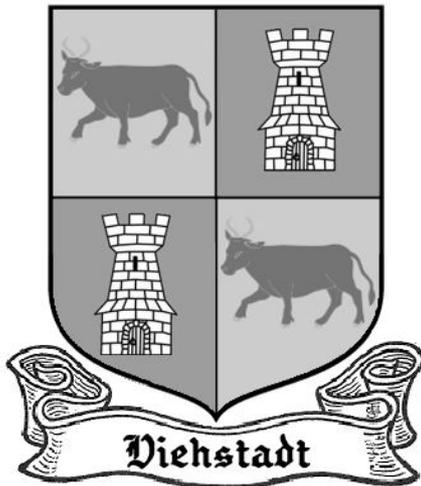


Viehstadt



Settlement in the area began early, and was named after the Bergsburg butchers who were the first distinct group to emerge, in the main due to the close proximity of grazing fields to the east of the city. Viehstadt as a district subsequently expanded due to the trade flowing into the Grossplatz, as travelling traders would occasionally decide to settle down next to this mercantile nexus. This growth peaked in the decades after the first gold rush of 2022 IC when the need for skilled craftsmen in trades associated with prospecting was at its highest. These same craftsmen supported the growth of the city during the following centuries and Viehstadt also became known as the city's industrial hub, home to the majority of Bergsburg's artisans.

In 2214 IC the decision was made to expand the city wall due to the urban spread of Osttor and Sudentor – this was to transform the district. The chosen foundations of the wall left a large uninhabited space between existing Viehstadt and the new boundary. Over the next century the council made funds available for an ambitious building project to construct property on the vacant land. The Rathaus employed local Dwarven architect Lothar Lunnson who, having a large sum of money to play with, embarked on a project that would imprint his style on the city. Examples of this 'lotharian' architecture can be seen throughout the newer end of the district.

Due to this spendthrift period, the council still owns the majority of rented property in the city. This concentration of municipally owned property perhaps explains the better services in the area: Observant newcomers might note the regular use of stone, numerous public cisterns, and perhaps most significantly, the only fire-watch post in the city.

Description

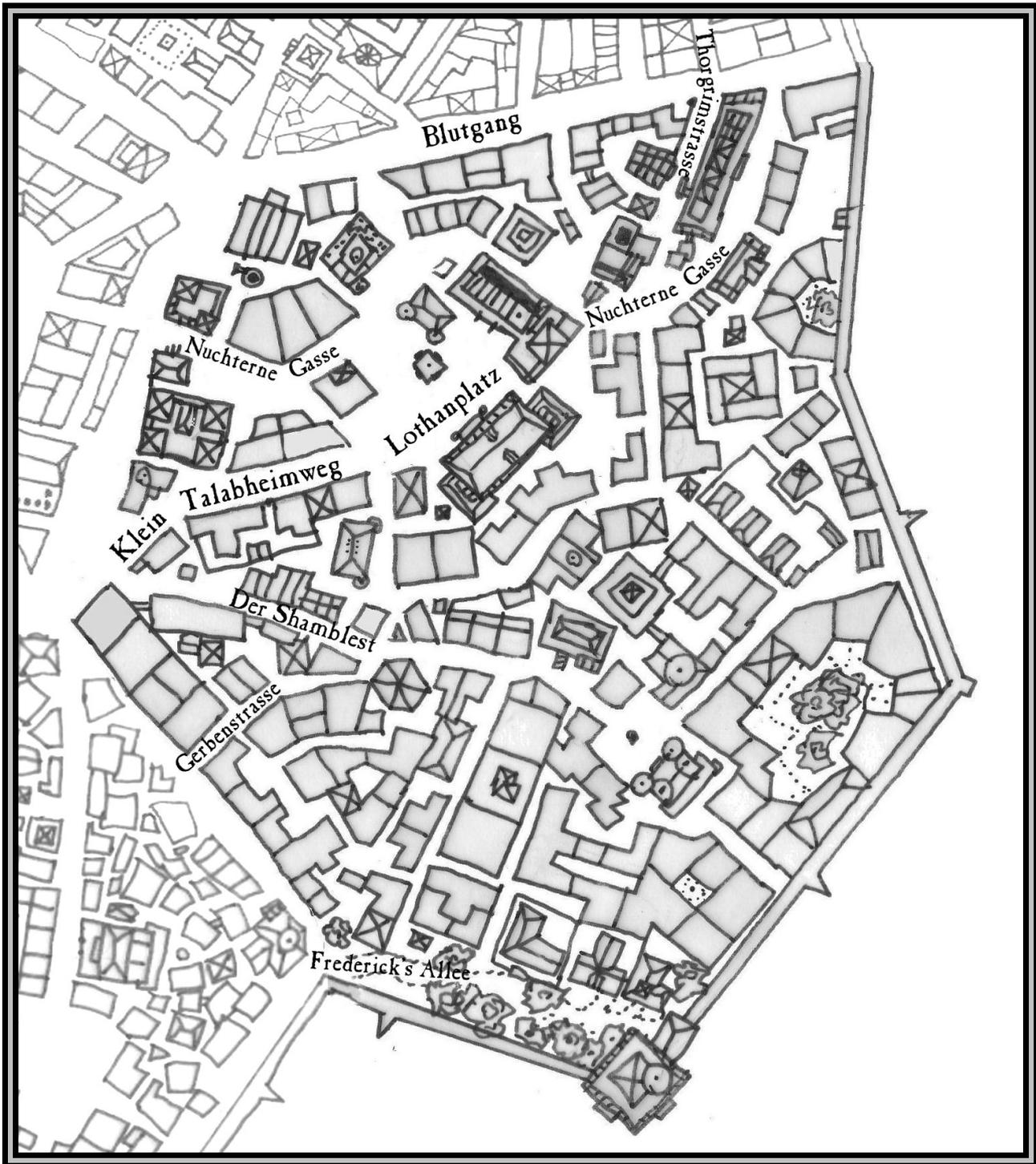
Viehstadt is by far the largest of the town's districts, as it was already a moderate size before being expanded beyond its' requirements by the 2214 wall. The wall itself is higher for the part of its length that borders the district and has benefited from superior fortifications that were added in 2340. This construction included an interesting tower on the out-reaching corner that is used by the watch and the Wizards' Guild. From outside it is especially noticeable that more attention has been spent on the wall lining Viehstadt than that part bordering Sudentor.

Most of older side of Viehstadt sometimes known as altecke or the 'old end' is a cramped untidy mess of buildings and there is no distinct boundary between Viehstadt and Grossplatz. Most locals say that when you can hear Grossplatz you are in Grossplatz. On the other side of Lothanplatz the buildings, in what is sometimes called neuecke or 'new end' are more modern, no more than a couple of centuries old.

Trading Orientation

As consumers do not like traversing the city in order to see a selection of one particular product, trades are, for the most part, grouped together. Artisans who chose to establish themselves outside the area that corresponds to their craft tend to do badly with only a few notable exceptions. East of the Grossplatz is the 'butchers' quarter' and although this was perhaps literally a quarter in the past when the trade lent 'cattle town' its name, it now constitutes less than an eighth of the district. Located in the same area are the saddlers, coopers and other trades associated with coaches, carts, horses and the great volume of traffic that passes past Viehstadt. On the border with Sudentor is the tanners' quarter where the leather and cloth-working craftsmen have their workshops, although the quality tailors are scattered throughout the city. The other end of this road leads towards the Mourners' Guild as well as the stonemasons, engravers and tradesman of the funerary business. The carpenters and their associated trades are spread broadly throughout the north of the district.

The Artisans mostly inhabit altecke where their family-owned workshops are sometimes many centuries old. The eastern half is pre-dominantly residential; for merchants who either cannot afford to live in Osttor or who dislike the bustle. A variety of tradesmen of more unusual craft, (often foreigners) co-exist with the wealthier building families in homes they constructed for themselves.



Main Thoroughfares

Viehstadt has no real thoroughfares and apart from the branch of Talabheimweg that leads onto Lothanplatz, most streets are narrow and winding. Carts rarely need to venture further than Lothanplatz but those streets on the eastern side are wider, straighter and run parallel to the city walls.

Lighting is provided communally by artisans in their parts and by the watch in the newer parts, who light the static lantern posts provided. The majority of streets are flagged, some in better repair than others

Nüchterne Gasse

Nüchterne Street boasts the most taverns of all roads in the city. Students from Verenenstadt cross town to frequent these establishments, as do Dwarves and the better-to-dos in Osttor and, although this creates an unseemly mix at times, it is one of the safest places to drink in the city. Even so the Watch maintains a presence here, looking on from the walls on most evenings. Infamous bars such as the Luckless Panner and the Silent Poet can be found here.

Der Shamblest

This winding lane leading through the centre of butchers' quarter is the oldest in the district and mishapenly cobbled. The abattoirs that back on to it feed the butchers' shops that invariably front onto more hygienic thoroughfares. In the mornings the lane is packed with carts laden with fresh carcasses. This inevitably means that most days it is filthy: strewn with offal and drenched in blood. In the summer the stench can be unbearable.

Gerbenstrasse

This narrow street starts in the old end and leads up a slight incline to the new. Foremost at Gerbenstrasse's western end are the huge tanners' barns. Within these stone, barn-like buildings are the tanning pits that were once outside the town; fumes and steam escape through their narrow-slitted windows. Leather hangs from windows and poles above the street dripping liquids and dyes and at times this end of Gerbenstrasse can smell at least as bad as Der Shamblest. The eastern end is packed with the workshops of the leather-workers guild, cordwainers, carriers, homers, saddlers and the like. No group monopolises trade here and merchants can shop around the wealth of goods on sale in search of a reasonable price.

Lothanplatz

The main market place in Viehstadt is spacious, although it is still considerably smaller than Grossplatz. As opposed to the Grossplatz and its consumer markets, Lothanplatz is a working area. Bulk goods travelling the land trade routes are bought and sold, either directly to artisans, traders or stock houses. Merchants and traders frequent the area at all times along with the many porters offering their services in carrying smaller loads. The square is a good place to compare the differing architectural styles in Viehstadt as it more or less splits the old and new halves of the district. The square was entirely paved as part of the municipal building scheme, which was an essential move due to the amount of traffic it now receives.

Blutgang

Blutgang defines the border with Osttor, anything north of it is considered outside Viehstadt. It is a road that is frequented by prospectors and adventurers, especially those on short stay. Along its length can be found some of the best small bakeries in the city, several provision stores and the pick of the more reputable guest-houses.

Friedrick's Allee

Beautifully cobbled and un-plagued by traffic, Friedrichs' Allee runs up a shallow incline following the wall from the border with Sudentor to its abrupt corner

that defines the sharp point in the Viehstadt wall. Lined by trees and some of the most exclusive properties, (privately owned by merchants or wealthy artisans) in the district it ends at Grindolturn. The well-respected physician Bernhard Hardtung has his home and office here.

The People

Most of Viehstadt is given over to the middle class artisans who supply Bergsburg with commodities and trade items. Artisans often live on the premises of their workshops, often above them while apprentices' lodge in the same place that they work. Goods can be bought from these workshops directly and during the daylight hours Viehstadt is a hive of commercial activity.

Viehstadt's inhabitants are generally better off than their neighbours in Sudentor but not as wealthy as the mercantile classes that reside in Osttor. The population, who for the most part are small-time traders whose business does not extend outside the city, tend to bear the brunt of civic taxes which the poor cannot or do not pay and from which many of those resident in Osttor and Harzel find themselves exempt. The district is a diverse mix of trades and therefore of people. The majority of the town's foreigners, travelling merchants who have settled in the city, live in the neuicke and this district has become more liberal than most. The same cannot be said for the altecke where the family-orientated businesses of artisans hold a wealth of traditional, conservative views. As Viehstadt abuts Osttor there is a notable, although much lesser, dwarvish influence here too.

The Guild of Stevedores and Teamsters have a large portion of their members employed here and in addition to their control of neighbouring Sudentor and Viehstadt's negligible criminal element, the district comes within their sphere of influence allowing them to wield greater power than any other single group. However they seldom opt to use this other than in circumstances of severe harassment and although relations can be acrimonious, most employers are wary that secure labour depends on co-operation with the Guild. The watch never maintains a heavy presence here although there are always a couple arbitrating petty disputes in Lothanplatz. Patrols are more regular than in Sudentor however, often encouraged by the generous donations of locals.

PCs unaccustomed to trading environments may feel intimidated by the hustle and bustle of the Lothanplatz and the associated trading areas. Blutgang is lively in the day and there is a similar atmosphere around Nüchterne Gasse at night. The areas around Freidrick's Allee are always quiet and peaceful.

Locations

Der Hythe

A huge rectangular trade-hall of impressive size it stands as one of the cities' largest buildings and the finest example of Lotharian architecture, one of its side walls runs the entire length of Lothanplatz. It is here that wholesale dealing is done by Bergsburg traders and where regional suppliers can sell their goods into storage. There are three wide, arched entrances for wheeled vehicles and two working cranes that operate from the halls' first floor gallery, loading heavier goods into storage. The Merchants' Guild rents Der Haythe from the Council and effects control over the site.

Crystal Clear Glassblower

In a street off Nüchterne Gasse, Heinrich Vosterkind runs one of Bergsburg's two glass-making workshops.

Drogo's Herbarium

Just off Lothanplatz this establishment is run by the Halfling Drogo. The range of herbs is as good as any in the city with a good supply of sweet smelling plants that regularly sell to residents near to the butchers quarter and a considerable stock of Grave root. Some locals have heard rumours that Drogo is somehow connected to the shadowy Raven Knights of the Cult of Morr.

Roland's Rest

Proudly the largest hostelry in the city, Roland's Rest sits on the corner of Lothanplatz and is one of the most prominent buildings for those entering from Kleintalabheimweg. Its ancient, dusty maze of rooms is regularly filled with a host of visiting traders, merchants and a range of oddballs and characters (some of whom have been there for years). Reinald Torten runs the inn along with the stable business and saddlers that are affiliated to it. He is one of the most influential businessmen in the district and in direct competition with Hochland Crossing Coaches.

The Butchers' Guild

One of the oldest guilds in the city, the Butchers' Guild operates from an old first floor apartment here. Central to their members' area it is reached from Der Shamblest via an external wooden staircase. This leads to an office with balcony views of the butchers' back streets. The sign of a cleaver hangs over the door.

The Cutler's Cupboard

Situated in an extremely narrow side alley between Der Shamblest and Lothanplatz. Arne Kurkin and his family have a tradition of providing the butchers' trade with carving equipment that has endured three centuries.

Interestingly, Arne also has a tradition of selling high quality throwing knives to a more exclusive clientele.

Dalla Haus

This elegant Lotharian house on Nüchterne Gasse was obtained by Hofbauer-Bodelstein Trading a century ago after they received it in a will from a benefactor. They are thought to have close links with the butchers trade and other businesses in their end of Viehstadt.

The Innkeepers' Guild

A non-descript three-storey building midway down Nüchterne Gasse, the Guild Council vet new innkeepers.

Middle Mountain Meats

Hochland's finest meats are sold in this shop and the coat of arms of many a Hochland noble family is bolted outside above the glass pane. For generations Uhler Fleisher's family has cut and sold the best meat in the city from their shop at the southern end of Der Shamblest and 'Lean' Uhler is particularly renowned for his excellent venison. Uhler's other reputation is that he has the fiercest of the dogs (that work in and patrol his premises) of all the butchers of Viehstadt.

Zamin's Second Skin

This small tattoo emporium is run by the heavily set, heavily-decorated Zamin who in fact is a well-mannered Dwarf of culture. Located among the other Dwarven workshops that clutter Viehstadt's branch of Thorgrimstrasse, Second Skin is easily identified by its artistic and colourful signage.

Grindolturn

This tower, two centuries old, is the work of the Dwarven Engineers' Guild, and as such an impressive fortification. Standing on the 'spike' of the Viehstadt wall, the Watch and City Guard use several floors of the tower and between them have an interesting collection of crossbows and other missile weapons stored there. Interestingly, the Wizards' Guild, which contributed generously to the construction, owns the uppermost room of the tower. Non-guild members are not permitted to enter and typical rumours persist as to its function. It is called Grindol's Watch by most after the engineer who constructed and manned it, but increasingly by some locals as Vogel's Turm.

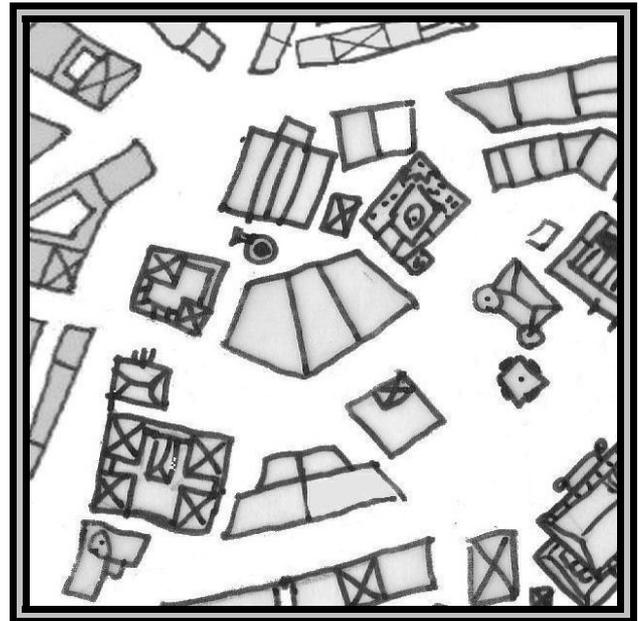
Brennen Stazion

Situated in west Viehstadt, this is Bergsburg's only fire-watch station, manned by the four sole members of Bergsburg's only fire watch. Many locals find it quite ironic the station, along with its' cisterns of rainwater, leather hoses and small watchtower, is situated central to the majority of council-owned property in the city.

Funded by the Rathaus they are comically selective about which properties they tend to in an emergency.

Hurgar's Clock Tower

Lothanplatz's defining monument, the three-storey clock tower sits off-centre of the main square. A completely aesthetic structure it looks slightly out of place. The intricate clock-piece is kept in good working order by Old Hurgar a craggy, bearded Dwarf with a grumpy temperament. In recent decades merchants, and then also travellers, have taken to sticking passing notes to the lower brickwork in the hope of contacting companions and other itinerants, a practice that Hurgar detests. He will frequently take to leaning out of the towers higher windows and volleying abuse and sometimes objects at onlookers. Since he has never been known to venture out of the tower the mass of parchment stuck to its outer walls is likely to stay put.



Innkeepers' Guild

Everyone who desires to become an innkeeper in Bergsburg, has to become a member of the Innkeepers' Guild first. The guild's council consists of three members: Frieda Hugenhoven, Kasper Schulten and Emanuel von Praag. Frieda is the Chairman and Kasper and Emanuel are her advisors. They decide whether a person is allowed to become a member or not.

It's not easy to become a member if you aren't a relative of a present member. You need to be either very skilled or very rich to join the guild without some kind of a recommendation letter from someone with influence (Hugo Zungenbrecher, for example, was very rich when he applied for membership).

The council usually wants to know whether the person applying has enough resources, a good cook, serving staff, etc. The applicant (or their cook) has to prepare a meal for the council. The quality of the meal weights heavy on the council's final decision.

When a person is accepted, a small initiation ritual takes place. The new member swears fealty to the council on the Holy Cookbook while the Chairman's advisors powder salt and pepper on his head (not too much though since those spices are quite expensive).

All members pay the guild 25GC a year and are also supposed to perform one task for the guild council for free.

Innkeepers who do not have guild memberships ("wilders"), typically speakeasys in Helmsberg and Sudentor, will first receive a polite request to cease their actions. If they continue to run their inns despite the warnings, the guild will switch from the strength of the argument to the argument of strength. Some well-built

gentlemen might visit the misguided innkeeper and persuade him not to continue his business. Acts of violence aren't uncommon. And it's all within the boundaries of the law - it's the guild's right to prevent any illegal activity that could damage its interest, by all ways deemed necessary.

The jurisdiction of the guild stretches only as far as the city walls, so the proprietors in the trade town not only aren't required, but also aren't able, to become members of the guild.

On the 8th of Erntezeit, the end of the traditional "Pie Week" festival, a week filled with incredibly large meals, the guild marches through the city in a colourful parade of banners and flags representing the different inn-signs. The parade comes to a grand finale on the townsquare, where all the members of the guild have prepared a large meal (in the open air) for the foremost members of the Bergsburgian society. The innkeepers themselves don't



eat a thing (nor do their cooks), in fact, they fast for the whole next week, eating only at sunrise and sunset (the reason why there aren't many halfling cooks in Bergsburg). They can eat for as long as it takes the sun to appear completely, from the moment it showed it's first beams from behind the horizon, as seen from the top of the guild, and as long as it takes it to hide, again from the moment it touches the horizon, to the moment when it vanishes completely.

Their meals consist purely of vegetables and other produces low on fat. This whole ceremony is to represent the fact that things mightn't always be as prosperous as they are right now. Many innkeepers aren't very happy with this practice, but Frieda, a fervent traditionalist, isn't known for her progressiveness.

The Innkeepers' Guild is a tall three storey building in Viehstadt. On the ground floor is the reception, where all clients are received. On the 1st floor are the offices of the clerks and the scribes who take care of the administration. On the 2nd floor are the offices of the three members of the council: two medium sized ones for the advisors and one large for the Chairman. On the 3rd is the meeting room, where the council receives applicants and where the initiation ritual takes place.

On the outside, the building looks roughly the same as the surrounding buildings, only the sign that says The Innkeepers' Guild distinguishes it from its neighbours.

Frieda Hugenhoven

A stout woman of average height, who used to be pretty a long time ago. She is the Chairman of the Council of Innkeepers. Kasper Schulten and Emanuel von Praag are her advisors, but they don't dare oppose her. Frieda tends to bully people into doing what she wants them to do, but she has a strange quirk for politeness: she will never resort to name-calling or any other way of vulgar behaviour, and anyone who does that in her presence loses all of the respect she may have had for him/her. Frieda can hold a grudge as long as any dwarf, so anyone who crosses her, has little chance of becoming a member of the guild.

Her husband was the former Chairman of the Council, and when he died, Frieda, who was also skilled in the trade in innkeeping, took over his tasks. Some say she poisoned him to gain this position, but only those who have a death wish mention that in her presence. Her inn is called "Under the Girl's Smile".

Frieda Hugenhoven							
Female Human							
Innkeeper (ex-Burgher)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	23	42	36	31	48	54	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	3	0	0	0
Skills: Blather, Charm, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Speak Language (Reikspiel), Trade (Cook)							
Talents: Etiquette, Dealmaker, Savvy, Streetwise, Street Fighter							
Armour: None							
Armour Points: Head 0, Arms 0, Body 0, Legs 0							
Weapons: Dagger							
Trappings: 43 Crowns, Knife, Gold Ring worth 28 Crowns, the Holy Cookbook							

Emanuel 'von Praag'							
Male Human							
Innkeeper (ex-Tradesman)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	24	33	44	22	47	30	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	2	0	0	0
Skills: Academic Knowledge (History, Heraldry), Blather, Charm, Common Knowledge (the Empire, Kislev), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Speak Language (Reikspiel, Kislevan), Trade (Brewer)							
Talents: Etiquette, Dealmaker, Suave							
Armour: None							
Armour Points: Head 0, Arms 0, Body 0, Legs 0							
Weapons: Rapier							
Trappings: 35 Crowns, History Book, Pipe, Tobacco							

Kasper Schulten

Information about Kasper can be found in the description of his inn, the Rolling Stones Tavern in Grossplatz.

Emanuel "Von Praag"

Emanuel von Praag is a short, fat, jovial man, in fact the very stereotype of an innkeeper. His family comes originally from Kislev, Praag to be exact. Their family name wasn't von Praag, actually, but it was so difficult to pronounce, everyone simply called them Von Praag ("from/of Praag").

Emanuel loves to talk and laugh. His fat round belly makes it difficult for him to walk around, so he prefers to stay at his inn and talk with his customers.

His main interest is history. His great-great-great-grandfather fought in the battle of Praag, against the forces of Chaos, hence his interest. He'll start a conversation about history with anyone in his inn who looks at least a little intelligent.

He is also famous for the beer that is served in his inn. He helps brew it. His inn is called "The Wings of History".

Adventure Hooks

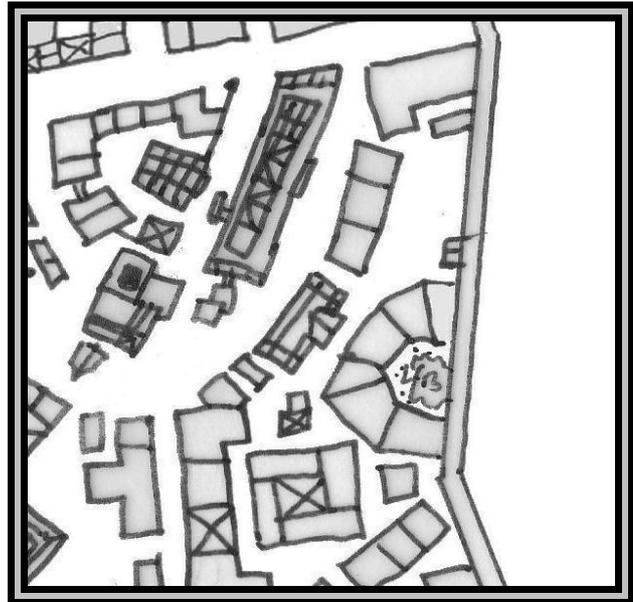
The advisors are fed up with Frieda's tyranny and hire the PC's to 'dispose' of her.

The fact inns can function freely outside the city walls damages the guild's interest. They hire thugs (PCs?) to harass the inns in the trade town. The owners of those inns know that the Guild is behind the assaults, but can't prove it. They hire the PC's to either help defend the inns or find some evidence that the Guild is behind all of this. There are two workshops in Bergsburg that work with glass, one is Praxis and the other is a small shop called Crystal Clear run by Heinrich Vosterkind. Praxis caters to the more expensive made-to-order requests, while Crystal Clear has the low end of the market.

Hofbauer-Bodelstein

The Hofbauer-Bodelstein Trading Company

In the drawing rooms and parlours of Bergsburg's Merchant classes, the name Hofbauer-Bodelstein is never spoken without an attendant curse. It is not just the general dislike many of their station have for this most ambitious and ruthless of companies - here it is personal.



Although few still speak of it, Bergsburg Merchants firmly believe that Hofbauer-Bodelstein, in particular the then head of the local operation, Hans Ofmin, was responsible for the death of local merchant Claus D'Enron. Not that D'Enron was popular, but Hofbauer-Bodelstein's tactics of intimidation and bad practice, offended and threatened all merchants. That they were succeeding in increasing their business, so the merchants protest, was only a side issue. When D'Enron was killed in an alleyway, the anger was such that Hofbauer-Bodelstein were forced out of their offices in the Osttor district. Only Ofmin's death soon after allowed them to continue their trade without harassment. Who killed Ofmin is still unknown but many of the merchants believe it was one from among themselves.

Since then Hofbauer-Bodelstein's presence in the city has been minimal. A couple of attempts to expand have been curtailed by the Council. Now, two decades after D'Enron's death, Hofbauer-Bodelstein have again decided to push for a bigger slice of the Bergsburg cake. This turn of events has again hinged on a murder. The victim this time was Alexis Kocher, a Kislevite immigrant who took over from Ofmin. He was a friend of Anton Hofbauer and was a gentleman out of place. He had only survived so long by being ignored. With this change of direction came the arrival of the lawyer Treman. Intelligent and immoral, he is here to make money; lots of money - both for himself and the company. While he doesn't care who gets hurt, he is fully aware that there is a game to be played.

While Treman runs the not particularly successful legal side of the business, he has built a sideline in smuggling gold out of Bergsburg. The contraband is stored in an old mine some miles outside the city, just north of the main Talabheim road. However, Kocher started to suspect and had been seen talking to Captain Trappelmuller of the roadwardens. Innocently perhaps, but not a friendship Treman wanted to see blossom. The removal of Kocher became a necessity when a new opportunity arose.

A New Face

The Temple of Shallya recently announced that it intended to award a Commission to transport wine to Bergsburg from Nuln. Although not hugely lucrative, the possession of this commission itself is hugely important in Bergsburg. The von Kasterburg family of Osttor had previously held it and its removal by the Council has shocked many. The Temple has asked the Council to look at possible contenders and thus began the first in a long round of negotiation and discussion. Treman knew this was his moment to establish Hofbauer-Bodelstein in the city. On his advice, Larrs Holbein was sent to Bergsburg. An excellent negotiator, he is sympathetic to the Cult of Shallya and has worked for them previously. As importantly, Treman knew that Larrs Holbein was an old friend of Leon Gehrling but that his presence would be an embarrassment.

Treman knew that Hofbauer-Bodelstein had to get back into Osttor. Indeed, he had already eyed the Landberg building on Bergenweg. Not that they had any intention of selling. A presence in Osttor would give the company status, something that possession of the temple's wine concession would enforce. Both aims are important tools to the success of the company in Bergsburg. Apart from the dislike of the other merchants, the real fly in the ointment is The Widow Kocher. After the death of her husband she has made it her business to bring down Treman and the company.

The Hofbauer-Bodelstein Offices

The company offices are located in the elegant Lotharian house, Valla Haus, on Viehstadt's Nüchterne Gasse. Everyone in the area knows that Hans Ofmin bequeathed it to the company. However, many whisper that it was tricked out of the family's possession by the company. When Ofmin first came to Bergsburg, he stayed with his cousin Ottoman. The goldsmith's large family was glad of the extra income, and the house had room to spare. Ofmin was a generous guest and lent Ottoman a lot of money, but all in loans. When Ottoman died suddenly, the house was left to Ofmin and he continued to live there, looking after the Ottomans. Ofmin grew to love the family as his own, and told them that he had left it to them in his will. However, with his murder, the family discovered that it was now in the possession of Hofbauer-Bodelstein, seemingly in exchange for the loans Ofmin had given Ottoman.

Sigfried Hofbauer arrived only days after Ofmin's death. He took charge of moving the operation to Valla Haus, personally and literally throwing some members of the Ottoman family into the street one dead of night. The family knew they had been swindled but knew not how. Alexis Kocher tried to help them out soon afterwards but they would not talk to him. Indeed, young Peiter Ottoman stabbed him in the street. He was arrested and died in prison twenty years later.



Randolf Treman now lives in the house, as do three senior clerks. Many of the downstairs rooms are used as offices. The main business takes place a hundred yards away in what used to be The Prospector's Luck coaching inn. It went out of business a few years before Hofbauer-Bodelstein moved into the area and it suits them fine. The wagons load and unload in what used to be the stables, the goods stored in the main room. Some of the teamsters live in the rooms upstairs. Three large dogs are let loose in the stables each night.

Hofbauer-Bodelstein undertakes a lot of local trade, transporting goods for the butchers and other businesses in Viehstadt. They do so efficiently and at a fair price. This also ensures they have a lot of local support, and rumours of outsiders asking questions will soon find their way to the company. This aspect of the business was Alexis Kocher's strong point, and one Treman underestimates. Moving out of the Viehstadt will lose them friends here. Not that Treman cares. He has also fallen out badly with Udo Reisen, who has taken his business away from Hofbauer-Bodelstein. This is more worrying as many listen to Reisen.

Randolf Treman – The Lawyer

"Play by the rules only when someone is watching."

A patronising, immoral and just plain nasty man, his real skill is hiding this side of his personality from people. Highly intelligent, educated and greedy he is the perfect man to work for Hofbauer-Bodelstein. Indeed, Siegfried Hofbauer personally hired him, one of the few people he has ever admired. That is not to say that he is happy at being stuck in Bergsburg, but he knows he is being tested. Winning the concession for Hofbauer-Bodelstein and establishing them here is just what he has been waiting for.

The fifth son of an impoverished noble, one who eventually had his title stripped from him, Treman had to find his own way in the world. Spotted by a Carroburg

firm of lawyers for his sharp analytical mind he became a clerk to learn the trade. This he did so with ease, becoming the youngest Lawyer ever to serve in the city. He was young, rich and important. However, as he partied with the in-crowd, he soon came to realise he was being suitably drawn to the edges of, what he discovered was, a Slaaneshi cult. Overnight he packed his bags and left. After that, never without employment or money, he drifted for a while.

Working with Alexei Kocher, he soon became frustrated by the old man's lack of ambition and insistence on playing by the rules. Nevertheless, Treman had opportunity to develop the smuggling operation. He was determined to fully establish Hofbauer-Bodelstein in the city, bringing them into the more upmarket Osttor. Treman felt that Kocher would hinder his plans and tried a number of different approaches to get rid of him. They argued heavily and one night, Treman's patience reached an end and he coldly and calmly stabbed Kocher to death. The body he dumped in an alleyway not far from Lydia Wildfeuer's House of Pleasure

With Kocher gone, he took over real control of the operation but in liaison with the company he brought in Holbein as a figurehead to undertake the negotiations to win the wine concession. Knowing that Hofbauer-Bodelstein were playing a bit of a risky game, he knew Holbein, with his history, was perfectly placed to take the fall if need be.

Irina Kocher – The Widow

In her fifties, Kocher is a formidable woman. Always dressed in black, the only decoration she wears is a silver raven of Morr on a chain. She is convinced that Treman is the man responsible for the death of her husband Alexis, although she believes it was carried out by one of his men. She also blames Hofbauer-Bodelstein, and thus Holbein. Her husband had spoken for years about how Hofbauer-Bodelstein had changed, becoming more criminal than ever. To Kocher Treman represents this changing face.

She suspects that her husband was killed for uncovering one of Hofbauer-Bodelstein's secrets. She is determined to find out what it is and gain her revenge on Treman. To this end she has been speaking out against the company wherever she can. She has found a receptive audience with the Merchants' Guild although they have done nothing to back her up. She has spent her time talking to Hofbauer-Bodelstein customers and business partners trying to get them to stop working with Hofbauer-Bodelstein. So far she has been treated as an insane old bat. This has helped protect her from Treman, and he dismisses her as an irrelevant irritant.

Kocher came to Bergsburg with her husband Alexis, leaving behind the city of Praag for a better life. The pair worked wherever they could for a number of years until Alexis had a chance meeting with Fredrich Staffenburg, Anton Hofbauer's right hand man. Kocher worked with

the company through Siegfried's take-over, and when he saw how the new owner was running the company after he took over, he expected to be fired. When Hans Ofmin died, Alexis was surprised to be placed in charge of the Bergsburg operation. Finally, the Kocher family were comfortable and the employment lasted longer than they could have hoped. Then Treman arrived in the city. The Kochers knew that this spelt the true arrival of the new Hofbauer-Bodelstein, and the beginning of the end for them in the company.

Once Alexis had taken charge of the Bergsburg operation, Kocher spent her time bringing up their four children. She also helped her husband run the affairs of Hofbauer-Bodelstein.

Kocher is fiercely independent and unafraid to speak her mind. Her Kisleven accent comes to the fore when she is angry, a common event these days. She has a complete lack of diplomacy or tact. She understands the business as well as her husband ever did. Her three children are fiercely loyal to her and she is often accompanied by Hans, her thirty-year old son, who serves in the City Guard.

Larrs Holbein – The Heretic

Recently arrived in Bergsburg, Holbein has been employed by Hofbauer-Bodelstein to help them obtain the wine concession from the Temple of Shallya. To give him clout he has officially been placed in charge of the Bergsburg operation - although he knows that Treman is really in control. He is expected to liaise with the Council and to a lesser degree with other Merchants and the Temple. Many of the other Merchants have someone doing a similar job. The most powerful voices are the representatives of the Merchants' Guild.

However, the employment of Holbein is not so straightforward. Many years ago, he attended Nuln University, financially backed by his family who made their money from trading grain. Here he gained a desire to do something about the life of the poor. He flirted with the worship of Shallya, before becoming frustrated with their passive approach. Influenced but not fully convinced by The Markovite Ukase (Warpstone 10), he then became a follower of Ranald the Protector, although he disagrees venomously with the god's other aspects. Despite the path he has taken, he retains a deep respect for the Cult of Shallya and has mediated on their behalf on a number of occasions. At university, Holbein became convinced that the poor could become free through increased trade and opportunity, removing such privileges from the Noble and Merchant classes. His vocal opinion got him into trouble on a number of occasions, and his reputation nearly got him killed. He was one of a dozen students and lecturers arrested by the religious authorities and charged with heresy. All the guilty were known agitators that had annoyed the University and City authorities. Only Holbein survived the death sentence, his guilt being "non-proven due to lack of evidence". Most saw his escape as a

weak attempt to make the trial appear balanced. Despite this, his reputation was ruined and he was forced into leaving the university and Nuln.

This period of Holbein's life has a direct bearing on his employment with Hofbauer-Bodelstein and his arrival in Bergsburg. For, in his days in Nuln Holbein's roommate was Leon Gehrling who is currently investigating the finances of the Temple of Shallya on behalf of the cult's Altdorf base. Gehrling suffered by association to some degree and the pair fell out, although Gehrling knew Holbein was innocent. Both have not spoken since but Treman hopes that Gehrling will simply be desperate to get his old associate out of the city, and willing to influence the Council's decision through his current leverage over Bianka Morgentau. If it looks like Holbein is not making progress, then Treman is prepared to begin blackmailing Gehrling with exposure. Innocent as he is, it is not information anyone of influence wants made public.

In his early forties, Holbein's fierce eyes dominate his face. It is the only part of him that remains unworn, he is thin enough so his bones stick out. He has a thick mop of dusty, blond hair and unusually sports a silver earring of a raven, although it can be argued it is a dove.

The other important and much neglected part of Holbein's life is his family. They live in Altdorf in the shadow of the temple of Shallya. Here his wife Helena prays daily and helps out where she can. Their three children all attend classes held by the clerics. Although they disagree frequently over aspects of religion the couple are devoted to each other.

Teamsters and other Employees

Hofbauer-Bodelstein employ five fulltime Teamsters. All are ex-mercenaries who were hired by Treman with promises of good money and a safer existence. All help with the smuggling side of Treman's operation and have been used as muscle on various occasions, recently against the Landbergs.

The company also employs three senior clerks and a number of clerks.

References

Further Background on the Hofbauer-Bodelstein Trading Company can be found in the article A Hundred Years of Trade in Corrupting Influence: The Best of Warpstone.

Crystal Clear Glass

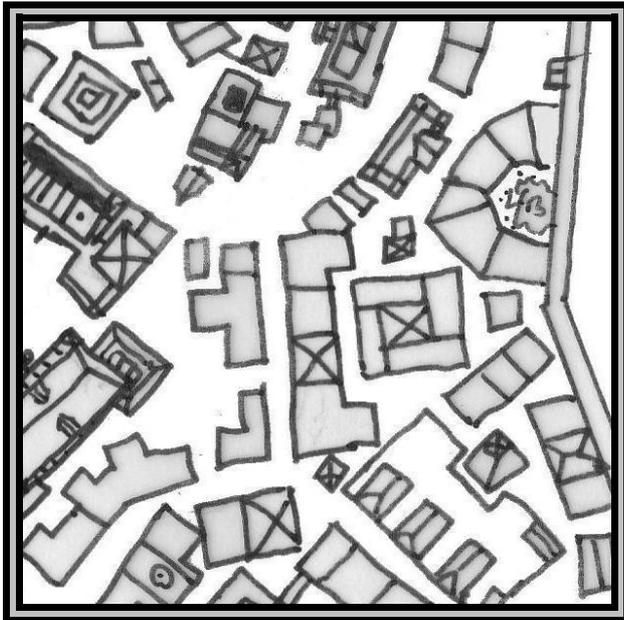


Heinrich Vosterkind produces anything you can imagine from glass. His workshop occupies the ground floor and the cellars of a two storey building. The first floor is occupied by a chemist who makes all sorts of concoctions and also supplies Heinrich with the pigments he uses to colour the glass. The ground floor area of the building has been extended to include a shop with displays of products that Heinrich produces. The other part of the workshop contains the furnace and other tools used, while the cellars contain most of the raw materials and the strong room.

The strong room in the cellar contains several expensive vases and glass lenses that are not finished, but not dared left in the open. Also three sets of crystal glasses (each a six piece set) with different engraved motifs, two magnifying glasses, three mirrors, a set of engraving tools, and a small chest on shelf set into the wall containing 78 GCs and a golden medallion on a chain. The medallion is circular, engraved with a heart and a drop in the middle of the heart (both the heart and the drop of blood are symbols of Shallya).

In the shop area Heinrich displays many of the items he has made; small creatures made of coloured glass, glass beads, mirrors, vases, wineglasses, spectacles, and there is even a small old, collapsible telescope hanging on a wall (this was a gift from his mentor, after he became an artisan - this is not for sale). He also produces looking glasses, reading aids and lenses for the scholars in Bergsburg. He also created the stained glass windows, with help from Praxis, when the Temple of Shallya needed to repair the windows after a particularly violent winter storm.

He is a talented man when it comes to working with his hands, but he is not particularly bright - now don't



misunderstand - this man is far from stupid, but it sometimes seems that thoughts take longer to form in his mind. Those that judge quickly, often mistake this trait for stupidity and consequently talks loudly and slowly to him, something that is sure to anger him. He is a man of great patience when it comes to his work and this has helped him become a good artisan.

Heinrich is the foster son of Waldemar Schattental of the small noble family by that name living in Bergsburg (see The Schattentals). He was adopted at an early age by Waldemar on one of his travels, and has no recollection of his true parents. He lives with the Schattentals and often performs some errands or tasks for them, he is treated more as a servant than as a son by the other family members, but Waldemar and Heinrich have a very good relationship between them.

It was originally Waldemar who taught Heinrich his trade. Waldemar had some experience as a scholar and alchemist at creating his own equipment, but Heinrich quickly surpassed Waldemar and instead of following Waldemar's vocation he chose to specialize in glassblowing, which seemed more to his liking. He was never much of a scholar and as Waldemar realized this, he helped Heinrich set up a small workshop in the guild district not far from Praxis.

Heinrich ran his small workshop for a few years, and he attracted quite a few customers, but he felt that there was more to the trade than what he knew. He decided to travel to Middenheim and take an apprenticeship there to learn more about his craft. Heinrich apprenticed to a workshop on Handels Bahn in the Brotkopf and Kaufseit district and became familiar with the area and many of the artisans and people living there.

If any of the PC asks for a contact, Heinrich will gladly help. (See below for an NPC from this area in Middenheim). After two eventful years he returned and

continued his trade in Bergsburg, having gained a little money and lost a few illusions. His second apprenticeship honed his skills and the workshop was expanded a few years ago as trade has gone very well for Heinrich.

Things have been going so well in fact that Heinrich has taken on an apprentice. He sponsored the education of one of the children from the Shallyan orphanage, his own experiences in Middenheim taught him that basic math skills and literacy were necessary to be successful in the trade. The young man named Ulrik has now been working as an apprentice for almost two years and he does most of what little accounting is done in the workshop.

Heinrich Vosterkind

Heinrich is tall and well built, with a friendly face and short brown hair. He has become muscular after years of work in his workshop. He is a little shy of strangers. He looks up to his mentor and guardian Waldemar von Schattental, and would do anything for him. He is a devout follower of Shallya; he is no initiate, but he follows the strictures.

He is secretly in love with Anna-Lena Jaeger, the

Heinrich Vosterkind							
Artisan Glassblower							
Male Human							
Tradesman							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	24	43	47	45	32	36	29
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	2	0	0	0
Skills: Common Knowledge (the Empire), Drive Cart, Evaluate, Gossip, Haggle, Perception, Speak Language (Reikspiel), Speak Secret Language (Guild Tongue), Trade (Glassblowing, Brewing)							
Talents: Dealmaker							
Armour: None							
Armour Points: Head 0, Arms 0, Body 0, Legs 0							
Weapons: Dagger							
Trappings: Tools of the Trade, Workshop, Various Wares							

maid that works for the Schattental family, unfortunately for him she does not return his feelings.

Ulrik Stark

Ulrik is 5'9" and quite strong, he has close cropped black hair and a fair complexion. The first thing people tend to notice about him is his eyes which are very charismatic, he does not have much trouble making new friends of the opposite sex. He is mild mannered and very intelligent, he seems to have an innate ability to do calculations. He has some basic education due to the fact that Heinrich sponsored his tutelage while in the Shallyan orphanage. Like his master, Ulrik is a devout follower of Shallya.

Wolfgang Brumme

This is the reknowned Wolfgang Brumme of Brumme and Baas, the Glassmakers. These two men managed to make a name for themselves in their younger days when the trade was good and money was easy (at least according to Wolfgang's tales). Wolfgang has many good

Ulrik Stark							
Artisan's Apprentice							
Male Human							
Tradesman							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	29	42	39	44	39	29	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0
Skills: Academic Knowledge (Theology), Common Knowledge (the Empire), Drive Cart, Evaluate, Gossip, Haggle, Perception, Speak Language (Reikspiel), Speak Secret Language (Guild Tongue), Trade (Glassblowing, Brewing)							
Talents: Dealmaker, Savvy, Suave, Super Numerate, Very Strong							
Armour: None							
Armour Points: Head 0, Arms 0, Body 0, Legs 0							
Weapons: Dagger							
Trappings: Tools of the Trade							

Crystal Clear Prices	
Description	Cost Enc Avail
Small creatures of coloured glass	2GC 1 Common
Glass beads (10)	15/- 1 Common
Small hand mirror	10GC 3 Average
Medium mirror	25GC 8 Rare
Glass vase	5GC 3 Average
Wine glass	7GC 2 Average
Glass vial	5GC 2 Common
Glass bottle	10GC 5 Average
Spectacles	60GC 4 Very Rare
Magnifying glass	75GC 5 Very Rare
(Very rare = Time consuming and difficult to make, Heinrich may not have the time to make this item)	
Prices listed are for plain items, finer quality and/or engraved items are double or triple price depending on the quality required.	

tales from the Brotkopf and Kaufseit district, from when he was growing up. He used to guide visitors around to the seedier places, then later he began fencing goods that some of the visitor brought to pay for the guiding. From fencing he began a modest trading house, but then he met Hugo Baas, a glassmaker, and the two set up a small but exclusive glass workshop. They had high prices in an exclusive district and managed to make a lot of money and quite a few enemies.

Over the years they have had many apprentices, among them Heinrich Vosterkind. Things began going badly after Baas lost his right hand in a furnace accident (actually it was "payment" on a gambling debt he had incurred). Baas was unable to continue his trade and began drinking heavily, he has squandered his fortune and is now reduced to no more than a beggar. Brumme takes care of him whenever they meet, but Baas is always on the move. Brumme is often seen in the local taverns talking to the other patrons (most of whom he knows from his trading days). He has now retired and is writing a history of the city in his spare time. Anyone with enough time should buy him a drink and take the time to listen to his stories, he has a lot to tell about the days of old.

Brumme seems to know almost everyone in the district and is an invaluable contact, he can introduce you to people in professions you never even knew existed.

Outside Relations

The Temple of Shallya

Heinrich is well known to the priests at the temple, he often stops by to pray here in the evening, on his way home from the workshop.

The Schattental Estate

Heinrich lives on the estate in one of the small buildings next to the main building. He gets on well with most of the other people living on the estate and especially with Anika, she has the patience needed to talk to him. They often talk while she takes care of the horses for the evening. His relationship with Karl-Werner is next to non-existent, Karl-Werner simply ignores him, or when he does notice it is only to boss Heinrich around like a servant. Isabella was reluctant at first when Waldemar brought Heinrich to the estate, but has warmed to him as time has passed, she now treats him like her other children.

Bernhard Hardtung

Bernhardt is a small man. He is very lean, almost slim. His hair is brown and his eyes the same colour. He always seems to be a little restless, doing all of his work extremely quickly, but with great precision. He dresses in simple clothes. Most of them are grey and do not fit very well - the sleeves are always a little long. He constantly carries a bag around, which contains some powders and potions, as well as tools for measuring a body, including a scissors-like calliper rule.

Bernhard is a free-lance doctor in Bergsburg. He is not a specialist, but a general practitioner. He runs a small office in Viehstadt, but most of his work is done in the Temple of Shallya, in which he takes care of those who need help in some way or other. Since most of this work is on a voluntary basis, Bernhardt only gets a little compensation. He thus needs his office to earn a living.

For most of the week he can be found in the infirmary of the temple, where he treats "normal" illnesses, ranging from common diseases to more serious injuries. He has quite a reputation for wounds, which are considered a normal injury within certain circles. However he is able to deal with most other physical problems.

His work for the Temple has gained him much respect within Bergsburg and the clerics look favourably on him. His reputation is good enough to allow him a considerable amount of freedom outside the general guild-system. Thus he is not a guild member and any attempt to forbid him the practicing of his art is futile, because of his protection by the Temple and some other important people in the city.

Most of his clientele of course come from the poor, since these are the people that mainly go to the Temple. However his reputation is good enough that some of the richer people come to his office for treatment. His office is rather small; he does not have the money to employ assistants and therefore has to do all the work. He also does not enjoy the privileges of guild members, who have all their taxes calculated by the guild.

Bernhardt is a well-known figure in Bergsburg and most people, from all layers of society, know him or have heard of him. The idea most of the people have of him is, on the other hand, rather sketchy, because Bernhardt rarely attends social events. In fact he is rarely seen not working. Only once a week can he be met at the market, while his maid, Daniella, does all the shopping for him. Daniella can also tell very little about the personality of Bernhardt; she only knows that he comes home late in the evening and normally works for many hours well into the night. Even his patients learn very little of Bernhardt - he

Bernhard Hardtung

Male Human

Physician (ex-Student)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	32	53	50	52	71	51	32

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	5	5	4	0	8	0

Skills: Academic Knowledge (Science) +10%, Common Knowledge (the Empire), Gossip, Heal +10%, Perception, Prepare Poison, Read/Write, Speak Language (Classical), Speak Language (Estalian), Speak Language (Reikspiel), Trade (Apothecary)

Talents: Linguistics, Resistance to Disease, Savvy, Seasoned Traveller, Surgery, Very Strong

Armour: None

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

Weapons: Dagger

Trappings: Good Craftmanship Clothes, Purse with 2d10 Crowns, Trade Tools (Medical Instruments), Other at GM's discretion

Insanities: The Fear (Women,mild)



surely does not practice any soft skills while treating his patients. Instead he remains silent most of the time, eventually muttering a word or two to himself. The only times when he directly speaks to his patients is when he asks why they have come and when he gives them his diagnosis.

For someone not in the guild who does most of his work for public welfare, it is surprising that Bernhardt works most of the time. He also does not seem to have any pastimes. The guild members regard him with suspicion - they all know that Bernhardt is an excellent physician and they would welcome him with open arms, should he ever wish to join the guild, but for them he is into welfare work far more than normal for a non-cleric.

Should he be approached directly, it becomes clear that Bernhardt has no interest in what is going on in the world unless it is connected with his profession. He seems to be a serious and quiet man. Any kind of small talk is a waste of time for him; he will either ignore it or asks if you can leave. He also has virtually no feeling for social customs - he never seems to apologise, nor does he even pretend to be friendly.

His diagnoses are very precise and he normally does not use any mumbo-jumbo in the treatment. Charlatans have a hard time with him. He also does not seem to be a devout follower of the faith of Shallya, in fact he has never been seen praying in the Temple or wishing for divine intervention in the treatment of an especially serious disease. He only seems to rely on hard science, directly telling a patient if he will die or not. This makes him appear to be a cold-hearted man, but so far his way of doing his work has been exceptionally successful, at least compared to the work of most physicians you can find elsewhere.

The clerics of Shallya speak with respect about him, but they also personally do not seem to like him very

much. But as long as he is doing a lot of the welfare work and his treatments are successful, they will protect him from any kind of accusation and rumour that eventually spread in Bergsburg.

History

Bernhardt came to Bergsburg around ten years ago. He was born in Hocheleben thirty years ago, as the son of a local physician and a housewife. His parents were quite wealthy, for a town like Hocheleben that is, and were able to pay for a decent education for Bernhardt. Thus Bernhardt went to Averheim to begin his training as a physician's apprentice at the age of seventeen. After he had almost finished his apprenticeship, he got a message that his parents had been killed on a trip to Longingbruck. It was never discovered if they were killed by ordinary highwaymen, or if the murderers were mutants or beastmen. Even after Bernhardt had heard of the death of his parents he refused to return to Hocheleben. Instead he mailed an old friend to collect the contents of the household and sell it. The sum of money was than brought to Bernhardt in Hocheleben. Even to this day, this money is what allows Bernhardt to do most of his work on a non-profit basis.

After he had officially finished his apprenticeship, a close friend introduced Bernhardt to Jorge Malachus, a physician from Estalia, who introduced Bernhardt to some new ideas concerning the connection between a person's appearance and his way of life. Jorge allowed Bernhardt to accompany him during the next five years in which Bernhardt soaked up every new method and idea like a sponge. Suddenly Jorge had to leave the Empire (see Secrets) and return to Estalia so Bernhardt then chose to practice as a physician and use the new methods he had learned.

Eventually Bernhardt turned up in Bergsburg, since Bergsburg is a town that is pretty far off the beaten track, at least compared to cities like Middenheim or Altdorf. But Bergsburg is also big enough to guarantee a constant supply of patients.

Secrets

Jorge Malachus had to leave the Empire simply because he was accused as a heretic. His "new" methods were doubtful, at least, and provoked the attention of the officials and the cult of Sigmar. Jorge is not the only one who follows these new ideas and methods; instead, in Estalia the support seems to grow considerably, and even in the Empire there are many who believe in them. Bernhardt was open to Jorge's ideas because he had suffered a severe shock when he learnt of his parents' violent death. Even today he suffers from post-traumatic stress disorder. Jorge's ideas gave Bernhardt a way to deal with his problems and today he is more than convinced that he is one of those people who can revolutionise science.

The new method began about seventy years ago and was developed by an Estalian physician with the name Antonio de los Puros. He claimed to have found out, that the physical appearance, especially the shape of the skull, directly pointed to the behaviour of the person. He began to measure different skulls and claimed to be able to tell the character of the person. This method proved to be quite popular, since Antonio was able to tell by the measuring of the Hidalgos and other nobleman, that they were intelligent, honest, brave and of higher birth. However, what Antonio did not know, was that he was under the direct influence of Tzeentch, after an incident some years before. What not even the Changer of Ways expected, was the rising popularity of this "theory". Scientifically the method is mumbo-jumbo, but since the people wanted to hear what they heard, it became quite popular. Especially the courts in Estalia grew quite fond of it, when the physicians were able to tell them that the convicted thief was really a criminal, an insight which is not surprising. What Tzeentch also did not expect, was that his impulse was exploited by the followers of Solkan, who tried to use this method in an attempt to tell right from the beginning whether a child would become a chaos worshipper or not.

Bernhardt is also a follower of this method and when he treats a patient, he also measures the skull. Since his treatments are quite successful so far, no one even thinks about asking him why he has to measure the skulls of his patients. This also explains his speciality in the treatment of people who experienced a violent death or were in any way injured with knives, swords, pistols or any other way, that implies a dubious character.

Bernhardt is a devout follower of Solkan in his attempts to categorise people into "good people" and "bad people". So far he has been able to hide his belief from others.

Motivations

Basically Bernhardt has two main motivations. The first is to "purify" the people of Bergsburg and the Empire. The second is to revolutionise science. For reaching his second aim, he is putting down every measurement in a book. He plans to publish this book in the future. This book should then bring him fame.

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