observed. The room is mostly bare save for a few minor pieces of Luther's work and a desk and chair, where Sebastien deals with the finances of the business.

The rest of the house contains what you would expect from a respected and wealthy family, Kitchens, larder, bathroom, a lounge upstairs, and a shared bedroom for Luther and Sabastien. At night, the dog Bruno sleeps outside their door. Marco and Theo arrive for work each morning at 9, and leave at 5 when Praxis closes. A series of bells and bellropes around the house can summon aid quickly. Praxis has had 6 attempted robberies over the last 30 years, and all have failed. The house is well furnished, with expensive carpets and furniture, but is uniformly sparse and tidy.

## Luther Nitche

*"That shape there. I've done it a lot, don't know why. There's a power inside it."*

Luther Nitche considers himself a normal and average craftsman in every sense. He does not realise the exquisite beauty of the items he produces. He realises other people rate them highly and he can see the lack of skill and craft in the work of others, but for him, his work is 'the normal thing to do'.

Whenever lost in concentration, his mind turns absently to imagery and forms influenced by Slaanesh. When these pieces are finished Luther will not remember the thought processes he went through or the inspiration for the shapes he has used.

Luther is aware that some of the nobles who make use of his skills are enthralled by Slaanesh, he recognises its mark in their eyes. Many works that have been commissioned have subtle designs worked into them, and Luther is well aware of this. As yet though, he is unsure what to do about it. Part of him is repulsed, horrified, and wants to alert the authorities, another part knows that that is useless, that the rich would buy their way out of

### Luther Nitche

**Male Human**

**Artisan (ex-Mincr, Tradesman)**

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	23	52	45	76	80	55	22

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	5	4	4	0	8	0

**Skills:** Common Knowledge (the Empire), Gossip, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (Art), Trade (Metallurgy), Trade (Gem Cutting)

**Talents:** Artistic, Very Resilient

**Armour:** None

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

**Weapons:** His Tools

**Trappings:** Art Pieces, Drawings, Tools of Trade

**Insanities:** Host of Fiends (Aspect of Slaanesh)

trouble, or if caught that he would be burnt with them. And a tiny part of him is attracted, intrigued, drawn to the images he is asked to forge.

He realises that the commissions he gets from far flung places, like Remas, all have a common theme to their designs. He is uneasy about sending these pieces so far away, and in the back of his mind, fears a trail of suspicion will lead back to him. The pieces that go to Remas are rainbow coloured and involve the incorporating of the Slaaneshi symbol into two, possibly fighting, scorpions. The ones that go to Altdorf are a combination of pinks and reds in the design of what Luther calls the witch-head icon. These often contain the slogan "The one law is no law" written in gold filigree.

### Sabastien Nitche

Though he does not contribute to its artistic output, Sabastien dominates Praxis. His stultifying presence hangs silently over everything that goes on. All who work there are aware that he may be watching them at any moment. His eyes seem to pierce right through all who they regard.

Sabastien does not understand his brother's gift and has little artistic judgement. Although he realises the necessity, he resents any relationship and interaction with others that Luther has. Even a simple commission agreed upon with a client may leave Sabastien seething with anger that takes all his will to control. Sabastien considers that his appearances outside his room are free from this anger and jealousy, but everybody can sense it and it can make people extremely uneasy in his presence. The person who this least affects is Luther, who has grown so used to this, he does not find it unusual.

Luther and Sabastien are the unfortunate victims of a Slaanesh demon. When they were young, a shape shifting daemonette infiltrated their family circle, spreading its nefarious influence and eventually driving their father, Oswald to suicide. The two boys were increasingly neglected by their mother, who turned to physical pleasures to distract herself from the evils that had befallen her family.

Through this all, the youths developed an extremely close, and eventually inseparable bond. Luther withdrew into his work, finding a kind of peace, forging beautiful and sometimes horrific works of art. Sabastien, who had been Luther's rock, through his time of need, grew to resent his brother's reliance on something other than himself.

### Marko Blank

*"I don't know what all the fuss is about, they never did me any harm."*

Marko has worked for the Nitches for nearly ten years. Brought up in Helmsberg, he learned to take care of

**Sebastien Nitche**

**Male Human**

**Merchant (Ex-Tradesman)**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
60	44	43	41	52	67	54	44

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	13	4	4	4	0	9	0

**Skills:** Animal Care, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (Art), Trade (Merchant)

**Talents:** Dealmaker

**Armour:** None

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

**Weapons:** Dagger

**Trappings:** Brother's Art Pieces

**Insanities:** Profane Persecutions

himself from an early age. He finds the work boring, but he is happy to be bored and the pay is excellent for a man of his limited skills. Marko is an insensitive soul and the subtle nuances between the Nitche brothers generally pass over him. The best he can usually do to explain his employers would be to say "they are a bit strange, but alright really."

### Theo Geiger

*"I'm not one to gossip, Sigmar knows, but the way they look at each other, its like they were married or something. And they're short of separate bedrooms, to the tune of one."*

Theo has only been working here for a few months. He helped Marko out in a brawl and Marko showed his appreciation by offering him this cushy job. Theo is a bit too casual in his work for Sabastien and is often berated by him for this. Theo does not understand why Praxis should require such tight security.

Theo is easy going and finds the atmosphere at Praxis a bit thick. He has promised himself to save much of his wages so that he can move on, but he likes drinking and gambling too much for this plan. He is also beginning to

**Marko Blank**

Male Human

Artisan (ex-Thug)

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
43	25	42	46	38	22	40	32

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	11	4	4	4	0	0	0

**Skills:** Animal Care, Common Knowledge (The Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Speak Language (Reikspiel), Trade (Art), Trade (Glassblowing)

**Talents:** Disarm, Strike to Injure

**Armour:** Leather Jacket

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

**Weapons:** Dagger

**Trappings:** Tools of Trade

**Theo Geiger**

Male Human

Rogue

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
43	34	41	36	47	39	45	35

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

**Skills:** Animal Care, Common Knowledge (the Empire), Consume Alcohol, Drive Cart, Gamble, Gossip, Speak Language (Reikspiel), Trade (Glassblowing)

**Talents:** Strike to Injure

**Armour:** Leather Jacket

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

**Weapons:** Club, Dagger

**Trappings:** Gloves, Deck of Cards

realise there is something more to his employers than first appeared, and grows afraid of Sabastien. If Theo is encountered in his favourite tavern he will be happy to reveal everything he knows about his employers, to anyone who is buying the drinks.

**Isobel Amedius**

*"I can feel his eyes all over me, and all over Luther, too."*

Isobel is the youngest daughter of a local immigrant family. Their poverty is the only reason she continues to work for Luther, as the pay is very good. She hates the place, not because of Luther, who she has grown to love, but because of Sabastien. In the 6 years she has worked at Praxis she has got to know the brothers well. Her access to different parts of the building is matched only by Marco and she is allowed to wander unescorted around the ground floor. The vault remains locked to her, but she does have access to the forge, as she often brings Luther his meals there. She is often in and out of the house, as Theo delights in sending her on petty errands, or to get some food from the nearby bakery.

Luther is oblivious to Isobel's love, and her subtle advances go unnoticed. Sabastien on the other hand, is well aware, and grows incensed. Viewing the pretty 30

**Isobel Amedius**

Female Human

Servant

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
32	32	33	38	51	40	59	43

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

**Skills:** Common Knowledge (the Empire), Gossip, Perception, Speak Language (Reikspiel), Trade (Cook)

**Talents:** Flee!

**Armour:** None

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



year old as a threat has driven him close to the edge. But he is intelligent enough to find the root of his jealousy in his childhood trauma and constantly tries to keep his hate in check. Unfortunately despite surface kindness, Isobel perceives an underlying hate and is terrified of Sabastien, in turn her fear drives a wedge between them, drawing her closer to Luther.

### Bruno

Bruno is an impeccable guard dog. He normally looks sleepy and docile, but with a single command from Luther or Sabastien he can look incredibly fierce and intimidating, or he can simply attack. He will defend his masters to the death.

<b>Bruno</b>							
Dog (ex-Puppy)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	21	21	30	15	30	0
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	6	0	0	0
<b>Skills:</b> Follow Trail, Perception +20%, Swim							
<b>Talents:</b> Flee!, Keen Senses, Natural Weapons							

### Adventure Hooks

#### Half Baked

Players may need to fence an item of jewellery, or cash in that necklace they found in the old tomb. Locals will guide them to Praxis quick enough (for a shilling of course) and Luther will happily buy any unique items they have to offer. He will however not be interested in average works, or common jewellery, and will guide the players to one of the lesser establishments.

Luther may seem suddenly intrigued by an item and declare excitedly I want those (there is only one). He insists the item is part of a pair, very valuable and next to worthless individually. This can be useful to get the players to return somewhere they need to go, or simply to annoy them, for the second piece is nowhere to be found.

#### Magic Ingredients

Players may need a special item crafted (a silver tuning fork or pentagram, a tiny bell, or some other spell ingredient). Luther has many years of practice forging such items for the resident mages of the city and has a small stockpile laid aside. He will make the most out of it,

if it's an urgent purchase. He will explain that he's depriving regular customers and that's bad for his reputation - he's only willing to sell at all because they say it's so important. But if a player sets up a regular order, or gives the impression that he'll be back for more, Luther will make a much more reasonable offer.

### Who's Who

Players need to identify some heraldry. Luther is skilled enough to connect any item to its rightful owner, dating back some centuries. Most major crests or house badges of the last few hundred years can be looked up in his library, along with examples of foreign artwork and designs. Luther has even once seen a Slann device and would recognise another easily. This is a trivial task for Luther and he would want to be paid highly for his time.

### Wealth and Sorrow

The 'Princess of Jewels' in the display case is in fact Bryn Rynn (See Ragnar's Goldsmiths). If Ragnar has ever told the players the story behind it, they may recognise its similarity to the copy he has had made. Unknown to the dwarves, the original production of Bryn Rynn was influenced by an agent of Slaanesh, which explains the 'wealth and sorrow' curse placed upon it. Since the Niche family have possessed the gem, they have certainly had their fair share of wealth and sorrow, and the influence of Slaanesh.

Alternatively, Ragnar commissioned Luther to make the copy of Bryn Rynn and Luther was captivated by the legend and decided to make another copy for himself.

### Blue Glass

Perhaps the players have just destroyed a Slaanesh cult. On one of the bodies is a beautifully crafted brooch or necklace, with a concealed symbol of Slaanesh. Their investigations lead them to Praxis. (See Blue Lines in the Adventures section)

### Harden Stone and Iron Repository

Luther gets many of his gems from Jan Harden, owner of the Harden Stone and Iron Repository near Schicksalstor. Harden gets most of his materials and gemstones from the three big mines up in the middle mountains, and from numerous small prospectors' claims. Harden's staff deal with the run of the mill stuff, while he cuts the more exceptional stones that come his way. As the main gem wholesaler in Bergsburg, Harden also supplies most of Luther's rivals, though they can rarely compete should Luther bid for the same stones. The two men have a comfortable and friendly working relationship, and sometimes work together on pieces of jewellery. Luther is not afraid to ask Harden's more specialised opinion about the quality or origin of stones, although Luther's skill is almost as good.

## Reisen Wool Trading



Udo Reisen owns a large townhouse and courtyard in Osttor from where he also runs his wool trading business.

### The Courtyard

The courtyard is a working area. Here carts and mules are loaded and unloaded and head out the gates and through Bergsburg to local markets or more distant surrounding villages.

The house is entered from the south through a pair of double oak doors into the square cobbled courtyard. Directly ahead, on the other side of the yard, is the main house entered by a small wooden door. The yard is lined by a two storey wooden structure housing the gatehouse, stables, wool-loft and covered space for four carts. To the right wooden arches lead to the cart space. A wooden platform overhangs this area with a large split-trapdoor that opens so that wool and other goods stored in the wool-loft can be loaded directly into carts below. On the left are the stables where 6 mules, 4 carthorses and Udo's light warhorse are kept. On this side the roof of the stable is too high to encompass a second floor. Above the yard gate is the gatehouse, with narrow windows overlooking the Bergsburg back street; this is where saddles and harnesses are kept and where a guard can be positioned. Hanzi the Invalid sleeps here on a straw mattress and has constructed a very basic shrine to Shallya in one corner, consisting of small clay figures he has sculptured.

### The Main House

The main house consists of two storeys. All the rooms have high ceilings and while the ground floor walls are stone and oak, the first floor is completely wooden and the roof is slated. Upon entering the building from the

large oak door on the main street, one finds oneself in the large hall. The central decoration in this room is the hearth set in the west wall. On the floor before the plain sandstone fireplace is a wolf pelt rug, atop the hearth stands a bronze statue of Ulric, while set in the wall above are the antlers of a stag. A huge oak table fills the room surrounded by many wool-padded chairs. Torch brackets line the room and on the east wall a wooden staircase leads to the first floor. On either side of the hearth is a low wooden door that to the left leads to the kitchen; the right leads to the study. A large oak door with iron brackets leads from the hall to main Bergsburg street outside.

The kitchen is furnished with a hearth, (coming from the same source as the central hearth in the hall) and there is one table against the wall table. Above the table a shuttered window looks out onto the courtyard. The kitchen is full of a wide range of culinary accessories and well stocked with foodstuffs and herb jars.

The study is easily the best decorated room in the house. It contains bookcases, cupboards, a desk and chair and scribe's lectum, all skilfully fashioned by a local carpenter. A glass window looks out onto the main street. A second low door leads into the alley from which access can be gained to the courtyard, the herb garden and the side entrance.

The timbered first floor is solely given to sleeping quarters. Udo's room is by far the largest, containing a four-poster bed and elegant wardrobe. Filo and Marthe also lodge here. Filo's room is smaller but remains well furnished, the centrepiece being a small round table with cards scattered on it. Marthe has a cupboard room with a simple bed. No one is quite sure where Rudger sleeps. Sometimes he can be found slumped in the stables recovering from a hangover, but most nights he sleeps in the carts he leads on the long journeys he makes out of town.



The Herb Garden occupies a corner of Udo's property, aside the house and in front of the courtyard. Centrally placed is what appears to be a well but is in fact a cistern. The herbs line the perimeter of the garden growing against the 10 foot stonewalls that secludes it from the side street. Hanging baskets of flowers are attached to the wall making the garden pleasant. A small door in the wall leads to the side street and is secured by a bolt.

**The Reisen Household**

**Udo Reisen**

*"Yes I have heard of this 'Bear' character, and if I ever meet him I'll arm wrestle him just before I drink him under the table!"*

*"Time to call in that favour old friend: I have a Reiklander selling Brettonian Brandy at prices that even Ranald would call criminal. All I need is for a certain official to look the other way..."*

Udo is a large man at around 6'3" and has a frame to go with his size. He remains muscular although he has developed a belly over the last few years through a love of ale. Udo has very dark brown hair and a short but bushy black beard. His eyes are a dark brown and sit below bushy eyebrows and now at 45 wrinkles are starting to appear on his face. Wherever he goes Udo can be seen in a familiar garb of huge black fur coat and padded leather clothing.

Udo Riesen is a merchant running a small business from his property in Bergsburg buying cheap but quality wool from rural traders (mainly in Grubentriech) transporting it, storing it and selling it when the price is good to tailors and others in the city. His regular customers include Florian the Tailor; Udo regards him as a 'strange fellow', probably more due to his shyness, although Udo likes talking with his wife. With any profits he buys other goods or luxuries while the price is good, quickly selling them on.

Udo relishes in unusual business propositions, normally of the high risk, high return variety, so he occasionally funds such propositions as gold mining, etc., requesting a share of the profit. Outside his working hours Udo can be frequently found at a number of local establishments where he is well-known and liked for his jovial, outgoing nature, bottomless stomach and seemingly endless capacity for ale.

Udo has many friends among landlords and hoteliers in the city; occasionally he can be seen out with the Ulrican priest Berthold Kant whom he respects greatly. He attends the Temple of Ulric with the other faithful, socialises with the White Wolves and generously donates to the Shallyan priesthood. Through his largesse he has built numerous contacts in Bergsburg, and it is probably through one of these that the adventurers will be introduced to him.

<b>Udo Reisen</b>							
<b>Male Human</b>							
<b>Merchant (ex Outlaw Chief, ex Outlaw)</b>							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
54	62	56	62	48	56	47	50
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
3	19	5	6	4	0	0	0
<p><b>Skills:</b> Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (the Empire, Kislev), Concealment, Dodge Blow, Drive, Evaluate, Follow Trail, Gossip, Haggle, Perception, Read/Write, Ride, Scale Sheer Surface, Secret Language (Battle Tongue, Thieves Tongue, Guild Tongue), Secret Signs (Thief), Set Trap, Speak Language (Riekspiel, Kislevan), Silent Move, Trade (Merchant)</p> <p><b>Talents:</b> Dealmaker, Lightning Parry, Mighty Shot, Quick Draw, Rapid Reload, Streetwise, Super Numerate, Sure Shot, Very Resilient</p> <p><b>Armour:</b> Leather Jack and Leggings</p> <p><b>Armour Points:</b> Head 0, Arms 1, Body 1, Legs 1</p> <p><b>Weapons:</b> Ornate Fighting Axe, Bow and Arrows (when travelling), Dagger</p> <p><b>Trappings:</b> Black cloak made from bear's fur, warhorse, saddle and harness, small middle class town house with warehouse attached, several carts and a dozen mules, employees</p>							

He has known Georg Beierle since he arrived in Bergsburg and had a good impression of the merchant. However, when Udo discovered brigands had raped Georg's daughter he subtly offered help (having a very good idea of who the perpetrators were). Georg declined and to Udo's amazement blamed the girl for the incident. Udo now has a distinct dislike for the man, but since he and his family are everywhere he does his best to be polite to him when business requires it.

Udo, however, has a secret past, one that if it were ever proved would destroy his reputation in the city. Udo was once leader of the Black Wolf Band, a group of vicious outlaws who terrorised Talabecland. He was nicknamed "The Bear", for his size and strength, both of which were exaggerated by the myth that grew around him, (he was even said to have killed the bear whose fur he wore with his bear hands). Seven years ago the band

was joined by a renegade Ulrican Priest, Jorst Dreuval, who had fled after the vengeful murder of a Sigmarite fanatic. Under Jorst's spiritual influence the band later split. Half, led by Udo, went their separate ways swearing to abide by Ulric's doctrine from then on. The remainder, led by Udo's lieutenant, Heinrich Kramen, saw this as a betrayal and turned back into the forest.

Udo subsequently used the profits of his life of crime to buy a townhouse in Bergsburg and invest in a wool trading business. Udo dismisses suggestions to the truth with a hearty laugh and a joke, ("why I am the Bear! Didn't you know already?") However, he is still linked to his dark past in subtle ways. It is not fortune alone that allows his trade pass unharmed on many roads but also the thieves' sign of "beware the bear" painted on his carts and mules. The profits of his outlaw life have gone towards his mercantile interests and the rest he uses to finance his more interesting ventures. Friends often remark that he does very well for a simple wool merchant; needless to say, if the truth were ever uncovered his reputation and livelihood would be devastated.

Recently, things have been going badly though. Udo has lost one mule that went lame on the road to Grubentriech and then a cart that supposedly toppled down a ravine in a storm. Plus his reserve suppliers in the local village of Wahnsinnigen have had their flocks terrorised by a band of raiding wolves and are unable to produce for him. He sees the latter problem as a dark omen from his patron god. Udo fears for the future and is actively looking to resolve these problems.

### Filo "Three Fingers"

*"Three fingers is in, gentlemen, and I'll raise that stake to twenty."*

Filo is a middle aged Halfling, but although this is evident in his receding corn hair he has kept a slim, youthful physique. He has hazel eyes that widen noticeably when observing jewellery. Notably, he is missing two fingers from his right hand due to 'a punishment' but he excuses it as "an argument I lost with a rat-trap".

Filo is an old friend of Udo's and they can normally be found drinking together, whether in one of many taverns they frequent or at the house they share. Filo is a natural thief, gambler and trickster and that coupled with a typically halfling insatiable curiosity has caused him problems.

He met Udo in a den of thieves in Nuln well before the latter was famous, and when Filo heard that Udo was settling down in Bergsburg, he took the opportunity to leave the city-state. Gambling debts having already caused him the loss of two fingers, he didn't wish to hang around to find out what might be next to go. Udo agreed to let him stay permanently, but on the condition that Filo looked after his house and shared his knowledge of

<b>Filo "Three Fingers"</b>							
<b>Male Halfling</b>							
<b>Gambler (ex-Thief)</b>							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
33	42	27	26	53	37	34	44
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	11	2	2	4	0	0	0
<b>Skills:</b> Academic Knowledge, (Genealogy/Heraldry), Charm, Common Knowledge (Halflings), Concealment, Evaluate, Gamble, Gossip, Perception, Sleight of Hand, Secret Language (Thieves Tongue), Silent Move, Speak Language (Halflings), Speak Language (Riekspiel), Trade (Cook)							
<b>Talents:</b> Alley Cat, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Supernumerate							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger, Sling							
<b>Trappings:</b> Loaded Dice							

halfling cuisine. Of late, however, things have been going badly for business and Filo has decided to help out. He has fished out his lucky dice and every week heads off at night to join the other members of the Friends of the Black Cat gambling circle. If Udo were to discover this then there would be tension because Udo, as a devout Ulrican, detests gambling.

### Hanzi the Invalid

Hanzi is quite visibly abnormal, he has a hunched back and a strange gait although, despite his namesake, he is in no way physically disabled. His face is slightly deformed; his eyes are wide and staring, while his mouth is lopsided. Hanzi can only talk in a slow slurred fashion and although he knows what he wants to say, it is difficult for him.

Hanzi has had a hard time at the hands of the ignorant members of Old Worlder society. When young he was hounded out of his village home by locals fearful he was a sign of chaos mutation. He fled to other places but no one would admit him, and he suffered threats and beatings. Miserable, he wandered the outskirts of Bergsburg until

one night he had the courage to enter.

Imperial townsfolk are even more disgusted by the abnormal and Hanzi soon found himself in trouble again. However, this time he was saved by the intervention of the Shallyan priestess Gretascha Hegen, who took him in and cared for him at the temple. Over the years Hanzi has learned to communicate more and is even learning to write simple words. However, the cult could not care for him indefinitely and he faced the prospect of leaving their care and being returned to a hostile society.

Two years ago, Gretascha introduced Hanzi to Udo Reisen. The Merchant eventually bowed to her persistent pleas and allowed Hanzi to do simple work as part of his household. Although nervous at first, he has settled into his role as stable hand and night guard at Udo's house and is now somewhat content and grateful to Udo for his help.

He is still shy and prefers the company of the horses and mules, but he endeavours to be as friendly and helpful to people as possible. Hanzi has a small shrine to Shallya in his simple room. Hegen still pays regular visits to Hanzi. At these times Udo tries his best to be out in order to avoid her pressure for donations to the temple.

<b>Hanzi the Invalid</b>							
Male Human							
Servant							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
42	27	42	44	21	37	38	20
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	11	4	4	4	0	0	0
<b>Skills:</b> Animal Care, Common Knowledge (the Empire), Dodge Blow, Gossip, Perception, Search, Speak Language (Reikspiel)							
<b>Talents:</b> Flee! Hardy							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> None							
<b>Trappings:</b> Breeches, Tunic							

<b>Marthe Klein</b>							
Female Human							
Scribe							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
28	32	28	32	43	44	35	33
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0
<b>Skills:</b> Academic Knowledge, (Genealogy/Heraldry), Common Knowledge (the Empire), Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Reikspiel, Classical), Trade (Calligrapher)							
<b>Talents:</b> Linguistics							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Knife							
<b>Trappings:</b> Writing Kit, Good Clothes							

### Marthe Klein

Marthe is a plumb young girl, with a friendly face and rosy cheeks. She has long curly corn hair but this is almost always tied up. Her blue eyes are hidden behind her overlarge and ineffective spectacles.

Marthe spent some time working in a scriptorium in Middenheim as an apprentice. She has only been working with Udo for a year, and since it is her first proper employment she is still a little impressionable. Despite being disorganised and dizzy she is friendly and hardworking, although she is most valuable to Udo because of her loyal and trustworthy nature.

### Rudger Leontal

Rudger does not look too good. His smile reveals crooked yellow teeth, or at least those that are left look like that. His face is pockmarked with acne and boils regularly pop up around his neck. His lank, greasy brown hair is starting to recede, albeit in rather random places. He is normally covered up in a woollen cloak and wide brimmed leather hat, but what he cannot disguise is his personal body odour that is far from pleasant.

Personality and Motivations: Rudger just wants a

<b>Rudger Leontal</b>							
Male Human							
Muleskinner (ex-Peasant)							
<b>Main Profile</b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
32	39	35	37	30	25	34	26
<b>Secondary Profile</b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
1	12	3	3	4	0	0	0
<p><b>Skills:</b> Animal Care, Animal Training, Charm Animal, Concealment, Drive, Gamble, Gossip, Outdoor Survival, Perception, Row, Silent Move, Speak Language (Riekspeil)</p> <p><b>Talents:</b> Rover, Specialist Weapon Group (Entangling)</p> <p><b>Armour:</b> None</p> <p><b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0</p> <p><b>Weapons:</b> Knife, Whip</p> <p><b>Trappings:</b> Wide brimmed leather hat and woollen cloak</p>							

simple life, one with just him and his mules. With the money he earns he can help support his widowed sister and his niece outside the city of whom he sees very little but is secretly very fond of. However, of late some very nasty people are making it very hard for Rudger and this is noticeable in his manner. Normally a happy fellow content with his work, he seems depressed, almost despairing. Udo is worried but attributes this change of attitude to the loss of the carts and mule.

### Adventure Hooks

Is it Udo's current misfortunes simply down to a run of bad luck? Or is it something to do with the fact that the Black Wolf Band is currently operating in the forests close to Bergsburg?

Heinrich Kramen and his men are also victims of hard times and increasing military patrols in Talabecland. Kramen has decided to return and take back Udo's share in punishment for what he calls 'his betrayal'. Due to his well-recognised facial scars and his men, Kramen is wary of entering the town of Shallya. Instead he has decided to attack his old leaders' trade carts and mule trains with the aim of bankrupting him or, better, drawing him out. The attacks have so far been blatant, but disguised by the

muleskinner Rudgers' lies. Kramen has his sister and niece hostage in his forest lair. As things get worse Udo may seek outside help to discover exactly what is going on. This is where the PC's might well come in. Udo can offer them money, goods, or on the other hand they may be repaying him a favour. Kramen will not give up easily however, he would not even rule out a night attack on Udo's townhouse in the city!

Also, there is the problem in Wahnsinnigen where local shepherds are having their flocks damaged by marauding wolves. However, the suspicious villagers are against wiping the creatures out as it is said to bring the curse of Ulric whom they all follow. The PCs will have to devise another way of protecting the flocks without killing the wild animals involved.

Udo's best use might well be as a patron for PCs in the town, where his property and business interests can be expanded by the GM to suit a scenario. A PC outlaw or rogue may be advised to seek shelter by someone from Udo's past whom he owes a favour to. Udo may have a room in the city or another town that he will rent to the PCs, he may have goods he wants transported or luxuries and/or other items that he wants to sell. The added advantage is that although Udo no longer participates in crime, he will not ask any questions. Lastly the merchant has many contacts and drinking companions and through him the PCs can be introduced to other people that the GM might want them to meet.



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