

# Rolandsbrücke



As with Verenenstadt, the district of Rolandsbrücke grew alongside the Middenweg after the construction of the eponymous bridge across the Drakwasser. The houses north of the track were larger than those to the south, and were the homes of successful craftsmen and the early merchants who moved to the growing town. Prior to this, the area north of the road had been dominated by a large copse of pine trees that nestled at the base of the cliffs. In a small clearing, a Shrine to Ulric was located on a low mound. This had been the place of worship for many of the villagers of Bergsdorf, and when the trees were cleared, it remained a religious site attended by a cleric and an initiate.

The buildings of what was to become Rolandsbrücke soon filled the land between the cliffs and the Middenweg, surrounding the Shrine. Over the centuries, the craftsmen moved out of the area, and their workshops were demolished to make way for newer, larger residences for the great and the good of Bergsburg. 300 years ago, the Shrine of Ulric was removed and the mound built up to house a larger Temple of Ulric. Although its existence has been troubled, the patronage of some of the area's Ulrican merchants has helped to maintain its upkeep. Today Rolandsbrücke is thriving and wealthy, with a number of inns and large townhouses. To the south is the district of Verenenstadt, where many of the affluent citizens seek entertainment and worship from time to time.

The district is bounded on the north by the cliffs, and to the east by the Temple of Shallya's Falls and the Drakwasser. At the bottom of the cliffs there remain a few scattered pine trees which serve to prevent rocks from

falling freely into the streets from the cliffs, and provide some picturesque qualities to the district. There are no major thoroughfares passing through Rolandsbrücke, but some streets are worth noting:

## Klippenpfad

A steadily sloping road that leads to the Hoist, the Klippenpfad also leads towards the Temple of the Shallya's Falls. It is broad and well-paved, and used to transport supplies to the Castle. At various points along the road are waymarkers carved with Shallyan prayers - many pilgrims entering the city from Middenheim will proceed up the Klippenpfad to take the waters at the Temple.

## Streichholz

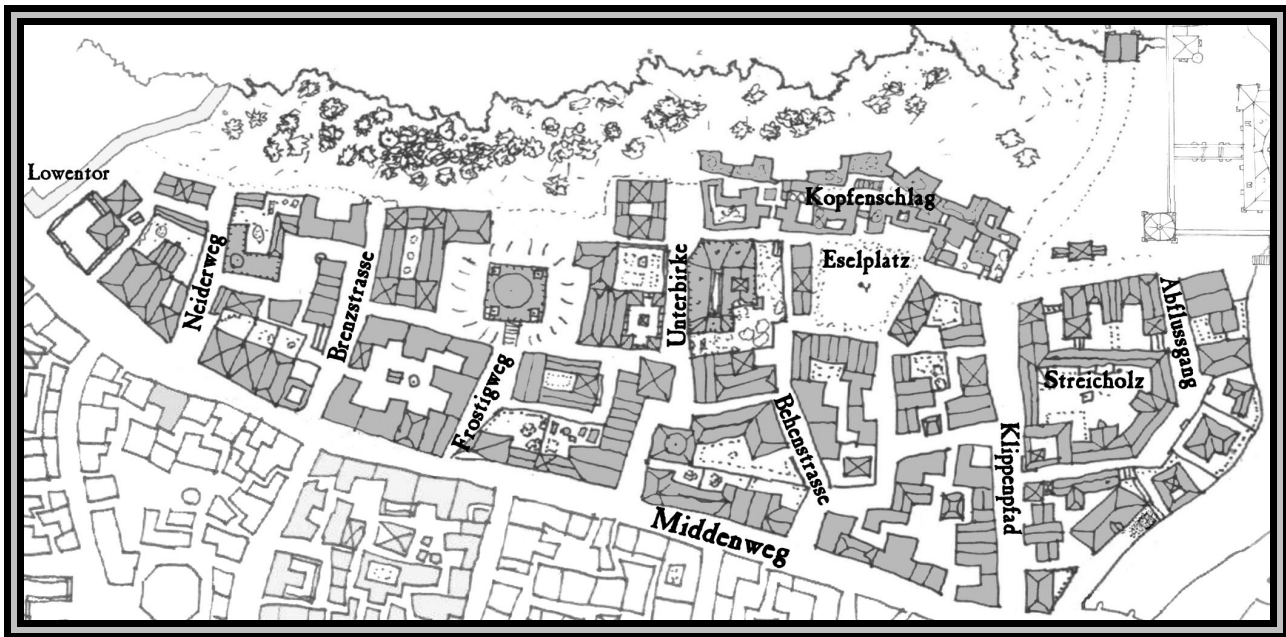
Originally a courtyard dominated by the workshops of artisans, this picturesque array of tall buildings has been gentrified by the wealthy patrons of the area. The Jolly Peasant inn is located here, along with a number of small exclusive boutiques and fashionably cramped living quarters, popular with the more successful 'bohemians' living in Bergsburg.

## Frostigweg

A curious road, the Frostigweg branches off from Middenweg as a narrow alley, which widens gradually towards the Temple of Ulric. During the winter and spring the icy wind is channelled down the Frostigweg between the buildings. Some superstitious Ulricans say that it is the voice of their god calling them to worship. There are very few premises that open onto the road.

## Eselplatz

A small square on the northern edge of the district, Eselplatz was traditionally a stabling place for beasts of burden. The stables have long since been demolished, but the city is obliged by an ancient charter to keep a donkey tethered here for the use of 'any free citizen of Bergsburg'. The donkey is called Hans, and permission to use him must come from the Baroness herself. Unsurprisingly, he spends most of his time looking balefully at passers-by, and occasionally attempting a lazy kick in their direction. The houses that surround Eselplatz cultivate flowers, and the square is a pleasant sight in the spring and summer.



## Kopfenschlag

Rolandsbrücke is the home of many of the city's halflings, and the buildings that make up Kopfenschlag from their homes. Some of the properties back onto the rise at the base of the cliff, and the halflings have carved out rooms from the earth behind. There are narrow passageways here, with low bridges over them between some of the dwellings. Humans and elves passing through must make an I test to avoid banging their heads.

The other streets are well-maintained, clean and lit by lanterns paid for by the residents. Many of the houses here have limited grounds surrounded by fencing or high walls, but they are not quite as grandiose as those of Harzel across the river. The architecture varies with the tastes of the original owner, and there is something of a mish-mash of styles present. The overall effect is eccentric, but fairly pleasing to the eye. The buildings that overlook the river are the most expensive and desirable. Boats cannot pass below Roland's Bridge, and the waters are clear and unsullied by the lower classes downstream.

## The People

Whilst Rolandsbrücke is the residence of many of Bergsburg's wealthier citizens, the majority are not blue-blooded. The locals tend to be merchants, affluent guildsmen, senior religious figures and their retainers. A handful of successful lawyers and civil servants own property here as well. The locality is influenced by its residents - the streets are not thronged with citizens, but they do bustle with the activity of clerks, errand boys and visitors arriving and leaving the residences. The Kluppenpfad is busier than the other roads, as pilgrims and citizens make their way to the Temple. At night the streets are quiet, with small groups of well-to-do carousers making their way to Verenenstadt, and a healthy number of Watch patrols walking the streets behind the various

town houses. Consequently, crime in the district is restricted to petty theft from pilgrims and some burglary. What goes on behind closed doors is another matter...

Providing they are not too unkempt, locals will treat PCs with hospitality in the hostelrys and exclusive shops. Otherwise they will be assumed to be travelling to the Temple, or on their way elsewhere.

## The Halflings

Rolandsbrücke is home to the majority of Bergsburg's halfling population. The two largest and most notable groups are the extended families of the Oakapples and the Hollyburrs, although there are also Polberrys, Jellicoes, Potbellys and Ashberrys. Most of the community dwell in the low buildings surrounding the Kopfenschlag yards, although others are dotted throughout the district.

## Tausendhaus

Overlooking the river, tucked away behind the grand townhouses of Abflussgang is a small building covered in moss and grasses. The roof is made from crude slates and the walls from rough-hewn stone. This is the 'Tausendhaus', the oldest building in all of Bergsburg. Although its origins are unknown, the Barony owns the land and has declared that it shall not be demolished. Today it functions as a granary and as a curiosity for passing travellers.

## Jolly Peasant

A clean and expensive hostelry in the Streicholz, the Jolly Peasant's reputation comes in part from the controlling interest of Jem Hollyburr, the celebrity halfling chef. Although he spends much of his time at the Palace, as Head Chef to the Baroness, he still has some influence on the menu at the Peasant. The day-to-day

running of the tavern is the responsibility of the fearsomely efficient Heidi Schmidt, who rules the kitchen with a rod of iron. The food here is excellent and costs four times as much as the WFRP prices. It is based on the principles of being 'good honest Imperial peasant fayre', although how many Imperial peasants swill down swan sausages with fine Pritzstock wine is subject to debate. The clientele tend to be rich and loudly so.

### **Temple of Ulric**

Located on a low hill, the temple is a simple but impressive building visible from Middenweg. The building's surrounding it are rather ornate, making the temple look slightly out of place. Barth Residence

A simple but well-built townhouse, Joschka Barth's residence sits close to the Temple steps and near the river. Many of the shutters remain closed throughout the day, and only the coming and going of his housemaid Lucinda Heather indicate that the recluse still dwells within.

### **The Hoist**

The ingenious lifting device that takes supplies and passengers up the cliffs to the Castle is located at the end of Klippenpfad.

### **Sun Resplendent**

At the southwestern extreme of Rolandsbrücke, adjacent to the Löwentor is located this inn belonging to the Hochland Crossing Company. It stands opposite the Rested Pedlar, which could be considered a rival, except for the fact that the travellers staying the Sun Resplendent are paying slightly more for their bed and board. The customers consequently tend to be of a slightly better class than those over the road, and the coaching company prefer this.



### **Prospectors' Guild**

This three-storey building belonged to a noble family before being purchased by the guild in 2313. A sign of a gold pan with a cross painted on it hangs outside, ensuring that passers-by realise the nature of the building.

### **Karl Behutsam**

Located in a small premises on the Streichholz, Karl's business does a brisk trade in fine gentleman's clothing. A quiet and nervous little man, Karl makes clothes to his client's bespoke requirements - whether it's a new doublet for a trip to the Castle, a pair of velvet garters, or a fine hunting cloak that will keep out the wind while maintaining sir's reputation as a gentleman of exquisite taste and sartorial elegance.

### **Merchants' Guild**

While most of the guild's business is carried out over the river in Grossplatz at the Guildhall or the various merchants' premises, the members meet here in an impressive hall close to many of their homes.

### **Don Ludenhof Residence**

A tall and expensive building, the von Ludenhof family of southern Hochland maintain a townhouse here in Bergsburg - the largest in the district. When in residence, the retainers fly the family's coat-of-arms from the crenellated tower on the east wall. In practice, when Albrecht von Ludenhof is in Bergsburg on official business, he will usually stay in the Castle. Some question why the Counts have property in Rolandsbrücke rather than Harzel. Popular opinion has it that they prefer to 'lord it up' in a grand hall in Rolandsbrücke than make do with a house similar to their neighbours in Harzel.

### **Watch Post**

The Rolandsbrücke Watch Post is an austere squat building, quite at odds with its surroundings. The Watch here have an easy job, although the authoritarian command of Sergeant Munarreg does not improve their lot.

### **von Bruning Residence**

The obsequious theatre manager Dieter von Bruning lives here with his wife and son. The building has seen better days, and bears the family's arms on a stone plaque that has seen better days.

## Lowentor

The Löwentor is the city gate that allows entry for those travellers coming from Middenheim. The Middenweg enters the city between the twin towers on the western wall of Bergsburg, and makes a likely entry point for most PCs. The road here is flagged as it takes a straight course through the trade town, past the caravanserai and towards the wall itself.

### Arriving at the Gate

The Löwentor is an imposing but unremarkable sight. Constructed from sturdy local limestone, it comprises of two 20 ft tall towers, with the Middenweg passing beneath a stone arch in between. It is the arch that gives the gate its name - carved into the stone is the city's coat of arms and a frieze depicted a romantic arboreal scene. Over the years this carving has deteriorated, but two leonine figures are still apparent. In actuality, these beasts are supposed to be goats - an incredibly poor standard of craftsmanship and centuries of rain have made them all but unrecognisable, and the name 'Löwentor' has been in use for as long as anyone can remember.

The towers are ringed with arrow slits, and the arch itself contains murder holes. The towers are topped with battlements from which fly two pennants - one bearing the Imperial arms and the other the cross of Hochland. The architecture is purely functional - not even a dwarf could describe the gate's rectilinear bulk as having any aesthetic merits. The gate itself is made from thick oak, painted in red and green quarters. In contrast to the carvings in the stonework of the gate, the paint is bright and well-maintained. The two doors swing together on heavy hinges, and two huge bolts keep the door fast.

### History

The gate was constructed during the time of Roland, as part of the original city wall. It stands on the site of the original entrance to Bergsdorf, where an older wooden tower looked out over the surrounding countryside. The stonemasons intended the gate to be a strong defence against attack, and a symbol of the town's new status as the seat of the Duchy. Recent centuries have seen little modification other than the cutting of several arrow slits and ordnance housings on each tower.

### Entering the Gate

Entry to the city is permitted between the hours of 6 a.m. and a 1/2 hour before darkness (determined by the position of the northern flagpole's shadow). During this period, the gates are opened for carts, coaches, horses and pedestrians. An entry tax is charged by the gate guards - 2 SS per leg and 1 GC for a cart or coach.



The soldiers at the gate are members of the External Guard. At any one time there will be 5 guards on duty within the two towers, and 10 more within hailing distance on the walls. Two guards will be located on the battlements of each tower watching the approach to the city. Individuals will be searched at the gate, and any prohibited weapons or armour confiscated and retained in the Löwentor armoury, on the second floor of the northern tower. A charge of one shilling per item will be levied as 'storage costs'. The guard at the Löwentor are unusually honest, and equipment stored here will not be pilfered.

GMs introducing players to the city may want to read the following as they pass through the gate:

As you are ushered between the towers of the Löwentor, you see an impressive site. Ahead of you is the bustle of Middenweg, lined with the tall apartments and offices of Verenenstadt on your right, with the grand townhouses of the city's great and good visible in Rolandsbrücke to the left. Above the rooftops you can see the spires of the Temple of St. Franz, the magnificent Temple of Shallya and the Palace of the Barony. The latter sits atop the famous falls themselves, the spray from which shrouds the steep edges of the plateau .

"The busy street ahead of you slopes gently down towards the green waters of the Drakwasser, and you can see the span of the Roland's Bridge leading across towards the large paved expanse of Grossplatz. In the distance, the far walls of the city stand wreathed in the rising mists of the morning. This is Bergsburg, city of luck and mercy.

Once through the gate, travellers will be struck by the hectic bustle of Bergsburg life. Although quieter than that of Middenheim, the throng of humanity press at the newcomers. Parties of pilgrims huddle together - both Shallyans heading towards the great Temple and Ulricans passing through to Talabheim or back towards Middenheim. Bawds and opportunists call out to the party inviting them to local inns and entertainments. The walls are pasted with playbills advertising the latest production at the Tiegel Theater - just a short distance away from the gate to the south east. Immediately on both sides are two inns - the one on the right is The Rested Pedlar, a favourite with travellers and on the left is The Sun Resplendent, an upmarket coaching inn owned and maintained by Hochland Crossing Coaches.

### Helmut Glauer

*"Ah, I can see that sir has travelled a great distance and is exhausted. Are you by any chance related to Baron von Froheim of Stirlingland? My mistake - you just seem to have such a noble bearing about you. Now, of course you will be needing the finest lodgings?"*

<b>Helmut Glauer</b>							
Male Human							
Rogue							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
<b>Skills:</b> Blather, Common Knowledge (the Empire), Gamble, Gossip, Read/Write, Speak Language (Reikspiel)							
<b>Talents:</b> Etiquette, Flee!, Streetwise, Suave							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Rapier, Dagger							

Description: Tall and soft-skinned, Helmut cuts an unusual figure for one of his profession. He wears expensive city clothes - fashionable by Bergsburg standards, if not those of Middenheim. His high forehead and long fingers give him an almost academic cast - which helps him to secure the confidence of the more refined visitors to the city.

Personality: Helmut uses his physical appearance to take advantage of the preconceptions of travellers to Bergsburg. Always obsequious, he adopts an almost pious air with his social betters while even lowly adventurers will find him polite and ingratiating. Nevertheless, Helmut is a bawd and although he maintains an affected distance from the less salubrious services procured for his customers, his guard will drop should he feel sufficiently at ease.

Meeting Helmut: Unless accompanying customers, Helmut will be hanging around the Löwentor offering his services as a helpful guide to the city. He will be quite pushy underneath his calm demeanour, taking baggage from the players and ushering them on. After sizing them up, he will take them to an inn in line with what they can afford - The Rested Pedlar have an arrangement with him, as do the other inns on Middenweg. Once secured in their accomodation, Helmut will turn up 'by coincidence' in the evening of their first day, and take them to another tavern where he recieves commission. This will be chosen on the basis of what he thinks the players want or need - The Rolling Stones inn for gambling, the Dancing Landlord for a rowdy night's entertainment and Lydia Wildfeuer's House of Pleasure for sleazier interests.

GMs can use Helmut to introduce and guide players arriving in the city, and although he will never strike up a friendship or feel any loyalty towards them, he can act as a useful help in directing them to where they want (or need) to go. That said, he lives and plys his trade largely on the western side of the Drakwasser, and his contacts are limited over in Unterfluss.

### The Hoist

#### (Gritpeak's Magnificent Hoisting and Elevation Apparatus)

Until 2345, reaching the Baronial Palace from the city was not an easy task. A winding road snaked away from Osttor and ascended the cliffs at a point where this was possible for carts and horses. The alternative was ascent by ladder or rope up the cliffs adjacent to the waterfall. Neither were convenient for visitors, and the delivery of goods and perishables to the Palace was a needlessly complex procedure.

In 2345, Baron Heinrich von Hochen was horrified to find that the majority of eggs delivered to the Palace were smashed. The cost of the broken eggs was not large, but being by nature a perfectionist and a miser (who was very fond of eggs for breakfast), Heinrich decided that he needed to rectify the situation. He announced a competition.

Heinrich, Baron of Hochland and Bergsburg, wishes it be known that a prize of Fifty Golden Crowns will be made available to the personage who can produce designs for a device that will enable the elevation of fragile goods from the city to the Palace.

In his benevolence, the Baron will extend the gratitude of the von Tussen-Hochen family in perpetuity to the inventor of the device, if and only if it should prove capable of conveying (unharmd) two mules, a brace of goose eggs and an elderly man (of at least 65 years) from the base of the cliff to the summit.

The Baron also wishes it known that only those individuals who may truly call themselves Hochlanders need apply. Any device which works along sorcerous principles or invokes the foul arts will not be considered.

Many ingenious, inventive and downright deadly designs were submitted to the Baron by those educated residents of the city keen to secure the prize. Of note were Wolff's Wonder (a proposed iron bridge that required the levelling of most of the buildings on the eastern bank of the Drakwasser), Herr Vendel's Marvellous Tilting Lifter (a spring-loaded see-saw that would have been 100ft long) and Klinnsman's Trebuchet (a device designed by Ilsa Klinnsman, a secret radical devoted to the overthrow of the Empire's aristocracy). Competition was fierce, but the eventual winner was (somewhat inevitably) the simple lift design of Brynn Gritpeak, a member of the Dwarven Engineer's Guild.

With the approval of the design, the Guild set about constructing the lift immediately. On the day of opening, many Bergsburg citizens crowded onto vantage points to see the marvel, blocking Roland's Bridge and the streets of Harzel and Rolandsbrücke.

The first passengers to be hoisted up to the Palace were two confused mules and a box of goose eggs - all of which emerged unscathed at the top of the cliff. The 'Hoist' was declared a success, and Baron Heinrich took the next journey down the cliff before making his way to the Dwarven Engineer's Guild to issue Brynn with the prize. The Baron was delighted when Brynn refused the reward, but less happy when he requested the lift would be free to use for dwarfs for all time. But this wish was duly granted and to this day no dwarf is ever charged for use of the Hoist.

The opening of the Hoist was an occasion of great joy and civic pride, but at least one individual was bitter as his failure to secure the prize. Joachim von Klinker fancied himself as something of a genius, and when the Baron overlooked his 'mechanical lifting ape' he was furious. He railed that the Baron had fixed the contest to

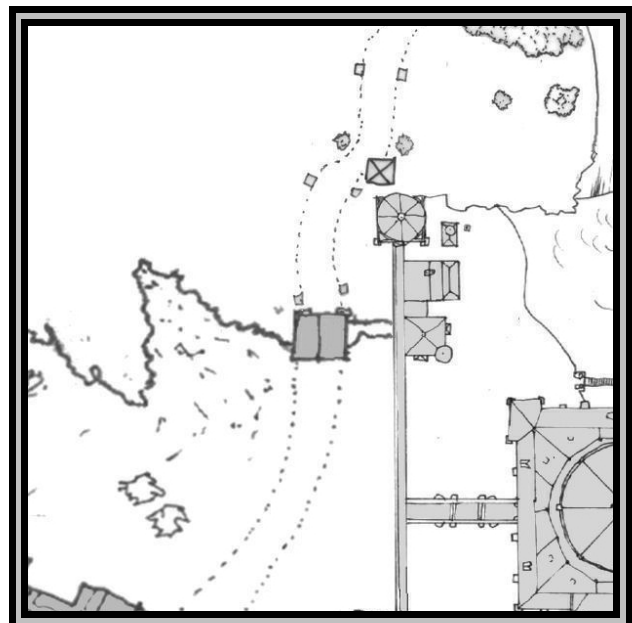
allow the dwarfs to win, and that the von Tussen-Hochens owed considerable debts to the Dwarfen Engineer's Guild. Most ignored his ranting as the cry of the sore loser. Von Klinker left Bergsburg for Talabheim soon afterwards.

**Description**

'The Hoist' (as it is known by the locals) is located against the cliffs on the west of the waterfall. A tall stone building stands integrated into the stone of the cliffs, surmounted by a slate roof. At the base is a large entrance big enough for a stagecoach to enter without its horses. Inside, the building is effectively a hollow tube, with a wooden box inside - the lift itself. This is suspended on several thick ropes which ascend to the roof of the lift shaft before passing over a series of pulleys to a hopper. This hopper hangs by the waterfall itself - when the lift is to be raised, the hopper is moved into the flow of the water gradually by means of a crank. The hopper then fills with water, and the weight lifts the wooden box within the lift shaft. At the top the lift is emptied and possibly reloaded. The water is then slowly released from the hopper into the waterfall, causing the lift to descend slowly to the bottom of the cliff once again. The Hoist can lift a substantial weight, but extremely heavy deliveries of stone or the like are still carried to the Palace by means of the road.

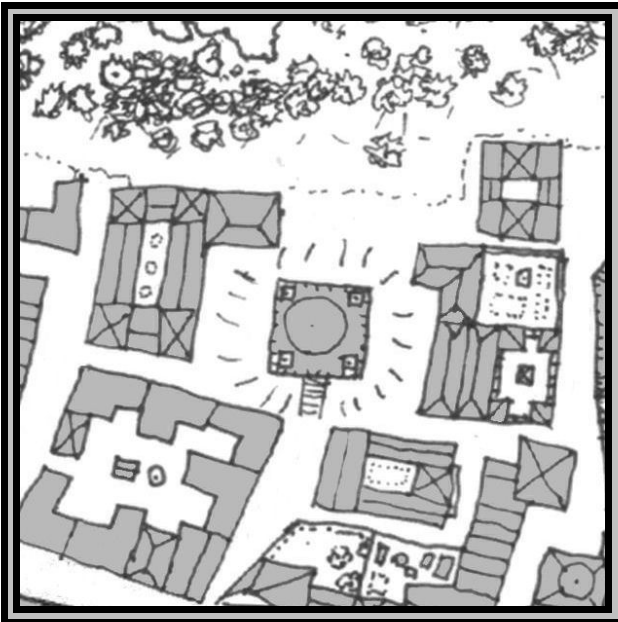
**Using the Hoist**

The Hoist belongs to the Palace and is mainly used to transport individuals and goods to and from there. Two members of the External Guard stand at the bottom of the shaft for security. However, it is possible for private individuals to use the lift if they have business or are employed within the Palace. There is a nominal charge of 1 GC per leg, but this will be waived for anyone who can prove that they have legitimate reason to visit the Palace. The charge will never be requested of dwarfs, regardless of circumstances.



## Temple of Ulric

The temple of Ulric in Bergsburg is a simple yet impressive square building made of stone with a large central dome dominating the top of the structure. The entire building rests upon a small plateau of an artificial hill which makes the temple appear much larger than the buildings around it. Twenty five stairs of old cobblestone, which lead up to the entrance, have had a recent addition of a wooden rail that has been placed directly in the middle of the steps. The double doors to the entrance have ornate carvings; the left door has the head of a wolf patterned into the wood while the right door has the likeness of a war-axe etched on its surface.



Inside the temple the faithful pass through a modest foyer that is decorated only by two racks of very real and practical weapons. Past the foyer is the temple proper, which is large enough to seat two hundred people (although admittedly they would be cramped on the lined wooden pews). An immense relief of a large battle axe is at the far end of the temple and this is where the residing priest delivers his sermon from. Beside the priest is a small altar in which resides the flame of Ulric which has burned since the temple's founding. Aside from three banners (which seem to be quite faded and torn) which hang on the walls, the aperture with the axe, and the small altar holding the eternal flame of Ulric the main room is quite plain. On days holy to Ulric the dome ceiling can be opened slightly, by means of three small trapdoors in the dome itself, so that the Sun strikes one of the three banners (depending on what holy day). The rooms and offices of the clerics are located directly behind the impressive carving of the axe and is accessible by a stone door which is only noticeable at a close distance.

## History

The temple of Ulric in Bergsburg, as it stands today, has only existed for three hundred years. Before that time there was a simple church (much smaller than the present day temple) to Ulric where the temple is today. The town famous for its patron goddess of healing and mercy did little to attract the devoted of the god of battle. Add to this the unfortunate fact that the noble family of Hochland has had in the past a distinct dislike of the Ulrician followers as well as the history of the city itself (with the Baron slaying Middenheim troops looting Bergsdorf, troops who bore the symbol of the White Wolf) and it is easy to understand why the church of Ulric was unable to build a temple there until three centuries ago. It has been rumored that the cleric founding the temple had to go to extraordinary lengths to be given permission to build (the rumors talk of bribery, blackmail, an oath to the council of five, and even begging!). This is not a wise subject to question the clerics of Ulric on....

Even when the temple was finished there were problems. Attendance for services was dismal. Conflict arose almost immediately by the violent action of a cleric of Ulric against an initiate of Shallya preaching peace as the only solution. Public opinion, never holding the clergy in high regards, turned decidedly negative after that incident. More incidents soon followed, each occurrence isolated the temple more and more. Worse, the Council of Five began to levy stiff fines against the church for every act of its clergy that disturbed the peace (it is even said that the master cleric had to borrow money just to feed her few initiates at the time). Appointments by the church of Ulric to the temple in Bergsburg were quickly changed to acts of punishment. Those unfortunate enough to be sent to this 'island of peace' were often those who had made a number of enemies within the church or those who had the misfortune of being crippled in battle (and thus seen as almost useless in the eyes of Ulric).

Four things have helped the temple regain some of its tarnished reputation with the citizens of Bergsburg. Strangely, the act that singularly redeemed the faithful of Ulric (and thus the temple) to the populace of Bergsburg is due to the deeds by one of its cleric's during the time of the last chaos incursion. The master cleric at the time, Jacob van de Ree, a bitter man by all accounts due to the loss of his arm, was treated with disdain by the common general public. It is doubtful he would have been spoken kindly of before the day the Council of Five left on some unknown errand. That night (or so the story goes) he saw a vision in the waterfall sent to him by Shallya herself. What that vision was or why a faithful cleric of Ulric would take to heart such a vision is not known. Jacob left that night after the council and only one faithful initiate who was blind was there to hear his tale and to wish him off; no one else witnessed him leave. Apparently Jacob van de Ree did not survive whatever forces that were pitted against him and more mysterious still the council seemed to have some knowledge of his true fate. When

the council did come back, wounded and tight-lipped, they returned two items to the temple of Ulric that remain subjects of speculation to this day. The first object was Jacob's wolf cloak which was covered with dry blood and numerous large gashes. The second was Jacob's old battle axe.... his 'two'-handed battle axe.

The discovery of gold and the influx of prospectors and adventurers also helped the temple out. A number of the people passing through Bergsburg were either devout followers of Ulric (the majority of those coming from Middenheim) or they were about to embark upon a perilous journey in which the god of battles may serve an important role. Those who survived the journey back to Bergsburg brought with them gold to thank Ulric for his blessings. The temple's attendance swells to nearly double its number when gold is discovered in the mountains and the clerics try to organize forays into the Drakwald forest for the more violent members so the 'peace' of Bergsburg can be maintained.

The temple is also the resting place of a small relic, a small shard of what is said to be a sliver of Ulric's war-axe, 'Blitzbeil'. Many pilgrims travel to see this holy relic, often on the way to or coming from the main temple of Ulric in Middenheim. The shard seems to be an unremarkable piece of metal (which resembles iron) but which can not be damaged by any fire or physical force. The more fanatical members say that a man who cuts himself with the shard will gain great strength for a day and a man who places the shard under his tongue would be invincible in battle. The templars of the White Wolf stationed to guard the relic when it is shown to the faithful try to assure that no one tries to test these theories. The shard has had so much of an influence on temple life that the master cleric of the temple is referred to as the Keeper of the Shard.

Perhaps the most underrated reason why the temple survives is the good relations that it has with the council of five and the church of Shallya (which is probably the best relationship the two churches have with one another anywhere). As mentioned before, those assigned to Bergsburg are either political liabilities or crippled from battle. The main church of Ulric has very little contact with the day to day running of the temple so the clerics are allowed to be more flexible in interpreting the strictures of Ulric. There is a certain 'understanding' that violence in the city will only be tolerated in certain functions/ areas and that Bergsburg is, after all, a city of Shallya. The current master cleric (or Keeper of the Shard, if you prefer), Berthold Kant, has developed an odd respect for Bianka Morgentau, the high priestess of Shallya, perhaps even to the point where one could say that they were friends. He has, on numerous occasions, offered the Council of Five the use of the small dispatchment of templars of the White Wolf that reside in the temple (there are normally only six stationed at the temple at any given time) and the templars themselves are under Berthold's orders to aid the watch if they are in the vicinity of a hue and cry. One templar by the name of

Anton Vaksmann is actually under the direct control of the church of Shallya for his disgraceful actions against one of their pilgrims in Middenheim. Anton, much to his chagrin, is only allowed to carry a quarterstaff on whatever assignments he is given and he must obey the strictures of Shallya (as well as Ulric!) until such a time that both Berthold and Bianka feel that he has redeemed himself.



### **The Sacred Flame**

Unlike the Sacred Flame in the Temple of Ulric in Middenheim, Bergsburg's temple seems to lack the ability to temporarily enchant weapons that are placed in the fire. It does have the ability to burn away infected wounds if the impure limb is placed within the flames (this is rumored to be quite painful and is recommended only for the truly devout of Ulric's followers).

### **Shard of Blitzbeil**

Without a doubt this is the most prized possession of the temple and it holds a high position in the faithful of Ulric in Bergsburg. The shard itself is all together most unimpressive in appearance; it simply looks like a plain fragment of metal no bigger than a gold crown. Yet the shard has proven to be invulnerable to all conventional means of damage, whether it be from a forge or magic spell. While not a potent artifact by any stretch of the imagination (+1 Toughness if held, +10 WP if placed under the users tongue) the shard proves to be a very powerful symbol for worshipers of Ulric. If anything were to happen to it the clerics (and the majority of followers) would do all within their power to retrieve it.

### **Rachen**

This two-handed axe is the one that Jacob van de Ree reputedly carried with him when he pursued the Council of Five during the last chaos incursion. While the axe is only mildly enchanted (+5 WS) it is a major source of pride to the temple. The clerics only bring Rachen out for



viewing on holy days of Ulric or on special city-wide celebrations. The rest of the time the weapon rests with the Shard under lock and key.

### Relations with the Temple of Sigmar

The clergy of Ulric have a much different story of the events that took place between 'Saint' Franz and Paul Rachof than the Sigmarites. According to them, the Sigmarite Franz was a lunatic, bent on killing the entire congregation so that they "could be one with Sigmar"; Paul Rachof, a holy servant of Ulric, heard of the madman Sir Franz's plans and set out to save those of the congregation who were being held prisoner by this fanatic and his band of deluded thugs. He and his group of faithful Ulricians fought their way into the temple and protected those that wished to leave. Rachof then ordered his men out of the building and demanded that Franz and his men surrender at once. All of his men, as well as Sir Franz himself, chose suicide to capture and, as a final act of defiance, burned down the church. Tragedy later struck when Rachof was slain by an assassin who was devoted to Franz's cause the following night of the temple's destruction; the assassin then burned down the inn with himself in it so that he might join Franz in his place with Sigmar.

Clearly this tale contradicts with the Sigmarites view and has led to bloodshed on many occasions in the past (though not within the past hundred or so years). At the present, Berthold has managed to keep the peace of the Ulrician faithful in an effort to appease the council. He still tells the Ulrician side of the story to anyone who is interested, though and he sees the wrongful (in his mind) persecution of a deceased servant of Ulric to be quite insulting. He is always on the lookout for records during that era to lend credence to the temple of Ulric's claims and will pay a substantial amount of gold to purchase such a book (although he has had no success to date). Conflict between the two churches still exist, although on a much subtler level.

### Berthold Kant

*"When a wolf is crippled its packmates turn and kill him. When a cleric of Ulric is crippled the other clerics turn and send him to Bergsburg."*

Description: Berthold is a muscular man who appears to be in his mid-fifties. He has numerous scars on his arms, chest, and right leg from shrapnel caused by an exploding bomb (said to have been planted by a fanatic Sigmarite saboteur). The same blast cost him the bottom portion of his left leg (right below his knee) and he now walks with the aid of a wooden leg (it appears as though he walks with an exaggerated limp). Despite Berthold's handicap, he can appear to quite intimidating if the situation calls for it.

#### Berthold Kant

Keeper of the Shard

Male Human

Anointed Priest of Ulric (ex-Priest, Initiate)

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47	39	47	53	29*	47	46	43

#### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	5	1*	2	0	0

**Skills:** Academic Knowledge (Theology, History), Animal Care, Common Knowledge (the Empire), Channelling, Drive, Excellent Vision, Gossip, Magical Sense, Perception, Public Speaking, Read/Write, Ride, Speak Language (Reikspiel, Classical), Secret Language (Battle Tongue), Speak Arcane Language (Magick)

**Talents:** Disarm, Dodge Blow, Luck, Meditation, Petty Magic (Divine), Strike Mighty Blow, Strike to Stun, Wrestling

**Armour:** Wolf-Skin Cloak

**Armour Points:** Head 2, Arms 0, Body 1, Legs 0

**Weapons:** Axe

**Trappings:** Wolf-Skin Cloak, White Robes, Axe, Pouch with Various Spell Ingredients, Access to Temple Funds (rarely carries more than 10 Crowns on him), Silver Wolf-Head Pendant

\* Berthold's move is 2 with his wooden leg, although he is unable to move at speeds faster than standard. His initiative is also increased to 36 when he wears his prosthetic leg. As a side note, Berthold can only carry 300 encumbrance due to his missing leg. Berthold's leg is EC 100, T2, W5. More information can be found in issue #1 of Warpstone.

Personality: Berthold is a man who defies the stereotype of the common man's view of a cleric of Ulric. He is often jovial and good-natured in his dealings with the masses (whether they be worshipers of Ulric or not). He is very polite and slow to anger. It would take a great deal of effort on someone's part to make Berthold hate them and they would no doubt deserve his ire. The Keeper of the Shard has even been known to pass out candy to children in the shanty town on occasion! Some

people remark that he is too happy to be a cleric of Ulric (which he will respond with a hearty laugh).

It's not that he is unfaithful to Ulric or the church's strictures, it's just that Berthold has felt he has paid his dues. He's fought the forces of chaos, he's given his leg to defend his faith, he's devoted the whole of his life to his belief. In many ways, Berthold feels that he is in semi-retirement and that his relaxed attitude is a benefit of said retirement. This makes him popular with the Council of Five who can appreciate his willingness to work with them on whatever mutual problems arise. Do not mistake, however, that Berthold is a puppet of the council; he's not. He is simply aware that in many ways he is an invited guest and he wishes to remain welcome in the city he cares so much about.

Berthold does have a few failings that cause him and the temple some problems. He still bears a grudge against all Sigmarites for the loss of his limb and if given half the chance Berthold would make life more interesting for them (nothing too extreme, but if it might be embarrassing to the church of Sigmar he would do it). He also has a slight mistrust against the Hochen family for their past outspoken beliefs against Ulric. If something were to come up and he needed to speak to a council member, Simone would be the last person he would try and reach.

### Natassia Bremer

*"[cough]...excuse me a momen...[cough]. I'll be fine... [cough]...[cough]"*

**Special Rules:** Due to the debilitating effects of Red Pox on her body, Natassia must make a Toughness check once every turn if she engages in a strenuous activity (such as running or fighting). If she fails her Toughness test by less than thirty she must spend one round resting (although she may still parry or dodge if appropriate for the situation). If Natassia fails her Toughness test by thirty or more than she will spend the following round prone and the next d6 rounds resting. She may continue her activities as normal if she passes the Toughness test. (Campaign Note: Natassia should eventually regain her full health in about a year's time, in which 1} this rule would no longer apply and 2} her Toughness score would be returned to its original score of three.)

**Description:** A tall woman, Natassia has a slim unhealthy figure. Her pale skin is marked by large patches of red blotches, a signature of the Red Pox disease. She wears her long brown hair in a braided ponytail. Natassia, evidently due to her poor health, has sporadic fits of coughing which often last a few minutes and are generally very loud.

**Personality:** Natassia is strong-willed woman whose failing health led her to be assigned to Bergsburg, an assignment which she initially viewed as a punishment and dishonor. Her opinions slowly changed over the

<b>Natassia Bremer</b>							
<b>Female Human</b>							
<b>Priest of Ulric (ex-Initiate)</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>
40	41	32	29	37	29	45	37*
<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	12	3	2	4	1	0	0
<b>Skills:</b> Academic Knowledge (Theology), Animal Care, Common Knowledge (the Empire), Channelling, Excellent Vision, Gossip, Magical Sense, Perception, Public Speaking, Read/Write, Secret Language (Battle Tongue), Speak Language (Reikspiel, Classical), Speak Arcane Language (Magick)							
<b>Talents:</b> Disarm, Dodge Blow, Meditation, Petty Magic (Divine), Strike to Stun, Street Fighting, Strike Mighty Blow							
<b>Armour:</b> Wolf-Skin Cloak							
<b>Armour Points:</b> Head 2, Arms 0, Body 1, Legs 0							
<b>Weapons:</b> Axe							
<b>Trappings:</b> Axe, White Robes, Wolf-Skin Cloak, Pouch with Spell Ingredients, Purse with 20 Crowns, Red Scarf (to cough into), Silver Wolf-Head Pendant							
(* Natassia's Fellowship is treated as 46 if she hides her Red Pox scars and 37 if her scars are in plain view.)							

months until she finally was forced to admit to herself that she is happier now than she has ever been (although she has failed to tell this to anyone else; she often is quite vigorous in her lamentations about being assigned to Shallya's city). Natassia (rightly) believes that the city has improved her health and she hopes that her stamina will continue to recuperate by continuing to stay in Bergsburg. She only drinks water taken directly from the small pool directly beneath the Falls of Shallya (with permission, of course) and tries to avoid any vigorous actions. Natassia relishes Bergsburg not just for her recovering health, she has also grown fond of its citizens and atmosphere. In some ways she secretly fears that if she completely recovered from her ailment that the church would recall her back to Middenheim or send her off to another post. To this end she has taken to act more sick than she actually is and her vehement coughing fits are just part of

her continuing ploy to convince everyone around her of her poor state of health (she avoids doctors like the plague).

While Berthold is in charge of the temple, Natassia often carries out the day to day duties to ensure things run smoothly. She purchases supplies and handles the majority of visitors in the temple. Natassia also spends part of her day traversing the streets of Bergsburg, usually at 'her other temple' (the Temple of Shallya) gathering drinking water or just admiring the view. The Company of the Blue Oak mercenary school is another one of the places in the city where she regularly visits and quietly watches the trainees. Beyond that, she has been known to observe the occasional bout at the pit fighting arena at The Rat and Shovel and has never missed a scheduled musical performance at the local hall (she loves to listen to all types of music; whether it be from an orchestra or street musician).

Unfortunately, Natassia does have her flaws. First and

foremost she is a proud woman who can at times be sensitive to comments directed at her, particularly in regards to her pox scars. She makes it a point to remember the person making said tasteless remarks and Natassia can hold a grudge for a long time (there is a lasting quarrel between her and a Sigmarite priest, Father Martin Mueller (see Temple of Sigmar), that started with one of those comments about her illness). Patience is not one of her strong points (a fact that Berthold is trying to change). Natassia also has the habit of telling people exactly what she thinks of them (a common disease among Ulricians, initiates of Shallya can be heard to joke). She expects no less from others and will become deeply suspicious of an individual that seems to be 'too quiet'. Finally, Natassia has an intense dislike of Sigmarites (moreso than Berthold) and has a habit of avoiding them at all costs ('in an effort to keep the peace' she remarks if questioned on the matter). Despite her faults, Natassia is a loyal and would never betray a friend.

**Anton Vaksmann**

*"May I please just hit him once, Sister?"*

Description: One only has to look at Anton to realize the man was designed for combat. His frame is packed with muscles and his gait is one of an animal in search of prey. When he is angry or frustrated he is given to periods of growling. In Bergsburg and under the control of the Temple of Shallya he looks sullen and melancholy, save for the times he is allowed to enter combat or he is with the Shallyan priestess Katrin Sonnenfeld. He is often found wearing leather armour (save for a helm which he refuses to wear) and carries around an odd-looking quarterstaff weighted with large iron rings.

Personality: It wouldn't have been too difficult to describe Anton Vaksmann, Templar of the White Wolf, warrior true, before his assignment to Bergsburg. Actually, one word is all that would have been needed - "bully". He took delight in his status as a templar and made sure those under him treated him with the proper respect or else. It rarely came to 'or else' because Anton was more than capable in the martial area of skills. Folk complained to the temple but little was done, so most chose to ignore him as best they could (although few gave up hating the man). Middenheim would have been stuck with Anton if not for the cleverness of a man named Simon, who, by all accounts, was a rogue and scoundrel. Simon had told Anton that a large man near the temple of Shallya was making comments about his heritage, intelligence, and choice in bed companions. Such was Simon's skill with the spoken word that it drove Anton into a wild fury and he rushed off and immediately attacked the man, who was standing on the temples steps looking at the building, fitting the description that the rogue had given him. Unfortunately, the man was an influential and wealthy philanthropist and pilgrim of Shallya who was about to donate a sizable amount of gold to the church. Things went downhill for Anton after that.

<b>Anton Vaksmann</b>							
<b>Templar of the White Wolf</b>							
<b>Male Human</b>							
<b>Knight (ex-Squire)</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>
62	45	63	56	50	36	58	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>
3	17	6	5	4	0	0	0
<b>Skills:</b> Academic Knowledge (Heraldry), Animal Care, Animal Training, Common Knowledge (the Empire), Disarm, Dodge Blow, Gossip, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel)							
<b>Talents:</b> Ambidextrous, Etiquette, Frenzy, Sixth Sense, SWG (Flail, Cavalry, Two-handed), Strike to Injure, Strike to Stun, Strike Mighty Blow, Wrestling							
<b>Armour:</b> Leather Jacket and Leggings							
<b>Armour Points:</b> Head 0, Arms 1, Body 1, Legs 1							
<b>Weapons:</b> Quarter-staff							
<b>Trappings:</b> Weighted Quarter-Staff (SB-1 due to the extra mass), Shallyan Badge (Dove Motif), Ulrician Badge (Wolf Motif), Purse with 12 Crowns 18/-							

He was almost sent to prison, he was demoted, reprimanded by Ar-Ulric and High Matriarch Isolde Begegnen, and then sent away from the holy city of Ulric to (horror of horrors) the serene backwater city of Bergsburg where he was placed under the direct command of a cleric of Shallya!

To his endless frustration, the High Priestess Bianka Morgentau, with the approval of the Keeper of the Shard, Berthold, ordered Anton to follow the strictures of Shallya until such time that he has been forgiven in "the eyes of our most Merciful Goddess". Such a command, which he is sworn to uphold, has caused him an untold number of headaches. Much to everyone's surprise and to Anton's credit, he has not broken the strictures placed upon him, although he has pushed their limits (such as decorating his quarterstaff with metal bands to increase the damage potential of the weapon). He still makes some interesting comments though ("I'll be pummelling you in my dreams tonight, peasant...") which the sisters frown upon and try to discourage (without much success).

Still, as incredible as it might sound, Anton is becoming more of a person than a crude thug. He is beginning to see value in true relationships outside the context of brothers-in-arms. Anton has even allowed himself to care about the common people around him. While this may seem like an automatic thing for most humans for Anton it is an amazing leap from the man who he previously was. Despite this, the templar still has plenty of violent and vindictive tendencies and it may take a very long time indeed before the Shallyans see fit to return him to the church of Ulric (which is all right as the clerics of Shallya can be quite patient).

His tasks for the Shallyans vary in nature, from having him act as a bodyguard for an important visitor to the city to the humiliating chore of teaching a group of children to read and write (he hates the fact that he is educated). The worst tasks, by far for Anton, however, are the menial jobs the sisters and brothers have him do, particularly in view of the public. It makes him feel two emotions that he really really hates - shame and guilt. Shame for being reminded so clearly of his dishonor and guilt for his disdain for the common labourer in the past. Whatever his misgivings about his assignments, Anton always gives his all to the task at hand and he would rather die than fail in his responsibilities.

With all that has happened to Anton, perhaps the one thing in Bergsburg that has made him change the most is Sister Katrin Sonnenfeld, his direct overseer appointed by High Priestess Bianka Morgentau. Sister Katrin gently guides in his daily chores and is slowly instilling in Anton a sense of compassion (a trait that he was entirely lacking in before). The priestess of Shallya has also unknowingly taught Anton how to love and the poor templar is head-over-heels for Katrin. For all his vaunted courage in battle Anton has been proven the coward in love. He can not speak to her about his feelings so he hides them and longs for something he knows can never

be. In a tragic sense Herr Vaksman (as Katrin refers to him) is more deeply scarred than either Berthold or Natassia since his wound is of the heart and one that he must bear alone. Mighty though Anton is, his secret love for Katrin is proving to be too much for him and he has even considered resigning his position as a templar, rather facing disgrace than his own feelings.

## **Bleich von Bruck**

*"I won't fail again!"*

Description: Bleich has a haunted look that is unmistakable, even from a distance, while the man is always disheveled and foul smelling (because of his job), but most people rarely notice his poor personal grooming habits. What they do discern is a palpable uncomfortable aura that seems to flow from him. Very few people feel at ease (or safe) in his presence. Background: There are men in the Old World who wish they had never been born, men cursed by the gods. Bleich is one such miserable specimen who failed in the most blasphemous ways for a follower of Ulric - he betrayed his order by acting in an extremely cowardly and dishonorable manner, costing the church a holy token, and then lying about the entire affair in the main temple of Ulric. It was only a few years ago that Bleich was a promising initiate of Ulric when he was given the task, no, the honor, of escorting the fingerbone of Ulf (a saint of the church of Ulric) from Talabheim to Middenheim. With a small warden of templars to travel with him, Bleich was confident of his eventual arrival at Middenheim, relic in hand. Unfortunately, a very large band of skaven also had an interest in the fingerbone (for some foul unspeakable purpose better left to a Slaanesh cultist's imagination) and intercepted the Ulrician party three days ride from Middenheim. Bleich fled with the bone as the small warden of templars were decimated by the superior numbers and strange weapons of the skaven. The ratmen easily tracked him down and then Bleich made the worst mistake of his entire existence. He pleaded for mercy from the skaven and bought his life with sacred artifact. When he turned up at the temple in Middenheim he lied and told that he had been knocked out in the battle and was left for dead by the foul chaos ratmen. Much to his (temporary) relief, the clerics believed his story.

Unfortunately for Bleich, Ulric himself was not so easily fooled. Bleich's betrayal became evident when rats appeared in the temple (by Ulric's will) and surrounded him. He broke down at the sight of the rats and weeping, confessed his crime. The clerics spared his life only so that he could serve as an example to others. He was expelled from the clergy and commanded to skulk in the shadows with the rest of the rats. Bleich then tried to go to Bergsburg and go to his father's friend Berthold to try and be reinstated in the church, almost being killed on several occasions by ravenous wolves on the way there. When he finally arrived in Bergsburg and greeted Berthold, rats began emerging from the shadows, encompassing him

**Bleich von Bruck**

**Male Human**

**Rat catcher (ex-Initiate)**

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**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
42	41	42	36	36	28	38	33

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	0	13	0

**Skills:** Academic Knowledge (Theology), Animal Care, Animal Trainer, Concealment, Perception, Common Knowledge (the Empire), Gossip, Read/Write, Ride, Search, Secret Language (Battle Tongue, Classical), Set Trap, Silent Move, Speak Language (Reikspiel)

**Talents:** Acute Hearing, Frenzy, SWG (Sling), Sixth Sense, Strike Mighty Blow, Tunnel Rat

**Armour:** None

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

**Weapons:** Sword, Sling

**Trappings:** Sword, Mail Shirt\*, Shield\*, Sling, Pouch of Stones, 4 Small Animal Traps (ES 2, no critical to creatures larger than a cat), Ratter's Pole with a couple of Dead Rats, Purse with 3 Crowns 38/12, Silver Wolf-Head Pendant (Hidden under his Shirt).

**Insanities:** Delirious Saviour, The Fear (Skaven)

(\*Not worn/carried in normal day-to-day activities)

**Special Rules:** Animal Aversion. This is a curse from Ulric. All animals except for wolves and rats react with fear and loathing to Bleich (young children cry in his presence). Wolves react with immediate hostility and are subject of hatred towards Bleich. Rats seem to be completely unaffected by his curse; indeed, he seems to attract them to his location.

around his feet. Once again he wept and confessed. Berthold, horrified, forbade the man from ever entering the temple upon pain of death and sent him away.

Bleich realized that to travel somewhere else would only mean his death, for the wolves would howl in fury when he was near the outskirts of the city, so he stayed. He makes his living killing the rats that seem so very fond

of him. The money that he doesn't need to buy the necessities of life with he donates to the temple of Ulric (by placing it by the door in a pouch). Bleich is well known around the temple but not well liked; people feel uneasy in his presence and it has been whispered that he has been condemned by Ulric. The children of the neighborhood are absolutely terrified of the 'ratman'.

It is Bleich's ultimate wish that he once again fall into Ulric's good graces to such a degree that he has become fanatical in his absolute devotion. Bleich will not allow himself to be a coward again, even if that means he must die. Death would be preferable to the hell he is forced to live with everyday. Bleich would do anything for just a chance at redemption.

**Footnote**

We should bear in mind that Hochland is in the heart of Ulrican territory. Thus, although the cult may be weak in the town, Ulricans would have lots of support from rural Hochlanders.

## Prospectors' Guild

The Prospectors' Guild is an organisation concerned with the protection and regulation of prospectors looking for gold in the Middle Mountains. Although not technically a craft guild, many consider it to be the equivalent of any other representative body of workers - with the notable exception of the Guildhall in Bergsburg.

**Guild Office**

The guild is located in the wealthy district of Rolandsbrücke, on the west bank of the Drakwasser and close to Roland's Bridge. The building is an impressive three-storey edifice, being the former home of a minor noble before being purchased by the guild in 2313 with gold found in the Middle Mountains. Outside the door hangs a sign in the form of a gold pan with a cross painted on it - the symbol of the guild denoting their 'profession' and the need for luck. Around the back is a small storage area and stable.

The interior suggests strongly that someone is making a lot of money from running the guild. Whilst the main offices have cheap but functional benches and tables for visiting members, the offices of Helmut Schilfgras are very well-appointed, with many expensive decorations in dubious taste. On the wall is a large and expensive map of the Middle Mountains, with gold finds, hazards and other features marked out by pins. Helmut and his family live in rooms on the top floor.



### History

Several years after the Big Rush of 2020, the 'guild' formed from a group of prospectors that had got together to protect themselves from robbery within and immediately outside Bergsburg. The prospectors had always been unpopular within the town, and were often singled out by the Watch. With a degree of organisation, the Council had someone to go to address complaints about prospector behaviour, and the guild had a means to police their own members.

Prior to the founding of the guild, all gold found in the southern Middle Mountains technically belonged to the Barony of Hochland. In practice this was impossible to police, and the 50 per cent 'finder's fee' was not sufficient to prevent most successful prospectors disappearing without payment, avoiding the Baron's patrols and leaving the province. With the arrival of the Prospectors' Guild, the Barony negotiated a licensing arrangement, whereby the prospector obtained a licence to pan for gold through the guild, and the Barony would receive a tax on all findings. At the time this arrangement was mutually satisfactory. All gold found would be sold to the guild, who would pass 20 per cent to the Barony (the so-called Baron's Fifth) and then sell the rest on at a profit.

The guild grew rich through regulation of the gold flowing into the city. Protection of prospectors can also entail control of the gold flowing into the city, and through muscle and financial influence they have succeeded in putting into a place a number of draconian restrictions on prospecting.

In recent centuries, the arrangement with the Barony has become distinctly one-sided. The weak, overspending Baron Gerhardt borrowed money from the guild and got into debt with them. As it became clear to the head of the guild at the time that the Barony would not be forthcoming with the monies, and lacking the political

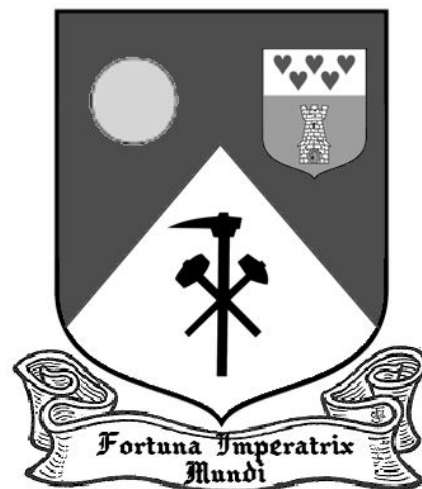
clout to seize any assets, the guild negotiated a lower tax on gold. The result has been that the Barony now benefits little from the gold trade, and the guild grows richer. See the forthcoming von Tussen-Hochen's submission for more on the Barony's financial situation.

### Political Status

Despite its title, the 'guild' is not recognised by the Guild Hall as a legitimate craft union, and they have no direct involvement in the running of Bergsburg. Many genuine guild members resent the Prospectors' Guild for appropriating the title, especially considering it suggests that the unkempt chancers that file in and out of the city have some sort of 'skill' or 'craft'.

In truth, the Prospectors' Guild is disliked by most Bergsburgers, including many of their members. They are tolerated for the sake of pragmatism – before the guild was formed, the unruly prospectors were far more disruptive. The Baronial Licence is still in existence, and indeed is the main source of income for the Barony from the gold trade. Faustus Asprill has a meeting with Helmut Schilfgras from time to time, to discuss the niceties of keeping the peace with his members. More notably, the guild is a wealthy organisation, and they have fingers in a number of Bergsburg pies.

As a powerful group that are effectively shut out of power, the Head of Guild has tended to cultivate links with the Bergsburg underworld. Under some leaders in the past, the Prospectors' Guild has acted as little more than a protection racket, forcing would-be prospectors to join rather than get 'waylaid by bandits'. However, Helmut Schilfgras seems to want to improve the reputation of the guild - most people assume that this is because he already has plenty of money.



## Joining The Guild

Anyone who intends to go prospecting in the Middle Mountains can join the guild. There is a nominal annual fee of 7GC, which includes an annual licence from the Barony to pan for gold in the southern Middle Mountains. Any gold located in the mountains must be sold directly to the guild - although they pay a good rate, they will secure a profit from your find. This helps regulate the cost of gold in Bergsburg, and provides a valuable service in reducing inflation within the city. Nevertheless, this monopoly causes a great deal of resentment amongst members and merchants alike. This is compounded by the fact that it is only the first of three monopolies - after paying the small Baronial tax, all gold taken by the guild is sold to Wertheim and Sohnen gold traders, who then sell it on to banks, jewellers and goldsmiths. The third monopoly is that of Hochland Crossing Coaches, who carry gold across country from the city. Between them, the three organisations do very well out of the arrangement, and cause a great deal of consternation against others who would like to profit from the gold trade, including the Barony (see above). It should be noted that the arrangement with Hochland Crossing Coaches is secret, but this does not prevent other potential gold exporters resenting the fact that they cannot get business.

Members are also obliged to provide maps to the guild of any part of the mountains that are explored, along with details of gold finds. These are kept locked in a vault beneath the guild office.

In return for membership, the guild provides certain services in return. As mentioned above, they will purchase gold from lucky prospectors for a reasonable rate. They also offer protection - prospecting parties of more than 5 will be accompanied by two guild-hired mercenaries to act as a bodyguard. The Guild will also intervene with the Watch should a member be waylaid in Bergsburg itself. If an expedition goes missing, the guild will send out a search party - although in practice this is more to make sure that you have not gone AWOL with the gold than from concern for your welfare. It is also possible to learn various skills connected with prospecting from more experienced members of the guild (see Prospector Tutors).

The guild also acts to regulate mining and prospecting in the Middle Mountains, with mixed success. A seam is allocated to the prospector(s) who find it, and they will attempt to prevent others from hearing about the exact location and taking advantage of it. This is understandably a difficult task, and really big finds will always get to be public knowledge. Exploration is also regulated, with the guild persuading prospectors to avoid the areas already being panned or mined by other members. Another responsibility of the guild is to maintain accurate and up-to-date maps of the Middle Mountains for members. These are available to purchase

### Secret Signs (Prospector)

Characters with this skill are familiar with a standard set of symbols developed by the Bergsburg Prospectors' Guild. These can be found scratched on rocks, trees, etc throughout the Middle Mountains. To people without the skill they look like meaningless scratches and cannot be deciphered. The symbols can be used in conjunction with the guild maps to aid navigation. They are also used to mark gold finds, warn of dangers, mark distances, etc. This skill is taught by the Prospectors' Guild to members only, they normally require you to have been a member for a year before they will teach you them unless a suitable fee/bribe is paid (GMs should change this if they don't want their PCs having access to this skill). It is up to the individual GM as to whether this skill is applicable to prospectors in other areas of the Empire e.g. the Grey Mountains.

for 10GC from the guild, but inferior (and 'illegal') copies can be bought in the trade town and Helmsburg for 5GC.

Not joining the Prospectors' Guild is a dangerous but potentially lucrative option. Any non-member found panning for gold is in trouble, and any gold found can be legally confiscated. Disappearing with a find will also bring down the guild's wrath, although if you are halfway to Kislev, then it won't be a great concern. 'Freelancers' are not that rare - the Mountains are barely explored, and it is easy to escape discovery amongst the remote crags and windswept cliffs.

### Prospector Tutors

It is possible to receive tuition from the Prospectors Guild as part of the membership fee. They may teach you Secret Signs: Prospectors as mentioned above and they are also able to teach the following skills: Cartography, Evaluate, Gem Cutting, Metallurgy, Mining, Orientation. The training times and costs are as quoted in Apocrypha Now.

### Outside Relations

#### Brombeer's Cartographia

Sour-faced Kurt Brombeer provides the Prospectors' Guild with maps to their specification. The miserable old man has been known to deliberately leave off some of the hazard warnings from time to time - a few less prospectors in the city is no concern of his.

#### The Last Inn

Until recently the Prospectors' Guild unequivocally recommended the inn as a base camp. The relationship

has recently been spoiled by Helmut's belief that Grendl has "ripped me off".

**The Kreuzers**

There is a mutual and unspoken understanding that prospectors will only get 'done in' by the Kreuzers in very specific conditions. Helmut may or may not have some involvement in this 'arrangement' - we couldn't possibly comment.

**Dwarf Engineer's Guild**

As a number of prospectors are dwarfs, the guild comes into contact with the engineer's guild on many occasions in its role as the hub of the Bergsburg dwarf community. The relationship is reasonably cordial, but the dwarfs are at the forefront of criticism about the prospectors' adopting the word 'guild' as a title – dwarfs get very worked up about this sort of thing.

**Wertheim and Sohnen**

The guild sell their gold to this company, in a monopolistic arrangement. They then sell it on to the various jewellers, banks and goldsmiths within the city, and export it via Hochland Crossing Coaches.

**Hochland Crossing Coaches**

As gold couriers, the coaching company has links with the Prospectors' Guild, although most contact is through Werner and Sohnen.

**Helmut Schilfgras**

*"There you go darlin'. Get yerself something nice... and we'll forget all about this, right?"*

Appearance: Helmut is a healthy-looking man, with leathery skin and a weather-beaten complexion from many hours spent in the Middle Mountains searching for gold in his youth. His dress is expensive and slightly too young and flashy for someone of his age. One feature that attracts a great deal of comment are his teeth - they are false set made from ivory. Helmut is very proud of them, and will flash a smile as often as possible.

Personality: Helmut is a very honest man - he treats people with respect and integrity and expects the same in return - he will get very angry if he finds that people are not being truthful with him (especially if they lie about the size of any gold finds they make and give him a smaller cut than they should). He is otherwise slow to anger, although if he feels out of control in a situation he is liable to go ballistic. Helmut sees no contradiction between his own honesty and the bribery he uses to 'grease the wheels of commerce' – a small bribe here and there is to him an honest exchange of services.

Background: Helmut has spent his whole life in living

and working in the Middle Mountains and Bergsburg. His father was a prospector before him but died penniless when Helmut was 14. Helmut never knew his mother, who left him with his father when he was young. From an early age, Helmut accompanied his father on many prospecting expeditions and learned much about survival in the mountains.

After the death of his father he continued to look for gold, eventually finding success and his fortune. With his new wealth, his standing in the Prospectors' Guild increased, and he eventually rose to the position of leader, helped in no small part by the money he spent on an expensive lifestyle and bribery. For the last 15 years he has rarely been into the mountains at all, instead preferring to fund expeditions in return for a cut of any profits.

He has a family that live with him in the living quarters on the top floor of the guild. His wife Andrea has borne him a daughter, Mina who is 16. Helmut is very protective of Mina, calling her 'my little princess'.

In his business dealings, Helmut is hard-headed but not inhumane. He just has an understanding of 'the way of the world', which means that his practice will not

<b>Helmut Schilfgras</b>							
<b>Male Human</b>							
<b>Guild Master (ex-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>
43	37	42	44	35	42	33	43
<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	13	5	4	4		8	
<b>Skills:</b> Bribery, Common Knowledge (The Empire), Evaluate, Gossip, Haggle, Navigation, Perception, Read/Write, Secret Language (Guild Tongue), Secret Signs (Prospector), Speak Language (Reikspiel), Trade (Cartography), Trade (Metallurgy), Trade (Prospector)							
<b>Talents:</b> Luck, Orientation							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							
<b>Trappings:</b> Cache of Gold							



always be within the law. If needs be, he can call on some of the city's protagonists and the 'heavies' who live in Helmsburg and trade town. Any links he may have with the Kreuzer gang are purely in your imagination, right?

Helmut has a grudge against Nathanael Grendl of the Last Inn. He thinks that Nathanael borrowed some money to finance an expedition and has not paid anything in return to Helmut. In truth, Nathanael was only acting as an agent for Fabius von Hasselbaink of Talabheim. The expedition was a disaster, with all but one man killed in an avalanche. But Helmut has received information that the survivor has been seen living the high life in Talabheim.

### **Englebert Salber**

The guild scribe and secretary, Englebert is a hassled and slightly dim shadow to Helmut, following him around when out on business. Helmut treats him well, but Englebert is slightly intimidated by his boss. He is painfully thin and rather short with a big nose. Children laugh at him as he scurries around running errands for Helmut.

### **Other Members**

Albrecht Rutiger, is a famously unlucky prospector. All prospectors mentioned in the Last Inn description are members of the Prospectors' Guild. Magnus Hofler and Karl Augsmann are members of the guild who have recently gone missing (see Adventure Hooks).

### **Adventure Hooks**

#### **Well, What \*Will\* Work Then?**

Helmut Schilfgras hires the PCs to go and act as his 'heavies' up at the Last Inn and threaten Grendl. This is clearly a rubbish plan - the inn is remote and has plenty of loyal and grizzled customers. Helmut is keen to get his money, but if the PCs don't want to carry out his plan, maybe they have a better idea?

The whole operation is confused by the fact that Grendl is not to blame for the loss of Helmut's investment, and in that he was only operating as a go-between anyway. The lone survivor of the expedition may be able to shed light on matters, but finding him will involve a trip to Talabheim and possibly an encounter with Fabius von Tasselbaink...

#### **A Dodgy Prospect**

The guild is concerned about the disappearance of two prospectors, Magnus Hofler and Karl Augsmann. They were eager to pan for gold in the Lakertbach, the stream that emerges in the Middle Mountains and gushes down across the plateau and through Wahnsinningen before plunging towards the River Drakwasser. This was assumed to be a fruitless journey by the Prospectors'

Guild of Bergsburg, but they gladly took the prospectors' membership fee and wished them well. Hofler and Augsmann informed the guild that they would return in three weeks and report any successes, as stipulated in the guild regulations. They have not turned up yet, and the guild is worried that they have struck gold and run off to Wolfenburg. They hire the PCs to find the two and 'make sure they are alright'.

What happened to them is up to the GM. One possible answer can be found in the forthcoming article in Warpstone entitled 'Scaling Down'.

### **Nothing's Too Good For My Princess!**

Helmut's daughter Mina has heard tell that there is a particular fabric that is all the rage 'up West' in Altdorf, and she wants a new dress making from it. Mina's wish is Helmut's command, and he hires the PCs to get hold of the fabric 'however you like - just get it'. As luck would have it, a shipment of cloth is due into the Ostkai in a few days. But things are never that simple - the river boat is lost at some point down the river in the Drakwald Forest, and the PCs are 'encouraged' by Helmut to go and find it.

### **Go To Jail, Go Directly To Jail, Do Not Pass Go**

A shadowy figure meets the PCs, and claims to have a job for them. His master has an interest in breaking into the Bergsburg gold trade, but knows that this will be impossible considering the various controlling interests in the way. Who this 'master' is is unclear, but he wants the PCs to help set up an operation to smuggle gold from trade town up to a remote inn on the road to Middenheim. The plan is convoluted, but involves the escorting of 'prisoners' out of the city to the City of the White Wolf. A substantial reward will be theirs for the taking if they accept this work. If they refuse - they already know too much and the mysterious benefactor will be out to have them silenced.



## Shrine of Handerich

Sitting along the major Middenheim to Talabheim trade route and the less used Middenheim to Wolfenburg route, Bergsburg is a minor but important cog in the mechanisms of Imperial trade. Whilst not a popular god ever since Bergsdorf became Bergsburg (and provincial capital), Handerich has enjoyed a small but wealthy following. Most merchants make an offering to Handerich before an important or risky business deal and many give thanks after a particularly successful one. Though not popular in Bergsburg, Handerich often receives offerings from merchants passing through from Middenheim or Talabheim, and benefits from this 'passing trade'.

### Description of the Shrine

The Shrine itself is next to and attached to the Merchants Guild in Rolandsbrücke on the Unterbirke and is an ostentatious square building with a golden dome. There is also a small occasional Shrine within the Grossplatz Guildhall maintained by its members.

The shrine is entered through double doors on the Unterbirke into a small and lavish (if tasteless) entrance foyer with single doors on either side and double doors directly opposite. There is a small dwarven collection box (CR 80) next to the doors to the main Shrine. Upholstered benches line the walls of the carpeted foyer.

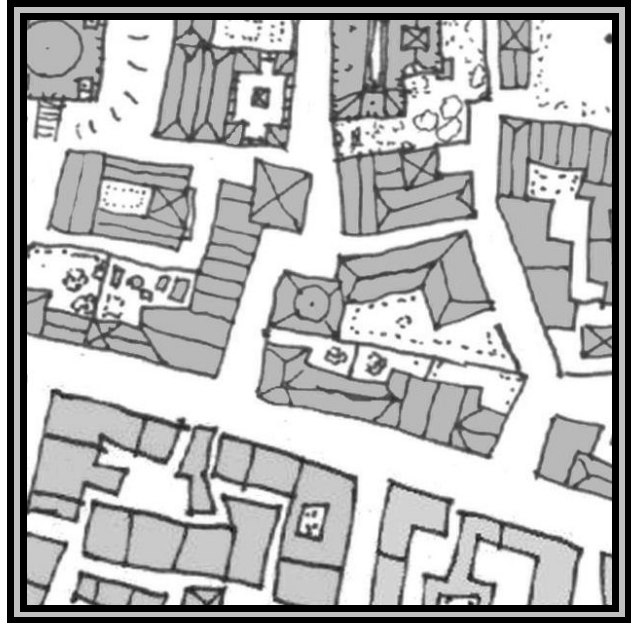
The door to the left (CR 40), leads to various well furnished meeting rooms that the Shrine hires out and stairs up to the second floor. The right-hand door (CR 30) leads to the guard's rooms and quarters, which are plainly furnished apart from Templar-Lieutenant van der Meer's quarters which are quite lavish. There are also some stairs down to the wine cellars and kitchens.

The main Shrine has marble floors and busts of wealthy patrons along the walls leading up to a marble statue of St. Undulant and the altar. There are a few rows of chairs for the celebrants with a roped off section (with a red velvet carpet) with upholstered chairs for regulars. To one side is a pulpit from where the Priest, Father Salzen, delivers his sermon. A marble dome (with gold leaf) looks down on the congregation. Towards the rear of the room a wooden stair leads to a balcony where extra seating can be laid out if required. Another collection box (CR 80) is present as you enter the chamber.

Behind the altar is a concealed (-20 to spot) trapdoor (CR 85) that leads to the holiest room of the Shrine, the Vault. The door has a both a magic lock and a magic alarm in place, and the physical lock has a loaded needle (S 3) coated with two doses of man-bane that springs (I check to take half damage) if tampered with. The vault contains about half of the Shrines material wealth in ingots and valuable goods such as salt.

A small door (CR 40) in the grand room lets into a short corridor leading to the Merchants Guild (CR 30) next door and their (CR 60) courtyard behind.

Upstairs are the priest's rooms and offices together with servant's quarters and an access hatch to the roof (barred from the inside).



### History

Soon after Bergsdorf was made the capital of Hochland, merchants started congregating and building private shrines and chapels to Handerich in their homes and private businesses. It wasn't long before they clubbed together and put a deposit down for a simple Shrine (near today's Grossplatz Guildhall) and sent to the Temple in Marienburg for a priest and a loan to complete the shrine. Soon after Rolandsbrücke became the centre for successful merchants in Bergsburg, it was decided to move the thriving shrine to a grander place and the current building was erected next to the newly constructed Merchants Guild about five hundred years ago, with heavy donations from the merchants. In order to appease the powerful Shallyan tendencies of the Baron (since the cult has never been popular with the common folk), the new shrine was dedicated to St. Undulant, a wealthy Handerichan philanthropist.

St. Undulant was a wealthy merchant trading between Marienburg and Nuln eight hundred years ago. He gave generously to the temple and good works, reasoning it would help him make contacts for his business. He often took failing businesses that seemed to have no hope and turned them into going concerns. Upon his death with no heirs, he left his wealth to the temple on condition that they build a Shrine in his honour. He was canonized about fifty years later. He never set foot anywhere near Bergsburg or Hochland.



With the constant antagonism that exists between Handerich and Ranald, the cult has been suspected of assassinating the previous priest of Ranald in Bergsburg, Otto Stehlenhuhn, or at least of complicity therein. There has never been any evidence to point towards this, and the authorities have never cared anyway.

### Father Albrecht Salzen

**Appearance:** Albrecht is very tall and quite thin, and easily recognisable. He appears quite charming and dresses as befits a successful merchant (i.e. very well).

**Description:** Albrecht was born in the Middle Mountains, and has been in Hochland all his life. After his brother Clemons inherited the Salzen Salt Mines, Albrecht received the salt trading business and has done very well out of it since. Albrecht only deals in bulk selling to the Guilds (e.g. the Butchers) and major institutions, which then distribute the salt amongst their members and the general populace. Most of the salt is the low quality stuff his brother excavates, but some higher grades come from Kislev. Albrecht entered the cult eleven years ago in order to move his brother's workers around more freely, and found he loved dealing and trading for the church. Of course he has profited hugely since, as he has made contacts and virtually cornered the salt trade around Bergsburg.

Albrecht is a good businessman and drives a hard bargain, though he knows to leave his clients with something (after all they might want to deal again). He gets on very well with the Merchants Guild and his brother, who is his principal supplier. Recently he's been getting on well with Bernhardt von Wilden who seems to be at all the society events lately. Albrecht is very unhappy about the high cost of a salt trading licence, but consoles himself that it leaves little room for competition.

Whilst sending wagons up to the mines, Albrecht transports prisoners for 'community rehabilitation' for which he charges Clemons a modest price. He doesn't

<b>Father Albrecht Salzen</b>							
Priest of Handerich							
Male Human							
Anointed Priest (ex-Priest, Initiate)							
<b>Main Profile</b>							
WS	BS	S	T	Ag	Int	WP	Fel
35	37	43	42	46	64	53	56
<b>Secondary Profile</b>							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	3	2	0	0
<b>Skills:</b> Academic Knowledge (Theology, Cartography), Charm, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Magical Sense, Public Speaking, Read/Write, Ride, Secret Language (Guild Tongue), Speak Arcane Language (Magick), Speak Language (Reikspiel, Classical, Kislevan)							
<b>Talents:</b> Divine Lore (Handerich), Meditation, Petty Magic (Divine), Lesser Magic (Magic Lock, Magic Alarm), Super Numerate							
<b>Armour:</b> None							
<b>Armour Points:</b> Head 0, Arms 0, Body 0, Legs 0							
<b>Weapons:</b> Dagger							

actually buy the slaves (he leaves that to his brother); he just transports them. The Temple of Shallya is not very happy about this, but struggles to ban the practice as Albrecht is not technically breaking the law, and as a head cleric it is quite difficult to prosecute in any case.

Albrecht passionately dislikes Ranaldites seeing them as thieves, and he's sure there's a cult of them in the city. He has informers out looking for its location and the identity of its head priest, and he's sure to cause them trouble if he can. (Albrecht is one of the few who'd like to know where it is, yet doesn't). Albrecht has one initiate, Astrid, to help him tend his small congregation.

### Templar Lieutenant Anders van der Meer

A rough ex-mercenary from Marienburg in his late twenties, Anders was sent by the Temple to Bergsburg at Albrecht's request to help secure the Shrine from thievery and vandalism. He leads six temple guards. The guard is rarely at full strength at the shrine, however, as they are recruited by followers of Handerich who needs temporary protection for themselves or their goods. The cult

encourages these jobs, as they allow it to keep the guard securing them only board and lodging. These mercenaries are quite sought after, despite being both mediocre and expensive; using clerical guards can be quite a political coup, even if they are only Handerichans.

## Outside Relations

### The Merchants Guild

The Shrine enjoys a close relationship with the guild and most of its worshipers come from there.

### Other Cults

Most other religions ignore this small cult, though most have a mild antipathy towards them. The Cult of Shallya often disapproves of the way some of Handerich's followers treat the poor. The Cult of Ranald is openly hostile towards the cult, and suspects them of complicity in assassinating their previous High Priest. The feeling is more than mutual.

### The Barony

It has little to do with a cult that has little political power, though wealthy.

### The Watch

The watch don't particularly like Albrecht or his cult, as they are still suspicious about Otto Stehlenhuhn's death (not that they cared for him much either).

### The Populace

Handerich is very unpopular with the general populace who see him as grasping and unscrupulous, particularly amongst the poor.

## Adventure Hooks

### Who-done it?

Katrin Spiegel thinks Albrecht was involved in Otto Stehlenhuhn's (the previous priest of Ranald in Bergsburg) murder and his initiate Gotthard Brecht's disappearance ten years ago. She invites any larcenous party members to undertake a quiet investigation for her to see what they might uncover. Albrecht does indeed know something. He's the one who uncovered Otto's embezzling and informed the Guild about it. He received much credit as a result. In the subsequent investigation he learned of some 'Special Project' Otto was heading, though he has no idea what it was. Albrecht does not know who arranged Otto's 'accident' or Gotthard's disappearance but he would give them a pat on the back if he found out who. All in all a good job well done. Albrecht cannot be induced to investigate who arranged the killing, though Katrin might still be interested in

knowing who informed the Guild about Otto's activities.

## References

In-depth information on the Cult of Handerich can be found in Marienburg: Sold Down the River.

Handerich is known by many names. In the Empire alone, his spelling varies between Händrich, Handrich, and Handerich, while his names abroad can be obtained from the Marienburg sourcebook.

## Jem Hollyburr

*"Now, let'th have a look at thoth trout... Lovely.. fantathtic. I'll have five... heh heh... deliver them up the palace. Thweet."*

Description: Jem is a short halfling with a mop of curly ginger hair, a cheeky face and a cocky swagger. He doesn't look his 60 years, even to other halflings, having aged well and preserving a slightly annoying boyish aura. He has a lisp which grates on most people's nerves - although human women have a tendency to find it 'sweet'. His speech is liberally sprinkled with affected colloquialisms and lacklustre witticisms. He has an annoying habit of laughing and slapping his belly when he is pleased with something.

Background: Jem is undoubtedly an excellent cook - although his tendency to get his hands dirty and 'muck in' annoys the kitchen staff at the Palace, and offends the sensibilities of other chefs within the city. Born to a wealthy halfling family within the city, he was taught to cook from an early age, as with all of his race.

He lead a lazy and spoilt childhood, and when it came to his having to go out into the world and make something of himself, he decided to make use of the only talent that he excelled at. Jem started working in The Jolly Peasant, an upper class hostelry on the banks of the river in the Streicholz district near to the palace as an under-chef to the head. The place was well-known and patronised by the great and good of the city, and Jem's skill as a cook swiftly gained him a place as the head chef when the former holder of the position ran away with the palace gardener's daughter.

His fame spread as the cuisine at the Jolly Peasant became renowned amongst those who could afford to spend the extortionate rates charged there. Concurrently with the rise in food standards came the full force of Jem's annoying personality - bouncing out of the kitchen's from time to time, he would regale the patrons with his lisping prattle and charmless humour.

Then as now, people were split as to their opinion of him - men tended to find him cloying and annoying, while women will pat his head and laugh along with him.



Nevertheless, his fame spread, and soon the whole of the city's nobility and wealthy middle classes were singing the praises of his cooking.

Ten years ago, a position in the palace kitchens became available, and Jem took a position there beneath the Head Chef of the day, one Gunter Schminke. Gunter was a no-nonsense Imperial chef, who specialised in filling and sturdy fare, which made up for its lack of sophistication with its heartiness.

Jem and Gunter suffered an acute personality clash due to differences over culinary tastes, and 4 years ago Gunter stormed out of the kitchens in a rage, declaring that he couldn't stand to stay one more minute in the kitchens with that 'upstart little pimple'. In reality, Gunter left the Baroness' service to run off with the palace gardener's other daughter.

Jem is now the head chef at the palace, supervising the running of the kitchens and the stocking of the stores. He recently married his childhood sweetheart, Bella Ashberry, and the two live together in pleasant chambers in the palace itself.

Outside of his job, Jem enjoys visiting the Tiegel Theater and singing. His prowess at the latter is severely limited (note the lack of the appropriate skill), but this doesn't prevent him from standing up whenever the opportunity arises and regaling the embarrassed patrons.

These days it seem almost impossible to avoid Jem in Bergsburg - go to the market and he'll be there haggling over cabbages, walk near the palace and he'll be with some of his kitchen staff taking a break from the day's work, approach one of the gates and he'll be talking in an over-familiar way with the guards.

## Outside Relations

### The Baroness' Palace

As befits his position, Jem knows the staff of the Palace very well. The Baroness finds him a little too much, but he has her ear should he need to speak to her on a matter of urgency.

### The Tiegel Theater

Jem is a keen attendee of the Theater, and knows some of the actors well.

### The Dancing Landlord

Jem often retires here after a visit to the Theater, and enjoys the lively atmosphere, as well as the free-flowing ale.

### The Jolly Peasant

Jem's contact with the inn was not severed when he left to work at the palace, and he still has some controlling interest in the hostelry.

## Adventure Hooks

### Right, that's it!

Jenna Knoplund is a wealthy merchant's wife, and finds Jem 'simply adorable'. Although there is no sexual attraction, her irate husband is not convinced. He hires the PCs to 'kick the crap out of that annoying little tit once and for all'. If I was them I'd do it for nothing.



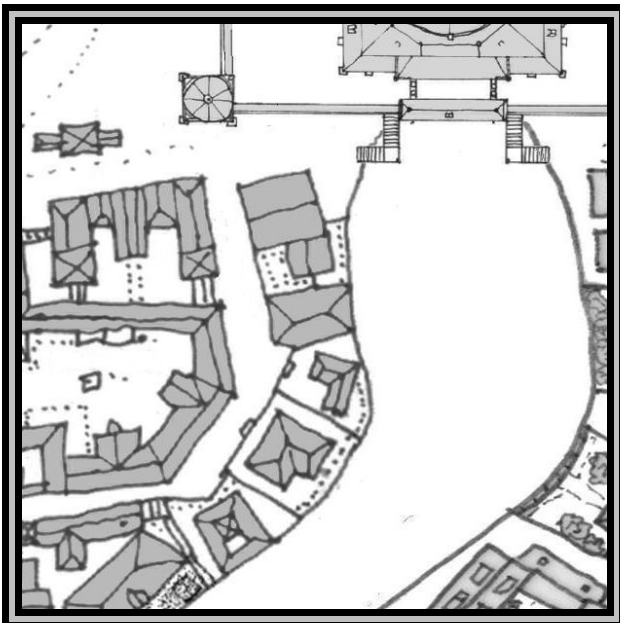
# Joschka Barth

*"The nature of the Cephalopod Mollusc, is it not a metaphor for Man?"*

Joschka is 56. Born into a successful merchant family in Talabheim, he is a good man. His life, though he has never been scared to make a profit where one could be made, had been unblemished. About ten years ago, Joschka noticed two small rubbery protrusions growing from his waist. At first these were easy to conceal. Even when they reached a foot and a half long and developed sucker like growths Joschka was able to wrap them round his waist. Nobody bothered to remark on the size of the otherwise slim merchants potbelly. Then Joschka noticed his head was gradually becoming more and more bulbous, which he hid under a large remarkable hat. Two more tentacles started to grow from his waist and his legs began to sprout the bright pink suckers too.

During this time it was obvious to his friends that Joschka, who had always been quite affable, was becoming short tempered and nervous. Joschka wracked his brains to try to work out what he had done to deserve such a punishment from the gods. This torment on the reflection of past deeds actually affected him worse than the physical mutations. Having tried many secret and futile remedies Joschka decided to visit the famous Temple of Shallya in Bergsburg and throw himself on the mercy of his god.

Joschka left a cryptic note to his sons, who had by now taken over much of the running of his business, and taking a sizeable sum of money, he left for Bergsburg. He used to bathe at the Temple of Shallya fully clothed, which brought him to the attention of the clerics there.



## Joschka Barth

**Philosophical Mutant**

**Male Human**

**Student (ex-Burgher)**

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46	45	85	85	43	57	47	12

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
8	28	8	8	1/2*	0	0	0

**Skills:** Academic Knowledge (Theology, Law), Charm, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guilder, Classical), Speak Language (Reikspiel)

**Talents:** Dealmaker, Savvy, Suave

**Armour:** None

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

**Weapons:** Tentacles, Ink

**Trappings:** Town House, Papers, Books

**Mutation:** Joschka's physical form is changing into that of an Octopus

(\*6 in Water)

His secret was eventually discovered, fortunately for Joschka, by Gretasha Hegen. She was very sympathetic to his plight and arranged for him to bathe in the waters there in private. This was justified to her superiors through the large donations Joschka was making. She also explained to him that his affliction was not necessarily a punishment, but could be looked upon more as a test. This set Joschka's mind to rest and his well being improved. Joschka bought a house near to the temple in Rolandsbrücke and bathed in the waters as often as possible.

For the last three years Joschka has not been able to visit the temple. He has not been able to leave his house. His legs and arms have mutated into tentacles and he has grown a total of eight. His head has become huge as have his eyes, and he now looks almost wholly octopoid. He has had a large tank built in the basement of his house and it is here that he spends all his time.

With nothing else to do, Joschka has developed an almost fanatical interest in theology, especially that of Shallya. He is writing a book on his thoughts about religion and his mutation, which he plans to donate to the Temple of Shallya. He writes with his tongue on paper supplied by his loyal housekeeper Lucky Heather. He consoles himself with the idea that his mutation is his good fortune as otherwise, he would never have written this book, and he will never run out of ink.

Gretasha visits Joschka regularly and they often talk into the night. She however, is not so interested in the nuances of theological gnosticism that fascinate him, and is more concerned with the practicalities of her vocation.

Use combat rules for bog octopus. Stats are different as Joschka generally can combine the best attributes of human and beast. His BS attack involves the squirting of ink. If he hits, the target will be unable to do anything for a single round. Joschka can only use this attack once every few hours.

### Lucinda 'Lucky' Heather

*"My master? He's just an average merchant. Nice weather, for the time of year"*

Joschka's loyal maid, Lucky, runs all the errands he requires. She has not seen him for three years but she loyally sees to all his needs, for which she is well paid. She makes several trips every day with a large wheelbarrow that she fills with water from the temple to replenish Joschka's tank. She fetches him theological tomes from the Temple of Shallya and others and from libraries and bookshops and collates his writings. She buys and prepares his meals, which are gradually getting more bizarre, his latest craving is for slugs which she mixes with the fish and crabs which make up his usual diet. Although Joschka has had a strong desire for live food for some time, he has resisted this temptation.

Lucky now has control of all Joschka's financial dealings. She has never taken advantage of this. They communicate by shouting at each other through the cellar door. She sends his food down a chute that empties into his tank. She can also drop a bucket tied to a rope down to him with books and paper in.

Lucky is pleasant enough, although she sees her care of Joschka as a duty and is serious minded in this. She will not discuss her employer and hides her secrets behind the breezy gossiping typical of many Halflings.

**Lucinda 'Lucky' Heather**

**Female Halfling**

**Servant**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
21	20	43	34	34	39	43	46

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	9	4	3	4	0	0	0

**Skills:** Animal Care, Blather, Common Knowledge (the Empire, the Moot), Gossip, Haggle, Speak Language (Reikspiel), Read/Write, Trade (Cook)

**Talents:** Etiquette, Very Resilient

**Armour:** None

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

**Weapons:** None

### Adventure Hooks

The PCs need a reference book urgently which they discover has been borrowed or bought by some Halfling woman on behalf of her nameless master who pays very well. The PCs must try to track her down, which will lead to an interesting meeting with Joschka.



# Annette Riedle

*"Oh, and this bit here, it's absolutely fascinating, look. The classical version uses 'Bucillum' which is generally translated in Reikspiel as 'Shield'. But, look, this version has it as 'Protection', which strongly suggests that it has been translated from the original Khazalid texts where 'Engrit' meaning fortress is often misinterpreted as 'Engrid', don't you see?"*

Born in Bergsburg, Annette has just returned from several years at the University of Nuln where she was well respected for her researches into the pre-Sigmar Old World, especially The Goblin Wars.

She has returned to her native land partly for her retirement from serious academics and partly to write the book she had always planned - 'A Complete History of Hochland'. Annette spends many hours each day doing research in the Library of Verena, where she is well known. She enjoys her work and will often be delighted to help others in their researches in return for a small

**Annette Riedle**

Female Human

Scholar (ex-Student)

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
24	28	34	37	42	67	43	44

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	7	0

**Skills:** Academic Knowledge (History, Nurgle), Common Knowledge (the Empire), Gossip, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Reikspiel, Classical, Kislevan, Khazalid, Bretonnian)

**Talents:** Linguistics, Savvy

**Armour:**None

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

**Weapons:** None

**Trappings:** Writing Kit

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

donation to the temple. When not at the temple, she is usually at her house in Rolandsbrücke writing her great work.

Annette recently came across a copy of 'Terra Eagris Bubonicus' in Stubfoot's Pawn Shop. The proprietor clearly did not know the value and nature of what he had acquired. Annette recognised the work immediately and bought it with the intention of destroying it. Her professional curiosity got the better of her, however, and she read a few pages, just to make sure the volume was genuine, she reasoned to herself.

Captivated by the forbidden truths within, she could barely stop herself from reading the entire tome in a single sitting. Annette now has the book well-hidden in her house, and will spend a good part of each evening reading avidly. Thus, she has been visiting the temple less these days and for shorter periods. The priests there have noticed this, and also how she looks increasingly tired. When asked about the history she is writing, she tells them that steady progress is being made, but in truth she has done very little. What she has managed to write looks like meaningless nonsense, but if studied closely, reveals a certain amount, however cryptic, of what she has gleaned from 'Terra Eagris Bubonicus.'



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