



Streissen: Hotbed of Revolution

A Warhammer Fantasy RolePlay Sourcebook

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League of the Vine created by Rob Harper

Appendix I: University of Streissen by Rob Harper

Tratten, Geschebi and Abgards tribes of the Avermanni League first mentioned in Warpstone issue 17

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Introduction

The **Streissen: Hotbed of Revolution** sourcebook is intended to provide a WFRP setting for those GMs who plan to centre their campaign in a small university town in the Empire or are just passing through. The information contained herein assumes that the Imperial Civil War as described in the first edition “**Enemy Within**” campaign (including my **Empire at War** finale) has taken place. Since the town does not really feature in the Storm of Chaos narrative, the background only extends as far as the immediate aftermath of the death of Grand Count Marius Leitdorf in 2520 I.C. Should a GM wish to use the sourcebook in a post-Storm of Chaos environment, then one of the more significant additions would be refugee camps outside Streissen and increased populations in other towns and villages.

Streissen: Hotbed of Revolution also contains information for the greater western Aver river valley area – both the Averland and Stirland sides of the river – from the provincial borders with the Stadtstaat of

Nuln to the outskirts of the region surrounding Averheim.

This sourcebook is written in a manner that will cover any version of **WFRP**: stats (profiles, trappings, etc.) and prices of items are excluded in favour of base NPC descriptions. As with other manuscripts I have written, I lean towards WFRP1e as it is the edition with which I am most familiar. It is possible that I might miss keeping the text “edition-free” in some areas. GMs may want to consider this tendency and adjust accordingly to suit their version / game. Maps are included for the GM with one of the Streissen maps being keyed to the descriptions of various locations. An unkeyed map is included for the Players' use should the GM wish to share it.

All dates in this sourcebook are based on the Imperial Calendar (I.C.)

Note: Players are advised not to read beyond this point.

Streissen and West Aver Background

Even though Streissen is located 170 miles from Nuln and 52 miles from Averheim, the Averlander town has been more influenced by ideas from the cosmopolitan city-state to the west over the past century than the provincial capital to its east. Historians trace this reorientation to the period between the founding of the university in 2438 and medical school in 2473.

Streissen is also located 94 miles upriver from Lengenfeld and 132 miles from Pfofeld, both of which are fairly large Averland settlements between the university town and Nuln.

Geography

Streissen is the largest settlement in the West Aver river valley as well as the seat of the County of Gagern. The town is located at the eastern end of the region known as Aver Wash [*Aver Waschen*] for the periodic flooding that renews the fertility of the valley's soil. Like many of the larger settlements along the Aver, Streissen is mostly built on high ground above the flood zone.

Aver Wash is framed by the hills of the Stirhügel to the north in Stirland and the low-lying Kyff Downs to the south in Averland. A couple of smaller rivers feed the Aver from the north while brooks flow from the drier south side of the river valley. Small woodlands – consisting mostly of chestnut, hazel, oak and ash – dot the banks of the Aver and the water courses amid the otherwise monotonous grasslands. The great herds of Averland's cattle barons feed on the open grasslands to fatten up as they are driven to markets in Streissen, Averheim, and Loningbrück.

As the rolling countryside converges on the river at the west end of the valley, the waters of River Aver slow and spread out into a large marshland known as Foggy Grey Marsh [*Nebligrausumpf*] named for its perpetual fog. The marsh makes travel between the towns of Pfofeld and Legenfeld particularly dangerous, expanding and contracting depending on the season and the amount of water flowing in the river. Two large rocky hills known as the Twin Sentinels [*Zwillingswachen*] regulate the flow of the Aver between them and into the Stadtstaat of Nuln where the river flows into the mighty Reik.

Mutants in Foggy Grey

The increasing frequency of mutant births in the late 25th century Empire multiplied the danger of travelling through the marginal lands such as Foggy Grey Marsh. Most mutants born to human parents are put to death or abandoned by their parents in nearby woods or marshes.

Of the few mutants who survive into adulthood, a small number prove to be strong enough to integrate (and thrive) in beastman warbands in the northern Empire. Most surviving mutants elsewhere form their own bands with a minority of the more “civilised” founding their own communities in marginal lands.

There are rumours that there are three or four small mutant hamlets somewhere in the vastness of Foggy Grey Marsh. The shifting channels and islets as well as the persistent fog of the marsh make it difficult for witch-hunters and their kind from finding and obliterating these settlements.

Village folktales speak of Mother Gryla, a mutant with strange powers of prognostication that the desperate seek out for advice when faced with hard choices. Those seeking Mother Gryla should be prepared to pay her “price” in order to benefit from her gift. Such cost could range from a portion of one’s rations to several stains of hair to a ring or jewel to part of one’s small finger (usually chopped off at the first knuckle).

Mother Gryla is usually accompanied by her only son and bodyguard: the one-eyed, scaly-skinned, muscular Meilon.

The provincial roads on both sides of the Aver are generally built on the portions of the land above the normal level of the flood plain. Some parts of the roads do submerge and get washed out during periods of high flooding and require the local nobility to rebuild such when the weather permits.

Toll-houses are found on many of the country roads in order to collect money for their up-keep. One such toll-house lies some eight miles east of Streissen, where the road crosses Luhne Brook and is surrounded by marshland just west of the track that leads to Dachbach. This Leitdorf-held toll-house is positioned to take advantage of the greater traffic moving goods and produce out of central Averland (the Empire’s breadbasket). The tolls maintain the road across the marshes and east as far as Pilsach. It is also used as a barracks by County of Gagern roadwardens answering to the Leitdorf-appointed Roadwarden Captain Sigmund Detlef.

A spur of hillocks from Kyff Downs approaches Streissen from the south and ends with Beacon Peak [*Leuchtfeuerspitze*] and the weathered remains of its ancient hillfort overlooking the town. Two rivulets (Deu Brook and Nette Brook) run along either side of the spur and provide Streissen with some protection on its western and eastern approaches, known as Aver Fens [*Averniedermoore*].

History

Like a number of other Imperial towns, Streissen arose from the ashes of its earlier destruction in the early 12th century and has been rebuilt more than once since then after various misfortunes, particularly wars. The following presents a brief historical overview of the town and its immediate surroundings.

Before Man

Having defeated the Elves in the War of the Beard (or War of Vengeance), the Miner craftguild of Karak Varn began surveying the Stirhügel and Kyff Downs for deposits of ore and gems. Yet the Dwarfen expansion into the lower hill ranges west of the Worlds Edge Mountains was not to be. After sinking a few exploratory shafts into Beacon Peak and other locations, the Dwarf miner clans were called back to help defend Karak Varn from attacking greenskins and Skaven. The Dwarfhold fell as did many of the Miner clans who died in the catastrophe.

The First Settlement

The village and trading post of Streissen was founded by the Brigundian chief Siggurd just before the birth of Sigmar of the Unberogens. It was one of the major settlements of the Brigundi (the main tribe of the Avermanni confederation according to some Imperial historians). The village was located within an enclosure near the river while earthen works and stockade on top of a nearby hill provided the residents a place of refuge in time of war.

Much of the early history of Streissen was lost when the Black Plague swept across the Empire in 1115 and the village obliterated. Those villagers who survived the pestilence were captured as the Skaven erupted from undetected warren of tunnels from the hills just south of and beneath the village. It is believed that Graf Mandred von Zendt of Middenheim camped near the ruins after his victory over the Skaven in the Battle of Rattafeld. Graf Mandred assigned his Dwarf Engineers the task of collapsing the Skaven tunnels in the nearby hillocks.

The plague-ridden village was then burned and the ground covered over, burying the remnants of the first settlement and whatever tunnels remained under it even further.

Age of Wars

Sometime in the early part of the 13th century, Emperor Didrick the Unjust rebuilt the village and stronghold of Streissen as part of his defensive line against his enemy Graf Ephraim von Alptraum of Averheim. The Emperor was fighting on several fronts and needed a bulwark on his eastern front so that he could turn his attentions towards the forces led by Gravin Beatrice of Schliestein.

With the death of Emperor Didrick and the subsequent election of Bloody Beatrice (soon to be known as the Monumentally Cruel for the revenge she wrecked on her enemies) as Empress, Graf Ephraim took over and expanded the stronghold of the late Emperor. From this base, Graf Ephraim was able to expand his dominion westward.

The Age of Wars came to an end with the election of Emperor Otto IV in 1359. As part of the general peace, strongholds such as those at Streissen were pulled down and the stone reused to strengthen the walls of the entire town.

Streissen Underground

Like many of the small towns and villages in the Empire, Streissen has no formal sewer system. The movement of human waste from the town is a large business for gong-farmers or "nightsoil carriers" as a consequence. Some poorer districts have open sewers that run at street level, which contributes to the rather potent aroma of the area.

Nonetheless, Streissen does have many old tunnels under it. The origin of most tunnels is Skaven activity during the time of the Black Plague. This region was once at the edge of the Skaven Under Empire's tunnel network, having expanded here during the Black Plague's phase of tunnel construction. These tunnels were abandoned and many intentionally collapsed after the Battle of Rattafeld. Later Skaven tunnelling efforts by-passed the West Aver Valley.

Since the Age of the Three Emperors, smugglers, cultists and revolutionaries have all found cause to re-open old tunnels and expand them, often reworking and renovating them such that evidence of their original makers is rare.

Empire No More

The peace of 1359 was quickly broken by the actions of the self-proclaimed Talabecland Empress Otilia and the Empire fragmented once more. There was no direct effect on the village of Streissen as the battle lines between the weakened Empire and its rebellious province were along the River Stir to the north.

From 1550 onwards, there were no fewer than three Emperors in control the lands which once formed Sigmar's Empire. Unless one lived along the frontier of the warring provinces, life continued in its natural rhythms and cycles.

Devastation was visited upon much of Averland in 1707 as Gorbard Ironclaw's invasion of the Empire swept through Sölland and northern Wissenland. The rampaging Orcs foraged far afield, forcing the inhabitants of Streissen to abandon their town for safety across River Aver. Streissen was set aflame by the Orcs.

The final collapse of the Imperial electoral system in 1979 ushered in the Dark Ages of war, pestilence, and death. The destruction of Mordheim in southern Ostermark was only the initial catastrophe which affected the whole of the once proud Empire. Unholy armies rose in Sylvania, warbands of Orcs and Goblins surged through Black Fire Pass, and internal strife took its toll on people and their religious beliefs.

Towns such as Streissen built stronger stone walls and hired mercenaries to guard wealthy citizens. The Robber Barons of the Rathenau line used the town's position to erect a tower in the middle of River Aver to extract toll from boats passing through the area. Merchants in Averheim clamoured for authorities to clamp down on the extortion perpetrated by the Rathenau family. In 2082, Grand Count Lorenz von Alptraum led his personal guard and levies from Averheim to overthrow the Rathenaus and reassert his family's historical claim to the town. Grand Count von Alptraum maintained the tower and toll, although he did reduce the amount of the latter.

Streissen came under the rule of the Leitdorf family – a minor branch of the von Alptraum family – as part of Baroness Elise's dowry when she married her second cousin, Viscount Matthias Leitdorf, in 2114.

In the later centuries of the Dark Ages (2120 to 2302), Averland became increasingly disunited. Grand Count Lorenz von Alptraum died leaving no

direct heirs, only the second generation of his family to hold the Grand Count title. The local nobility refused to recognize any of the indirectly-related claimants, preferring to cease sending tributes and taxes to Averheim, including the Leitdorfs of Streissen. Thus, the rule in Averland reflected that of the Empire at large: various would-be dynasties seeking to win rule of the province.

Sigmar's Empire Reunified

The Chaos Incursion of 2302 brought about the rise of Magnus the Pious from relative obscurity to military leader, then Emperor of Sigmar's Empire Restored.

Despite Averland not being unified at the time, Count Jurgen von Grünwald convinced many nobles and towns to unite their forces under his leadership to support Magnus. With support from Magnus the Pious, Jurgen was elevated to Grand Count and Elector of Averland in 2306.

The Foundation of Streissen University

The Chapel of Verena – locally known as The House of Three Owls – was founded in 2145 by a splinter faction from the Temple of Verena in Nuln. It is rumoured that the founders brought a variety of texts out of Nuln to safeguard them from intolerant inquisitors and witch hunters who were gaining influence in Nuln during the Dark Ages.

The Verenan cult established a lay school to spread literacy and further educate those who could afford it. This school also provided a start for those wishing to enter the Verenan priesthood. The quiet town of Streissen was a far less interesting place than Nuln, making it an ideal location for serious students to focus on studies, causing it to continue growing in influence and appeal. As a result, Streissen grew as a centre of the Verenan cult in its own right. Another influx of scholars from Nuln arrived in 2420's, further increasing the strength of the local intellectual community.

In 2438, Elector Count Kasper von Alptraum founded the secular university and bequeathed to it the right to specific tariff revenues. The Verenan House of Three Owls ceded their existing building with its school hall and library to the secular institution -- as they became the Owl's Inn College -- in exchange for a permanent role in the university's governance. A new Temple of Verena was then built in the Tilean style at its present location in the Kirchenhof district.

Many of Streissen's citizens died in the Great War against Chaos – as did countless numbers from other Imperial settlements.

Returning to Nuln in triumph, Magnus set about rebuilding the neglected Imperial city as the capital of a unified Empire. A number of merchants and artisans were cleared out of the influential districts to make room for the construction of new and restoration of old civic buildings. Some of these displaced families made their way to Streissen when they re-established their lives.

The Grand Count Jurgen von Alptraum re-established his family's dominion over the town when Baron Werner von Leitdorf and his heirs died from plague, bringing the Streissen line of that family to an end, in 2403. A different branch of the Leitdorf family was installed and continued to rule locally on understanding it was at the Grand Count's continuing pleasure.

Grom the Paunch's invasion of the Empire in 2420 and four-year rampage across the Empire ravaged Averland. Having allowed their defences to decay over century since Magus' victory, Averheim and Streissen were pillaged and razed by Grom's greenskins on their way to Nuln. Once again, only portions of the stone buildings and walls survived. All wooden structures had to be rebuilt. Ironically, the opportunity to rebuild to a modern plan laid the groundwork for the town's prosperity in following years as its leading families consolidated their hold.

Soon after Grom departed for points unknown, a number of scholars followed the Nulner merchants to Streissen, particularly those who were deemed too radical in their thinking to remain in good graces with the authorities in Nuln. This growing community of scholars, centred around a Verenan school, led in 2438, to a small university being founded in Streissen by Grand Count Kasper von Alptraum (followed by a medical school a few decades later).

Spirit of Revolution

With the opening of the University of Streissen and later its accompanying medical school, the town's upper and merchant classes began to see themselves in more grandiose terms. Many styled themselves as Averland's intellectual elite and took pride in their relative openness to new ideas.

Under the influence of new political ideas from the more radical intellectuals in Nuln (some of whom supported the Pudding Tax Revolt of 2433 in

Averheim), Streissen's civic leaders managed events to compel the young Grand Countess Ludmilla von Alptraum to grant the town a Freistadt charter in 2451. The charter bestowed upon Streissen the right to elect its own rulers and free the town from many of the duties and taxes it had been paying to the ruling House of von Alptraum in Averheim through their von Leitdorf vassals

This dispossession of the Leitdorfs would start a rift with far reaching consequences, though technically Grand Countess von Alptraum was within her rights due to the "at pleasure" condition of the Leitdorf claim.

By all accounts, the Freistadt of Streissen was a successful model of good governance for decades. Yet, there was an underlying rot beneath the bright exterior. So long as the surrounding area produced ample foodstuffs to feed the population, the folk of Streissen cooperated with the authority's incremental tax increases to pay for more social services – often with the active involvement of the Shallyan and Verenan clergy – to help the poor and indigent (as well as covertly line ruling class's own pockets).

In addition, the quality and number of men of the garrison and watch of the town were also allowed to decline as more funds were diverted towards government programmes. To make matters worse, the corrupt authorities were blind to the resulting growth of criminal activity – independent of their own involvement – taking place in the numerous re-opened tunnels and caverns near and beneath the town.

Disaster struck in 2502. After a few years of relatively poor harvest, a cold, rainy summer resulted in an outbreak of a virulent form of disease which ruined the entire crop of the region (some even accused the von Alptraum family of engineering the disaster, possibly through "unwholesome pacts" with "dark forces"). Rioting broke out from the food shortages with the masses running amok smashing and looting everything in its path. The authorities quickly lost control of the situation and agitators appearing out of the woodwork took control of the mobs. Violence, murder and arson marked the rioting before a faceless council of leaders among the agitators declared a commune and the abolition of private property.

The Streissen town council appealed to Grand Countess von Alptraum for troops to suppress the revolution. Seeing an opportunity to reverse a

mistake of youth, the Elector of Averland consented to put down the rebellion if the councillors agreed to return the Freistadt charter and give up the hard-won privileges they enjoyed for several decades. Having no real choice, the desperate council agreed to the Grand Countess' terms.

The leaders of the commune, heady of their success, decided to take up arms to fight the Grand Countess' armies. Order was brutally restored and the commune supporters massacred in an orgy of blood-letting. For the next few years, the people in Streissen lived under a military governor as they rebuilt their town from the ashes of unsuccessful revolution.

The Civil War of 2512-2514 largely passed Averland by with most of the fighting taking place in the northern provinces of the Empire as well as in Reikland. Mercenary bands found ready Averlander recruits for the war on the Emperor's side and several such units distinguished themselves. In particular, the forces led by Feldmarschall Count Marius Leitdorf distinguished itself in the 2514 Battle of Wolfenburg as well as the subsequent action at Vordf in Hochland.

Streissen Today

The military governorship of Streissen only lasted three years, being replaced by a bailiff ruling in the name of the Grand Countess until the town came again under the control of the Leitdorf family during the reign of Grand Count Marius Leitdorf (2514-2520). No von Alptraum has set foot into the town since the death of Grand Countess von Alptraum in late 2514.

Since the end of the commune, the University of Streissen has been purged of its radical staff. Some have been able to move on to greener pastures. Those who now teach have been carefully vetted when they were hired and monitored to ensure that no radicalisation has taken place. No one in Streissen openly speaks of "self-rule" or "rule of the people" anymore.

Unfortunately for traditionalists, Streissen's short lived charter status, the tale of its loss, and the failed commune serve as an inspiration to agitators throughout the southern Empire. Ironically, it is easier to hear a fiery exhortation to avenge the Nachexen Massacre and to adopt "the Streissen model" in such places as the Plenzerplatz of Averheim than in Streissen itself. "Avenge

Nachexen" is now as much a call to action against any noble tyranny as a call to action in Streissen.

Beneath the Surface

Radical thought is fuelled as much by the events since 2502 as the culture that developed before that fateful year.

The repressive government installed by the Elector Count Ludmilla von Alptraum, and continued under the Leitdorf family, makes Averland's leading noble houses unpopular in Streissen. Those two great families also tend to send their children to the University of Nuln. The young nobility at the university often have their own grievances against the two great houses.

For townsfolk, two decades of local corruption has deepened a desire for more fundamental change. Most complaints are dedicated against the entrenched self-interest of those who together with the Bailiff form the "Family Compact" which runs the town to its own advantage with a more brutal and rapacious approach than found in most towns.

The most openly voiced desired change is that if only the greater nobility would do their duty and reform local government then all would be well. Few truly believe in the good will or competence of the greater nobility and most believe that more power either to the Guilds or General Council of citizens, likely under a Charter, is the best course of action for Streissen. The "sane middle" wants no more than Guild-based reform and a small widening of citizenship. Any idea of a general reform of government, law, property rights or other ideas that circulated in 2502 is anathema to those who have themselves property and vested interest.

Among the general populace who are not citizens in the current system (not being property owners) and who do not belong to a major crafts guild the desire for more profound change runs deep, coupled with a deep anger at the corruption of local officials which is ready to lash out given the chance.

Yet, Streissen remains a hotbed of clandestine conspiracies against the rule of Averheim as well as other illegal activities. Agitators, demagogues and other troublemakers hold secret meetings with anyone who has a grievance against the authorities, trying to turn them to "the cause." These rabble rousers blame the repressive and corrupt government installed by Grand Countess Ludmilla von Alptraum and continued under the Leitdorf family for all the town's woes.

The majority of propertied townsfolk in Streissen, however, prefer the "known evils" of the current government to either the direct rule of one of the contending noble houses or the radicals that foisted the still unpopular commune on the town.

To make things even more dire, there are also whispered rumours that Chaos cults are active in the region, seeking to subvert both the authorities and the revolutionaries. To those who believe they are in the "know", the outbreak of a wasting plague that ravaged some areas of the Streissen in 2518 proved the existence of such a cult. The outbreak lasted only a few months and then vanished as suddenly as it came provided even more fuel to this perception. If true, such activities pose an even greater threat to the people of Streissen.

Politics/Government

Nominally, Streissen has a town council which consists of four elected and one rotating alderman, one for each district (except Universität and Kirchhof). As typical in most Imperial cities and towns, only property-owners have the right to vote in Streissen's elections. The council has no real political power other than to suggest or advise on matters of import to the appointed bailiff. In fact, by decree after the Freistadt troubles, the Council cannot formally meet without the consent and presence of the Bailiff.

Franz Döbreiner was named as bailiff by Grand Countess Ludmilla von Alptraum and maintained his position by being among the first to come out in support of Marius Leitdorf taking the title of Grand Count during the contentious succession after the old Elector, Grand Countess Ludmilla von Alptraum, passed away following the civil war of 2512-2514. Bailiff Döbreiner is a cunning and capable man who is a shrewd judge of character and, for all appearances, unswervingly loyal to the Grand Count Leitdorf.

After Marius' death in 2520 at the hands of invading Orcs near Black Fire Pass, the rule of Streissen passed to the late Count's son Rufus, a renowned wastrel who was content to leave the town's governance to the bailiff. Uncertain about Rufus' ability to hold his inheritance, Döbreiner has shown himself adept at staying out of the resulting power struggle between the Leitdorfs and their von Alptraum relatives. Both sides are convinced that the bailiff supports their side over the opposition.

The government of Streissen is best described as a kleptocracy, which the locals refer to as "the Family Compact. Bailiff Döbreiner receives "consideration" to keep his security forces and excisemen in check so certain "interests" (including leading merchant families and guildmasters, whose families together form the Compact) can carry out their activities unhindered. Still, there is a limit to what the bailiff will turn a blind eye. Smuggling of contraband is one thing, but black trade in body parts, slavery, and items related to dark sorcery is quite another.

Other than Simon Hahn, alderman of the poor Averhafen district, the council is pretty much in cahoots with the Bailiff. Each look to get their respective palms greased and enjoys doling out patronage to their supporters.

Based on the special privileges detailed in founding charter issued by Grand Count Kasper von Alptraum, the University is governed independently of the town council (see Appendix I- The University). The Verenan cult in general works with the University Chancellor to elevate the University to a prestigious standing in the southern Empire.

Economics

Taxes and Tolls

A good portion of the money filling Streissen's coffers comes from a gate tax payable by those entering the town. There are some exceptions to the gate tax, mostly for members of the clergy, upper echelon of the powerful Guilds, and nobility. All exceptions must produce papers, badges of office, or coat of arms to prove their position at the gates. Temples and Guilds pay annual taxes so that their members can enter Streissen without paying the requisite tax [see page 16 for more details].

Another source of revenue comes from a river toll, which is based on the length of the boat passing up and down river on the Aver. The tax itself is not onerous, but very profitable since the bulk of traffic passing around or through Streissen is on the river. Because of the river toll, boats can freely dock in Streissen to off-load cargo or take on another shipment. The boat will have to pay a fee if it remains docked longer than overnight.

The authorities in Streissen also impose a poll tax, which is assessed and collected every two years. Those who can afford to leave the town, such as those wealthy enough to have hunting lodges, do so for the



week or more it takes the excisemen to complete their task. The poll tax usually takes place sometime in the first weeks of Nachexen so few but the hardest or most determined (some say foolish) would risk travelling outside the confines the town walls to avoid the tax. Ice floes are fairly common on the Aver during the later stages of winter, though the river rarely freezes over, and travel on the non-metalled roads are very difficult to travel upon after months of freezing rain and snow.

Market Town

Streissen is the largest market town in the region. Agricultural produce and wine from the countryside mingle in the Graf Ephraim Platz – the centre of Streissen's market – with goods from other towns such as porcelain from Pfofeld, beef from Lengenfeld and Averheim, and wool from Wolfsbach. The market is opened every day except for the third Bezahltag of each month, which by tradition is a day of rest for the excisemen.

The Black Market is alive and well in Streissen dealing in a wide range of contraband including but not limited to banned Bretonnian cognacs and spiced wines from the Mousillon and Parravon regions; the drug Stardust from Lustria by way of Marienburg; Dwarf wheellocks; Arabian jezails; and silks from Cathay and Nippon. Smugglers transport contraband in the dark of the night, usually on small dinghies that can reach the area beneath the docks where the banned goods are

offloaded. The underground market is held beneath the Hochland district every Festag and can be reached by secret passageways known to the senior servants of the upper-class households as well as Faustmann Bunsen and his criminal gang. Herr Bunsen ensures that Bailiff Döbreiner gets his cut of the profit of the proceedings.

Guilds

While they do not have seats on the Council, as is often the case in other towns, the Guilds in Streissen can make their respective voices heard by directly petitioning the bailiff. The petitions must carry the seal of the Guildmaster verifying is approval as well as a purse of crowns to compensate the bailiff for his attention. The fact the guilds don't seek Council representation underscores how unimportant the Council has become.

The most powerful guilds in Streissen are the Honourable Company of Millers and Bakers, the League of Tanners and Dyers, the Butcher's Guild and the Stevedores' and Teamsters' Guild.

Less powerful, but notable, guilds include the Illustrious Society of Cobblers and Saddlers, the Ancient Guild of Cartwrights and Coopers, the Riverman's Guild and the Mourner's Guild.

All Guildmasters have their offices in the magnificent Guildhall in Langplatz, where they also hold their own private gatherings and regular feasts for masters. There is some major event held almost every other week. Journeymen are occasionally invited though apprentices never appear except as table servers.

The young apprentices of the various guilds can be found frequently roving about in groups in the evenings and on their days off. Woe-betide the lone student who runs into them, though they are equally happy sparring with each other.

Honourable Company of Millers and Bakers

The Honourable Company of Millers and Bakers is the oldest guild in Streissen, formed in the distant reaches of history when many of the millers also doubled as bakers in villages. As the town grew, independent bakeries would open as small shops ensuring readier access for the expanding population.

Bernd Müller is the current Guildmaster and has a reputation as a generous man. The Müller family owns the one of the larger mills on the Aver as well as several granaries (storing only for domestic

consumption) and bakeries throughout the town. As a man of means, Herr Müller is always accompanied by two to four bodyguards wearing an armband with the guild's colours of tan and white and a badge depicting a millstone. He became guildmaster four years ago after Steffan Baemann stepped down to satisfy public outrage over an adulterated flour scandal.

Many believe the Baemanns are tired of biding their time and will seek to retake the position of Guildmaster soon. Müller's generosity has been increasing in an effort to forestall such a move.

League of Tanners and Dyers

Given Streissen's status as the major centre of trade in the West Aver Valley, the League of Tanners and Dyers have a significant clout as one of the town's important industries. The League maintains a series of warehouses for their members to store their goods until which time these can be sold to local merchants for trade to other towns and villages.



Moritz Gerber owns a couple of tanneries in town, which would make his position in as Guildmaster unassailable if not for the rivalry with the wealthy and ambitious Xavier Caslach (page 37). As such, Herr Moritz ensures the security of his goods – as well as his person – by employing several men in red-dyed leather tunics as guild guardsmen. The tunics include a badge on the left breast with the guild's device of a rearing red bull on a black background.

The Butchers' Brotherhood

The Butchers' Brotherhood of Streissen runs the abattoirs located near the town's stockyards as well as the butcher shops scattered in the various districts. Bruno Metzger is the current Guildmaster, having succeeded Udo Binn, who mysteriously disappeared after a dispute in 2511. The official story is that Metzger caught Binn embezzling Guild funds and offered him a choice between arrest and trial or quietly leaving Streissen immediately. Rumour has it that the heated discussion grimly ended with Binn being ground up into fish bait.

Mourners' Guild (Mórr)

The Mourners' Guild encompasses all involved in the funereal trade from undertakers to gravediggers to cemetery groundskeeper to professional mourners. Guildmaster Jürgen Trauergast administers the oath of Mórr that binds guild members to the remembrance and care of the dearly departed. In their official role, the Mourners wear a grey hooded cloak bearing a patch on the white breast with a raven alit on a lintel, symbolising their allegiance to the God of the Dead. They also wear a black armband on the right arm whenever they march in a funeral procession as well as attend a burial.

Mórrian and Imperial funeral customs include practical measures to keep physical remains in their grave and a well-attended send-off for the deceased, to encourage the immaterial spirit departs this life. The act of mourning is thus very important not only to honour the dead but to protect the living. Whenever possible it includes reciting the deceased's accomplishments, assuring that their deeds will be remembered, their interests served, any wrongs done them righted - essentially that there is no need to linger. Even an executed criminal will be reminded they received justice and have no cause for complaint. Paid mourners are thus common for this purpose, keeping up a vigil of prayer for eight days - during which time they are fed by the family of the deceased and given a small contribution.

These meals and contributions from funerals are the main attraction to becoming a professional mourner, which is often a trade pursued by the retired or infirm to support themselves.

Stevedores' and Teamsters' Guild

Though some believe the "less than legal" aspect of the Stevedores' and Teamsters' Guild makes them a

chapter of the less savoury gangs of Altdorf and Averheim, the fact of the matter is that the corrupt Guild is an independent operation, loosely affiliated with Faustmann Bunsen's gang and Bailiff Döbreiner. The Guild is a powerful player as the movement of all legal trade in Streissen must go through their hands. The Misthausen family has deep connections to the Guild, with the fourth of the ten Misthausen daughters, Else, married to Guildmaster Eckhardt Karsch.

If anything, the balancing act of the two somewhat competing interests of Crime Lord and corrupt Bailiff is wearing on Guildmaster Eckhardt Karsch's last nerve, making him somewhat paranoid about his own longevity. The Guildmaster is never seen without three to five bodyguards in attendance. The body guards wear a black and grey chequered armband on their left designating them as members of good standing in the guild.

Still, Karsch's paranoia does not mean that he does not have enemies, hidden or otherwise. One of his lieutenants, Rolf Vormann, originally came from Averheim in 2510 and is secretly plotting Karsch's downfall so he could align the Streissen's chapter both politically and criminally with the Averheim Guild.

Illustrious Society of Cobblers and Saddlers

Given the extensive use of horses in herding and ranching in Averland, the Illustrious Society of Cobblers and Saddlers is small but one of the more prosperous in Streissen. The guild is known for the overall craftsmanship and high quality of their products, particularly in the areas of riding gear and boots. In fact, such is the reputation of the guild that only the best of journeymen are allowed to join. Applicants whose skills fall short of guild expectations are encouraged to try their luck in Averheim or one of the smaller settlements in the region.

Axel Schuster is the affable guildmaster of the Illustrious Society and a man of discriminating tastes who is usually in the company of two bodyguards wearing blue and white badges of office (depicting a cattleman's saddle and boot). The presence of the bodyguards has to do more with status than any real threat to Herr Schuster's person. All of the other guildmasters seem to have a few violent men in their company at all times.

The Society's export trade is mainly handled by the Misthausen family.

The Ancient Guild of Cartwrights and Coopers

Most of the Streissen guilds like fancy titles and the Ancient Guild of Cartwrights and Coopers is no exception to this tendency. The guild is small compare to some of others in town and its members fairly well off as a result of steady work.

Johan Cartwright is the current guildmaster and a modest man when compared to his counterparts. His only “bodyguard” is his son Erich.

The Guild of Avermen (Rivermen)

This is one of the few guilds whose structure is not local. This is the guild for those who work on barges and other trade-carrying watercraft plying the Aver. It is often at odds with the Stevedores' and Teamsters' Guild since bargemen are often held accountable for delivering cargo intact while the stevedores are notorious for pilfering as a "right of the job". Two years ago, these animosities lead to a small riot and several deaths.

The Dark Trades

There is another trade that takes place in a different underground chamber outside the town walls and beneath the northern slope of Beacon Hill. Herr Bunsen is well aware of the proscribed trade in body parts, corpses, slavery, and items related to dark sorcery. He maintains some small involvement just to keep his “fingers in the pie” as his predecessors have done. However, Herr Bunsen preserves a degree of deniability in the small chance the authorities may someday put an end to this foul market.

The driving force behind the illicit trade is only known as the Shadow Merchant, a reputed ruthless individual of no small ability. Even Bailiff Döbreiner keeps a respectful distance, having heard rumour of the dreaded boss and his band of hand-picked assassins known as the Shadow Stalkers.

Given the opposition of the Cult of Mórr to forensic studies on the remains of the deceased, “procurement agents” associated with the medical school at the University are among the more active customers in the Dark Trades. Still, most of the illicit trade in bodies and parts thereof are bound for customers located outside Streissen. A good deal of it moves north through Stirland and to discrete clients in Sylvania as well as to the eastern frontiers of Averland and Wissenland (Sudenland).

Shadow Merchant

No one knows when the Dark Trades first came to Streissen. Some tales hold that the trading network existed prior to the destruction of Mordheim in 2000 while others speculate that it came about in the chaotic aftermath of the fall of the Ostermark city. Periodic attempts have been made to put an end to the Dark Trades, but all successes to date – even if such raids were initially successful – ended in failure and death.

The infamous and unidentified Shadow Merchant has been around as long as the Dark Trades, though clearly the men behind that “title” have changed over the centuries. Though hidden from the public at large, the change of Shadow Merchant is always a bloody affair. Bodies sometime appear in unmarked graves outside of Streissen, but most casualties just disappear... or disassembled for use as illegal magical ingredients.

Iluthiel Damulien has been the Shadow Merchant since 2458, having dispatched his predecessor in a rather gory fashion. Though assumed by his lieutenants to be a High Elf from Ulthuan, Iluthiel is actually a Dark Elf who escaped from Naggaroth to avoid being a sacrifice on the altar of Slaanesh. He spent some time in the Elf Quarter of Marienburg learning magic, but fled before his true heritage was uncovered. Making his way to the dark corners of Altdorf, Iluthiel learned of the secret trade in illicit magical ingredients and followed the route to Streissen. There, he managed to work his way into the inner circle of the former Shadow Merchant before he executed his move to replace his erstwhile employer.

After a conversation with representatives of the "Sylvanian Cabal" where he assured them that the regime change would only better further their interests, Iluthiel's hold was secure.

The Shadow Stalkers are individually recruited and trained by Iluthiel. While most are humans, a few of those that report directly to the Shadow Merchant are other disaffected Dark Elves who prefer life in the Old World to their native lands. These feared killers provide him with an additional layer of insulation between his true identity and his criminal activity.

Crime/Law

Law and Order

Outwardly, the town of Streissen seems to be a model of law and order since the overthrow of the commune, but corruption seeped back in as the civil leaders profited from their involvement with illicit activities. Those without the proper connections can find the application of the law just as harsh as in any other Imperial town.

Watch barracks exist in every district except the Universität with watchmen patrols ensuring public peace during the daylight and night-time hours. As expected, night patrols are less frequent than those during the day, particularly in the rougher and poorer areas of town. The six barracks are all located on main thoroughfares. The watch total fifty men.

Watch Commander Johann Schleiermacher has a reputation of being tough on petty criminals, agitators and other troublemakers from outside of town. His patrols routinely administer 'spot justice' in the form of a thrashing to such miscreants. Though those nursing a broken nose don't realize it, this is far more merciful than being brought into the formal system, which Schleiermacher holds in low regard. Schleiermacher's integrity is somewhat compromised as he reports directly to Bailiff Döbreiner, who restricts the jurisdiction of the Watch Commander to investigating misdemeanours and disturbances of the peace.

The judiciary of Streissen is often harsh in its application of punishment. The problem for the magistrates is that they do not have authority to conduct their own investigations of crimes involving citizens (property owners). By statute imposed after the military rule, all such investigations would be referred to the Iron Guard, who would report directly to the Bailiff in the name of the ruling noble. Suspicious of the Iron Guard, Judge Alban von Suttner has been known to ignore the statute's limitation from time to time and work with Watch Commander Schleiermacher to conduct surreptitious inquiries. Thus, the evidence presented in such cases is what the Iron Guard and Bailiff choose. If they want a death sentence, the evidence invariably supports it.

The Iron Guard is charged with investigating crimes by or against property owners or nobility. This twenty-man squad of excellent quality soldiers are led by Commander Hergard Dönitz, a creature of the Bailiff's who uses his position to squeeze criminal

activity of the Bunsen gang as well as keep the wealthy and noble families in line when such benefits Döbreiner. Commander Dönitz is not above finding convenient scapegoats to charge for crimes committed by other members of the kleptocracy.

Trials are conducted in the Langplatz District's Halls of Justice [see comments there about 2nd edition sources for names of courts]

So far, calls of judicial reform by the Verenan cult have gone unheeded by the Bailiff, leaving the University as the only place the church can work to put its reforms in place.

Even with no formal role in the town's civil justice system, the Temple of Verena does furnish the town's court with a clerk, Johann Gruben. He ensures that statute laws and ordinances are properly quoted in proceedings. The clerk has no authority to ensure the law is applied, only to ensure it is not unknown. The Temple also keeps the official record of all trials and other proceedings in Streissen within a secure part of the University Library.

Given the size of Streissen, the Temple Court is a consolidated venture by the established cults in the town. The tribunal is presided over by the ranking Verenan priest and includes one representative from each of the Sigmarite and Mörrian clergy. Moreover, the lack of any particular Sigmarite fervour within the local population makes it harder for a witch hunter or inquisitor to stir up a "justice seeking mob". This court has no building, meeting in a secret chamber beneath the Verenan Temple of Wisdom.

Criminal Organisations

There are several criminal organisations within the town walls of Streissen.

The Bunsen Gang

Though not exactly true in the strictest sense, it is widely believed that Faustmann Bunsen's organization is behind most of the town's criminal activity. While true that Bunsen's gang is involved with smuggling, gambling, prostitution, protection rackets, and illegal drugs, they are not alone in profiting from the underlying corruption in Streissen. The Bailiff receives a monthly stipend to for his "tolerance".

The Gentlemen

The Gentlemen are network of smugglers operating throughout Averland's interior. They are merchants and drovers who mostly move on horseback. While

avoiding the tariffs and taxes of the nobility, they enable the house steward to find bargain-priced luxuries for their master's table.

The Bunsen Gang and the Gentlemen deal with each other both profitably and warily, as each operates in their own sphere which overlaps only in the villages around Streissen.

Remember Nachexen

The “Remember Nachexen” group is a clandestine student and former faculty group of radical demagogues and agitators centred at the University seeking a return to the commune and an overthrow of the current corrupt government. The group is pretty much limited to spontaneous protests marked by anarchic displays of property destruction and nocturnal defacing of property with painted slogans (“we will never forget, never forgive” being the most popular). Participants wear hoods and masks to prevent ready identification of individuals.

Black Masks

The Black Masks are an affiliated fringe group to “Remember Nachexen.” The goal of the Black Masks is to bring about a revolution marked by fire and blood to sweep away the oppressive government of Streissen and ignite a provincial-wide revolution to overthrow the nobility. At this time, arson and murder seem to be the favoured tools of the Black Masks. There are suspicions that there may be Kháinite elements behind the Black Masks and that their founders were responsible for the Grettstadt Massacre of 2502.

Shadow Merchant

The wild card in the Streissen underground is the Shadow Merchant and his minions, the Shadow Stalkers. None truly know the extent of his power much less whether his goals are more than simply facilitating the movement of especially illicit trade.

Secret Societies

Like other growing towns in the Empire, secret societies are no strangers to Streissen. The following are the better organised societies:

The Chartreuse Society

The society is a secretive group more than secret. It is popular among the young and restless among the aristocracy that calls Streissen home. The “pretty young things” as they also refer to themselves are known for cruising the merchant class areas and university for potential candidates to join in their debaucheries. The leaders of the seemingly Slaaneshi

Chartreuse Society – twin brothers Gregor and Günter von Hase who hail from Nuln – are actually followers of Tzeentch who are playing a far more sophisticated game of manipulation and destruction, ruining those who no longer play a part in their grand scheme and advancing others who are destined to be no more than mere tools to further the corruption. When not debauching or plotting elsewhere, the von Hase twins can be found at the Singing Tree tavern in the Universität district.

The Scarlet Watchers

A true secret society, whose name alone is unknown to most, consists of the most radical members of the University faculty who evaded the purge following the fall of the commune. Calling themselves the Scarlet Watchers, the faceless, unknown radicals remained in the shadows, encouraging those who believed in “power of the people” to blindly set themselves up for the fall. Through this misdirection, the Scarlet Watchers would ensure that the authorities would congratulate one another as they sack the wrong radicals. The Scarlet Watchers is another Tzeentchian group whose aim is to use their position to promote ideas to young eager minds (such as the ruling elite should be chosen based on intellectual achievement rather than noble birth right) that would weaken and lead to the downfall of the Empire.

These two Tzeentchian groups are unaware of one another, both working towards different ends. It is in the manipulative nature of the Great Mutator that groups dedicated to the Chaos God blindly work cross-purposes to one another.

The Putrid Mask

Another threat to what passes as normal in Streissen is the recent arrival of the Putrid Mask, an anonymous individual largely known by rumour and who is reputed by have settled down in the tunnels beneath the poor districts. A worshipper of Nurgle with perhaps a small following, the Putrid Mask is believed to be conducting experiments on the degenerated poor by introducing small disparities to known diseases in order to measure the virulence and pathology of the variants. The introduction of such deviations is sporadic (e.g., the 2518 wasting plague outbreak) so as to fool the authorities into dismissing the existence of such a foul being in their midst.

The Putrid Mask's tiny following is hardly worth considering a secret society, but like all such cultists he dreams of the day the gifts of his master will bring more and more to the joy of serving Nurgle.

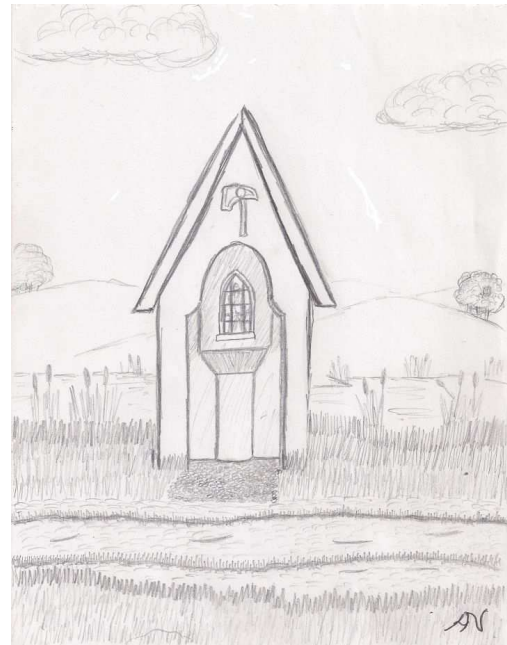
Religion

Like the rest of the West Aver region, the people of Streissen primarily worship Sigmar, Shallya, and Mórr. Chapels to Sigmar can be found in every town and village along River Aver (small temples of Taal and Rhya may replace the chapels of Sigmar in the more remote villages). Sigmar chapels in towns are run by a priest of the Order of the Torch who report to the most senior priest running the main Sigmarite temple while those in the villages are usually run by an assistant priest (whether an experienced initiate or layperson). Assistant priests report to the local Capitular of the specific County or Barony. Capitulars are priests of Sigmar based in one of the wealthier villages of the land, from where they often travel to the other chapels to ensure all is what it should be. All village chapels have an area within the structure for small shrines dedicated to the other gods of the Imperial pantheon.

The large Streissen cemetery is located south of the town outside its walls. The burial grounds are administered by the Mourners' Guild and the Church of Mórr. The other villages and towns of West Aver have small sanctified graveyard with a dolmen erected in the centre, the latter representing the lintelled doorway leading to Mórr's realm. The cemeteries are located on the outskirts of towns and villages. Those associated with West Aver towns are administered by the local priests and Mourners' Guild while the ones near villages are attended to by itinerate Mórrian priests. The dead buried in these are usually covered in lime so as to quickly decompose and weighed down with a large rock on the deceased's torso to keep them in place. Only the cemeteries of the region's nobility have crypts where the dead are bound in chains in order to remain at rest until they are dust.

Travelling priests of Mórr are often accompanied by one or two templars from the High and Chivalric Order of Deserved Rest (also known as Raven Knights for the device on their shields and surcoats) as well as circuit clergy of Shallya so that any ailing villager beyond the capability of the local healer can receive the proper divine attention, which comes from the healing training and insight afforded a Shallyan in the goddess' good graces.

Ulric is also worshipped in his role as God of Winter while prayers to Taal are directed to keep the wild places at bay and Rhya for the health of the crops and livestock. Rhya is particularly



honoured by vintners, many of whom belong to the province-wide League of the Vine.

Wayside shrines of the column (*Marterl*) variety are found roughly every five miles on the unmetalled road from Pfofeld to the outskirts of Averheim. Those closest to the small towns of the West Aver Valley are dedicated to Sigmar while the others are sanctified to Taal and Rhya. A number of these shrines have a small covered shelter large enough to accommodate three people huddled together to escape any inclement weather.

What sets Streissen apart from the rest of the region is the high place the cult of Verena has risen within the town. The Verenan faith has been a notable presence in Streissen since the founding of the House of Three Owls in 2145. Its influence has permeated throughout Streissen over several decades by encouraging debate and discussion, seeing all questions as having different sides and placing less importance in the circumstances of one's birth than the Imperial society normally holds. Though the Goddess of Wisdom, Learning and Justice is not among the Averland's most popular deities, the worship of Verena has become equally favoured in Streissen to that of Sigmar, Shallya, and Mórr.

Charterhouses and Monasteries

There are a number of chapter houses and monasteries in the West Aver Valley area. The three largest are as follows:

Southwest of the hamlet of Kyffhäuser, west of the village of Dachbach and overlooking the West Aver region from the Kyff Downs is the large monastery of Knights of the Eternal Vigilance, an order that is jointly administered by the Church of Sigmar and Cult of Ulric and founded by Graf Mandred von Zelt in 1118. The order's charter is to keep vigilance in the area for any new signs of Skaven activity as well as guard one of the possible invasion routes into the western heartland of the Empire. The two grandmasters (one from each cult) work closely together to minimize any strife that may arise from the political and religious strain between Altdorf and Middenheim. The Knights have a charterhouse in the Langplatz district in order to have a presence in Streissen.

The High and Chivalric Order of Deserved Rest has its monastery north of the Stirlander village of Twimkirch on River Mattig. The Order is one of a number of Mórrian Templar orders with a base in the Stirhügel guarding the east to west interior land routes. The monastery was founded during the wars of the 21st century when dark armies marched out of Sylvania and ravaged the lands of the Stir and Aver river valleys.

The comparatively less martial Order of the White Stag has its monastery in the small woods near the farming village of Steinwald between Aver River and Stirhügel. Unbeknownst to many locals, the Taalite order of rangers patrols the nearby borders of the Great Forest in order to keep Beastmen and their unnatural ilk from migrating southward. Victories for the White Stag are becoming harder to come by in these wretched times.

The Question of Skaven

In WFRP 1st edition, knowledge of the existence of the Skaven as a separate race (though not necessarily its extensive tunnelling beneath the population centres of the Old World) was pretty much on par with public awareness of the existence of Beastmen in the forests of the Empire as well as Orcs and Goblins in the wilds.

A different approach was embraced by 2nd and later editions. In these later versions, Imperial experts who studies such things did not consider the Skaven as a distinctive race but rather just another (albeit stable) version of Beastman. If used for 2nd or later edition campaigns, the Knights of Eternal Vigilance understand the true nature of the Skaven, though they make no effort to educate others to the reality of the foul Chaos creatures.

Local Gods

Like many parts of the Empire, there are a host of local deities in the West Aver Valley, many of whom do not have their own dedicated clergy. The ceremonies dedicated to these deities are usually taken up by whatever priest is resident to the village and surrounding settlements.

Son of Taal and an unnamed Elf maiden, Altaver is the local river god of the lower Aver. Shrines dedicated to the god can be found in a few of the settlements dotting the banks of River Aver, particularly in Streissen. Offerings are made to appease Altaver in the hope that he will restrain the lower Aver from greatly overflowing its banks during the spring thaw. The worship of the local river god is actually declining among the riverfolk, which many warn may portend disaster.

In the more open lands south of River Aver, bonfires are lit of the hilltops during Mitterfrühl (Spring Equinox) in honour of Hysson, the Keeper of the Sacred Knolls, as well as the major deities: Taal, Rhya, Ulric, and the Earth Mother. Sheirrich, God of Wind, is venerated on Mitterbst along with Ulric, God of Winter, as villagers appeal to the gods with sacrifice to stay the cold north wind during winter. Rustlers – those scourges of hard-working Averland cattlemen – invoke the always moody Gunndred, Lord of Rustling, before each job in the hope of improving their luck.

On the Stirland side of the river, the local gods Albaulea (Farming) and Narvorga (Fertility) and included in the Mitterfrühl worship in place of Rhya. Theologians in Nuln consider the two goddesses as aspects of Rhya while the farmers and herdsmen of Stirland lowlands believe the two are the daughters of Taal and Rhya. Offerings are also made during the same holy day to Manhavok, God of Floods – yet another of the many offspring of Taal and Rhya – to lessen the devastation of any floods that might cascade down from the Stirhügels into the Aver.

Given the feuds that sometimes erupt between families in the southern edges of the Stirhügel, many of the small villages have a shrine dedicated to Seppel, Lord of Vengeance. Travelling priests of Mórr keep an eye out for such shrines to topple while lecturing feuding folk that such reckless worship could easily lead to falling under the influence of the raving Lord of Murder

On both sides of the river, Father Raven is honoured on 1 Nachgeheim as one of the chief servants of Mórr and lord over the carrion birds who double as the eyes and ears of the Lord of the Dead. Shrines to Father Raven can be found wherever there are cemeteries and are even erected on ancient battlefields to keep watch over any resident restless spirits.



Transportation

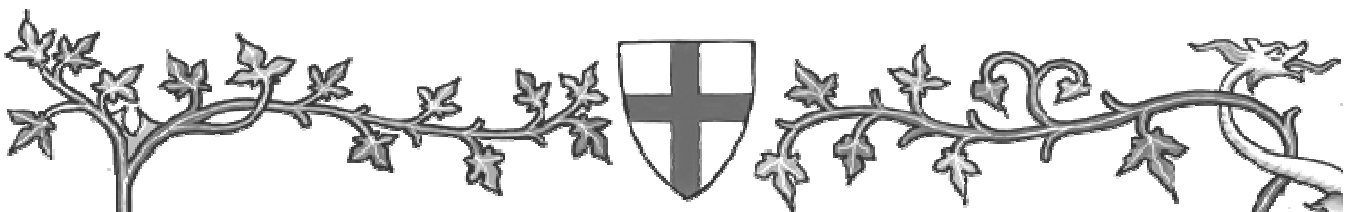
Travel in the West Aver Valley is considered safest on River Aver and its major tributaries. Owned by the Dam family, the Sunliner River Coach is based in Streissen and provides transportation from Nuln to Averheim in a similar manner to the coaching lines in other parts of the Empire. The costs are fairly expensive, leaving those of more limited means to bargain with the boatmen who conduct their trade on the river for a space among their cargo or travel on the Red Arrow Coaching line based in Averheim.

None of the few roads and tracks in the West Aver Valley, other than the road connecting Chrobok and Franzen, is metalled. As such, many are virtually impassable to all but the most determined of travellers during inclement weather. Pedlars do use the rutted roads to make their way slowly to and from the villages in Kyff Downs. Many of these tracks run along higher ground well above the streams that empty the hills so as to avoid becoming thick with mud or flooded during rainy conditions. Even with the relatively poor conditions of the roads, Streissen has built a causeway over the marsh fed, in part, by Nette Brook which guards the town's eastern flank in order to facilitate passage for those who must travel by land. The



causeway (the western terminus of the Averheim Road) leads to the heavily fortified Pilsachtor. A second road (Lengenfeld Road) departs from the Hügeltor on the south side of Streissen, past the town cemetery, and leads to dirt tracks heading to the west and south of town after crossing Deu Brook. The nearby postern gate is usually locked and guarded by private militia employed by the town elite.

In 2513, investors such as Graf Frederick von Kaufman, a landless noble operating from Averheim, provided financing for the Red Arrow coaching line to expand its operations westward from Averheim to Pfofeld (goods and passengers to and from Nuln would travel by boat to the western Averlander town). From Nuln, Red Arrow coaches would travel the roads to Altdorf in competition with other Imperial coaching lines. Travellers on the Red Arrow through Streissen from Averheim would be expected to off board the coach at the newly built Red Arrow Coaching Inn at the east end of the causeway and make their way on foot though the town to the Heilmann Inn and Stables just outside the Hügeltor to catch a westbound coach. The transference of goods carried by Red Arrow Haulage Company through town is handled by Streissen's Stevedores' and Teamsters' Guild.



Streissen Locales

This section is a GM's guide to points of interest in Streissen. As with other sourcebooks, GMs should disclose whatever information they deem necessary to PCs based on the PCs' actions or character knowledge.



Town Gates

Travellers arriving by river can pass through the three riverside gates: Averhafentor (A), Zentraltor (B) or Westhafentor (C). The lines are fairly long as each person entering the city is assessed a gate tax. Merchandise arriving by river is placed in warehouses outside the town walls near the docks where the boats are moored.

Those few who brave the paths leading to Streissen or in nearby homesteads enter through either the guarded Pilaschtor (D) or Hügeltor (E) where the gate tax is collected. Pedlar carts and their beasts of burden stay at Heilmann Inn and Stables just outside the southern gate for a fee. The Stevedores' and Teamsters' Guild is chartered with maintaining the security at the inn.

Some travellers actually have papers or medallions that exempt them from the gate tax, including priests and agents of recognised cults (Sigmar,

Verena, Mórr, Taal, Rhya, Ulric, and Shallya), the upper echelon of the major Streissen guilds, nobility, and any person granted special privilege in the name of the Count of Streissen or Grand Count(ess) of Averland. Scribes and excisemen assigned to gate duty must verify the status of the exempt individuals as well as record and collect the taxes from those who must pay.

A team of three to four guards enforce the law as well as collect any illegal weapons and armour. As in most Imperial cities and towns, visitors are only allowed one hand weapon and dagger and may wear either leather armour or a mail shirt beneath a tunic. Anything other than these permitted items is confiscated (unless the individual has specific authorization given by the proper city authority) and the bearer given a receipt for their armour and weapons, which they can collect once they leave the town.

Property owners in Streissen are allowed to own armour and weapons such as crossbows for their personal defence, though they are also taxed on all such items when the poll tax is collected.

Located on the wall northwest of the larger Hügeltor, the Requiemtor (F) is the entrance generally used by funeral processions, individuals heading to the cemetery to pay their respects to the dead, or members of the Mourners' Guild. The gate is guarded by a contingent of guardsmen under the command of the Mourners' Guildmaster.

The landward gates of Streissen are closed at night, from the first hour or two after the sun has set, and do not open until dawn. The riverside gates are usually opened an additional hour and open when the sun's light brightens the eastern sky before dawn.

Averhafen

One of the major arteries for travel in the Empire, River Aver separates the Imperial provinces of Averland from Stirland with the exception of the Moot which surrounds the region of the confluence of the Aver and Blue Aver. Except for Griffon Bridge [*Griffonbrücke*] in Averheim, the lower Aver can only be crossed by the many ferries that operate along the river's length.

Located north of the town wall, the port district along River Aver is the busiest in Streissen as most of the traffic – both commercial and people – passes through it. The district is rife with pickpockets, cut-purses, and other thieves who benefit from the hustle and bustle of the crowded streets to relieve the unwary of their coins, jewellery, and other such valuables.

Most of the trading takes place on the eastern portion of Averhafen where the majority of the warehouses and quays are located. The western half is a noisy and smelly place where the town's stockyards, abattoirs, dyers, and tanneries are located. The locations of these industries allow for the resulting wastes to be washed down the Aver and away from the town.

In addition, there are a number of secret passages beneath the docks of the harbour which are used to move contraband to the Black Market. The entryways to these tunnels are guarded by two brutish thugs who pass those they recognise as regulars (smugglers and other interested parties) and demand passwords from those whose faces are unfamiliar. A third sentry stands behind the locked door (unless merchandise is passing through) and watches from sliding eye opening, ready to sound the alarm if the unwelcomed try to force entry.

The Black Market is located in a large underground hall located beneath the Hochland district, making the site of the sale of contraband available to the households of the rich and well-connected who benefit by purchasing goods without paying tariffs.

Most going through the tunnels to the Black Market never notice the concealed doors to separate tunnels that lead to the Chamber of Darkness under Beacon Hill. These doors are magically locked and can be opened with the proper password. Any effort to force the doors will trigger a magical alarm to set off, warning others in the tunnels of intruders. The tunnels leading to the Chamber of Darkness by-pass the Black Market on their way to Beacon Hill.

Individuals looking to stay for a time in Streissen usually pass through any one of the three gates – Westhafentor, Zentraltor or Averhafentor -- to reach the inns, hostels, or boarding houses within the town walls.

Averhafen is represented on the Town Council by Hubert Engel, brother-in-law to the Stevedores' and Teamsters' Guildmaster Eckhardt Karsch. No one

stands against him unless they want to deal with some aggrieved dock workers. Engel is an aging leg-breaker who has been given the position as a reward. His 'claim to fame' is that during the riots in 2502 he single-handedly gutted three Tilean mercenaries with a boat hook. This was really just a brutal man defending himself but years of being hailed as a "people's hero" has him starting to see himself that way.

1. Rathenau Tower

Situated in the middle of River Aver, the 17th century Rathenau Tower is still used to collect tolls from ships travelling on the Aver. Chains anchored in stoutly built housing on either shore stretch across both sides of the river to the tower. The chains can be independently lowered and raised from the tower in order to ensure that the toll is paid. Usually the northern chain is left in the raised position to force ships plying the Aver to dock in Streissen's harbour.

Eduard Ulbricht is the toll-keeper and agent for the Bailiff, living in the tower along with his wife Susi, sons Simon and Edgar, and daughter Elisa. Eduard's position on the river affords him the ability to report on the comings and goings of specific vessels to Döbreiner.

2. Misthausen Boatyard

The only boatbuilding yard in Streissen belongs to Anders Misthafen, one of the town's richest and leading citizens. The boatyard mostly builds and repairs river barges that move trade up and down the Aver. Recently, the keel of a luxury river boat has been laid in the boatyard, though whether this vessel is intended for Herr Mistafen's personal use or an undisclosed buyer is not known.

3. Gerd's Ferry

Gerd Fähremann and his son Ralf run a ferry service that takes passengers from Streissen to the village of Krusdorf on the other side of the Aver. Both men know the river well and are able to make their way across it even at night without use of a rope. Though they may be paid well for their discretion, the Fähremanns are in the pay of the Bailiff and report anything of interest to their contact, Mayer Mengs, who is frequently found at the common room of the Skull and Rose.

4. The Skull and Rose Inn

Those of better quality who come and go by river stay at this more comfortably outfitted establishment as do some of well-to-do merchants trading by river.

The food and drink here are better than found elsewhere in the Averhafen and a variety of wines (rieslings, schwarzrieslings, blaufränkisch, and gewürztraminer varietals) from Averland and further abroad are served on the menu. Better quality minstrels and singers entertain the common room and a better quality of escort offers services to those seeking company. The Skull and Rose is also where visitors to Streissen can find generally reliable local bodyguards if they need such.

The late innkeeper Gerold Kerrman was one of those killed in a general melee that broke out among bargemen and stevedores two years ago. Some whisper this was an intentional murder and his widow (and current proprietor) Frau Eleanor Kerrman has nothing good to say about either group. She is helped by her son Götz and daughter Elsa.

Since 2512, Benedikt the Troubadour has called the Skull and Rose home. He performs during the evening hours and counts on the generosity of patrons for income, even as Kerrman provides him free lodging in a back room. When not performing, Benedikt Mendel can be found wandering the streets of Altstadt gathering rumours and gossip, making the troubadour a good source of information.

5. Docks

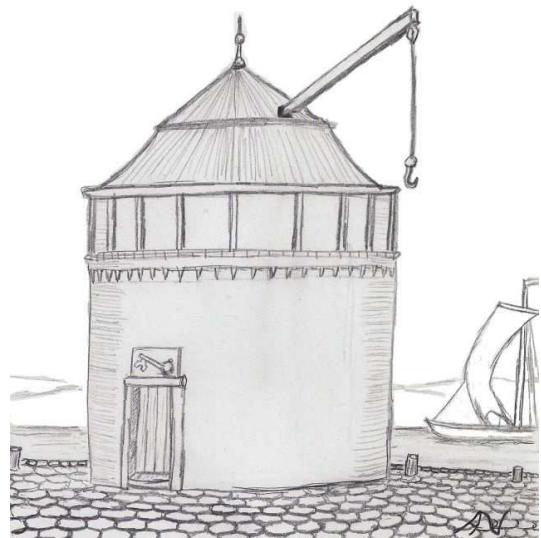
The docks of Averhafen are the busiest place in the busiest quarter. Not only are there stevedores loading and unloading cargo while excisemen collect taxes and scribes record the transactions, but there are also hawkers selling crowds of newly arrived passengers on the quality of accommodations the inns they represent offer the discerning visitor. Some of the more ambitious of these hawkers may even resort to badgering resistant customers to these lodgings.

Many of the smaller warehouses are built on stilts so as to stand above the flood waters of the Aver during the spring thaw. The warehouses are privately owned by Streissen merchant families and each have their own hired guards watching for thieves and spies. The guards can be distinguished from one another by the armbands with their employer's colours and heraldic device that they wear.

6. Old Brown Crane (Altbraunkrahn)

Built in 2315, the Old Brown Crane is a treadwheel tower crane, about twenty-nine feet in diameter and standing thirty-one feet high. The crane rotated by

two to four men using a huge double ended lever attached to the vertical wooden crane beam while four other men operate the huge wooden twin treadwheels (fourteen feet in diameter) which lifts and lowers heavy loads such as millstones and wine casks. According to Imperial Law, treadwheel cranes such the Old Brown Crane can only be built and operated under license from a provincial Elector. The current license holder is Christoph Matthias Dam, one of the wealthier residents of Streissen and a descendant of an émigré Nordlander family who settled in the town over a century ago.



7. Lord Harbourmaster

Adam von Heyse has been Streissen's Lord Harbourmaster since 2508. Kaptain von Heyse is an experienced riverman and knows the Aver as few other men do. He has little tolerance for smugglers and directs his subordinates to do what they can to disrupt any such activity. Unfortunately for von Heyse, his men are willing to look the other way with the proper amount of monetary consideration.

8. Grand Warehouse

The largest building in Averhafen is the place where cargo is first stored before being redistributed to the smaller warehouses of the respective Streissen merchant families. Hand-picked excisemen go through the incoming cargo to determine which surcharge should be levied so that Bailiff Döbreiner and his cronies get their cut. The Grand Warehouse is owned by the Leitdorf family.

9. Watch Post Three

The Averhafen Watch Post is a 'punishment posting'. A small, variable number of town watch mostly stay inside and try to avoid trouble. There is no night

patrol in the area, though the dockers provide their own security (and their own justice). This Watch Post is poorly led by Sergeant Ottmar Kusch, a rather large and lazy man with a preference of playing cards and dice with those under his command than do his job.

10. Black Scorpion Tavern

The Black Scorpion Inn is one of the many low-ceilinged dives in Averhafen that is frequented by men plying their trade on the river including boatmen, stevedores, pilots, and sailors. The air tends to be somewhat smoky and the light dim. Beer, ale, and distilled spirits are the drinks of choice in the Black Scorpion. Most of the beer comes from either the Blauharfer (page 33) or Hidden Springs breweries (page 34). The quality of food served is passable; only getting better with each additional pint of alcohol.

Ioannis Stavros was born in the Border Princes near the Black Gulf and served in the crew of the notorious pirate captain known as The Scorpion. Despite his nickname and reputation, the scourge of the Southern Sea who preyed upon Arabian, Estalian, and Tilean merchant shipping was not a worshipper of the murderous god Kháine. The Scorpion's reign of terror ended in 2506 when he was caught in the open water by a Dwarf man-of-war out of Barak Varr and sunk after a two-hour fight.

Being a strong swimmer, Ioannis was able to use floating debris to escape the sinking ship and make his way past the vengeful Dwarfs to eventual landfall. Realising that he had a price on his head, Ioannis fled north to the Empire to make a new life for himself. After a couple of years wandering, Ioannis settled in Streissen where he took up work in the Blackadder Tavern.

In those days, the Blackadder was somewhat of a joke. The owner of the establishment, Edmund Baldrik, was a raconteur of some ability, telling tall tales which featured his ancestors as a servant/companion of a declining noble family. The problem was that he poorly managed his finances until his creditors came knocking.

Sensing an opportunity, Ioannis paid Edmund's debts on the condition that the former pirate would become Edmund's new partner and the establishment be renamed to reflect the new arrangement. Ioannis thought it fitting that he should incorporate the name "Scorpion" as some of

the money he used to pay the debts came from jewellery he obtained in his pirate days.

Ioannis is a short, stocky, well-muscled fellow with a trimmed black beard and a slight accent hinting at his birthplace (assuming the character is familiar with the region around the Black Gulf).

Superficially, he comes off as a jovial man, quick to laughter. Ioannis is very observant, however, with a very good memory for slights and insults. He also knows many things about the goings-on in Averhafen even though he actively avoids getting involved with illicit activities of any kind. Thus, Ioannis can be a very good source of information for those who cultivate his friendship and gain his trust.

11. The Bargeman's Castle

Run by Edgar Kossel the Bargeman's Castle is a low-quality tavern and inn, famed for the size of its vermin. He is a good source of information regarding the seedier and darker side of life in Streissen. The fare is surprisingly good – thanks in good measure to the Halfling cook, Isolde Appleblossom. In contrast, the quality of the weak beer and wine is poor.

Beggars and other low-lives can sometimes find shelter in a large storeroom at the back of the common room. Bounty Hunters are known to frequent the establishment in case their respective quarry found lodging among the downtrodden. A trap door in the far-left corner of the storeroom leads to an escape tunnel to the Aver.

12. Cattlemen's Rest

The well-lit, high-ceilinged common room of the inn caters to all those involved with the livestock trade: butchers, cattlemen, stockmen, tanners, and traders. The meals are quite hardy and the beers – particularly those brewed with malted wheat such as Aver White and Crystal Sky – are good and locally brewed at the Blauharfer Brewery (33). Gamblers also frequent the establishment as there are always a table or two where one could find a card game.

Ernst Böhme is the proprietor of Cattlemen's Rest, the current in a long line of Böhmes stretching back to 2416 when his forefather Hergard won title in a card game. Ernst is a good source of news, gossip and rumours from the surrounding area as well as any normal goings-on in Streissen. Ernst stays away from any information regarding the shadowy dealings in Streissen as he knows that no-good can come from knowing too much about it.



13. Lestat's Tannery

Henri Lestat set up shop on Gerber Allee when he arrived to Streissen from Parravon in 2499. Lestat's operation remains small and specialised, mostly the preparation of vellum for use by specific University scholars as well as Verenan scribes. While Lestat is one of a few tanners producing vellum, he is the only one secretly trusted by the powers in the Dark Trade to prepare human skin for use in demonic or necromantic grimoires and scrolls. Human skin is passed through a drop in the wall of Lestat's cellar where he keeps the chemicals and rack he needs to cure the skin. The nature of Lestat's work is such that the six-foot Bretonnian has increasingly taken on a cadaverous appearance over the years.

Stadtzentrum

The Stradtzentrum district is commonly known as Altstadt (Old Town) as it is the original site of village rebuilt by Emperor Didrick the Unjust. It is also the largest district in town ranging from the slums of the poor to neighbourhoods of the lower-class labourers and middle-class shopkeepers. Within the town walls, the district is north of Pilaschtor Strasse (a) and west of Universität Strasse (b)

Entertainment and nightlife are fuelled by the spending allowances of noble youth at the university. Streissen offers all the services a young man with more funds than caution could hope to find. In addition to singers and minstrels who entertain the clients of better-quality inns and taverns, there are several brothels and companionship can be found in the common room of most any tavern.

Alderman Simon Hahn is often at odds with other council members and Bailiff Döbreiner in seeking better law enforcement and public improvements over personal interests. He survives because his cause is seen as hopeless and the Bailiff sees it as useful to give reformers some way to vent their desires harmlessly - whoever meets and talks with Hahn being noted. Hahn is a barber surgeon and popular for his willingness to take credit from the poor who cannot afford the services of university-trained professionals.

14. Khazid Averuvalk

Originally a Dwarf settlement outside the small village of Streissen, Khazid Averuvalk was enclosed within the town walls in the mid-18th century. In fact, portions of the original town wall have been incorporated in some of the Dwarf buildings. Many tunnels lie beneath Khazid Averuvalk, connecting the various buildings to one another as well as to underground chambers providing shelter and stocked provisions. Such enabled the Dwarfs to successfully survive the various Orc and Goblin invasions over the centuries.

The tunnel system beneath Khazid Averuvalk does not connect to the other subterranean passageways of Streissen. One of the Dwarf tunnels provides an escape route to the stream west of the defensive walls for any who need to leave the town unseen. A locked iron grate within the brook side tunnel opening prevents any potential intruder who find the camouflaged tunnel from gaining entrance from outside the town. In addition, a secret door from the main tunnel lessens the chance of discovery of the escape route should any unauthorised person somehow gain entry into the Dwarf tunnel system.

The Thundergun [*Dronthrund*] Clan have lived in the Dwarf Quarter since its beginnings in the late 13th century. Grumdin Hergunsson (born 2347) is the Elder of the Clan, having succeeded his father in 2488. The old warrior spent the years of his youth fighting for Averland on its eastern frontiers. Now, Grumdin fights a different battle by opposing the corruption surrounding Bailiff Döbreiner and the other forces of darkness in the town as he did the commune in its day. The nature of Grumdin's opposition is quite un-Dwarflike as a direct confrontation would be difficult given the relatively small number of Dwarfs in Streissen. Instead, Grumdin and his folk provide support to those opposing the criminals and cultists by providing sanctuary, some provisions and intelligence.

The challenge for characters such as the PCs is to gain the trust of the Dwarfs in order to take advantage of their support (the Dwarfs are wary of any spies in the employ of Döbreiner). Dwarf PCs have some small advantage over characters of other races, but the Dwarfs of Khazid Averuvalk do not easily trust unknown Dwarfs either. PCs must prove themselves through deeds the Dwarfs can verify.

15. Stonehammer Tavern

Stonehammer Tavern is the largest building in Khazid Averuvalk and the gathering place in the quarter for the Dwarf population. Vikram Grumdinsson (b. 2436) is the eldest son of Grumdin Hergumsson and owner of the establishment.

The two-storied inn is built like a fortress, which it has served in the past as the last redoubt when Streissen was sacked by Orcs and Goblins. In addition to the ale cellar, the inn has a storeroom of weapons and armour (most of the latter sized for Dwarfs). Moreover, the inn has the main entrance to the tunnel system as well as a subterranean temple to Grungni and the other Ancestor Gods. Mengrim Hergunsson – younger brother of Grumdin – is the presiding priest.

Brond Stegamsson is the master brewer of Stonehammer Tavern, crafting three quality brews: Hammer of Morgrim (a dark bitter), Grimnir's Fury (a reddish stout), and Valaya's Choice (a pale lager). Even the weak beer brewed by Brond is considered the best in Streissen. The fare of the inn, as prepared by cook Kentra Brondrasdottir, is hearty and spicy. Her specialty is the Firebrand Sausage, a favourite of the Streissen Dwarfs.

16. Gagern Mining Company

The Gagern Mining Company has held the Averland license for the mining monopoly in the western Aver Valley since the 18th century when the first mines opened near the village of Rannstedt on the slopes of Beacon Hill. These mines were tapped out by the 21st century, but new mines were then opened near Kyffhäuser and Kölleda in the Kyff Hills. The mining company is one of the main sources of wealth for the Thundergun Clan and one of the few Streissen enterprises that are held beyond the greedy grasp of Bailiff Döbreiner. Minority interests in the Mining Company are held by both the von Alptraum and Leitdorf families as well as the Welser family of Averheim and, recently, Roenekaath Fooger, heir of House Fooger in Marienburg.

Currently, the Gagern Mining Company is run by Zordan Alriksson, an experienced miner and stonemason. He is assisted by Eduard Koch, who was once the foreman of Kölleda and a man who discovered a new vein of galena when it looked like the mines might have been depleted of that ore.

The Gagaern Mining Company is a rare example of a successful Dwarf-Human enterprise where any racial strife has been mitigated by ownership's efforts to apply company rules firmly and fairly. Disgruntled miners are quickly removed from the mining villages.

Given the nature of their business, the Gagern Mining Company works closely with the Knights of Eternal Vigilance through their charterhouse (page 34) to periodically inspect their tunnels to ensure that nothing vile living underground breaks into their mines.

17. Blackstone Tavern

The Blackstone, owned by Magda Hauptmann, is situated in the middle of the slum of Streissen known as The Maze (*Das Labyrinth*) where the scent of the slaughterhouse and tanneries waft in the night air. Its common room is one of the bases of operations for the Bunsen gang. Thieves, cut-purses, footpads, and other low-end members of the gang tend to frequent this establishment where the food is barely passable and the rotgut and malted beer flows freely.

The Bunsen gang takes a grim view of freelancing thieves from out of town operating in Streissen. Any such transient caught will be brought to the Blackstone to face a tribunal of unforgiving gang members led by one of Faustmann's sergeants. Punishments could range from broken fingers to a severed hand to being garrotted.

There is a concealed door in the cellar which leads to the Black Market. It is one of a number of guarded or hidden ways for certain interests in the Maze to be able to reach the illicit marketplace.

18. Dürer Smithy

Ernst Dürer is probably the most talented weaponsmith and armourer in Streissen, able to turn around jobs quicker than his competition (10 - 15% less time), but also charging more for his services (up to 25%). Herr Dürer has received special dispensation from the Venerable Guild of Smiths for his service fees. The Dwarfs of Khazid Averuvalk honour Ernst with the appellation "Master Dawiokri" [Dwarf craftsman].

[**Note:** In 1st and 2nd edition terms, there is a 10% chance that any sword purchased from Dürer would be so well made as to cause an additional Wound on any successful hit in its first five melees (after which it causes the same damage as any normal sword). For GMs running a 3rd edition game, roll an expertise die and on a comet result the sword has one special attribute such as Vicious, losing this benefit the first time an unassigned Chaos Star is rolled wielding it.]

19. Chapel of Shallya the Compassionate

Like the Church of Sigmar, the Cult of Shallya runs a number of neighbourhood chapels outside the Kirchenhof district where the main temple is located. Sister Karin Weisstaube is the lead priestess of the chapel, overseeing both the adjacent soap kitchens for the poor as well as the midwifery services. The injured receive first aid for a small donation to the cult. Those hoping for divine healing are expected to willingly give more consideration or have previously demonstrated great devotion to the goddess.

20. Watch Post Six

Small watch posts are located throughout Streissen, each provide a base of operations for two twelve-hour patrol shifts of one sergeant and four to six watchmen, depending on the area. Each post has a room with bunks and a small office for the sergeant in addition to an office for the public. Two cells are in the cellar of each post to hold any arrested disturbers of the peace (usually a spot fine is levied). Near dusk, the Watch go forth to light or change out the street lamps in their charge.

Street Lamps in Streissen

Like many of the smaller towns in the Empire, the distribution and frequency of street lights – oil or candle lamps – depended upon the type of district and its inhabitants.

Wealthier districts such as Hochland would have street lights on every corner and in front of every house. The Watch in these parts of town are very attentive to the street lights ensuring that any that go dark do not remain so for long.

In contrast, low class areas – like Averhafen and parts of Stradtzentrum – have street lights only on the busier intersections and taverns/inns. The Watch in these areas are far less dependable than their peers, so many of these lights can go unlit for some time. Some residents might resort to having a lit candle above the door of their home or within a window sill so as to discourage prowlers.

Sergeant Gunnar Archenholtz is a grizzled curmudgeon leading the district's night patrol. Any transients or poor drunks caught disturbing the peace can expect a severe beating at the hands of any patrol led by Gunnar before being led to the lock-up. The sergeant is also in the pay of Faustmann Bunsen and keeps an eye out for any freelance rogue operating in Streissen. Archenholtz takes no action of his own, leaving any retaliation to Bunsen's thugs.

21. Indigo Johann

This 400-year-old, two-storied stone building is one of the few that survived the destruction from the Paunch visited upon Streissen. Stoutly built, the door of the pawn shop is below street level, requiring those entering to dip their heads to avoid hitting the six-foot door frame when descending the three step stairs. Iron bars on the small windows prevent unauthorised entry into the shop.

Despite the proprietor's name, "Indigo" Johann Liebknecht (née Mathullian Emalithiel) is a Wood Elf from the Laurëlor Forest in the northern Empire who took over the pawn shop in 2408. Though relatively short of stature (5 ft. 9 in.), Johann is a wizard of no small power and runs a magic shop from the backroom in cooperation with the Churches of Verena and Mórr. The magic shop generally stocks common and somewhat uncommon ingredients for purchase. In addition, Indigo can provide a service identifying magic items as well as provide any lore that may be associated with the item in question for a fee. Low-level healing scrolls are also available for a considerable price.

Though Johann has lived in Streissen for over a century, he has no interest in human politics and has never followed the minutiae involved in the lives of the mayflies around him. He is thus only a modestly useful source of information on the past.

Kragg and Kazrik Bormmsson, rare Dwarf twins, provide the security for the pawn shop. One of the twins will always be next to the entrance, guarding against any trouble. The Dwarfs' quarters are in the cellar while that of Johann is the floor above the shop. Kragg and Kazrik came into Johann's service decades ago after the wizard unexpectedly came to their defence when the twins were beset on the road to Averheim by outlaws intent on murder.

22. St. Carlotta of Streissen Almshouse

St. Carlotta of Streissen Almshouse is one of the many almshouses run by the Cult of Shallya for

elderly people who no longer have families to care for them. The houses each have a shared kitchen and water closet for the four to five people living there. There are also two rooms with a separate water closet for the Shallyan initiates who care for the residents.

St. Carlotta of Streissen Almshouse falls under the purview of Sister Karin Weisstaupe.

23. Chapel of Sigmar the Protector

The Chapel of Sigmar the Protector is the oldest holy sanctuary in continuous use, having been built in 1285 I.C. and survived the various destructions of Streissen, even that of Grom the Paunch. The squat stone church has thick walls and built like a stronghold. The crypt below is large enough to act as a storeroom for provisions and arms in case of a siege.

Father Helmuth Kollwitz has been a fixture at the chapel since 2504 when he took over from the venerable Father Wolf Fröbel.

24. Mina's Boarding House

The two-storied, lime-green building in the Altbaum neighbourhood is a six-room boarding house owned by Wilhemina "Mina" Adenauer. The boarding house is rumoured to be haunted by a young despondent woman who hung herself from the rafters over 100 years ago when she received word that her lover was killed by Goblins in the Kyff Downs south of Streissen.

Mina has two long-time residents at the boarding house. Marius Hillmer is a not-too-successful lawyer who represents the downtrodden at the Hall of Justice when he is agitating on the grounds of the University against the ruling powers of Streissen. In contrast, Georg Francke is lowly scribe working at Guildhall who generally keeps to himself when not prowling the streets at night looking for opportunities to satisfy his voyeurism.

25. Von Strucker's Security

Baron Stefan von Strucker, the third son of the von Strucker family of Stirland, has provided bodyguard services for rich merchants and other distinguished visitors to Streissen since 2506. Usually the terms of a contract last from one week to one month, though longer is available.

While von Strucker served as a captain on the eastern frontier with distinction and presents as an impeccable and honest man, the Baron is in deep with Bailiff Döbreiner. His men assess their clients'

portable wealth as well as any information that could be of use in the course of providing protection. Arrangements are then made to rob the mark after the contracted services of von Strucker's men are terminated so as not to impugn the reputation of the business.

The only honest person in von Strucker's employ is Madin Tarloksson, a Dwarf from Khazid Averuvalk. Madin is usually assigned to guard those the Baron wants honestly protected, such as those allied to the Bailiff or someone he wants to cultivate a good relationship. Madin's continued employment is a tacit nod by the Bailiff that he recognises the Dwarfs' opposition to his "policies" (corruption) and does not want to further antagonise them. Döbreiner remains unsure of the Dwarfs' relative strength and he knows the Lord of Streissen maintains good relations with the Dwarf folk.

26. Shrine of Altaver

Built in the town wall near Averhafentor, the Shrine to Altaver is another old holy site (erected 1462) in Streissen. Bargemen of the Avernman Guild and others travelling or trading on the Aver oftentimes leave an offering before departure in the hope that the river god will allow the journey to go unhindered.

In addition, the River Men fraternity from the University conducts its annual initiation ceremonies at this shrine, always in the early hours before dawn on Mitterfrühl (Spring Equinox). The exact nature of the ceremony differs from one year to the next, but usually involves copious amounts of wine and the swallowing of small live fishes or other like-size denizens of River Aver.

The shrine is maintained by the Cult of Taal and Rhya.

27. Red Dawn Tavern

Franz Pein is the proprietor of this dimly-lit, low-ceilinged, unpleasantly aromatic drug den. The establishment is divided into a common room where cheap – and sometimes deadly – spirits are served and a back-room catering to those who need a quiet place to (over-)consume their drug of choice. Moonflower and Ranald's Delight are commonly used drugs, but other less well-known drugs may be found here.

Faustmann Bunsen provides the bouncers and drugs for the Red Dawn. He takes a cut of 20% of the profits (excluding what he collects from supplying the

drugs). Herr Bunsen sometimes provides new drugs to be tested and will arrange for the discreet removal of any fatalities resulting from the new drugs.

28. House of the Lavender Lotus

The Lavender Lotus is one of the many brothels located near the border with the Universität district and caters to the wealthiest of the students. Madame Agnetha Brandt takes care of her girls by making arrangements with the cult of Shallya to perform monthly check-ups and with local apothecary Ernst Zweig for any herbal remedies to deal with any unwanted consequences of providing service.

Though independent of the Bunsen criminal element, Madame Agnetha stills pay them protection money so she can operate unhindered. Three Dwarf ex-mercenaries – Hergar Enlagsson, Rogni Dargosson, and Ulla Helgasdottir – provide security for the brothel.

29. House of Cards Casino

One of the more popular gambling halls for University students, the House of Cards is a front for the Bunsen organisation. Stehmar Kanter plays the part of casino owner and interacts with customers in this capacity. Cards and other games of chance take place in the upper floor of the two-storied light blue building while the ground floor contains a stage for a cabaret and private rooms for those with money enough to engage one (or more) of the working prostitutes in a more personal entertainment. Bouncers ensure that no one gets out of line.

Customers preferring to bet on blood sports can satisfy their need in the cellar. Pit Master Otto Delbrück runs a tight ship whether the contest is a cockfight, dogfights, or a fight between violent men. Amateur nights are run every Festag. Amateurs are often recruited (sometimes unwillingly) from among those with an outstanding debt to the casino.

Rival students have been known to settle their differences at an amateur night fight - Delbrück pays a finder's fee to anyone who brings in amateurs likely to draw a crowd and increase wagers.

30. The Grand (Playhouse)

Despite its name, the Grand is not as grand as the Sun of Solland Theater in Averheim. The theatre is owned by the Owl's Inn College (see below), which purchased the bankrupt theatre in order to ensure it continues to put on productions to entertain paying customers. Playwright Philipp Hörmann remains the writer and director and he is looking to find a

replacement for the aging actress Helena Klum. Hörmann has also been advised to temper the critique of the ruling class in his scripts and selection of plays to produce.

Attending a performance at the Grand is the most common reason the better-off citizens of Streissen make their way to Stradtzentrum. The current plays on stage are the Goblin's Ransom and the Student Prince.

Universität

The small district of Universität on the east end of town lies north of Pilaschtor Strasse and east of Universität Strasse. The district encompasses the buildings belonging to the University of Streissen, along with a number of private businesses and homes. The Universität is one of the only two districts without a seat on the Town Council, however by the Charter of Kasper which founded the University in 2438 I.C., the University has the rights of civic government within the district insofar as its own staff and students are concerned.

Gambling halls, brothels, drug dens and fighting pits are forbidden to exist within the district by the terms of Charter of Kasper. They, and many of the more exotic desires typical a large body of young men, many of whom have rich allowances from their noble parents, are catered to by services located in the surrounding districts, just bordering the Universität.

There are only three taverns located in the district and students are forbidden to drink in public establishments outside it (for their own protection). The three licensed taverns in the district are the Red Tabard, Singing Tree and Mother Pilgrim's.

The surrounding area is also known for the occasional slaver or kidnapper who finds a ready market for young, intoxicated students too stupid to realise that they too can fall victim to the desires of the depraved - these men prey in particular on the poorer students from hostels whose disappearance evokes less interest. Worse, some victims might fall into the clutches of those seeking to harvest body parts for insidious purposes.

University buildings in the district include three colleges (permanent, financially-secure institutions), a varying number of hostels (on average fifteen), the Chancellor's Mansion and the Printing House.

There are private boarding houses and other businesses in the district. Over the years most of these have come to be dependent on the colleges' trade. Tradespeople and services available in the district include those catering to well-off young men such as tailors and stables for privately kept horses – particularly for those students from Averland who consider being without a horse is an ignominy not to be endured.

31. Count's College

This college was endowed by Elector Count Kasper von Alptraum. The opulent stone College building was formerly a mansion owned by the Alptraum family. It was renovated and expanded to become the college. It has the broadest appeal of the three colleges and is also favoured by followers of Taal and Rhya, including students from northern provinces. The Count's College is not only the largest college, it also has the greatest number of affiliated hostels.

Current subjects the college is known for include history, classical language, arithmetic and medicine.

House Galenus (31a) is the former Hostel Aelenus Galenus (named for the classical author of "The Best Physician is also a Philosopher"). This medical school was formally recognized in 2473 when the Count's College bought the building which housed the medically-focused hostel and granted its then Principal, Adolphus Gregor, status as a fellow of the college. Gregor's death, in his early 70's during the riots of 2502 is still bitterly remembered (though whether blamed on radical rioters or oppressive state troops varies by who remembers)

The University medical school receives the bodies of those who are executed for grave robbing, body-snatching, denying remains proper burial (thereby increasing risk of ghosts) or other crimes against the laws derived from respect for the dead. Though Mórr's strictures forbid interfering with bodies an exception is made for those who have offended Mórr's laws. This is based on a ruling by Altdorf judge Wilhelm von Messerlieb several decades ago which has set a widely adopted precedent.

The trade in body parts also creates a number of offenders to supply the medical school with a few added bodies for discrete study. Some whisper the school "wins either way" - either they get the body

from the snatcher or they get the snatcher's body under the "Messerlieb Rule".

32. Torch College

The Torch College was endowed by Graf Gustavus von Leitdorf and has always favoured Sigmarite views. It is a former inn expanded and renovated to serve as a college. Many of its students intend to go on to become Sigmarite clergy and several of its fellows are priests or monks of Sigmarite orders.

Current subjects the college is known for include theology, imperial history and the history of dwarf relations with the Empire.

The college's students and faculty march en masse together each morning to attend services at the Kirchenhof's Temple of Björnson's Glory (Sigmar).

33. Owls' Inn College

This college was endowed by the Temple of Verena and is the only College which admits women. Many of its students go on to become priests of Verena or Mórr. In keeping with Verenan principles, access to its general library is open to any fellow or student. This is unlike the policy of the other colleges and hostels, which jealously guard their books as valuable assets.

The College's older halls and cellars date back to its founding as a chapel of Verena in 2145 and hold its secure library which is only open to priests of Verena, Professors of the College and fellows pursuing Masters studies.

Current subjects the college is known for include theology, astrology and law.

34. The Printing House

This house holds the newest university institution: a printing press, which is overseen by Middenheim-expatriate Martin Hazelmann. Hazelmann is a former apprentice of Gunther Johans, who invented the printing press in Middenheim several decades ago. There was considerable debate about obtaining a printing press. Those favouring the beauty of the illuminated and hand-written word were opposed as were those who see the rarity of books making their college's private collection a key in its success. Chancellor Baer was convinced that the university's income from scriptorium-produced texts is doomed and that the printing press is the way of the future.



35. The Chancellor's Mansion

More than a townhouse, the Chancellor's Mansion also houses the university's offices and records and is where esteemed guests at the university stay. This residence and its staff are the chief benefit of becoming Chancellor, though the control exercised over matters such as hostel creation give a Chancellor a great deal of scope to play at politics and an additional source of discrete income.

36. Bell Tower

The tallest building in the district, the Bell Tower's height is exaggerated as it stands on a small mound. Built by Verenans, it is engraved with great relief images of Verena (actually her aspect Clio, Delver into the Past, honoured by historians), Mórr, Shallya, and Myrmidia.

University beadles ring its bell to mark the start and end of each day's classes. The well-ordered park of trees and carefully-tended flower beds around the tower is maintained by the University. Rumour has it that the mound is a mass grave of the town's dead in the black death and the tower's original purpose was to warn against digging or building on the site.

37. Anwalt Hostel

Currently Count's College and Owl's Inn College are in a bidding war to win over the very successful Anwalt Hostel. Its Principal Lanwin Worlitzer has a brilliant understanding of Imperial law and can even hold his own on that subject with Master Sophie Farber of Owl's Inn College. Both institutions have offered a college fellowship to its principal and are now sweetening their offers. Worlitzer is widely

seen as the most successful litigator in Averland, arguing cases in Averheim and even Nuln, gaining independent wealth as a result.

38. Borginsson Hostel

The Dwarf healer Logazor Borginsson (born 2390) is Principal of this unconventional school of medicine. Constantly at odds with the dominant views of Count's College and its medical school, Borginsson denies the theory of humours or value of astrology and conceptualizes medicine as "dealing with a machine that is broken" (the body). He was given permission to form a hostel largely to avoid insulting Dwarfs generally (who are held in high regard in Averland). His 'radical' views are in truth the standard views of Dwarfen culture.

39. Kessler Hostel

Principal Gundolf Kessler, Classical Languages and History, was formerly faculty of Owl's Inn College. He was disgraced and forced to resign for the sake of the college after he was led into making heretical statements in a debate with Father Jung of Torch College two years ago.

In speaking about the fall of Sölland, Kessler had noted a positive role played by what he called shamans and druids (not referring to Amber or Jade College Wizards). He lamented that historians had expunged any positive references to magic prior to Teclis or recast them as blessings worked by holy men. "The respected shamans who advised the great tribal chieftains of old were not holy men serving Taal", Kessler was reputed to state in front of gasping students. It was also said that Father Jung hyperventilated at the declarative statement before regaining his composure.

Students at Kessler Hotel are extremely protective of their Principal.

40. Gerber Hostel

Principal Reiner Gerber is a polymath master of several arts combining mathematics, geometry and astrology together. His intricate mobile models of astrological bodies and specialized clocks and timepieces are highly sought after. Using these he has raised the art of astrology to a science. Though without magical talent, his work has attracted the interest of more than one Celestial Mage.

Unfortunately for Gerber, there are elements within the Cult of Mórr who are concerned that someone – in particular Gerber himself – outside the cult might try to use his models as a means to divine the future.

41. Star's Inn Hostel

Principal Felix Staudinger is a native of Matorca on the Black Gulf, a city within the area known as the Border Princes. He has studied in Middenheim and Altdorf.

The Inn provides study of the practice and theory of alchemy. This includes a history of magical theory - the antiquated, foreign and the official -- and also studies of related matters such as herbs which influence aetheryic perception.

A few of its graduates go on to the Colleges of Magic in Altdorf. Staudinger has an understanding with the Colleges that he will call for a wizard to test likely students for admission. His "pre-school" is seen as useful for it is good if an entrant into the formal study of wizardry has already learned to read and write etc.

Students who show too much interest in more antiquated views of magic are likely to be found unsuitable for acceptance into the College but if educated and knowledgeable, this still leaves alchemy, herbalism and some other pursuits open. Some may even be recommended to the Cult of Verena, within which studies of the sorcerous arts are outside the bounds of the laws governing Wizardry.

42. Red Tabard

The favoured student tavern, The Red Tabard, has a large clock on its wall - an extravagance in some eyes but it helps customers know when they must leave for a lecture or to avoid a curfew.

Barkeep/Owner "Professor" Volsbach employs several bouncers – Otto Kranz, Bruno Alder and Lorenz Hitten – who are quick to eject troublemakers. Talking dangerous politics is a good way to be banned for a month. These are all examples of how Volsbach strives to operate within the university's strictures.

The food at the Red Tabard is passable, but students who frequent the establishment are mostly looking for drink. The beers featured at the Red Tabard are the White Lady's pilsner and Dark Man's lager, both of which are brewed by the Hidden Spring Brewery. Wine also flows at the establishment with the favourite being Willershausen Red, a schwarzriesling. For those preferring stronger drink, the tavern offers Marillenschnaps (apricot brandy) and Zwetschgenschnaps (plum brandy).



Female students only attend the Red Tabard with a male escort, a tradition that dates back to a time when there were no female students and unattached female patrons were the source of many a barroom brawl.

43. Singing Tree

The raucous Singing Tree does not encourage its patrons to worry about the time. Female students never openly attend the Singing Tree although 'incognito' visits are common. Many of these bolder women disguise themselves as male students favouring the form-hiding cassocks of Torch College for this purpose much to the amusement of many patrons and the consternation of a few.

Famed for the beauty of her delicate features and powerful singing voice, barkeep/owner Frau Erika Dorfell is a former actress who was given the tavern by an admirer – none other than Rufus von Leitdorf – upon her retirement from the theatre in 2510. Frau Dorfell is both a gracious hostess and current on all the gossip and local politics of Streissen. She shies away from the darker secrets knowing that dabbling in such matters will likely lead to a short life ending in tragedy. The red-haired, green-eyed Frau Dorfell is more than capable of using her considerable charms to diffuse any tension or hostility arising from intoxicated customers.

The fare at the Singing Tree is quite good, particularly the soft white cheese crafted by the tavern's cook, Anna Krause. The tavern serves White Lady's pilsner and Rusty Bitter brewed by Hidden Springs brewery as well as riesling wines produced by a vintner friend, Hermann Lang, in Dachbach.

Well-off townsfolk and travellers can be found here as well as students.

44. Mother Pilgrim's

Mother Pilgrim's is favoured by students who want to debate and talk, and are more interested in food than drink, preferring the spiced sausage which is specially prepared by the cook, Oskar Mayer. Drinks are limited to weak beer as well as Dark Man's Lager and Rusty Bitter from Hidden Spring Brewery. The most favoured drink is coffee, imported from Tilea and Araby. As patrons like to say "wine for romance, beer for song coffee for debate". In addition, the tavern also has a few rooms to rent.

Mother Pilgrim's is owned and tended by the silver-haired and scarred Wikman Frommer, a man looking more like a retired drill sergeant than someone who spent over twenty years making every major pilgrimage in the Empire. Along the way, Wikman learnt what he liked most was talking with those he met along the way. So, patrons entertained by yarns describing the geography and people of the remote parts of the Empire would find Wikman fascinating. Unfortunately, the tavern owner is a poor source of information when it comes to Streissen as Wikman finds the goings-on in town comparatively uninteresting.

Clergy from elsewhere in town and pilgrims also favour this tavern.

45. Crossed Keys

This inn lies close to Count's College and is favoured by visiting scholars and researchers. Innkeeper Claudia Schäfer likes to create a quiet, sedate environment for her guests. Tea is served in the afternoon and cognac in the evenings after dinner. Non-scholarly individuals – which Claudia can recognise on sight – are not welcomed as guests at her inn. The inn's dining room also functions as an intellectual salon of sorts.

46. Schrieber's Papers

Bartolomäus Schrieber is the third generation of his family to operate this shop which supplies paper, ink, quills, pen knives, blotters and other supplies for students. Outwardly cheerful and optimistic, Bartolomäus maintains an apolitical demeanour when dealing with customers.

Secretly, Bartolomäus romanticises about the days of the commune wherein he believes ordinary folks had more control on their destinies. As an outlet for his flights of fancy, Bartolomäus pens political tracts advocating the replacement of the Bailiff with the

return of the commune under the pseudonym of Gregor Richter. The somewhat childish ramblings have not yet risen to the level of concern to compel Döbreiner's men to action, but they are keeping a wary eye on the situation expecting to move against the mysterious writer at some point.

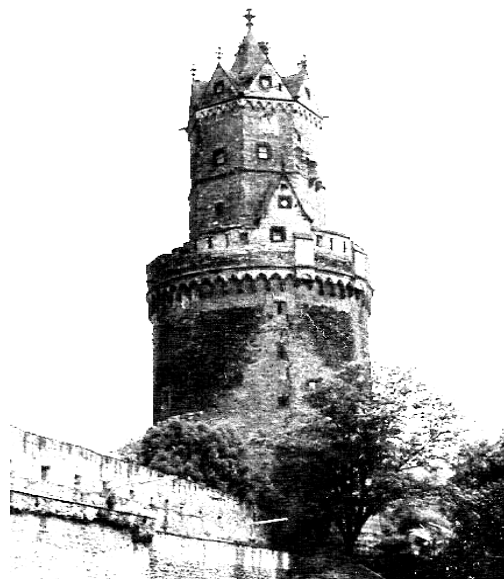
Schlossbezirk

The Schlossbezirk is the smallest district in Streissen, located south of Pilaschtor Strasse and east of Läufe Strasse (c). It is probably the safest district as a high percentage of residents are men-at-arms by profession. The presence of the castle also acts as a disincentive for would-be criminals to cause problems in the district.

The alderman for the district is Captain Ruprecht Leibniz, a retired Captain of the Guard and close associate of Bailiff Döbreiner. Despite the connection, Captain Leibniz is more than a capable representative of the district. In fact, the Captain remembers the commune days as one of disorder and lawlessness. He is concerned about the corrupting influence of the university and remains ready to lead the veterans of his district should the students and faculty rise up in rebellion. To this end, Captain Leibniz employs spies in the Universität district to gather intelligence on students and professors.

47. Schloss Streissen

Schloss Streissen is the home of the ruling noble of the town whenever the Count of Gagern is in residence. In the Count's absence, the Bailiff of Streissen holds court at the castle. The Captain of



the Guard – Freiherr Walden Krebs – is the only permanent castle resident other than a skeletal crew of servants. Captain Krebs is loyal to the Count of Gagern and not necessarily to the Bailiff.

In the aftermath of Countess Ludmilla von Alptraum's passing, Count Marius Leitdorf began a refortification programme to strengthen the castle's defences. The effort was still unfinished when Count Leitdorf met his death in the Black Fire Pass in 2520. Scaffolding still remains, but the work on the castle is intermittent.

48. Bailiff House

Previously known as the Seneschal House, this three-storied, light-green townhouse is the official residence of Bailiff Döbreiner. The grounds of the magnificent house are surrounded by an eight-foot stone wall complete with sharp shards of metal embedded on the top of the wall to discourage potential thieves. A large, wrought iron double gate marks the main entrance to the property with a small thick oak gate in the back serving as the servants' entrance. Both gates are guarded around the clock and locked during the night-time hours.

As Count Leitdorf is often absent from Streissen, Bailiff Döbreiner usually entertains his guests and friends at Schloss Streissen rather than his home. Geneve Döbreiner rather appreciates her husband's absence from home while he fleeces the citizens of Streissen. She spends her time with her own social events, which includes – given the age difference of twenty years between her and the Bailiff – discreetly entertaining her various lovers. Frau Döbreiner sometimes visits the various taverns of the Langplatz district incognito as she searches for a new lover.

The danger for Frau Döbreiner is that stories of her reckless behaviour have caught the attention of the Chartreuse Society. The von Hase twins have not decided on how to proceed, but their scheming minds should in due time come up with a vile plan to turn the situation to their advantage.

49. Iron Guards Barracks

The two-storied, stone-walled Iron Guard barracks is built like a fortress and is intended to impress as well as terrify. The grey-blue stones were

transported from an old quarry near the village of Dachbach hundreds of years ago. The windows of the barracks are also narrow with an iron bar or two to provide additional security. Dark, dank cells in the lower basement are used to hold any person swept up in Iron Guard investigations.

Commander Hergard Dönitz's office and private quarters are located above the main entrance, giving him a view of civilians entering and leaving the barracks. After all, who would come see the accused other than fellow conspirators? Dönitz maintains a private ledger to record names, dates, and times that individuals enter the premises along with any comments he has about the occasion. In addition to Dönitz's spacious office, the first floor has offices and sleeping quarters for Dönitz's three sergeants: Dietrich Heides, Gottlieb Klasen, and Otto Thyssen.

The ground floor has a waiting room, a few offices, interview rooms, and a large room with eight bunks and footlockers for on duty Iron Guardsmen. The upper basement contains the office of the interrogator, Reiner Münsterberg, as well as a large room full of instruments used to put the question to suspects. The rack and other torture instruments are well-maintained.

50. Watch Post Four

Assignment to Watch Post Four is considered the plushest of watch positions in Streissen. There is really little for the Watch to do other than light the streetlamps and try not to be annoyed by the monumental and insufferable arrogance of the Iron Guards who strut about the streets of Schlossbezirk when not undertaking a raid or some other mission.

Sergeant Balwin Schumann leads the night patrol, which is allowed to spot fine disturbances of the peace and other misdemeanours. The patrol may also be called upon to assist the Iron Guards whenever that despised organisation requests such help, which is limited to providing support like guarding the approaches to the target location of the raid. The Iron Guard has no wish to "share" their successes with mere Watchmen.

51. Guardsmen Arms Inn

One would think that an inn for visiting dignitaries in the safest district in the town would also be safe. Unfortunately, the common room at the inn is known for its brawls between Iron Guardsmen and the local Watch. One of the Watch usually involved in the fighting – Wolfric Buchner – is a former pit fighter from Nuln. Herr Buchner (as he is referred to by his companions) almost never starts the fight, but he certainly ends it. Still, Iron Guardsmen who have downed several pints celebrating the week's end just cannot seem to resist trying their luck against the tall and massive Watchman.

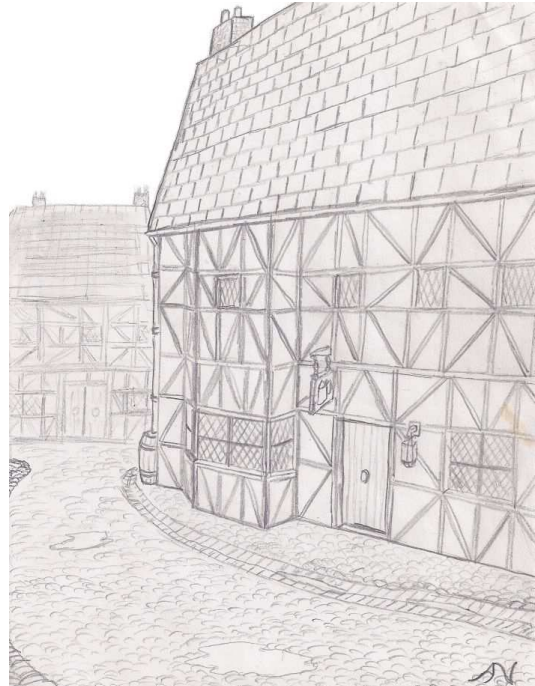
The two-storied inn is owned by Kolten Daimler, a veteran of the frontier wars in eastern Averland and a man who actually enjoys watching patrons brawl. He also knows that he can charge the Town Council for any damaged furniture. The food at the inn is prepared by Kolten's eldest daughter, Lorna Hegel, and her specialty is a spiced beef and vegetable stew served with a wedge of hard white cheese created by her husband, Pieter. Kolten serves White Lady's Pilsner and Dark Man's Lager from Hidden Springs Brewery.

Room Three of the Guardsman Arms is said to be haunted by a white lady. Her story is that she was a daughter of a well-to-do merchant who fell in love with a rakish noble several hundred years ago. The man promised to take her away from her dreary town life to one of adventure in exotic places. Once the young women realised she was taken for a fool by the lecherous rake, she hung herself from the rafters. The ghost is said to most likely appear whenever a young nobleman or a man of means rents the room whenever Mannslieb is full.

Langplatz

Langplatz is a large district located south of Pilaschtor Strasse, east of a line from Steinweg (d) to Marktgasse (e) to Ubiergasse (f) to Grüner Allee (g) to Schafbachstrasse (h), and west of Läufestrasse. It includes the businesses near the Graf Ephraim Platz. The Langplatz is the civic and business centre of Streissen where the real power of the town resides. The main streets are well-lit at night while the secondary streets are only lit at the intersections. Still, many of the shops and residences light lanterns in their windows to partially illuminate the narrow streets and alleys.

The alderman for the district is Albrecht Brühl, widely seen as a toadie to the Bailiff. Herr Brühl employs



spies to keep tabs on residents known to be hostile to Döbreiner as well as visitors to Streissen who act in seemingly odd ways. Suspicious people are referred to the Iron Guards for further investigation and, perhaps, imprisonment. Herr Brühl is considered to be rather hysterical and a fool, so there is a reasonable chance that his recommendations will be ignored by Commander Dönitz.

52. The Count's Rest

The Count's Rest is Streissen's highest quality inn in which a noble or wealthy merchant would stay. The inn has been handed down in the Löffler family for hundreds of years. The current owner is Marius Löffler, a man of refined tastes which is reflected in the accommodations of the establishment as well as the large debt he owes to Faustmann Bunsen. The only obligation Herr Löffler has is to inform Herr Bunsen via intermediaries of any person of interest or lodgers new to Streissen. Löffler has no idea what Bunsen may do with the provided information and sees it as not his concern or responsibility.

Löffler employs Leyna "Lily" Oakenbarrel as cook. Her specialty is pot roast (*sauerbraten*) which Lily marinates with a mix of gewürztraminer and schwarzriesling wines and various spices she imports from the Moot. Lily's husband, Rolf Oakenbarrel, is the inn's winemaker and distiller, producing apple wine (*apfelwein*) and raspberry spirit (*himbeergeist*) for the inn as well as a fruit brandy (*obstbrand*) known to the Halflings of the Moot.

53. Bach's

Founded in 2263, Bach's is an exclusive gentlemen's club catering to the well-connected and monied members of Streissen society. The two-storied, yellow-brick building is well guarded to ensure only members and guests are able to pass through the red-painted heavy oaken doors. The exquisitely furnished interior has a smoking room where wealthy members could trade gossip and make deals. Three other rooms are filled with gambling tables where alcohol flows freely and fortunes are gained and lost. A large hall provides dining and entertainment.

Long-time and trusted members are permitted to enter into the private gaming room of owner Esther von Schönburg, an elegant woman with a penchant for dark, form-fitting clothing. Esther is one of the Shadow Merchant's trusted lieutenants and can just be as ruthless when confronted by anyone she perceives as a threat. Esther is responsible for ensuring that no-one – other than those authorised – enters the concealed door which leads from the private gaming room to the tunnel leading to the caverns of the Dark Trade. She will employ any means necessary to meet her obligations.

Former pit fighters, Gergor Kriesler and Udo Wolff, are Esther's large and faithful bodyguards. The two are more than capable when supporting their patroness... even onto death.

54. Luzac's Books

Once of Marienburg, Johan Luzac emigrated to Streissen in 2508 where he opened a book stop for the increasingly literate population. Johan mostly imports new books from the publishing houses located in Nuln, Altdorf, and Marienburg. He is also in the business of purchasing used books for resale. Johan has an eye for rare old books which he keeps in a private collection for the discriminating and wealthy clientele that occasion his shop.

Though meek in appearance and kind in manner, Johan is anything but. His real reason for moving from Marienburg is that his ties to the Tzeentchian cult the Rainbow Flames was about to be uncovered by the Solkanite Knights of Purity. Johan left behind low-level cultists to satisfy the Knights' pursuit of justice as well as to cover his escape from the great seaport. Working very carefully and secretly, it has taken Johan a few years before he was able to learn about and penetrate the false veil of the Chartreuse Society. His efforts brought Johan into the inner circle of the von Hase twins.

With his elevation in the cult secured, Johan resumed his secret trade by providing a conduit for literature and correspondence between different Tzeentchian cultists in the Nuln-Averheim corridor. Johan receives some of the corrupting literature meant for a wider, more susceptible audience. As he did in Marienburg, Johan carefully cultivated relationships with his wealthier patrons in order to determine who in a household may be influenced by the subtler messages a particular title contains.

Johan keeps dangerous works in a locked vault beneath the floor boards of the storeroom. One of the books in Johan's collection – "Secrets for an Inquiring Mind" – reads as gibberish, but the words magically rearrange when the book determines if the reader's mind can be easily manipulated and twisted.

55. Raven's Roost

On Pilaschtor Strasse, the Raven's Roost caters to those in the horse and herding trade within Averland, which is second only to the cattleman trade in the province. Streissen is the largest market in the West Aver Valley with the ruling Leitdorfs very active in securing new mounts for their private army.

The Raven's Roost is a three-storied, red-painted, brick-and-wood structure with a large common room for eating and drinking on the ground floor, a large single dormitory for the entourage of the horse traders on the first and private rooms for the merchants on the top floor. Rudi Kalb is the proprietor as well as former Mórrian priest and current leading member of the Mourners' Guild. He runs the inn with his wife (Joli), sons (Goeppert and Norbert), and daughter (Lena Haydn). The house specialty is dried sausage made from beef, pork, lard, sugar and spices (*landjäger*) served with a dark bitter brewed at the inn.

56. Hangman Square [Henkerplatz]

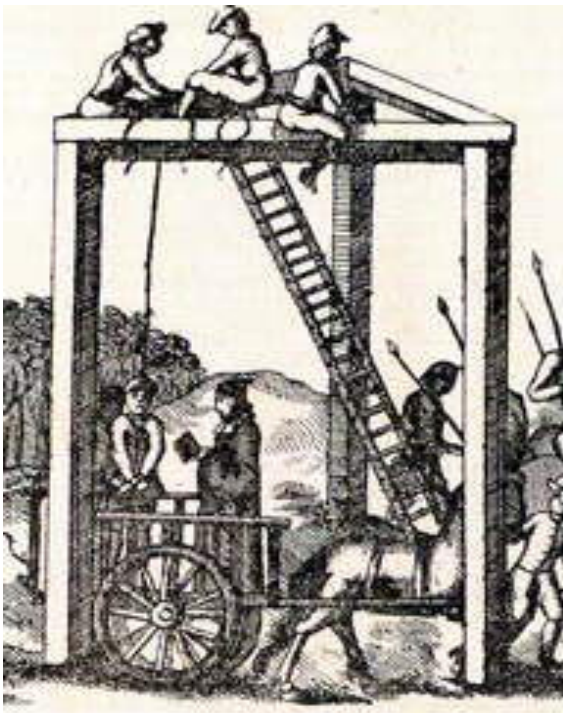
A sense of dread permeates this open square in the Langplatz district. Many avoid or hurry through the usually vacant square as if the spectre of death awaits those who linger. Hangman Square comes into its own at the end of each month when crowds gather to watch the macabre spectacle of execution.

The town's executioner is Karl Höppler, who is skilled at dispatching those condemned for capital crime in whatever method the court's sentence calls for be it: beheading, hanging, quartering or drowning. Höppler takes great pride in carrying out the court's punishment to the letter. If the sentence

requires the death to be slow and excruciating then Höppler meets such requirements with determined professionalism. As a member of the Mourners' Guild, Höppler prefers sentences in which the death he is expected to deliver is quick and efficient rather than slow and agonising. He also inflicts lesser corporal punishments when ordered to do so by the courts, such as branding or mutilation.

Despite his occupation as an executioner, Karl Höppler is a rather gregarious sort and quite popular at the Mourners' Guild. Unsurprisingly, he indulges in gallows humour, particularly after a few pints at the nearby Raven's Roost. Höppler lives with his wife and children in a flat overlooking the square and occasionally sits in the square taking in the sun when not working.

Höppler is also skilled at setting broken bones and providing a range of first aid. Injured Watch members favour him. His son Emil is also his apprentice in the family business.



57. Hall of Justice

Formally known as "the New Courts of the Hall of Justice," this building was constructed after the original was burnt to the ground during the 2502 rioting. The new Hall of Justice was rebuilt in the same Tilean fashion as the Temple of Verena (page 40) completed with colonnades. A bas relief of balanced scales appear above the large double doors

leading to the courthouse's interior: courtrooms, magistrate offices, holding cells (in the basement) and court library.

There are four courtrooms within the Hall of Justice. Three smaller courtrooms are personal domains in which each of Streissen's three judges reigns supreme. The largest courtroom is set aside for capital cases where the three judges – Alban von Suttner, Theodor Bergius and Hazen von Bernstorff – sit together in judgment.

Judge von Suttner is the most senior judge and the one most concerned with justice. He is also most opposed to the Bailiff's corruption and cronies. Interestingly, Judge von Suttner enjoys support from the Leitdorf family, presumably as a check on Döbreiner's ambitions. Von Suttner works closely with Watch Commander Schleiermacher (page 40) to investigate and bring to trial corruption and other high crimes.

Judge Bergius is the newest member of the court and an ambitious man seeking enrichment in one form or another. It is rumoured has it that there is no bribe demeaning enough for him not to consider: all that Judge Bergius requires is that the offer is made with great discretion. He fears that von Suttner might see fit to launch an investigation to uncover his misdeeds. Faustmann Bunsen has other connections to the Hall of Justice to ensure most charges he or his gang face end up on Judge Bergius' caseload. There are times, however, when a case is taken by von Suttner.

Typical of most judges in The Empire, Judge von Bernstorff sees the world through the lens of class. Unless the evidence presented at trial is incontrovertible, von Bernstorff will always rule in favour for a defendant from the noble class. Likewise, von Bernstorff will find a lower-class defendant ("filthy commoner") guilty of any charge brought by the court unless the evidence of innocence is overwhelming.

The holding cells in the cellar are the personal domain of the overweight, pig-eyed, smelly jailer, Rodman Stinnes. The petty tyrant takes his pleasure tormenting his charges, particularly those awaiting execution. Rodman's antics range from placing miniature nooses where prisoners can easily see them to verbally (and sometimes physically) abusing them. Rodman is careful not to leave any obvious marks on the prisoners for fear that Judge von Suttner might seek his removal.

58. The Graf Ephraim Platz

Commonly known as Langplatz (after the district), the Graf Ephraim Platz is named for the early 13th century Averland hero and has a large statue of the man mounted on the horse in the centre of the square. Langplatz is the site of Streissen's main market. Stalls of produce, meat and fish are opened daily, but Langplatz really comes into alive every Marktag when craft vendors also sell their wares. The presence of the Watch is most apparent on Marktag as they keep their eyes open for agitators, pickpockets, thieves and other undesirables.

More ominously, Langplatz was the scene of the largest massacre of civilians during the 2502 unrest. On the massacre's anniversary – 10 Nachexen – it is common for those who lost someone to leave a small candle set into a wooden skull as holder at the foot of the Graf Ephraim statue. The square is a common place for revolutionary graffiti or images attacking the Alpträume and the Tilean mercenaries employed by the Grand Countess to defeat of the insurrection.

59. The Swan

Owned by Luca d'Quenelles, the son of a Bretonnian-Tilean family, the two-storied, yellow-painted Swan caters to those travelling on a relatively tight budget. The establishment has a large common room for eating and drinking on the ground floor and a large single dormitory with fourteen beds on the upper floor. The inn has a couple of private rooms (each of these for two-person occupancy) for those travellers of means.

The fare at the Swan is the most diverse in all Streissen thanks to Luca's skills as a cook. His specialties include Soffritto of Chicken, a favourite from the Tilean Principality of Trantio; marinated leeks in a mustard vinaigrette from his native Quenelles; and rissoles (turnovers) for dessert. For more local Imperial palates, Luca serves up roast pork and "apple pillows" (fried battered apples).

Elma Wittig, daughter of the Watch Commander Schleiermacher, is the barkeep at the Swan as well as its bookkeeper. Her hiring in 2511 was a wise one by Luca as Elma's very presence lessened the pressure he was getting from Faustmann Bunsen to pay for protection. Another employee, Dargo Skaldorsson of Khazid Averuvalk, brews a dark-copper coloured, top-fermented beer exclusively for the Swan. Luca also serves wine from the vineyards of the Zweig family in Rannstedt (page 45).



60. Town Hall (Rathaus)

The three-storied, blue-coloured Streissen Town Hall dominates Langplatz and features a large astronomical clock on the face of the central tower. While the clock is reliable when it comes to tracking the phases of Mannslieb and the movement of the Zodiac constellations, it does not even try with the Chaos Moon, Mórrslieb. The clock was built in 2504 by the Imperial Engineers' Guild of Nuln.

The main entrance to the Town Hall is located beneath the clock where stairs from the street level rise to a pair of large, oaken double doors on the first floor where the Petitioners' Hall and Chambers of the Council are located. Scribes, servants, cooks, and minor functionaries work on the ground floor and usually enter the Town Hall from the rear entrance. Members of the Town Council, Bailiff Döbreiner, and their chief aides have their offices on the second floor.

61. Guildhall

The location of the Guildhall next to Streissen's Town Hall is no accident. The two-storied yellow building contains the offices of the various guilds in town as well as an assembly hall wherein each guild conducts its semi-annual meeting with its respective members as well as other scheduled meetings or events. Should any action require a new or modified town ordinance, a guild representative is dispatched at the first opportunity to the Town Hall with petition in hand and, if need requires, a purse with coin to ensure a "favourable outcome."

62. Blauharfer Brewery

Blauharfer Brewery is the smaller of two such establishments in Streissen. Established in 2218 by

the Harfer family, Blauharfer specialises in malted wheat beer. Its current best sellers are Aver White and Crystal Sky. The brewery supplies many taverns and inns with quality beer as well as weak beer for customers looking for a cheap beverage to wash down their meal.

Stefan Harfer is the current Master Brewer. He is training both his eldest son, Rikard, and daughter, Nadine Ehrlich, in the art of brewing as Stefan looks forward to retirement. The brewery continues to pay protection money in the form of kegs of beer to Crime Lord Bunsen.

63. Watch Post Two

Post Two has the largest number of watchmen on duty in the day rather than at night as the station is responsible for apprehending cutpurses, pickpockets, agitators and other disturbers of the peace at the Langplatz market. Three five-man teams patrol the square, each equipped with whistles and clubs so that perpetrators can be quickly located and subdued, while two other five-man teams patrol the rest of the district.

The market watchmen are also trained to be aware of thieves working in teams. As a result of their training, any watchman who is third on the scene of an altercation immediately surveys the area for anyone trying to take advantage of the attention focussed on the arrest.

The post does have a high turnover of its force, almost a chess game between Watch Captain Kolten Tieck and the effort of Bunsen to bend individual watchmen to do his bidding. While Bunsen usually employs bribery, threats or extortion to get his way, Captain Tieck has two trusted and incorruptible sergeants – Dieter Bader and Martin Renner – to help him identify and root out miscreants from his force.

The post has a basement where large holding cells are located. Suspected lawbreakers are kept within the holding cell until they could be moved to the cells beneath the Hall of Justice.

64. Hangman's Knot

The Hangman's Knot is a tavern frequented by the watchmen of Post Two. The current owner is Tobias Gluck, a former watchman and mercenary who had survived an assassination attempt arranged by the previous owner, Jarvis Rilke, to kill him for sleeping with his wife, Bette. Tobias married Bette soon after her husband was swung from the gallows in 2510.

The attack left Tobias with a permanent limp where a knife severed a tendon in his left leg during the attack.

To help stave off Bunsen's efforts to "provide protection" in exchange for "due considerations", Tobias has hired ex-pit fighter Sasha Dürer to be the barkeep, ex-mercenary Natascha Carstens as the bouncer, and ex-watchman Lewes Stinnes as the cook. Bette's brother, Selig Bosch, remained the brewer after Jarvis' death, producing a pale lager to supplement the Blauharfer wheat beer sold at the establishment.

65. Knights of Eternal Vigilance Charterhouse

This unremarkable building of grey stone with no signage is located on a narrow alleyway away from the hustle and bustle of Langplatz is the charterhouse of the Knights of Eternal Vigilance (page 14). Those who labour out of Streissen do not wear the armour or surcoat of the order as they prefer not to advertise their activities. The charterhouse interviews possible recruits to the order at this site among their other, more covert activities.

The Streissen charterhouse is essentially hiding in plain sight. They do not make an effort to call attention to themselves, but they are also certainly not trying to hide their presence. Dressed as civilians with only a medallion under their tunics to identify their allegiance, the Knights assigned to Streissen quietly go about their business searching for any signs of Skaven or other Chaotic activity in town.

Brother Wolfric von Bildhofen – from a minor branch of that famous noble family – is the ranking Knight in the charterhouse. Though he has been forbidden to investigate the Dark Trades, von Bildhofen is not above hiring capable transients to get gather information on that nefarious aspect of Streissen. He has not yet learned anything despite his efforts which would provide him with the support to launch an official inquiry.

Bunsen is well aware of the Knight's activities and has instructed his men to give these warriors a wide berth. The last thing the crime lord wants is to get into a row with these Sigmarite and Ulrican fanatics.

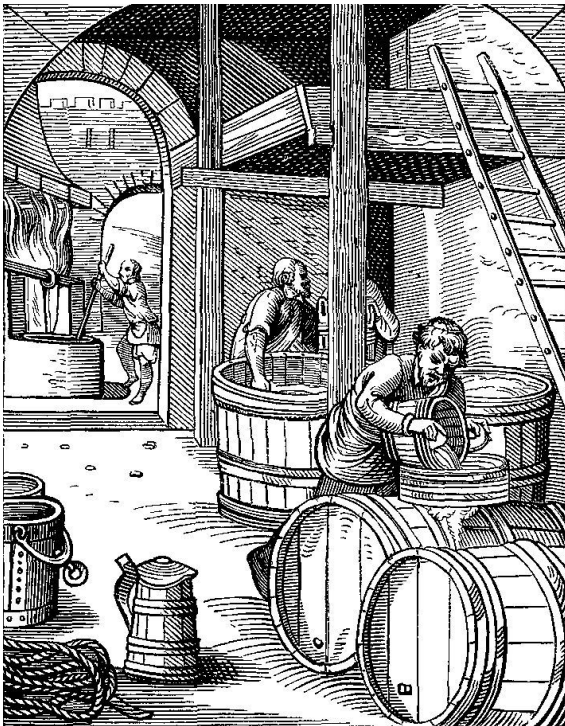
66. Hidden Springs Brewery

Founded in 2088, Hidden Springs is Streissen's oldest and largest brewery. It is built over a spring which provides the brewery with a steady supply of fresh water with which it brews its four products:

White Lady's Pilsner, Dark Man's Lager, Rusty Bitter, and Black Cloak Stout. A 2412 ordinance forced Hidden Springs to share its water with Blauharfer after the wells used by the latter had been poisoned by a witch (though some rumours suggested Hidden Springs was behind the effort to rid itself of its rival). The connecting pipe was laid by the Dwarf Engineers Guild of Nuln.

Hidden Spring Brewery has always been in the Brauer family. Its current patriarch is Heinrich Brauer, who inherited the establishment in 2508 when his father, Frederick, passed away after he was shot by a highwayman as he returned from Averheim. Heinrich is taking the precaution of grooming his two eldest sons, Manfred and Viktor, to take over his duties as master brewer should something untoward happen to him; the death of his father has left a mark on Heinrich. His wife and eldest daughter, Emma and Gabriele Schröer (respectively), manage the business and maintain the books.

Hidden Springs is protected from the greedy hands of Bunsen by the fact that the Brauers have a powerful patron in Leitdorf family. To maintain this "special relationship", the Brauers brew a special beer for the Leitdorfs called "The Count's Majesty." It is said that even Bailiff Döbreiner is under instruction to ensure that the Brauers are in no way "maligned or ill-treated" by criminal elements in town.



67. Blessed Doorway Funeral Home

Kiefer Richter is one of the more important and influential members of the Mourners' Guild and the director of the funeral home. Kiefer is a former barber-surgeon who accompanied Count Marius Leitdorf's armies on the eastern front before a leg injury retired him from active service.

Kiefer considers himself an amateur sleuth who uses his knowledge as a surgeon to try to determine the cause of death of the deceased who grace his workshop before they are interred. He is sometimes called by Watch Commander Johann Schleiermacher (40) to provide an expert opinion on murder investigations. Kiefer has also been known to receive commissions to personally investigate deaths deemed accidental by others to verify true cause. In such situations, Kiefer may find the need to hire "discreet and reputable individuals" to assist his investigations.

68. The Dead Wolf

Owned by Brogar Enlagsson and Breda Lenkaskottir, the Dead Wolf inn is located near Hügeltor and caters to cattlemen and merchants. It is said that there are more private spaces and 'snugs' available for combining negotiating with eating and drinking at the Dead Wolf than any other establishment in the district. The food at the inn is very good and tends to be hearty and spicy in the manner preferred by Dwarf cooks like Vala Sunnisdottir. The preferred beer to wash down is the dark stout brewed by the Sven Skalfsson (called the "Dark Soother"). Two former pit fighters, Skalli Oldorsson and Rogni Kadrison, are the bouncers of the Dead Wolf. They are the main reason that Bunsen's men do not come around to offer their "protection" to the owners of the Dead Wolf.

69. Heilmann Inn and Stables

Located outside the town walls near Hügeltor, - Heilmann provides accommodation for travellers as well as stables for the west-bound Red Arrow Coaches. The inn predates the arrival of the coaching line by several centuries, though it has only been in the Heilmann family since 2398.

Derrick and Lise Heilmann are the current owners and innkeepers. They are assisted by their family in running the establishment with their sons – Erik, Hans, Leopold, and Reinhold –undertaking the more physical labour (brewing, cleaning stables, smithing, carpentry) while their daughters – Elsa, Bette, Karin,



Lena, and Morgen working within the inn (cleaning, cooking, tending the herb garden, healing, grooming horses, serving in the common room).

In addition, the Heilmanns are agents for the Schockemöhle Horse Ranch, which is located southeast of town between Beacon Peak and Luhne Brook. Buyers are usually first interviewed to determine what kind of horses best suit their needs as well as whether the buyer has the funds to purchase their preferred horse. If the buyer is serious, they may be asked to pay a 25% deposit before a visit to the ranch can be arranged to view the available animals. Should a visit be arranged, a party of ranch hands led by one of the Schockemöhle sons (usually Karl) will escort the buyer to the ranch.

The inn also serves as a base for Roadwarden Sergeant Varick Hassler and his eight-man patrol. The patrol's remit covers the roads and tracks from Rassing to the Dachbach Road along Luhne Brook. Generally, Hassler's men divide into two separate patrols in order to cover as much ground as possible. Whenever goblin raids are reported in the hills, Hassler and his men form one large force to deal with the greenskin marauders.

Hochland

Hochland is mid-sized district, but one with outsized influence given that the houses of the affluent of Streissen are located within its boundaries. The district is located south of Pilaschtor Strasse, east of Kirchstrasse (i), northwest of a line from Steinweg to Marktgasse to Ubiergasse to Grüner Allee to Schafbachstrasse. Like the Universität district,

Hochland does not bother with having representation on the Town Council.

Though the individual families can make personal appointments with the Bailiff, the families select an Alderman take care of regular business with the Bailiff. The Alderman for the district rotates, by consent, among the four leading families. The current Alderman is Reikart Denkhmann and his successor, according to the informal understanding among the families, will be Xavier Caslach.

Hochland has wide streets and a large central square, the Vierplatz, around which the largest mansions are built. The six-man Watch patrols walk the Hochland streets on a regular route, which may seem to be inviting to watchful thieves. The wealthy families of Streissen have their own guards, each wearing an armband with the family coat of arms and colours of the respective family who employed them.

A number of the houses of the wealthy have concealed doors in their cellars which open to the tunnels leading to the Black Market. The selling of contraband take place in a large cavern located beneath the paving stones of Vierplatz. Fewer of these houses have access to the separate tunnel system leading to the Chamber of Darkness located beneath the northern slopes of Beacon Hill.

The four most notable families -- Denkhmann, Misthausen, Baemann, and Caslach -- represent the trades for which Streissen and Averland are known. The lesser families living in Hochland are either the rising and newly rich or old money clinging to past glories. The grounds of all of the larger houses are surrounded by eight-foot high walls with broken glass and sharp shards of metal to discourage thieves or the rabble from scaling them. The gates opening to the grounds are locked at night unless the family is hosting one of the parties for which the wealthy are famous.

70. Denkhmann House

This two-storied, beige-coloured townhouse is the home of the Denkhmann family. Reikert Denkhmann (b. 2472) is mostly an exporter who purchases Averland-vintages and ships them downriver. His family has a small vineyard outside town which itself produces an undistinguished vintage, which is what led his grandfather to start trading in wine more than making it, and has led to the family's fortune. It is widely suspected that

Denkhmann "extends" some of his exported wine by mixing it with the product of his own vineyard.

Denkhmann's first wife Gretta died in the outbreak of plague that affected Streissen in 2498. He remarried after a number of years of mourning and his second wife Mathilde is much younger (b. 2492). He has an adult son, Reinhold (b. 2494), and married daughter, Ilse von Schiller (b. 2496), as well as two daughters by his second wife – Malin (b. 2510) and Gunilla (b. 2512). Two other children of his first wife, Dieter and Claudia also died in the plague.

Part of the business is managed by Franz Denkhmann (b. 2483), Reikert's younger brother, who is married with his own children. Franz is being increasingly displaced as Reikert's favourite by Reinhold, much to the displeasure of Franz and his family.

71. Misthausen House

The three-storied, pale-blue Misthausen House is the grandest in Streissen and the site of many of the lavish upper-class entertainments in town. Anders Misthausen (b. 2455) is the most successful river trader between Nuln and Averheim. He owns warehouses at each end of this route. Misthausen also builds ships, including his own three large trading vessels that ply the Aver constantly. When he builds river ships for others he often gives them credit on terms that they carry cargo for him regularly. He and his wife Anya married in 2483. They have had fourteen children (ten girls, four boys).

The oldest son Friedereich (b. 2484) acts as the family agent in Nuln. Their second oldest son, Admund (b. 2487), has captained their premier trading ship the Silver Girl since 2505. The third son Bertolf (b. 2491) is Anders' secretary and aide in Streissen. The fourth son Gosbert (b. 2495) will begin pursuing advanced studies at Streissen University in 2516 with the aim of becoming an astronomer.

Eight of the ten daughters have been married off, usually to trade and mercantile partners in Streissen and beyond. The fourth daughter, Else, is married to the head of the Stevedore's and Teamster's Guild (Eckhardt Karsch). The fifth daughter, Jutta, is married to Alaric Hurdleberger, the eldest son of Frau Beatrice Hurdelberger - the wealthiest woman in Averland. The youngest Misthausen children are the two unmarried daughters, Angela and Beatrice (b. 2501, and 2503, respectively). It is rumoured

Herr Misthausen is determined to find noble matches for them.

The Misthausen family came to Streissen from Nuln over two hundred years ago. Herr Misthausen is the town's most respected civilian outside the University and to all appearances completely apolitical. He surrendered a role with the Freistadt government claiming he had no time for soft-headed fools who had nothing better to do than argue about how to spend other people's money. This saved his family and enterprises from harm when the Freistadt ended.

72. Baemann House

Baemann House is a two-storied brownstone dwelling, which was renovated in 2513. Steffan Baemann (b. 2470) owns several mills and dominates grain export. He is a Nuln-born merchant who bought out bankrupted mills in the days after the famine and riots of 2502. His early years were difficult but in the past decade the investment has paid off handsomely. Almost a third of all grain and flour exported downriver to Nuln and beyond now passes through his hands. Baemann is married to the Anders Misthausen's eldest daughter, Eloise (b. 2485), and the two families are closely aligned in their interests.

Baemann is a member of the Honourable Guild of Millers and Bakers. He was also Guildmaster for several years but stepped down in 2515 to satisfy public outrage over a scandal involving adulterated flour.

Steffan and Eloise have three children: Haldred (b. 2502), Constance (b. 2505) and Reuban (b. 2509). Rumours recently began circulating that Baemann had a long-standing affair with a mistress who bore him two sons, both of whom he intends to give employment in his enterprises, though he refuses to reveal their names. This has angered Eloise and her children, which has also, by extension, caused friction between the Baemann and Misthausen families.

73. Caslach House

The two-storied, light-green house is the home of the Caslach family. The patriarch, Xavier Caslach (b. 2460), owns the town's largest stockyard and two tanneries. Though most of Averland's cattle move through Averheim, a few are driven to Streissen where they are either shipped north live or slaughtered and salted to be shipped. Caslach is in constant competition with the great tanneries and

stockyards of Averheim. He has been losing custom from the large herds in central Averland in recent years and the family fortunes are suffering as a result. He would dearly love to handle von Alptraum herds but the bad blood between the town and the von Alptrauts make this unlikely.

Moreover, Caslach is currently seeking ways to get around the Averheim Salter's Guild stranglehold on the province's salt supply, as he cannot increase his output of salted beef without finding more affordable sources.

There are four adult Caslach children Ilsa (b. 2480; married to a merchant in Averheim), Linus (b. 2483; married, managing his father's business), Olinda (b. 2487; married an officer in the Averland State Army, who would distinguish himself at the Third Battle of Blackfire Pass in 2520) and Regine (b. 2492; widowed in 2518, she has returned with her three children to live in her father's household).

Linus was a "young rake" and, though no longer young, has never given up that lifestyle, enjoying raucous parties with a circle of male friends. Linus is also an avid hunter, doing so for sport and often leaving his kills after removing trophies, in the company of his inner circle of hunting companions known as the Wildesjäger. He is poorly regarded by those who follow Taal and Rhya or the Old Faith.

Xavier is a widower, his wife dying in giving birth to Regine. Regine, though herself a widow with three children, is considered a sought-after bride.

74. Dam House

Dam House is a three-storied light-orange house renovated in the Nordlander style in 2512. Christoph Matthias Dam (b. 2475), one of the wealthier residents of Streissen and a descendant of an émigré Nordlander family who settled in the town over a century ago. The Dam family first built their fortune by providing a cheaper shipping alternative to the Misthausen business, which resulted in a war of sabotage between the businesses of the two families in the early years. The Dams' wealth especially grew after the family started the Sunliner Coach Line in 2490 for passengers of means to travel in comfort between Averheim and Nuln on River Aver. With the advent of the Emperor Wilhelm luxury river liner operating from Nuln to Altdorf by Hindelin Lines of Altdorf in 2510, Averland nobles and wealthy merchants can now travel on the great rivers in style to the Imperial capital (and beyond).

Christoph and his wife, Sophia (b. 2479), have five children (three sons, two daughters): Gregor (b. 2498), Konrad (b. 2500), Elrica (b. 2502), Karin (b. 2503), and Gustav (b. 2505). Christoph's widowed mother, Alvara (b. 2460) lives with the family and helps raise the children. Christoph's younger brothers, Martin (b. 2477) and Stephan (b. 2490), represent the family businesses in Nuln and Averland, respectively.

75. Wesler House

Wesler House is a two-storied red-brick house trimmed in white. The widower Balwin Wesler (b. 2454) is a member of the Wesler banking family of Averheim and represents their business interests in Streissen. He is the second (and last remaining) son of Axel Wesler, who had built the family fortune and made the Weslers an influential family in Averland society. The family business is currently being run by Balwin's nephew, Tahbert (b. 2472), whose talents seem to be only a shadow of his father's. Though not quite ready to break with the Averheim branch of the Weslers, Balwin has sent his eldest son, Jürgen (b. 2478), to seek business opportunities elsewhere in Averland and neighbouring Wissenland.

Balwin's youngest daughter, Hilma (b. 2492), takes care of her father and sees to running the household. Hilma has not had the best success with suitors and is starting to adjust to living a life as a spinster. Still, she is attractive and could find herself in an arranged marriage if it could secure the financial position of the Streissen branch of the family.

76. Watch Post One

The two-storied red brick on Pilaschtor Strasse doubles as the Watch Post in the Hochland district and the main offices of Watch Commander Johann Schleiermacher and his right-hand man, Inspector Matthias von Kusch. Holding cells in the basement are used to house those alleged to committing crimes in the district before they are moved to more secure cells beneath the Hall of Justice.

Though his hands are usually tied by Bailiff Döbreiner's not-so-subtle efforts to obstruct, Watch Commander Schleiermacher shrewdly provides cover for von Kusch to investigate and bring to light crimes committed by the Bailiff's allies (particularly Bunsen) and minions. Still, successes are not quite as frequent as Schleiermacher and von Kusch would prefer and the two men take whatever victories they can achieve.

Von Kusch has a respectful working relationship with the Dwarfs of Khazid Averuvalk. Moreover, the

Inspector is not above hiring discreet outside individuals of whom he has vetted to carry forth certain (and dangerous) tasks for him. The pay is good but comes with an understanding that the hired individuals may find themselves on their own if caught in compromised situations by the dark forced imperilling the town.

Kirchenhof

This small district encompasses the main temples located within the walls of Streissen as well as the portion outside the walls encompassing the Temple to Taal and Rhya and the Gardens of Mórr. Within the town walls, the district is located south of Pilaschtor Strasse and west of Kirchstrasse.

The district has no representation on the Council since the temples are exempt from any additional tax or ordinances by long-standing provincial laws. Watch patrols in this district are limited to lighting the streetlights and handling any disturbances of the peace on the streets. Templars from the Holy Order of Sigmar's Blood provide guard service for all the temples within Streissen.

77. Sacred Heart Hospital and Temple to Shallya

The Temple of Shallya is unusually well off for a town the size of Streissen. Generous bequests from anonymous patrons throughout society provide for the Temple's ability to run the adjoining Sacred Heart Hospital. Still, there are whispers of other sources of income though no evidence of anything nefarious has been put forward.

Sister Lora Meitner has been the high priestess of the Temple and Shallya's mission since 2506. Her second in charge, Sister Cloris Weise, has administered the Hospital with a staff of twenty lesser clergy, physicians, and lay people since 2511.

Services at the hospital are free for those downtrodden individuals of no or little means. Those of some wealth or outsiders – like transient adventurers – are expected to contribute towards their treatment. Individuals seeking aid for injuries resulting from a violent lifestyle might be refused treatment unless their injuries are immediately life-threatening.

In keeping with the non-violent nature of the Shallyan mission, the Sigmar's Blood templars assigned to the Temple are unarmed and unarmoured.

Those selected for this duty generally excel at unarmed combat.

78. Watch Post Five

Known as the "Geriatric Post", Watch Post Five is where the older and less fit Watchmen are transferred to finish their career. Watch Sergeant Tahbert Hörmann is a portly and jolly fellow who is representative of the slow-paced nature of the men assigned to this post. The watchmen at this post count on the Sigmar's Blood templars to deal with any violence that could arise in Kirchenhof. It is rumoured that Watch Commander Schleiermacher is considering closing this station.

79. Temple to Björnson's Glory (Sigmar)

The chief Sigmarite temple of Streissen's name is a reference to Sigmar's father, King Björn. Its particular emphasis is on providing guidance that creates strength, an ethos applied in the university environment. Despite this particular emphasis, the temple has fallen on hard times as the locals have turned away after the scandals of the early post-commune period. During the military rule the Church of Sigmar assistance was instrumental to the Grand Countess' troops in rounding up commune leaders and chief supporters to answer for the crimes.

The Church's activities were technically legal and consistent with its teachings, but a disgruntled populace showed its displeasure by withholding contributions for the temple as well as for the smaller chapels scattered throughout Streissen. The problem was further exacerbated when it was uncovered that High Priest Herman Keitel was arrested for – and later convicted of – embezzlement by Church officials from Nuln.

Since 2513, High Priest Wendel Brenner has been labouring hard to return the Church of Sigmar in Streissen's favour. To this end, Brenner has issued an internal edict forbidding the templars of Sigmar's Blood from being used by the town authorities to quell any public disturbance outside the immediate areas around the temples and has emphasized to the templars that they are to provide equal protection to all the official cults.

The octagonal-shaped temple is made of dressed grey-blue stone quarried centuries ago from the old quarry near Dachbach. The central cupola is made from imported white limestone that came from a quarry near Steinheim in Wissenland.

The Holy Order of Sigmar's Blood has a chapter house on the northwestern corner of the temple compound.

80. The Temple of Wisdom (Verena)

The Temple of Wisdom built in 2438-40 to replace the House of Three Owls Chapel of Verena when it became Owl's Inn College. In keeping with the cult's preferred style, the Temple of Wisdom is built in the neo-classical Tilean style with a frieze showing the Goddess of Wisdom arbitrating some unknown dispute between two male deities, one with an antlered headdress (Taal) and the other wearing a wolfskin (Ulric).

In 2514, Melicent Gerung stepped down stepped down from her duties as High Priestess to dedicate herself to several causes of which she did not publicly divulge. Priestess Emma Richter of Averheim – an accomplished scholar specialising in Imperial Law and History – was named as Melicent's successor in Streissen.

As with most Temples of Verena, the one in Streissen has a library, though modest by Verenan standards. All books contained in the library – with a couple of exceptions in the restricted archives – are copies of books found in the Verenan Library in Nuln. The Heilmann Manuscripts is one of the rather disturbing works in the Streissen library, though no one knows how it came to the collection. The work is reputed to have been written by the demonologist Emil Heilmann around the turn of the 22nd century and is part diary and grimoire. The monstrous spells and rituals contained in the work are rather incomplete and believed to be intentionally so. As expected, Heilmann's life ended burnt on the stake.

The Master Archivist of the Temple of Wisdom, Alban Bergius, is a member of the Seekers of Truth Society (Societas Indagatorum Veritatis) and would be a key contact for any individual affiliated with one of the groups associated with this secret Verenan society.

81. The White Wolf Chapel (Ulric)

The Ulric mission in Streissen was never as large as those of Sigmar, Verena, Shallya, or even Mórr. The small chapel is large enough for those who wish to honour or sacrifice to the God of Winter, but these are usually those who have to venture forth from the town during the cold winter months. The lack of devotion of Streissen's residents towards the god is partially due to the belief among the townsfolk that the chapel is labouring under ill fortune and believed

to have somehow lost Ulric's favour. Father Wolfric is working hard trying to convince patrons that Ulric has not abandoned the chapel or his people in Streissen.

Seekers of Truth Society (Societas Indagatorum Veritatis)

The Seekers of the Truth Society (Societas Indagatorum Veritatis) is an umbrella organisation within the cult of Verena. Its main charter is to accumulate, document and preserve all knowledge, particularly that involving sorcery. Much of the Seekers' efforts are accessible to members of the organisation – and a select few individuals outside of it – through the secured archives of any of the vast libraries maintained by the Verenans throughout the known world. The largest of these libraries can be found in Remas, Miragliano, Luccini (which is shared with the cult of Mórr), Magritta, Gisoreux, Marienburg, and Nuln.

Members of the Seekers society carry a silver medallion somewhere on their person or their possession which identifies them to their fellows. The medallion has the image of an owl and book with the inscription "Indaga Verita" (short for "Indagatorum Veritatis" or Seekers of Truth) on its face and an image of two mountains with an in-laid mother of pearl or yellow topaz representing the rising sun on the reverse.

The Seekers must tread carefully in the Empire. Wizardry in Sigmar's Realm has had a difficult history and was so suppressed for well over 1,200 years that its history in the first millennium Empire has been erased in all but the few surviving ancient tomes of the period. The cult of Verena protects these written records from both the Church of Sigmar and the Colour Colleges in Altdorf.

The 2307 Articles of Imperial Wizardry regulating the licensing of wizards and magister and use of magic in the Empire was appended to (barely) provide the Verenan-sanctioned Seekers of Truth and their subordinate orders with "the rights and privileges to engage in the study and limited use of Sorcerous Magicks."

Descriptions of the following groups found within the umbrella of the Seekers can be found in the Wissenland sourcebook (pg 19-21):

- Order of the New Dawn (Ordo Aurorae Novae)
- Order of Scholars and Historians (Ordo Litteratorum et Historicorum)
- Order of Guardians (Ordo Custodum)

The square-shaped chapel is built of white limestone blocks brought in from the Steinheim quarry in Wissenland. An embossed wolf's head can be seen above the main doorway leading those who wish to honour Ulric to where the eternal flame of the chapel is maintained by the two initiates of the chapel and laymen volunteers.

82. The Sacred Grove of Taal and Rhya

A grove of ancient oak trees lies above Deu Brook, the stream that passes west of Streissen's town walls and north of the Lengenfeld Road. The oaks are carved with numerous images and glyphs and the skulls of stags and bears are entwined in their branches. Within the grove is a circular Temple of Taal and Rhya, made of rough, unmortared stone and capped with a conical roof. High Priest Walden Eichenwald maintains the temple along with his wife Hadu.

The townsfolk of Streissen pray little to Taal and Rhya other than expected mothers. However, local farmers, pedlars, shepherds, and cattlemen do stop by to make offers in exchange for blessings in their respective endeavours. Members of the League of the Vine (page 45) and the occasional member of the Society of the Bear (page 62) also pray here when passing through.

83. Garden of Eternal Rest [*Garten der Ewigen Ruhe*]

Surrounded by a low stone wall, the Garden of Eternal Rest lies outside the Requiermtor, southwest of the town. At the cemetery's south side stand the mausolea of the wealthy and prosperous as well as the barracks for the Black Guards of Mórr. These six templars are responsible for the around-the-clock security of the large graveyard as well as preventing attempts to despoil the burial places and tombs. Each work in two-man eight-hour shifts.

The small building near the entrance to the cemetery is the home of the resident Mórrian priest, Sigmund Rabenflug. After suffering a grievous leg wound on the Sylvania border a few years prior, the retired and distinguished Raven Knight came to Streissen in 2508 to take up this post. Father Sigmund walks with an aid of a silver raven-topped cane.

The lintel over the wrought iron entrance depicts three ravens. A narrow path leads to the Temple of Mórr in the centre of the Garden of Eternal Rest. It is within the stone structure where the final funereal rites are administered before the body of the deceased is interred.

County of Gagern

The richest land and county in the West Aver Valley, Gagern is one of the two powerbases of (Grand) Count Marius Leitdorf and the one that was inherited by his son, Rufus, after his death in 2520. All the villages along River Aver are sited on high ground which enables them to escape the devastation of all but the highest flood waters. Wharfs tend to be of the flooding variety, allowing them to move up and down with river's water level.

The county has several active mines as well as fertile fields, particularly vineyards. Several small woodlands in Gagern – (the eastern portion of) Kammerwald and Rathwald – have gamekeepers to enforce the Count's Forest Law restricting commoners' and peasants' activities within the forest (to collecting fallen branches and killing vermin) so as to preserve the noble's hunting rights to larger game. Gamekeepers usually live with their families in a cabin within the forests they patrol.

County roadwardens patrol the hard-packed and rutted dirt roads and the more well-travelled tracks

through the nearby Kyff Downs. Bandits and rustlers are particularly active in the hilly country.



The wide-ranging Flayed Polecat tribe of nomadic goblin wolfriders – named for the skins of the smelly members of the weasel family displayed in their standards – are also a threat. The Flayed Polecats raid the villages at the northern edge of the Kyff

Downs, but they are more of a danger to the herdsmen moving their livestock (chiefly cattle) from West Averland to the markets at Streissen and Averheim.

Siegenhausen

Population: 37 (Village)

Ruling noble: (Grand) Count Marius Leitdorf/
Count Rufus Leitdorf

Main sources of wealth: Subsistence

Village headman: Roswald Wittig

Notable NPCs: Brother Derrik Driesch (assistant priest), Kiefer and Berit Niemöller (tavernkeeper/ brewer/ cook)

Inn or Tavern: Grey Heron

Siegenhausen is the westernmost settlement in the County of Gagern, located 30 miles from Streissen, 32 miles from Mantel, 16 miles from Chrobok, 7 miles from Ebeleben, 14 miles from Rassing, and 17 miles from Kölleda. The village is on the eastern edge of **Kammerwald**, a woodland that is mostly within the borders of the county. Siegenhausen is surrounded by a low stone wall, roughly four feet in height. The village has a thick oak gate on the east side leading to the Streissen Road and a smaller one to the south of the village leading to the Kölleda Road. The gates are opened during daylight hours.

A tollhouse blocks the bridge over Kammer Brook, permitting travellers to pass once they have paid the toll (Red Arrow Coaches have a charter from the Grand Count of Averland, so these vehicles are allowed to cross without paying toll). Roswald Wittig is the tollkeeper as well as leader of the village's four-man militia. He lives in a house at the bridge with his wife, Luana, and young sons, Roald and Selig.

The village common is in the centre of Siegenhausen with a chapel to Sigmar on its east side. Brother Derrik Driesch of the Sigmarite Order of the Torch presides at the chapel and leads the celebrations that accompanies the holy days of the Imperial pantheon.

Siegenhausen has a wharf where ore from the mines at Kölleda are loaded on river barges for Streissen. The **Grey Heron Tavern** is located near the small harbour and run by Kiefer and Berit Niemöller. Their children – Windell (son), Varick (son), Berdina (daughter), Irmine (daughter), and Wolfric (son) – also help in running the tavern. The Niemöller's brew a dark bitter they affectionately call "Muddy Water" which they sell at a premium. Otherwise, the Niemöller's serve malted wheat beers (Aver White

and Crystal Sky) that they purchased from Blauharfer Brewery of Streissen.

Kölleda

Population: 76 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Mining

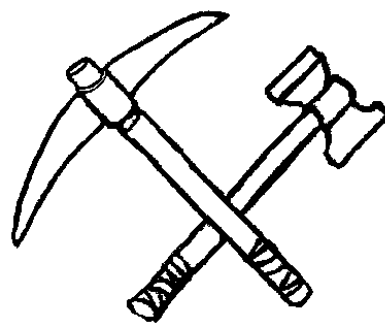
Village headman: Freiherr Swain Rüttgers

Notable NPCs: Steiner Tieck (innkeeper/ cook), Evonne Tieck (brewer/ herbalist/ priestess of Rhya), Lewes Schmidt (blacksmith/ carpenter), Raynor Haushofer (foreman/ miner)

Inn or Tavern: Mattock and Pickaxe

Surrounded by a ditch and stockade, Kölleda is a mining village located on Kammer Brook at the edge of the Kyff Downs located 17 miles upstream from Siegenhausen. Kölleda has a mixed population of Dwarfs and Humans, most of whom work the mines. A stone tower is positioned near the southern gate, allowing Freiherr Swain Rüttgers or one of his five-man retinue to keep watch for bandits of wolf-riding goblins. Many homes and other structures are built of stone so as to lessen the risk of spreading fires.

Besides the chapel of Sigmar with a shrine dedicated to the Dwarf Ancestor God Grungni, the centre of village life in Kölleda is the **Tavern of the Mattock and Pickaxe**. The establishment is run by Steiner and Evonne Tieck and their children – daughters Cloris and Halfrid as well as sons Birk, Franz, and Lamarr. Evonne is also the village wise-woman whose healing skills make her well-regarded in the village.



Blacksmith and carpenter Lewes Schmidt and his apprentices – Walfred Schmidt (son), Merrick Windaus, and Edda Renner – are among the busiest people in the village as they are constantly repairing miners' gear in addition to serving the needs of the village.

The mines of Kölleda yield copper, lead (galena), and iron as well as small deposits of malachite, hematite, citrine, peridot, and silver. Foreman Raynor Haushofer represents the **Gagern Mining**

Company, which operates in accordance with its license granted and renewed by the Grand Count(ess) of Averland. The main office of the mining company is in the Stradtzentrum district of Streissen. The schedule of shipment of ore and gems are coordinated with Roadwarden Sergeant Reuchime (see below) to ensure maximum protection to Siegenhausen. The Gager Mining Company also employs guards who accompany the shipment from Kölleda to Streissen.

Periodically, Knights of the Eternal Vigilance journey from their monastery south of Kyffhäuser to inspect the mining tunnels for signs of encroachment by Skaven or some other underground denizens, such as Night Goblins or Lizardmen. The Knights take care not to divulge their purpose to the miners. They simply present their warrant from the Gager Mining Company authorising them to inspect both new and old diggings.

Boar's Head Inn

Population: 23 (Coaching Inn)

Ruling noble: Count Leitdorf

Main sources of wealth: Stop for Red Arrow coaches

Proprietors: Terell and Adali Hutten

Notable NPCs: Ava Wieland (distiller/ brewer), Fredda Branmuffin (cook/ gardener/ herbalist/ healer), Everet Krupp (blacksmith), Werner Eucken (carpenter), Sigrun Reuchlin (roadwarden sergeant)

Located 25 miles from Streissen, 9 miles from Rassing, and 5 miles from Siegenhausen, the riverside Boar's Head was expanded into a coaching inn with the establishment of the Red Arrow coaching line in 2513. A small shrine dedicated to the Imperial pantheon is located on the far side of the common room furthest from the fireplace.

A seven-foot high wood wall encloses the compound with a double gate entrance for coaches and horses to gain access to the stables and common yard. The three-storied inn has an elevated covered walkway from the first floor which allows one to reach the rooms above the stables. The outside of the walkway has a four-foot high wooden wall providing protection for those on the walkway from eternal attack. Other structures within the inn's yard include a well-house, distillery, smithy, carpenter workshop, and fenced garden. A locked gate in the back leads to a walkway descending the riverbank to a jetty.

Terell and Adali Hutten run the Boar's Head. Their daughters – Alyssa, Elena, and Joli – work in the common room and kitchen. Hamlin, the only son, works behind the bar when he is not assisting his grandmother, Ava Wieland with distilling cherry and plum schnapps (*kirschwasser* and *zwetschgenwasser*, respectively) behind the inn. Ava also brews the inn's weak beer.

The Huttens employ Fredda Branmuffin – a Halfling whose extended family left The Moot over a millennium ago and spread across the entire southern Empire – as cook. Fredda is also a talented herbalist and healer. She also has an altar to the Halfling deities Esmeralda and the Pilgrim [**Wissenland: Under Nuln's Shadow**, pages 198-200] in her private quarters adjacent to the kitchen. Fredda also tends the garden with help from the other women residing at the inn.

Blacksmith Everet Krupp is a big, burly man with a thick black beard. He lives with his wife Melia and daughter Isana in living quarters adjacent to the smithy. His apprentice, Kolten Fröbel, has a cot in a closed off portion of the smithy.

Carpenter Werner Eucken is a very chatty man and likes to exchange gossip and news when not working. He lives in a room above his workshop at the far end of the stables along with his wife Wilda, son Birk, and daughter Steffi. A separate outside stairway leads to the living quarters. Werner's apprentice, Rolf Klasen, has a cot within the workshop he is expected to keep clean while learning the trade.

Roadwarden Sergeant Sigrun Reuchlin and her five-man patrol are based at the Boar's Head. Their mandate is to patrol the main road from about ten miles north-west of Siegenhausen to Rassing as well as the road to Kölleda. Sergeant Reuchlin varies her patrol's routine and route so as not to be too predictable. She has the authority to levy spot fines as well as hang those who have committed capital crimes.

Rassing

Population: 28 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Subsistence

Village headwoman: Rudelle Rundstedt

Notable NPCs: Brother Josef Rundelle (assistant priest/ physician), Wilpert Schlegel (tollkeeper), Harmon Schlegel (carpenter)

Inn or Tavern: None

Ressing is a small village on the confluence of Aver River and Dach Brook, located 16 miles from Streissen, 7 miles from Ebeleben, 14 miles from Siegenhausen and 12 miles from Kyffhäuser. The small forest of Rathswald lies across the toll bridge to the west of the village. Like Siegenhausen, Ressing is surrounded by a four-foot tall stone wall and has a wharf upon which ore and precious stones from the mines near Kyffhäuser are shipped to Streissen. Thick wood gates are found at the cardinal points of the compass. The gates facing west and east are wider than the other two so as to enable the Red Arrow Coach to easily pass through the village. These two gates are always opened from dawn to dusk. A small bell hangs by each gate to be rung by anyone who sees or hears an on-coming coach to warn the other villagers of its approach.

The chapel of Sigmar is the largest building in Ressing and attended by Brother Josef Runstedt. Brother Josef has been the assistant priest since 2498. He is married to Rudelle and has two daughters, Nixie and Lena. The Runstedts live in the house behind the chapel. A village hall is located nearby where the village holds its religious celebration.

The toll bridge is manned by Wilpert Schlegel with assistance from his wife Jarvia. Schlegel's son, Harmon, is the village carpenter. He is aided by his apprentice, Feodor Hittorf.

The **Tears of Grace Leprosarium** lies a few hundred yards south of the Streissen Road about one mile east of Ressing. The Leper hospital is run by the Shallyan Order of the White Dove of Grace and houses up to thirty afflicted individuals. The hospital has its own sanctified cemetery, which is cared for by a resident Priest of Mórr. A locked alms box and wayshrine to Shallya on the Streissen Road marks the path leading to the leprosarium.

Kyffhäuser

Population: 72 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Mining

Village headman: Freiherr Schaffer Mommsen

Notable NPCs: Maddalen Tarnisdottir (barkeep), Tark Hanloksson (bouncer/ brewer), Kolman Hanloksson (bouncer/ brewer), Günter Schurz (foreman), Leoda Strum (assistant priest/ healer), Gamdun Hanloksson (blacksmith)

Inn or Tavern: Broken Keg

A mining community of Dwarfs and Humans, Kyffhäuser is located 12 miles from Ressing. The village is protected by a ten-foot high stone wall with a walkway protected by a parapet. A fifteen-foot high stone gatehouse faces the south and the trail leading to the nearby mines. Freiherr Schaffer Mommsen leads his six-man retinue in defence of the village and its miners. He and his men frequently scour the area for outlaws and Goblins.

The **Broken Keg Tavern** is the centre of Kyffhäuser village life where gossip, news, and rumours are discussed nightly after the workday has ended. Brawls are infrequent since most of the miners would rather save their strength for the next day of work. Moreover, the barkeep Maddalen Tarnisdottir is not one to put up with any such nonsense lightly. Her twin sons, Tark and Kolman Hanloksson, will eagerly escort any troublemaker out the door, sometimes leaving a bootmark on the troublemaker's posterior. During the day, both Hanloksson brothers are brewing the beers featured at the tavern: Hanlok's Dark Bitter and Red Stout.

Like the mines at Kölleda, those at Kyffhäuser mine copper, lead (galena), and iron as well as silver, malachite, hematite, citrine, and peridot. There is some concern that the ore and gemstone deposits are finally played out. Exploratory shafts are being dug deep to find other veins. Günter Schurz is the current foreman at Kyffhäuser, but a bad back and congestion are contributing to his thoughts of retirement. Günter's aide, Bronk Torkelsson, is the likely replacement.

A chapel of Sigmar stands near the north gate and contains a shrine to Grungni, chief god of the Dwarfen pantheon. Leoda Strum is the assistant priest who leads the services of all holy days for both the Imperial and Dwarfen pantheons. She is well regarded by both the Dwarf and Human residents of the village and highly valued for her healing skills.

Gamdun Hanloksson, son of Maddalen and oldest brother of Tark and Kolman, is the village blacksmith. He has two apprentices, Hilma Telemann and Erich Lessing. The three are kept very busy by the needs of the miners as well as Freiherr Mommsen and his men.

As with Kölleda, Knights of the Eternal Vigilance journey from their monastery at times to inspect the mining tunnels for signs of encroachment by Skaven or some other underground denizens. The Knights do not to divulge their purpose to the miners. Their mission is secret so as not to unduly cause fear. The Knights just present their warrant from the Gagern Mining Company authorising them to inspect both new and old diggings.

Rannstedt

Population: 32 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Agriculture, vineyards

Village headwoman: Berdina Zweig

Notable NPCs: Gregor Zweig (winemaker) Tahbert Zweig (winemaker), Johann Stumpf (carpenter/cooper), Jenell Stumpf (barkeep), Idette Herder (barkeep), Richart Herder (cook/ cheesemaker)

Inn or Tavern: Winemaker's

Surrounded by a low stone wall, Rannstedt is located 4 miles from Streissen on the south-western slope of Beacon Hill and 3 miles west of Holbech. The village once was the largest mining settlement in western Averland, but the deposits of ore and gemstones were exhausted by the 21st century. With the mines closed, much of the population migrated to other villages and the nearby mines boarded up. Rannstedt shrunk in size until it became a ghost of its former self. Later in the 23rd century, vineyards begin springing up around the village as the Zweig family began planting wine grapes. Riesling grapes were planted on the lower north-western slopes where the milder conditions were good for production. The south-western slopes were given over to the growing of schwarzriesling and spätburgunder grapes.

The Zweig family still runs the two-storied, stone winery, now under the direction of its matriarch, Berdina Zweig. Her sons, Gregor and Tahbert, are the main winemakers and oversee production. The family uses some of the old mining tunnels to ferment and age the wine. Son-in-law Johann Stumpf is the village carpenter and cooper and is greatly assisted by his apprentice and son, Franz.

Berdina's daughters, Jenell Stumpf and Idette Herder, run the **Winemaker's Tavern**. Idette's husband, Richart is the cook and known for his cheese-filled sausages (*käsekrainer*) as well as the cheesemaker known for his sharp white Rannstedter cheese. The cheese is a semi-hard cheese which is



aged in one of the old mine tunnels. Richart is assisted in his tasks by his and Idette's son, Trent, and daughter, Mara. Johann's and Jenell's daughters, Derica and Hazen, work in the common room serving food and drinks.

A small chapel stands near the village gate. Within the chapel, a visitor can find individual shrines to Sigmar, Shallya, Mórr, Ulric, and Taal/Rhya. In addition, there is a shrine dedicated to the local deity, Zinfelda, goddess of the grapevine and wine. The minor goddess is the patroness of the Zweig family having blessed the family since their arrival from Wissenland.

The Zweig family are also members in good standing with the Vintners' Guild and the League of the Vine. Gregor and his wife Selda represent the family at the annual Wine Festival in Averheim.

League of the Vine

The League of the Vine is an open association of those involved in viniculture in Averland and is strongly associated with Taal and Rhya. The von Alptrauts have long supported the League though they are not the only family associated with it. The League does most of the work organizing the annual Wine Festival of Averland in the first week of Erntezeit.

There are rumours the League conceals worshippers of "the Old Faith" or even witches and followers of Ecaté - the sort of Sigmarite nonsense with which any group of Taal and Rhya's faithful must endure.

Holbech

Population: 28 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Agriculture

Village headman: Eric Baumann

Notable NPCs: Father Torsten Krümin (priest), Gilg Baumann (village elder), Johannes Götz (scholar)

Inn or Tavern: None

Surrounded by a low stone wall about four-feet high and ditch, the village of Holbech is 3 miles east from Rannstedt and 4 miles south from Streissen. The settlement is situated next to a weir on the Nette Brook close to where the meandering brook exits the Kyff Downs.

The weir was built by Dwarf Engineers from Nuln in the 2100s to create a large pond would then be fully released in times of danger to flood the marshes to the east of Streissen and provide additional protection to the county seat. In the process, the Dwarfs tore down the old rickety mill that the Holbechers use and constructed a new one on the weir incorporating a mechanism for adjusting the barrier.

Holbech is one of the three villages in the area that were gifted to the university by the Leitdorf family. The others are Osterheid and Gimmeldingen (two and three miles distant, respectively). Holbech is the largest settlement and has a small chapel to Sigmar. All three villages once belonged to the lesser noble family, the Hollenbechs, who were executed and their lands forfeit to the Leitdorfs in 2466. The Leitdorfs then gave the land to the university in 2473.

In 2504, the university arranged for a priest of Sigmar, Father Torsten Krümin, to tend to the people of the three villages. Though stern, Father Torsten was known for his kindness and charity. It was rather surprising when the priest left his post in 2522 to fight in the northern Empire against invaders from the northeast.

Most villagers in the three settlements are tenant farmers; typically keeping their heads down and focused on meeting their rents, growing enough food so as not to starve and making favourable marriages for their children. The villagers often take produce into Streissen to give to the university as their rent and sell whatever remains at the market.

The villages have no real government but the five families who own their own land, thus are more prosperous since they don't pay as many rents to the university, collectively make internal decisions. The

most respected person in Holbech is the widow Frau Gilg Baumann, who serves as a sort of arbiter of most disputes or traditions. Her son Eric Baumann is the university's steward responsible for all three villages.

Holbech is also home to retired professor Johannes Götz, easily the most famous and wealthiest person in town. He came to live here in 2514 when he retired from teaching mathematics and astrology at Count's College. It is common knowledge that Johannes wanted a simple (less expensive) life away from town. He is the only person in the villages who lives entirely "by coin", not trading any goods or services. Johannes is occasionally visited by messengers to carry correspondence from clients for his astrological services, usually natal charts. Such communiques don't require dealing face-to-face, thereby allowing many to use his services discretely.

The Witch of the East Kyff

There is a widespread legend among all the local villages of a witch that lives in the eastern Kyff Downs. According to the stories, the unnamed witch is only ever seen on the nights Mannslieb is full. She is rumoured to be a dangerous creature as likely to catch a lonely traveller to boil them down for the marrow in their bones as to bargain with such a person to provide a love potion or other sought-after bit of supernatural aid. It is said that to call the witch one must go out on a night of the full moon and offer her a drink and some meat (different versions of the story have it be beer and lamb, wine and beef etc.).

Whatever its origin, the legend has been told for several generations. Many people believe that there is no truth to the tales now, essentially nothing more than a 'bogey man tale' to scare children. Should one research the topic in Streissen libraries, one would find references to a witch coven being uncovered and expunged in the region in 2427.

Yet, there has been reports in recent years of strange going-ons during Geheimnisnacht.

Secretly, Götz is a leading figure in the "Remember Nachexen" group, hiding out in this small village near Streissen and communicating in "astrological codes" with his co-conspirators. He also has a small printing press concealed in his cellar on which he prints simple leaflets to be distributed in Streissen.

Outside Holbech in a wooded area in the hollows of the hills stands Hollenbech manor. The Caslach

family of Streissen bought an old manor from the university in 2509 and used it as a hunting lodge. At first the locals welcomed the employment, but of late the 'manor folk' have become unpopular due to their high-handed ways. There is only one attendant managing the lodge when the Caslachs are not present. When they do plan to hunt (more likely drinking while spinning yarns of their hunting exploits), the Caslachs send servants in advance to clean and prepare the lodge.

The woods along the stream and brooks are mostly chestnut, hazel, oak and ash. Immediately around the villages are old, majestic trees with little underbrush. Villagers routinely gather fallen wood for firewood and are allowed to cut down trees from time to time by the university.

Red Arrow Coaching Inn

Population: 17 (Coaching Inn)

Ruling noble: Count Leitdorf

Main sources of wealth: Stop for Red Arrow coaches

Proprietor: Graf Frederick von Kaufman (of Averheim)

Notable NPCs: Birk Hahn (innkeeper), Geneve Hahn (innkeeper), Ludolf Hahn (brewer/ barkeep), Walden Hahn (brewer/ barkeep), Brena Keitel (cook/ healer), Adriane Grüber (stabler), Reinwald Grüber (blacksmith/ carpenter), Gumilla Forster (journeyman blacksmith/ carpenter), Harmon Keitel (coachman), Elma Brenner (coaching agent)

Until recently known as the Four Horsemen Inn, built-up and newly renovated Red Arrow Coaching Inn is located across the causeway east of Streissen 16 miles from Weltenhof and 20 miles from Eining. The original owners, Birk and Geneve Hahn sold their inn to Graf Frederick von Kaufman in 2513 when Red Arrow Coaches was established. The sale included a provision which allowed the extended Hahn family to live on the premises and run the coaching inn. The extended Hahn family include the children of Birk and Geneve: sons Ludolf and Walden as well as daughters Brena Keitel and Adriane Grüber.

Ludolf and Walden assist at the bar and brew the beer (pilsner and weak) served at the inn. Brena is the main cook and also tends to any sick and injured member of the inn's staff. She may be persuaded to help an injured traveller, but is wary of helping any stranger who may do her or her extended family harm. Nadine and Verina Hahn – Ludolf's and

Walden's wives, respectively – assist in the common room as well as the kitchen. Adriane tends to the horses along with her son, Hans, and daughter, Lina.

Reinwald Grüber is the inn's carpenter and smith, using his skills to maintain and repair Red Arrow coaches as well as any other job needed at the inn. He is helped by an apprentice, Gumilla Forster, who has actually stayed on at the inn after completing her apprenticeship. Technically, Gumilla has achieved journeyman status, but she has chosen to stay to stay on to perfect her skills. Gumilla also likes the extended Hahn family and, given her upbringing as an orphan with the cult of Shallya, privately hopes to stay on and one day succeed Reinwald.

Harmon Keitel, Brena's husband, has taken a job with Red Arrow Coaches as a coachman on the Averheim-Streissen line. Harmon is a friendly, talkative driver and a good source of news, rumour, and gossip. Harmon is something of a Court rumourmonger and very knowledgeable about the latest information involving the nobles jockeying for influence in Averheim.

Travellers intending on passing through Streissen from Averheim may want to meet with Elma Brenner, agent for Red Arrow Haulage Company (a subsidiary of Red Arrow Coaches) and liaison to the Stevedores' and Teamsters' Guild. Elma makes the arrangements to move passengers' baggage from the Red Arrow Coaching Inn to Heilmann Inn and Stables (should they plan on continuing westward via coach) or any other location within the Streissen town walls. She can also make recommendations of the best lodging in town based upon the travellers' means. Several teamsters with carts are at the coaching inn when the westbound coaches arrive to handle the movement of baggage. They take a very dim view of anyone hauling their own baggage into town and report such an outrage to their guild superiors. Such travellers are best advised to stay close by their baggage at all times.

Luhne Bridge Toll-house

Population: 20 (Toll-house)

Ruling noble: Count Leitdorf

Main sources of wealth: Toll

Toll-Keeper: Wilbert Mauter

Notable NPCs: Sigmund Detlef (roadwarden captain), Salmey Mauter (herbalist), Swain Weill (barkeep/ brewer), Hazen Weill (barkeep/ cook)

Inn or Tavern: Gateway

Located 8 miles from Streissen, 12 miles from Eining, and 8 miles from Weltenhof, the Luhne Bridge Toll-house lies on the east side of the bridge surrounded by marshland and just west of the track that leads to Dachbach. In addition to its typical set-up, the toll-house complex also includes a small tavern and barracks for the six-man roadwarden patrol led by Captain Sigmund Detlef. The patrol is responsible for the road from Streissen to Weltenhof as well as the road to Eining.

Wilbert Mauter and his wife, Salmey, are responsible to collecting the toll and ensuring that the amount (less than their commission) is passed to Captain Detlef along with the reckoning of the remit for delivery to Streissen.

The **Gateway Tavern** stands next to the Roadwarden Barracks across the road from the toll-house. The tavern has few lodging accommodations – only two private bedrooms and the floor of the common room when tavern closed for the night – but plenty of beer. Owned by Swain and Hazen Weill, the Gateway's specialties are its hearty meat stew and dark red lager. The tavern also provides work for the roadwardens' spouses and children.

Eining

Population: 45 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Subsistence

Village headman: Ottmar Lehmann

Notable NPCs: Anika Niebuhr (priestess), Merrick Fechner (tavern keeper) Lorette Fechner (tavern keeper/ hedgewizard), Erwin Fechner (carpenter), Dora Fechner (blacksmith), Elma Brenner (cook/ herbalist), Dora Hesse (cook/ brewer), Malin Fechner (brewer)

Inn or Tavern: Standing Stone

Located 20 miles from Streissen, 20 miles from Weltenhof, and 14 miles from Dachbach, the village of Eining is surrounded by a ditch and earthen ramparts. Sharpened wood stakes at the bottom of the steep-sided ditch are intended to discourage bandits and Goblins from raiding the village.

The area surrounding Eining is noted for the numerous dolmens that were erected hundreds of years before the birth of Sigmar. A large number of round barrows to the south of the village also confirm that the Belthani, practitioners of the Old Faith, once called this area home. The barrows are considered to be haunted and said to be protected by

vengeful spirits. Aspiring tomb robbers have been found dead with their faces frozen in horror, but with no other mark to show any other cause of death.

Unlike other villages in County Gagern, Eining does not have a chapel to Sigmar. Instead, the village has a round temple dedicated to Taal and Rhya. Priestess Anika Niebuhr leads the villagers in the observances of the Imperial pantheon with an emphasis on the "nature" gods: Taal, Rhya, Ulric, and Sheirrich, the local god of the wind.

The **Standing Stone Tavern** is located on a rise next to the village common. The construction of the centuries old tavern incorporated an ancient standing stone. Current tavern owners, Merrick and Lorette Fechner, believe the megalith was included for good luck by the original owners. The ten-foot tall stone is located in the common room on the wall opposite the hearth. A one-foot tall image of the Earth Mother was carved into the stone, but it is barely discernible after millennia of wear resulting from being exposed to the elements. Followers of the Old Faith feel a sense of serenity when near the image.

The Fechners run the Standing Stone with the help of their sons (Erwin and Rolf) as well as daughters (Elma Brenner, Dora Hesse, and Malin). Elma and Dora split time as the cooks in the tavern and assist their mother in her role as village wise woman. Erwin and Rolf have taken over the maintenance of the tavern from their father. The two also assist their fellow villagers with repairing their homes. Unmarried and youngest daughter Malin helps in the common room as well as assisting Dora in brewing the red lager served at the tavern.

Ottmar Lehmann is the village elder. Many believe he is more a follower of the Old Faith than of Taal given his ability to grow rare herbs like Avermanni Blueleaf, Mage-Leaf Schlafenkraut, Speckled Rustwort, and Vanera [see **The Gathering Darkness: Rising Shadow**, pages 48-51]. He is also the leader of the five-man militia of Eining.

Dachbach

Population: 82 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Agriculture

Village headwoman: Ada Sturm

Notable NPCs: Freiherr Wolfric Heisenberg (warden), Dieter Kusch (assistant priest/ healer)

Inn or Tavern: Old Quarry

Deep in the Kyff Downs, the village of Dachbach is located 14 miles from Eining and 34 miles from Streissen. The settlement is protected by a steep-sloped ditch and five-foot tall stone wall, the latter of which were built from stones quarried from the nearby old stone works. The old quarry was in operation from 2188 to 2436, having closed due to declining profits.

The **Old Quarry Tavern** stands by the village common. It has a rather larger common room than a village the size of Dachbach would normally need as it was built when the quarry was still in operation. Currently run by Ada Sturm and her eight children (Elma, Ottmar, Greta, Kurt, Erich, Karla, Adela, and Walda), the Old Quarry also serves as the village hall where residents meet periodically to discuss the settlement's business.

The food at the Old Quarry is hearty, particularly the meat stew. The Sturms also produce Kyffer cheese – a sour milk, red-mould cheese with a distinctive odour and strong flavour made from low-fat curds popular in the Kyff Downs. Patrons prefer to wash down the cheese with the dark-coloured bitter brewed on the premises of the tavern.

A white-plastered chapel to Sigmar stands next the Old Quarry where assistant priest Dieter Kusch conducts services dedicated to Sigmar as well as leads the villagers in the various ceremonies of the other deities in the Imperial pantheon. Dieter is an experienced fighter from his time as a soldier on the eastern frontier before retiring as a result of a leg wound – he still walks with a slight limp. He spent time at the Temple of Sigmar in Averheim as an initiate before being assigned to serve Sigmar and the village of Dachbach.

A stone, twelve-foot tall tower on the south side of the village houses Freiherr Wolfric Heisenberg and his contingent of ten men-at-arms. The knight and his men are positioned to respond to any goblin raids as well as guarding the approaches along Dach Brook.

Weltenhof

Population: 24 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Subsistence

Village headman: Kolten Hahn

Notable NPCs: Helena Hahn (cook/ healer), Spangler Klasen (assistant priest)

Inn or Tavern: Two Bells

Surrounded by a low stone wall, the village of Weltenhof is 16 miles from Streissen, 10 miles from Franzen, 2 miles from Walburgen, 20 miles from Eining, and 8 miles from Pilsach. Warning bells at both northwest and southeast gates (usually opened from dawn until an hour after dusk) are used to signal the approach of Red Arrow coaches. The coaches drive through the village, so the ringing bell also serves to get people, carts, and animals off the road.

The Two Bells Tavern sits in the centre of the village on the riverside of the main road. Kolten Hahn is the tavern owner as well as patriarch of the settlement. Every resident of the village – except the assistant priest Spangler Klasen – is either a descendant of Kolten and Helena or married into the family.

A small chapel of Sigmar overlooks River Aver on the north side of town.

Pilsach

Population: 77 (Village)

Ruling noble: Count Leitdorf

Main sources of wealth: Ale, Agriculture

Village headman: Freiherr Helmut Toller

Notable NPCs: Adriane Brandt (innkeeper), Rolf Bierstadt (blacksmith), Petra Bierstadt (cook/ healer), Tahbert Brandt (carpenter), Nikolas Brandt (Red Arrow agent), Swain Schröer (roadwarden sergeant), Johann Grimm (brewer), Werner Grimm (brewer), Eugen Maltzahn (priest), Freiherr Manfred von Wissenburg (templar), Martina Kreisler (assistant priest)

Inn or Tavern: Toad in the Hole

Pilsach sits astride the Streissen-Averheim Road 24 miles from Streissen, 8 miles from Weltenhof, and 28 miles from Averheim. The village is surrounded by a five-foot high stone wall with two gates on either side of village. The gate on the northwest end is a toll gate which helps raise money to maintain the stone bridge spanning Eich Brook as well as the fifteen-foot stone tower at the south end of town serving as the residence of Freiherr Helmut Toller.

Freiherr Toller is a well-connected man who has managed to maintain good relations with both the von Alptraum and Leitdorf families. His two sons, Eduard and Leopold, are each well-placed in one or the other of the noble households serving as advisers. The semi-retired Freiherr Toller has also invested modestly in Red Arrow coaching line. He lives in the tower with his wife, Cloris, and unwed

daughter, Käthe. Freiherr Toller is the nominal head of the village's eight-man militia.

There is some gossip about the village about Käthe Toller as she prefers to sit in her upstairs chamber with her collection of books rather than socialising with the villagers. Some are beginning to suspect the young lady may be involved with something not quite wholesome.

The largest building in the village is the recently expanded **Toad in the Hole Inn**. The Toad (as it is shortened) had to add accommodations so that it could become a proper coaching inn. The inn backs up to the Aver so that it can also handle river-borne visitors. The widow, Adriane Brandt, runs the Toad with her extended family (daughter Petra, husband Rolf Bierstadt and children Gerd and Eloise; son Tahbert and wife Monika; and unwed son Nikolas).

The Toad also serves as the base for Roadwarden Sergeant Swain Schröer and his six-man patrol. The roadwardens are responsible for the Streissen-Averheim Road from the Weltenhof to the borders of the Barony (roughly nine miles upriver).

Another large building between the river and road is **Grimm Brewery**. Brothers Johann and Werner are the master brewers of the establishment, which produces a dark-brown doppelbock ("Grimm Brown") and deep copper-coloured ("Grimm Copper") eisbock beers. The Grimm beer is featured at the Toad along with a weak, little-coloured beer produced by the brewery. The Grimms also export their beer to Averheim and, to a lesser extent, Streissen.

Outside of Streissen, Pilsach has the largest church of Sigmar in the entire Barony. The church is near the Averheim Gate. Shrines to the other gods of the Imperial pantheon are located within the church along its northern side to the left of the altar (which is positioned in the direction of Karaz-a-Karak) as seen from the entrance of the edifice.

The church is the seat of Capitular Eugen Maltzahn, who is the ranking Sigmarite priest responsible for all the county chapels of Sigmar. When not performing holy day services at the Church, Capitular Eugen and his personal aide, Freiherr Manfred von Wissenburg, tour the other Sigmarite chapels in Barony. In his absence, Martina Kreisler, the Capitular's assistant, leads the congregation.

Other Settlements of Western Aver Valley

County of Lörrach

The County of Lörrach is the centre of von Alptraum power and wealth. Bordering the city-state of Nuln, the County conducts most of its finer trade – porcelain – with its wealthier western neighbour rather than the provincial capital far to the east. In contrast, the herds of cattle bred in the ranches of the western and southern hilly country are destined for the slaughter yards in (primarily) Averheim as well as Streissen.

Though there is a castle in Pfofeld, the main Alptraum residence is a large fortified manor house (Alptraum Manor) five miles south-east from Pfofeld. The 180,000-acre Alptraum spread is where the great cattle herds are bred and the drive across the Kyff Downs and Heuchel Uplands begins. Countess Marlene von Alptraum (b. 2465) has her steward, Freiherr Johann von Grettstadt, run her manor household when she is absent.

Within the walls of the manor house stand smaller country homes for Countess Marlene's children

when they are in residence: Baron Ferenc (b. 2488) and Baroness Annalise (b. 2498). Baron Ferenc married Baroness Leonora von Pfeifraucher (b. 2492) in 2512 with the wife giving birth to a son, Nicodemus, in 2520.

The Foggy Grey Marsh stretches the length of the Aver from just outside Pfofeld to the border with the County of Struve. A persistent low-lying fog hides much of the features of the swamp, making traversing it dangerous to all but those who ply the waters for their livelihood. The Lengenfeld Road follows along the southern edge of the marsh, high above its flood level. The condition of the main road east of Grettstadt to the border of the County of Struve is in quite poor condition, forcing coaches and mounted riders to slow their pace.

The lower northern slopes of the Kyff Downs in Lörrach are rich with clay deposits containing the mineral kaolinite, an important ingredient in the manufacture of porcelain. A number of mining settlements can be found upstream from the larger villagers found along the Lengenfeld Road.

Goblin activity is light in this region of the Kyff Downs with the Flayed Polecat tribe making an occasional foray into the remote eastern reaches of the County. The various gangs of rustlers holed up in the hollows of the Downs seem to have a depressing effect on the wolf-riding greenskins. Roadwardens patrol the main road through the county.

Pfofeld

Population: 455 (Small Town)

Ruling noble: Countess Marlene von Alptraum

Main sources of wealth: Market Town, Porcelain, Agriculture

Government: Town Council

Notable NPCs: Gerd Toller (innkeeper), Viktor Salm (ferryman), Cara Hegel (priest), Selig Grünewald (innkeeper/brewer), Wilmet Grünewald (innkeeper/ cook/ healer), Stefan Müller (wizard), Örtel “Orty” Sourapple (cook), Ludwig Schubert (innkeeper), Francoise Macron (troubadour), Humfried “Humf” Branmuffin (cook), Magdalene “Maggie” Branmuffin (cook), Freiherr Richart von Nuln (steward), Father Friederich von Holswig (priest)

Inn or Tavern: Half-Pint (inn), Four Coachmen (inn), Two Swans (inn)

Pfofeld is built on the north-eastern slopes of South Sentinel [*Sudenwachen*] west of the Foggy Grey Marsh. The town is the County seat and is dominated at the highest point in town by the large castle of Countess Marlene von Alptraum, though the ruling noble herself is often absent from Pfofeld, usually either at the provincial court in Averheim or with her large cattle herds in central Averland. Pfofeld is located 38 miles from Nuln, 11 miles from Braundorf, 18 miles from Willershausen, 5 miles from Dittelbrunn, 21 miles from Grettstadt, 38 miles (via river) from Lengenfeld, and 132 miles (by river) from Streissen. The quays of Pfofeld are built so they can rise with the level of the river during floods while the rest of the town is positioned above the flood plain. Pfofeld has only three districts: Der Hafen (The Docks), Mittelstadt (Middle Town), and Hohestadt (High Town). Three gates lead into the town: Flusstor (River Gate), Sumpftor (Marsh Gate), and Hügeltor (Hill Gate). The Sumpftor leads travellers onto the Legenfeld Road while the Hügeltor opens to the track to Willershausen.

Der Hafen district

The Der Hafen district encompasses the docks, warehouses, and low-class neighbourhoods of Pfofeld. The **Half Pint Inn** is one of the many less

reputable inns and taverns that dot the streets and alleys of Der Hafen. The food at the inn is passable and the brew undistinguished. Yet, the smoky, dimly-lit common room of Half Pint is a place where unsavoury deals are made and information exchanged. Gerd Toller is the innkeeper and owner of Half Pint as well as a secret member of the Hidden Hand crime gang. There is a chance that any who run afoul of the gang might mysteriously disappear from their lodgings at the inn.

Anyone looking for a quick escape from Pfofeld could do worse than Viktor Salm. The ferryman knows the waters of the Aver and its local currents better than most and can safely cross the waterway no matter the time of day or season of the year. Passengers crossing from Pfofeld disembark on a small wharf at the head of a small, unmapped track that skirts the slopes of the North Sentinel [*Nordenwachen*] and eventually leads to the Nuln-Moot Road at the village of Kirchham. Given Viktor’s knowledge, it should not come as a surprise that he is more than willing to dabble in smuggling for the right price.

The Shallyan Order of the Sacred Heart has a large presence in Der Hafen. The Order runs a **hospital** to take care of the destitute and a soup kitchen to feed them. Sister Cara Hegel heads the mission of twenty or so priests, laymen, and physicians. Anyone of means who visits is asked for donations so the Order can carry forth their dedicated work.

Located outside of Sumpftor, the **Four Coachmen Inn** was recently built (2514) to be the western terminus to the Red Arrow coaching line in Averland. Passengers journeying to Nuln and beyond are lodged on a passenger barge to the Neustadt district in the former Imperial capital. Those continuing on their way to Altdorf are placed on a Red Arrow coach to complete their journey. The Four Coachmen is run by Selig Grünewald and his wife, Wilmet, for the Red Arrow coaching line. The inn is known for its dark bitter beer and its kasewurst (cheese-filled sausage).

Mittelstadt district

The Mittelstadt is the largest district in Pfofeld in terms of area and population. It’s the middle-class, craft and artisan area where the most important of the town’s industry – porcelain – is manufactured. The craftsmen involved in the trade are all located on Porzellan Weg.

Hidden in an alley in Mittelstadt is an unremarkable building with no signage and a thick oak door with a heavy knocker and intricate lock (door is also barred from the inside). The trap door on the entrance is covered with a stout iron grill. Beneath its brick exterior, the walls of the structure are reinforced with ancient masonry. The building is home to and run as a **magick shop** by an eccentric, bearded man by the name of Stefan Müller who also happens to be a member of the Verenian Seekers of the Truth Society (page 40). Within his shop, Stefan has common spell ingredients, one-time healing potions, and low-powered protection rings for sale. He also keeps very rare items – such as a copy of *The Book of Runic Mastery* – in a locked floor safe behind the counter. Anyone other than a familiar customer will need to provide Stefan with a proper letter of recommendation or other reference before he will permit them to enter his shop. As a general rule, Stefan only permits one customer at a time to enter his shop. Stefan's housekeeper and cook – Örtel "Orty" Sourapple – is a retired mercenary sergeant who served with distinction along the border of eastern Moot and Averland.

As one would expect, inns and taverns in Mittelstadt are cleaner and pricier than those in Der Hafen with better food and drink. The **Two Swans Inn** is an example of the accommodation found in the district. Run by Ludwig Schubert and his extended family, the Two Swans has a large, comfortable common room which is always packed on Festag evening when the troubadour Francoise Macron (actually Reikland-born Bernd Silberberg sporting a fake, but excellent, Bretonnian accent) provides the night's entertainment. A decade ago and under his real name, Francoise murdered several people in the western Reikland town of Eilhart over an outstanding debt and was forced to flee a bloodthirsty lynch mob.

Strategically positioned next to a chapel of Sigmar on the Eisenbaumplatz, **Branmuffin's Bakery and Coffee House** makes the best poppy-seed bread rolls, raisin-filled milk rolls, cheese cakes, soft and pudding pretzels, poppy-seed and streusel cakes in Pfofeld. Parishioners attending services at the chapel often stop at the bakery before heading to home or place of work. Humfried "Humf" and Magdalene "Maggie" Branmuffin run the establishment with their seven children (and spouses).

Hohestadt district

Located upslope from the other two districts, the Hohestadt district is where the wealthy and influential Pfofelders reside. The largest residence is **Schloss Alptraum** which is located so that Countess Marlene can look over the whole of the town when she is in residence, which is not terribly often. In her absence, Freiherr Richard von Nuln stands in her stead as her Steward while also being the commander of the Pfofeld garrison of 20. The garrison's barracks is located close to the castle.

The magnificent **Church of the Divine Emperor** sits high on the slope of South Sentinel. Constructed of white stone, the Sigmarite church reflects light from the rising sun, giving it a radiant appearance. The church counts on the patronage of the upper crust of Pfofeld society and puts on a spectacular pageant on 18 Sigmarzeit, commemorating both the day when Sigmar was crowned Emperor and the date of his abdication. Father Friederich von Holswig is the leader of the Sigmarite faith in Pfofeld and also leads the celebration of the holy days associated with the other deities of the Imperial pantheon. Shrines to these other gods can be found within the church.

Willershausen

Population: 76 (Village)

Ruling noble: Countess von Alptraum

Main sources of wealth: Wine, Agriculture

Village headman: Leopold Willers

Notable NPCs: Franz Willers (vintner), Swain Lorenz (assistant priest)

Inn or Tavern: None

Surrounded by a ditch and stake-protected earthen rampart, the village of Willershausen is located 18 miles south of Pfofeld. There is a fifteen-foot stone watchtower near its main gate, enabling a sentry to scan the approaches for marauding bands of Goblins or bandits. A bell on top of the tower is used to sound the alarm.

Led by the patriarch Leopold Willers, the business of the village is the winery at its centre. The signature wine produced for trade is the full-bodied Willershausen Red, made from the locally grown schwarzriesling grapes. The winery is currently managed by Leopold's oldest son, Franz. The Willers family are members in good standing with the Vintners' Guild and the League of the Vine.

Willershausen does not have an inn or tavern. There is a village hall across the common from the winery where the extended Willers family gather for communal meals and festivities. Visitors to the village – usually wine merchants (and their bodyguards) or pedlars – are allowed to spend the night in the hall.

Swain Lorenz is the assistant priest heading the small chapel to Sigmar in Willershausen, which stands next to the village hall.

Dittelbrunn

Population: 38 (Village)

Ruling noble: Countess von Alptraum

Main sources of wealth: Subsistence

Village headman: Jürgen Schmidt

Notable NPCs: Axel Reiter (assistant priest)

Inn or Tavern: None

Dittelbrunn is located just off the south side of Lengenfeld Road 5 miles from Pfofeld, 8 miles from Kleukbach, and 16 miles from Grettstadt. The village is surrounded by a four-foot high stone wall and has a stout oak gate that opens to the fifty-yard track leading to the main road. The Foggy Grey Marsh lies to the other side of the thoroughfare. Dittel Brook passes to the east of the village and is easily crossed at the nearby ford.

There is no tavern or inn at the village as visitors are few and far between. A village hall where residents have communal meals is located on the village common next to the Sigmarite chapel. Assistant priest Axel Reiter leads the various religious observances for the village.

Kleukbach

Population: 43 (Village)

Ruling noble: Countess von Alptraum

Main sources of wealth: Subsistence

Village headman: Ewald Brenner

Notable NPCs: Hultz Mendel (assistant priest)

Inn or Tavern: None

On the east bank of Kleuk Brook, Kleukbach is located on the southern side of Lengenfeld Road 8 miles from Dittelbrunn and 8 miles from Grettstadt. The village is surrounded by a five-foot high stone wall topped with metal spikes and shards to deter “detestable swamper” from raiding the settlement. If asked, villagers will describe “swampers” as the degenerates who live in Foggy Grey Marsh (this

could be just regular folks living in the marsh as well as the occasional resident mutant).

Generally, travellers on Lengenfeld Road pass-by Kleukbach as the settlement really has nothing to offer. There are no taverns or inns for lodging. If hard-pressed by a visitor wishing to get out of the rain or snowstorm, the Kleukbachers could open their village hall for the night. The hall is located next to the Sigmarite chapel in the centre of the village.

A former soldier in Grand Countess Ludmilla von Alptraum’s household troops, assistant priest Hultz Mendel also leads Kleukbach’s small militia.

Grettstadt

Population: 65 (Village)

Ruling noble: Countess von Alptraum

Main sources of wealth: Agriculture

Village headman: Hilmar Rosenveld

Notable NPCs: Sivert Walcker (innkeeper), Dorlein Walcker (cook/ healer), Lüdecke Walcker (brewer), Alleck Walcker (artisan’s apprentice), Severin Magnes (roadwarden captain), Dirik Tischmasser (priest), Prennes Boschart (assistant priest)

Inn or Tavern: Marsh Lights

Grettstadt is located 21 miles from Pfofeld, 8 miles from Kleukbach and 23 miles from Lengenfeld. The Pfofeld-Lengenfeld Road runs through the village, passing through the west and east gates. The village is surrounded by a five-foot high stone wall with a fifteen-foot stone tower on the north end of the village overlooking the nearby marshland.

In the middle of Grettstadt stands the **Inn of the Marsh Lights**, enlarged in 2515 to accommodate the people expected to travel in the Red Arrow coaches. A second story was later added to the building along with a bridge extending to another set of rooms built atop the stables.

Sivert Walcker is still the owner of the Marsh Lights, even though he had to agree to Red Arrow’s terms of a minority interest in exchange for the generous loans to pay for the expansion. The inn is known for Dorlein Walcker’s bratwurst and meat stew. Lüdecke Walcker, eldest son of Sivert and Dorlein, has taken over as brewer while second son Alleck is apprentice to the village smith, Hilmar Rosenveld.

The Roadwardens of County Lörrach are based at the Marsh Lights and fall under the command of Captain Severin Magnes. The eight-man company

usually divides into two patrols of four men each to cover more ground.

The Chapel of Sigmar in Grettstadt is an elaborate affair, painted in light blue colour with white trim. The chapel is the seat from where Capitular Dirik Tischmasser oversees the chapels of the county outside Pfofeld. The priest holds services in the chapel whenever he is not making his rounds at the other Lörrach chapels. In his absence, Dirik's assistant, Prennes Boschart, takes over conducting the services.

Massacre of Grettstadt

About a quarter-mile south of Grettstadt stands Grettstadt Manor, the site of the infamous Massacre of Grettstadt. In 2502, Ludmilla's only son, Tancred von Alptraum, his sons (Michael and Dietrich) and their families were all slaughtered by parties unknown. This was Averland's single greatest loss of high-ranking noble life outside of a battlefield since Gorbard Ironclaw's invasion in 1707.

Though it is generally believed to have been radicals from Streissen avenging the Massacre of Streissen, the von Alptraums continue to suspect that the Leitdorfs were behind it in an attempt to wipe out their rivals. A small number of people whisper that Countess Marlene arranged the murder of her brother and his sons so as to clear the way for her eventual succession of Grand Countess Ludmilla. To further complicate matters, there are rumours that the murders were ritual in nature, which suggest that there were even darker (sorcerous or Chaotic) motives.

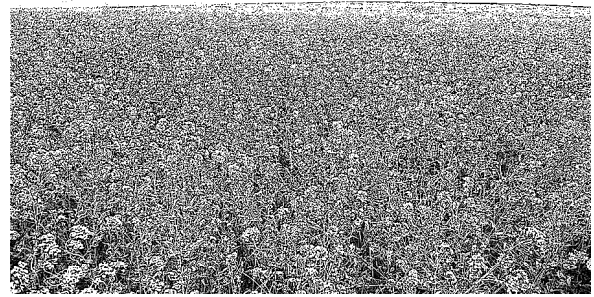
The Grettstadt Manor has since been abandoned and boarded up; its valuables moved to Alptraum Manor outside of Pfofeld. The villagers tell anyone who asks that during Hexenacht and Geheimnisnacht one could sometimes hear the screams of the restless spirits of those who died in the massacre carried on the night wind.

County of Struve

The County of Struve has been ruled by the von Sachs family for generations. The land is rolling countryside that eventually rises to the Kyff Downs to the south, making it excellent for raising crops as well as cattle. Struve is the centre of mustard

production in the southern Empire (although there are other, smaller areas of mustard production such as Weningen in Wissenland) with many acres covered in yellow flowers in the spring. Ranches involved with raising cattle are located closer to the Kyff Downs and are strongly fortified to protect their herds before the annual cattle drive to markets in Averheim, Streissen, and Loningbrück begins in earnest.

The County of Struve has a small woodland (Burkartswald) south of Mantel and the western portion of another (Kammerwald) on the border with the County of Gagern. The woods are the private hunting reserves for the ruling Counts. Both are maintained and protected from poachers by gamekeepers in their service.



The von Sachs are related to the von Alptraums by the marriage of Countess Carmilla's cousin Julius to Countess Marlene von Alptraum. The von Sachs are nominally supporters of the von Alptraums but, in practice since the death of Grand Count Marius Leitdorf in 2520, both Lengenfeld and the Countess are happy to see river and other patrols remain lax and the local profits of these diverted imports continue under the weakened provincial government.

Countess Carmilla von Sachs (born 2482) is married to Tobias von Baum (the younger son in a landless noble family) who became her husband-consort. As the marriage is considered a morganatic one, Countess von Sachs was able to retain her family name and rule. Countess von Sachs and Baron von Baum have three children: Maida (born 2503), Jakob (born 2508) and Berold (born 2513). In 2522, Jakob enrolled as a student at Streissen University while the Countess brokers Maida's marriage.

The von Sachs spend little time within the confines of their castle (Schloss Sachs) in Lengenfeld, only appearing on the various holy day observances. Countess von Sachs resides in Sachs Manor, located 8 miles south of the county seat, when not trying to influence events at the Averheim Court. In contrast,

her consort, Baron Tobias von Baum, has really taken to the life of a cattleman. He can almost always be found with the herd and his crew, whether it's at the breeding pens at manor or driving them through the pastures of central Averland to market.

Mounted patrols of roadwardens cover the main west-east road (Pfofeld-Streissen Raod) as well as the smaller tracks leading to some of the fortified farmsteads and mining camps further south. The roadwardens keep a wary eye for Flayed Polecat Goblins, bandits, and rustlers.

Magpie and Crown Inn

Population: 24 (Coaching Inn)

Ruling noble: Countess Carmilla von Sachs

Main sources of wealth: Stop for Red Arrow coaches

Proprietor: Velten Reuter

Notable NPCs: Harmon Reuter (cook/ herbalist),

Annecke Reuter (brewer), Johann Schmidt

(blacksmith), Erich Zimmermann (carpenter), Everet

Kalb (roadwarden sergeant)

About 4 miles eastward from the border with the County of Lörrach, the Magpie and Crown coaching inn is located 22 miles from Grettstadt and 1 mile west of Lengenfeld. Originally a roadside inn where the roadwarden unit responsible for patrolling the western part of the county was based, the Magpie and Crown added a shed for coaches as well as additional rooms above the stables in 2515 to accommodate Red Arrow coaches and its passengers.

Velten Reuter has been the proprietor and innkeeper of the Magpie and Crown since 2505, being the latest in a line of Reuter owners stretching back to 2332. Velten's younger brother, Harmon, is the main cook at the inn and rostbratwurst is the house specialty. Velten's wife, Annecke, is the master brewer and is training the couple's oldest son, Albrecht, in the craft. The Reuters brew a dark-coloured lager which complements the house specialty. Pfennig-pinching travellers usually opt for the weak beer.

Johann Schmidt has long been the blacksmith of the Magpie and Crown and recently took on Harmon's and Gele's eldest son, Ingel, as his apprentice. Erich Zimmermann is the carpenter for the inn and has been training Velten's and Annecke's second son, Lorenz, to be his eventual successor.

Roadwarden Sergeant Everet Kalb and his five-man squad are based at the inn. The patrol is responsible for the Pfofeld Road to the border of the county and

all paths leading to the fortified farmsteads in the west county area. Everet is married to the Reuter's oldest daughter, Englin.

Other Reuter sons and daughters help with the various tasks at the Magpie and Crown such as cleaning, gardening, caring for the horses, etc.

A small shrine to Taal and Rhya stands on the outside of the inn facing the inner yard. Coachmen heading west sometime make a small offering for safe passage pass the Foggy Grey Marsh on the Lörrach portion of the roadway.

Passengers on the Red Arrow coaches looking to stay for a spell in Lengenfeld are taken by wagon to the Westturm Gate through which the passengers could enter the town.

Lengenfeld

Population: 560 (Small town)

Ruling noble: Countess von Sachs

Main sources of wealth: Market Town, Fishing, Agriculture, Cattle, Mustard

Government: Town Council

Notable NPCs: Steiner Langstrum (innkeeper/ priest), Udo Goodberry (cook/ brewer/ gang leader), Gisela Werfel (ferryman), Tilmann (ferryman), Swain Hassler (river patrol captain), Karl Steinmetz (condiment maker), Elbert Hutten (brewer), Jakob Hutten (barkeep), Manfred Stark (pit fighter trainer), Hergar Kazransson (shopkeeper), Pieter Natzmer (bailiff), Ruprecht von Baum (garrison captain), Edmund Becker (priest), Birk Mersch (cook/ herbalist) Emera Mersch (innkeeper)

Inn or Tavern: Ratskeller (inn), Mustard Seed (tavern), Three Bells (inn)

Noted for its three bell towers marking the landed entrances into town, the walled Lengenfeld is the county seat and located 38 miles (by river) from Pfofeld, 23 miles from Grettstadt, 11 miles from Bildhofen, 26 miles from Wolfsbach, 30 miles by road (32 miles by river) from Mantel and 94 miles (by river) from Streissen. As one of the major river ports on the Aver, many trade vessels make a scheduled stop in Lengenfeld where the town's taverns and inns host the crews and offers minor services (diversions) to them. In a number of cases, portions of the eastward bound ships' cargos vanish before reaching Averheim where these can be properly taxed. The sign of Ranald's crossed-fingers is frequently seen in Lengenfeld by those who know where to look.

A road was built in 2515 to circumvent the town to its south enabling Red Arrow coaches to make their scheduled stops. As the distance between the Magpie and Crown (one mile out of town) and Grettstadt is short, eastbound coaches arrive early to and westbound depart late from the inn allowing passengers a short time to visit Lengenfeld. A bridge was also constructed at this time near the ford of Geben Brook to the west of town so coaches would not be stuck in the mud.

The town walls of Lengenfeld only cover three sides. The river wall was removed in 2352 in order to improve access to the river front. The recent 2512-2514 civil war in the northern provinces has resulted in some discussion by the Council to restore the river wall, but the prospect of increasing taxes discourages any such action.

Westturm district

The Westturm district covers the harbour area and the poorer neighbourhoods. Rivermen – whether they work on the barges or fish in the Aver – make their way after a hard day's work to many of the taverns and inns in the district. Brawls, drinking bouts, passed out drunks and games of chance are all part of the experience one could have in the Westturm common rooms.

Owned by Steiner Langstrum, the **Ratskeller Inn and Tavern** has one of the larger common rooms of the Westturm establishments. It's also the secret heart of the worship of Ranald the Protector and home base of the Light Finger Gang of thieves, pickpockets, burglars, fishers, and smugglers. Though he does not lead the gang, Steiner is a priest of Ranald and there is a secret temple dedicated to the god in the part of the cellar hidden by a concealed door. Members of the gang generally access the temple through a secret tunnel leading to the docks of Lengenfeld.

The food and beer at the Ratskeller are surprisingly good. The Halfling cook and brewer, Udo Goodberry, is known for his meat pies, pastries, and malted lager. Udo is also the secret leader of the Light Fingers and is known to the members by the codename "The Guildmaster."

Gisela Werfel and her son, Tilmann, provide a ferry service for the nearby Stirlander farmsteads to Lengenfeld. A track on the northern bank leads eastward along the Aver to the village of Bildhofen. The Werfels have two boats large enough to carry a single cart, beast of burden, and trader (or two horses

and riders). The ferrys tend to be most busy during the morning and early afternoon hours moving farmers and produce to and from the Lengenfeld market. The Werfels do not operate at night unless there is a lot of money being offered for their services. They also have a small skiff if there are two or three people looking to get out of town on foot.

Bärenplatz is where Lengenfeld's market is held. The square crosses both the Westturm and Ostturm districts near the waterfront. At one time, it was the scene of public bear-baiting, hence its name. The market is held daily from the morning hours to the early afternoon, ending around 2:00 PM.

In order to keep her stretch of the River Aver open for trade, Countess von Sachs employs a river patrol to search for signs of river pirates with a writ allowing the patrol to apprehend any such persons and bring them back in chains to stand trial in Lengenfeld. Those found guilty are hung in gibbets along the harbour until death takes the pirate as a warning to others of their ilk. The patrol based in Lengenfeld is under the command of Captain Swain Hassler. They are responsible for the stretch of the Aver from the borders with County Lörrach and the confluence with River Mattig.

Ostturm district

The Ostturm district is the centre of craft production in Lengenfeld as well as the middle-class neighbourhoods. Next to the chapel of Sigmar on the eastern edge of Bärenplatz is the **Aver Mustard Works** where Lengenfeld Spicy Beer Mustard is produced for local consumption and luxury export throughout the western and southern Empire. The company is owned by Karl Steinmetz and family with the von Sachs having a minority interest.

Located around the corner from the mustard factory, the **Mustard Seed** is a tavern long owned by the Hutten family. Elbert has turned over the establishment to his eldest son, Jakob, while he continues to serve as brewer. The Mustard Seed is favoured by the labourers from the mustard factory who like a pint or two before retiring home from a day's work. The factory men and women are a good source of gossip in town and generally friendly to strangers. Many a trader also frequent the tavern known for its pretzels, spicy mustard, and malted lager.

Manfred's School of Pit Fighting was opened in 2498 on Eisenwarenhändler Weg in recognition of the changing mores in the blood sport. There are a growing number of venues in which the fighting

contests are no longer to the death, but rather to first blood drawn. A former pit fighter himself, Manfred Stark recognised the changing trend in Nuln and Averheim and set himself to train a professional troupe of pit fighters to entertain the moneyed fans of the sport. In his time, he has personally trained three champions, which has helped increase enrolment in the training he provides. Try-outs can be rough on those with little skill, but the money a solid fighter can earn on the circuit means that Manfred has no shortage of recruits.

At the end of a narrow street called Buchmann Allee is the **Höllrigl Book Shop**, which was founded in 2452 by Hergar Kazransson. The old peg-leg Dwarf warrior developed a fondness for books when he was deployed on the eastern frontier in his youth. He retired after losing his left leg and took up book collecting. Soon after, he opened this shop and began trading books. Hergar belongs to the Verenan Society of the Freethinkers (Societas Philosophorum Liberorum), a group within the larger Seekers of the Truth Society (Societas Indagatorum Veritatis) dedicated to the free exchange of books and ideas. Spread throughout the central and western portions of the Empire, Freethinkers regularly trade books with one another as well as buy from and sell to the general public. Once in a while, a rare and valuable book may come into Hergar's possession. He has a vault in his bedroom above the shop where he keeps such precious tomes. For those in the know, Hergar also sells common ingredients for low-level magical spells.

Südturm district

The affluent in Lengenfeld live in the Südturm district. The streets are comparatively wider, better lit and patrolled more frequently by the town watch than the other two districts. The two largest buildings in Lengenfeld are, unsurprisingly, Schloss Sachs and the Temple of Sigmar.

Schloss Sachs is the residence of Countess Carmilla von Sach whenever she is in town. In her absence, Bailiff Pieter Natzmer moves from Bailiff House into the castle where he runs the day to day duties of government in her name. Bailiff Natzmer chairs the town council in their chambers at Lengenfeld House every Bezahltag. Petitioners are allowed to present their grievances during the morning hours only.

The barracks of the town garrison is located neat Schloss Sachs. The forty men garrison all come under the command of Captain Ruprecht von Baum, an older brother of Baron Tobias and experienced military man.

Captain von Baum is loyal to the von Sachs and serves as a check on Bailiff Natzmer's ambitions.

The Sigmarite **Holy Emperor Temple** is known for its decorative gargoyles, grotesques, and bosses. One of the grotesques near the back of the temple is said to have been modelled after Artur, the Teutogen chieftain who was bested by Sigmar in single combat. Priest Edmund Becker is the lead priest in the county and oversees the various neighbourhood chapels located throughout town. In his capacity within the church, Father Edmund's duties include occupying an advisory seat on the town council.

The **Inn of the Three Bells** is representative of the cleaner (common room swept at least twice a day and bedding changed every other day) and well-lit drinking establishments in Südturm. Owned by the Mersch family since the 2314, the Three Bells serve a range of food (sausages, meat pies, stew) and drink (wine, spirits, and wheat beer) along with desserts (baked apples, cakes, strudels). The Three Bells is currently run by Birk and Emera Mersch and their family.

Gebenbach

Population: 38 (Village)

Ruling noble: Countess von Sachs

Main sources of wealth: Subsistence

Village headwoman: Faiga Spon

Notable NPCs: Cara Flecken (priest)

Inn or Tavern: None

The village of Gebenbach is located 5 miles south of Lengenfeld next to the road linking the county seat to Sachs Manor. The village is surrounded by a ditch and earthen bank. The bottom of the ditch is generally filled with water from Geben Brook to the west of the settlement except during the rare prolonged periods of no rain.

Visitors are rare in Gebenbach, so there is no tavern in the village. A village hall for communal meals stand in the village common next to a temple to Taal and Rhya. Priestess Cara Flecken leads the holiday observances and is seen as the second most important person in the village.

Schmidmühlen

Population: 38 (Village)

Ruling noble: Countess von Sachs

Main sources of wealth: Subsistence

Village headman: Markward Heine

Notable NPCs: Tahbert Heine (assistant priest)

Inn or Tavern: None

Schmidmühlen is located about twenty yards on the north side of the Lengenfeld-Streissen Road 5 miles from Lengenfeld and 10 miles from Nenzenheim. The village is surrounded by a low stone wall meant more for keeping the livestock from wandering off than as a defensive barrier.

Schmidmühlen is another of the small villages that travellers pass-by on their way to and from the wealthier settlements. The village has a hall near the common where the residents gather for religious observances as well as other occasions. Assistant priest, Tahbert Heine, is the younger brother of the village headman and officiates at all the religious observances.

Nenzenheim

Population: 58 (Village)

Ruling noble: Countess von Sachs

Main sources of wealth: Agriculture

Village headman: Balwin Lugglins

Notable NPCs: Rudolf Lugglins (innkeeper), Cara Lugglins (innkeeper/ cook), Selma Lugglins (cook/ herbalist), Martin Keitel (roadwarden sergeant), Örtel Khevenhüller (priest), Holle Misain (assistant priest), Elrica Albers (augury/ herbalist)

Inn or Tavern: Graf Ephraim

Nenzenheim is located on the Lengenfeld-Streissen Road 15 miles from Lengenfeld, 10 miles from Schmidmühlen, and 15 miles from Mantel. The village is surrounded by a five-foot tall stone wall with gates on the northwest and southeast. The gates are opened from dawn to dusk with a sentry posted until a few hours after sunset. Bells are just set up near the gates and used to sound alarm in case of an emergency.

The **Inn of Graf Ephraim** is located on the north end of the village common on the main road. Work has not yet begun to expand the inn to accommodate the number of visitors expected to travel on the Red Arrow coaches, which is probably a good thing since the estimated number of riders has yet to be realised. The coaches that do visit park alongside the Graf Ephraim and the horses are stabled in makeshift pens on the common.

Though he still retains the command of the six-man militia, Balwin Lugglins recently turned over the running of Graf Ephraim to his eldest son, Rudolf, and his wife, Cara. Rudolf's mother, Selma, still runs the kitchen, but she has been turning more of the effort over to Cara. The younger Lugglins are

assisted in running the inn by their children, all of whom are teens or younger and perform the more menial tasks. The inn is noted for its wheat beer and bratwurst.

The building to the east of the inn is the roadwarden barracks. The gruff-mannered, sometimes ill-tempered, Roadwarden Sergeant Martin Keitel leads a six-man patrol that is responsible for the Lengenfeld-Streissen Road from Lengenfeld to Mantel as well as the tracks emanating from that main road. Sergeant Keitel is known to be sometimes harsh in his treatment of law-breakers, resorting to caning violators for minor infractions.

The Church of Sigmar sits on the opposite side of the common from the inn and is larger than one would expect for the size of Nenzenheim. The church is the seat of the barony's second ranking priest, Capitular Örtel Khevenhüller, who is responsible for touring the other village chapels to continue to teach the local assistant priests in their duties. Holle Misain officiates at holiday observances when her superior, Capitular Örtel is absent from the village.

A small hut at the southern end of the village is the home of Elrica Albers, an elderly woman known for her gift of divination. The villagers use her services (including the Capitular) and are quick to her defence should any stranger wish to do her harm.

Mantel

Population: 60 (Village)

Ruling noble: Countess von Sachs

Main sources of wealth: Agriculture

Village headwoman: Ayla Mansfeld

Notable NPCs: Hultz Böhrnsen (innkeeper), Allyssa Böhrnsen (brewer/ cook), Hartmann Neurath (assistant priest), Rüdigar Kreisler (gamekeeper)

Inn or Tavern: Four Cups

The village of Mantel is located 30 miles by road (32 miles via river) from Lengenfeld, 10 miles from Wolfsbach, 16 miles from Chrobok, 32 miles from Siegenhausen, and 62 miles from Streissen. A low stone wall marks the limits of the village with gateways opened on the northwest and southeast sides allowing through traffic – such as Red Arrow coaches – to pass at reduced speed (roughly no faster than a person's walking pace).

Inheriting her position from her late husband, Lorenz, Ayla is a more than capable leader of the village militia of six men. She has them practice

their archery and melee skills on the village common every Wellentag even though the militia has rarely been called to defend Mantel.

The **Four Cups Inn** is the centre of social activity on Mantel. Owned by the Böhrnsen family through many generations, the inn is currently run by Hultz and his wife, Allyssa (daughter of Ayla). The inn has only three private rooms, each suitable for up to two persons. The fare is good at the inn, but the locally brewed lager is superb. Their eldest daughter, Adela, is their best serving maid and reaching marriageable age: thus, causing her parents to be ever watchful for male travellers trying to take advantage of her.

The chapel of Sigmar is built near the quays of the village, which allows Hartmann Neurath to be present whenever the Countess von Sachs or her consort, Baron von Baum, arrive with their entourage to hunt in the nearby Zellwald. The assistant priest makes a point of being in the position to extend Sigmar's blessing to the hunting efforts in the vain hope the nobles will remember him when the time comes to replace the aging Capitular. Poor Hartmann would be crushed to learn the Countess recognises him for the brown-noser he is.

Zellwald is the Countess' hunting reserve where she maintains a hunting lodge. The woodland lies a few miles to the southeast of Mantel and is about fifteen square miles in area. Rüdiger "Rudi" Kreisler is the gamekeeper of Zellwald whose writ allows him to hang poachers on the spot. Rudi is assisted in his endeavours by his son, Hans, and daughter, Ceray.

Inn of the Three Staves

Population: 28 (Coaching Inn)

Ruling noble: Countess von Sachs

Main sources of wealth: Stop for Red Arrow coaches

Proprietors: Edmund and Steffi Mansfeld

Notable NPCs: Frederick Mansfeld (brewer), Mara Mansfeld (cook/ herbalist), Franz Mansfeld (stabler), Gerd Misain (blacksmith/ carpenter), Helma Misain (cook/ server), Romhilda Pfaffen (roadwarden sergeant), Sigiwald Reuchlin (river patrol captain)

The Inn of the Three Staves is located on the Lengenfeld-Streissen Road 10 miles from Mantel and 22 miles from Siegenhausen. The grounds of the coaching inn complex are surrounded by an eight-foot tall wood fence. In addition to the stout oak front door to the inn, double gates allow entry to

the coaching shed/ stables on the property and a back gate opens to the inn's wharf where the river patrol boat is usually tied when the crew is resting. The wharf has room for an additional large river barge (or two smaller ones) to tie up for the night. Unlike many of the roadside inns on the road from Averheim to Pfofeld, the Three Staves did not require any expansion to serve the Red Arrow coaches.



Long-owned by the Mansfeld family, the Three Staves is currently run by Edmund, Steffi, and their seven children. Eldest son and heir, Frederick, has taken over the duties of brewer and improved upon the family's signature dark lager. Frederick's wife, Mara, has likewise taken over as head cook from Steffi with their oldest son, Franz, recently taking over the role of stabler. Oldest daughter of Frederick and Mara, Helma Misain, also works in the kitchen as well as oversee her younger siblings serving in the common room and garden. She is married to Gerd, the compound's blacksmith and carpenter.

Within the compound of the coaching inn are two barracks. The six-man roadwarden unit, led by Sergeant Romhilda Pfaffen, have their barracks above the stables so they can have easy access to their horses. The roadwardens patrol the Lengenfeld-Streissen Road from Mantel to the border with the County of Gagern, roughly 12 miles to the southeast, as well as the few couple of miles on the tracks intersecting the main thoroughfare

The barracks for the river patrol, whose writ runs from the Three Staves to the confluence of River Mattig, is located near the river gate. Captain Sigiwald Reuchlin has a warrant allowing him to hang anyone caught in the act of piracy. A large oak tree near the river and just downriver of the compound serves as the hanging tree where those found guilty hang until the carrion birds have had

their fill or the itinerant Priest of Mórr orders the dead cut down and buried.

In addition to being a place of execution, the hanging tree is near the riverside cemetery where the bodies of pirates and the nameless unfortunates who are washed away from flooding waters upriver are buried. The graveyard is believed to be haunted despite the Mórrian priests' efforts. Weird noises and floating globes of light can usually be seen at night, most especially during Hexensnacht and Geheimnisnacht.

County of Gerlach

The County of Gerlach borders the portion of the city-state of Nuln north of River Aver and is separated from the Grand Principality of the Reikland by the southwest corner of the wild and dangerous Great Forest (known locally as Nattern Forest). The county is poor and benefits greatly from the Nuln-Moot Road, the main artery of commerce in the otherwise pastoral land.

Baron Anton Kiesinger has little care for the court life at Wurtbad, preferring to stay in his castle near Blutdorf. Schloss Wolfsschanze is situated on a small hill overlooking the small sliver of Nattern Forest the Baron has claimed as his hunting reserve. The Baron also maintains a hunting lodge a mile within the forest where his gamekeeper, Götz Jäger, and his family live. Baron Kiesinger has good relationships with his neighbours and avoids getting caught up in the von Alptraum- Leitdorf feud across the river.

The land of Gerlach is rolling grassland bordered by Nattern Forest to the north and the north bank of the Aver to the south. The northern reaches of the Foggy Grey Marsh limit access to the river. A small wood near the village of Steinwald – and bearing the same name – was donated by the Baron's ancestors to the monastery of the White Stag many centuries ago. The forest is maintained by the monks in its natural state as a dedication to Taal.

Roadwardens keep the Nuln-Moot Road fairly free of bandits and the like. Outside the Baron's hunting reserve, Nattern Forest does pose dangers to the unwary. Reports of mutants are frequent, but the greater fear is that Beastmen from the northern forests might migrate undetected southward. Goblins are rarely reported, but not unheard of. There are even rumours that fugitives from Imperial justice might have hidden settlements deep in the

forest. River pirate lairs are also suspected in the Foggy Grey Marsh in the windy channels on the Gerlach side of the river.

Kirchham [Stirland]

Population: 66 (Village)

Ruling noble: Baron Anton Kiesinger

Main sources of wealth: Sheep

Village headman: Kolten Brüning

Notable NPCs: Della Brüning (barkeep), Wilhelm "Willie" Branmuffin (brewer/ cook), Rosamund "Rosie" Branmuffin (cook/ herbalist), Erich Brecht (priest)

Inn or Tavern: Two Lanterns

The village of Kirchham is 36 miles from Nuln, 15 miles from Furtzhausen, and 17 miles from Blutdorf. The settlement is located just to the south-east side of the Nuln Road and surrounded by a low stone wall.

The **Two Lanterns Tavern** is the closest building to the Nuln Road, serving as a late morning stop for the Cannonball Express coach from Nuln (or early afternoon for coaches departing Blutdorf). Owned and operated by Kolten and Della Brüning. Two Lanterns has a large common room with two fireplaces at either end, which help to warm the inn on cold nights. The tavern's specialty is a hearty meat stew washed down with a pale-coloured lager. Wilhelm "Willie" Branmuffin is the tavern's cook and master brewer. Willie is assisted by his wife, Rosamund "Rosie", who is also known for her tasty pastries.

The Chapel of Sigmar is located in the centre of Kirchham near the village common. The white-washed building reflects the sunlight, making it look radiant when compared to the neighbouring mud-and-waddle houses. Father Erich Brecht arrived to take over the duties of the chapel in late 2514, after his predecessor was killed in the battle outside Hermsdorf in Talabecland.

A sentry tower of twelve feet in height was built in 2510 near Two Lanterns, enabling any one of the seven-man village militia to keep an eye out for any sign of bandits or mutants emerging from the nearby forest. A bell at the watch post allows a sentry to sound the alarm.

Blutdorf [Stirland]

Population: 84 (Village)

Ruling noble: Baron Kiesinger

Main sources of wealth: Agriculture, Stop for Cannonball Express coaches

Village headman: Freiherr Wolmond Magnes

Notable NPCs: Trent Herzberg (innkeeper/ brewer), Ingrid Herzberg (cook/ herbalist), Gottlieb Grimm (roadwarden captain/ judge), Lampert Hörmann (roadwarden sergeant), Brida Mössbauer (roadwarden sergeant), Gotthold Lessing (priest)

Inn or Tavern: Hanging Tree

Located 17 miles from Kirchham, 8 miles from Merzenstein, 16 miles from Steinwald, and 45 miles from Ramsau, Blutdorf is the seat of County Gerlach. The village is surrounded by a low stone wall. There are two gates in the village as it straddles the Nuln-Moot Road. Bells at each entrance are rang by sentries whenever Cannonball Express coaches are seen approaching Blutdorf, warning villagers to clear the main road. The same bells are also used to warn the villagers of trouble.

A twenty-foot stone tower stands along the northern side of the village wall. The tower is the residence of Freiherr Wolmond Magnes, warden of Blutdorf and veteran of Stirland's eastern frontier with Sylvania. Freiherr Magnes also served with distinction at the battles of Hermsdorf and Lieske in 2514. The ground floor of the tower serves as barracks for Freiherr Magnes' six-man retinue.

The three-storied blue-coloured **Inn of the Hanging Tree** stands in the village common near a large oak tree that serves as a place of execution for bandits and other convicted criminals. Should a trial be required, a court is set up in the inn's common room. The accused is usually placed in a small, cramped lock-up located next to the inn's outhouse.

A centuries-old family-run business, the Hanging Tree is currently owned by Trent and Ingrid Herzberg. The inn's golden-coloured lager and dark-brown bitter are very good as is the käsewurst (cheese-filled sausage), the house specialty. The Herzberg children assist their parents cleaning the rooms, changing the straw in the mattresses (twice a week), and sweeping up and serving in the common room. Wearing an armband with the colours (blue and white) and device (brown bear) of the County of Gerlach, two roadwarden patrols are based in Blutdorf.

The first four-man patrol is led by Sergeant Lampert Hörmann with the responsibility for the main road from Blutdorf to Kirchham. The second four-man patrol led by Sergeant Brida Mössbauer covers the road to Steinwald.

Captain Gottlieb Grimm has overall command of the roadwarden patrols (a third one is based at the Inn of the White Hart, see below) and also presides as a judge at the court held in the Hanging Tree common room. In the latter capacity, Captain Grimm is known in the County as Judge "Hang 'em High" Grimm. Anyone accused of a banditry, especially outriders, is unlikely to get a sympathetic hearing in Blutdorf.

A chapel of Sigmar stands near the south wall of Blutdorf with a fifteen-foot bell tower. Father Gotthold Lessing holds services here.

Merzenstein [Stirland]

Population: 38 (Village)

Ruling noble: Baron Kiesinger

Main sources of wealth: Subsistence

Village headman: Uhler Waldmann

Notable NPCs: Greteke Waldmann (wise woman/ mazer), Swain Jäger (hunter)

Inn or Tavern: None

Merzenstein is located 8 miles from both Blutdorf and Steinwald, as well as 37 miles from Ramsau. The village lies about 150 yards to the north of the intersection where the road to Steinwald meets the Nuln-Moot Road. With the nearness of Nattern Forest, Merzenstein is surrounded by a ten-foot palisade and deep ditch. A single wood bridge leading to the main road spans the ditch. A fifteen-foot gatehouse protects the entrance to the village.

Coaches travelling on the Nuln-Moot Road do not stop at Merzenstein as the folk of the village are reputed to be insular and ill-mannered. As a people, the Merzensteiners are large and rather hairy. In fact, these followers of the Old Faith are werebears whose ancestors are said to have been blessed by Taal, first born divine son of the Earth Mother. The Merzensteiners are one of the reasons that the minions of Chaos have not been able to establish a permanent presence in Nattern Forest. The werefolk are allies of, and work closely with, the Society of the Bear.

There is no tavern or inn in Merzenstein. A large stone circle sits atop a small, flat-topped mound in the middle of the village. The villagers gather at the end of the day where they enjoy a communal meal washed down with locally mazed mead. Evening prayers to the Earth Mother is led by the village druid, Uhler Waldmann.

Society of the Bear

The Society of the Bear is a secret order of monks dedicated to Taal and his role of protector of the wild places. So completely at home in the wilds, their wilderness skills exceed that of most men. They meet in a previously chosen wilderness location on the chief holy day to Taal (Spring Equinox). At that time, they exchange whatever information they've learned over the course of the previous year and reaffirm their role in their lord's world.

Although they never divulge their membership in their order to outsiders, individual Bear members are often the best available guides to escort small and large parties (up to small armies) through the wilderness. Hooking up with Bear Society is rather difficult as those who wish to travel through the wilderness have to either stumble upon a member or make arrangement at the monastery at Steinwald. The standard term of their agreements is that those who are being led do nothing to despoil the realm of Taal. Any group who fail to heed this requirement may unknowingly find themselves led to, and abandoned in, the deepest and most isolated part of the wilderness. There these offenders will face the displeasure of Taal.

The Society of the Bear is active in the Great Forest throughout Stirland as well as the Reikwald where they have had moderate success in keeping the Beastmen population in check. The Society seems to be fighting a losing battle in the northern forests where the number of Chaos abominations seem to be increasing with each passing year.

Steinwald [Stirland]

Population: 62 (Village)

Ruling noble: Baron Kiesinger

Main sources of wealth: Agriculture

Village headwoman: Wilmet Magnes

Notable NPCs: Elbert Magnes (barkeep), Bechte Magnes (cook/ herbalist), Malchior Bärenschild (abbot), Dagmar Hútschin (wise woman), Siboto Hútschin (blacksmith), Idette Hútschin (cook/ barmaid)

Inn or Tavern: Bear and Bull

Located 8 miles from Merzenstein and 16 miles from Blutdorf, Steinwald is at the terminus of a dirt road that leads south from the Nuln-Moot Road. The village is located to the west of the woodlands with which it shares a name. Steinwald is surrounded by a low four-foot high stone wall and

ditch with a twelve-foot tall wooden gatehouse providing an excellent view of the countryside. A small gate on the forest side of the village leads to the **Monastery of the White Stag**, which is situated just inside the woods about three miles from the village. The Taalite Order is famous for the wine and beer which is vinified and brewed, respectively, in the monastery's cellars.

The **Bear and Bull Tavern** is the first building a visitor to Steinwald encounters. Long owned by the Magnes family, the Bear and Bull is currently run by Elbert and Bechte as well as two sons and three daughters. Elbert's widowed mother, Wilmet, still works in the tavern's kitchen when she's not resolving disputes within the village or meeting with the Baron's tax collectors. The Bear and Bull serves the same high-quality beer and wine from the monastery's cellars as those that grace the tables of the counts and barons of the West Aver Valley region of Stirland. The tavern is also known for its roasted pork and bread dumplings.

The two-storied timbered **Abbot House** is the official residence of Abbot Malchior Bärenschild, the high priest of the monastery. The Abbot splits his time between his quarters at the monastery and Abbot House, using the latter mostly for entertaining and housing guests. The Abbot's wife and children live in Abbot House.

Situated near the forest gate and covered with charms is the three-room, one-storied home of elderly Dagmar Hútschin, the village wise woman. She can sometimes be found outside her home conversing with the Abbot whenever Malchior has a free afternoon for a chat – which he makes time about twice or thrice a week.

Dagmar's son Siboto is the village blacksmith and also assists at the monastery. Siboto's wife, Idette, is



the younger sister of Bechte Magnes. She also works at the tavern.

Inn of the White Hart [Stirland]

Population: 26 (Coaching Inn)

Ruling noble: Baron Kiesinger

Main sources of wealth: Stop for Cannonball Express coaches

Proprietors: Edmund Hirschjäger

Notable NPCs: Elsa Hirschjäger (innkeeper/ cook/ brewer), Winifred Hirschjäger (wise woman/ herbalist), Kurt Hirschjäger (groom), Bianka Hirschjäger (barmaid), Berak Stonefist (blacksmith/ carpenter), Ralf Hahn (artisan apprentice), Karl Hirschjäger (roadwarden sergeant), Reinwald Hirschjäger (stableboy), Gretchen Hirschjäger (barmaid)

The Inn of the White Hart is located on the Nuln-Moot Road 30 miles from Blutdorf and 15 miles from Ramsau. The defensive enclosure at White Hart is large enough to accommodate several wagons, coaches and their beasts of burdens at any given time. The common room is rustic and comfy with a large candelabra made of deer antlers – some of which are painted white – as well as a stuffed head of a white hart displayed on the walls.

The inn has been owned for generations by the Hirschjäger family and recently taken over by Edmund and Elsa when Edmund's father passed away. Edmund's mother, Winifred, is semi-retired, only assisting wherever she pleases. The eldest son, Kurt, is responsible for attending to any horses for the travelling coaches and merchants as well as those of the resident roadwardens. The Hirschjäger's eldest daughter, Bianka, is responsible for managing her younger siblings in the common room and cleaning guest rooms. Bianka is of marriageable age and her parents are looking for a good match to enhance their social standing. The fare at the inn is good and hearty and the lager cold. The house specialties are smoked pork sausage and bacon with cabbage, pig knuckles with sauerkraut, and apricot dumplings. The inn is also known for its cider, dark-red malted lager.

Berak Stonefist is the smith at the inn as well as the carpenter, having served in this capacity for Edmund's late father and grandfather, Reinhardt and Werner. He has recently taken on an apprentice, Ralf Hahn from Pfofeld, to help with servicing the coached and wagons that pass through the inn compound.

Sergeant Karl Hirschjäger (younger brother of Edmund) leads the three-man roadwarden patrol based at the White Hart. The patrol is responsible for maintaining the peace on the road from the intersection to Steinwald to **Raitenbuch toll-house** near the border with the Freistadt of Felnsburg. The **Raitenbuch toll-house** is located on a part of Nuln-Moot Road raised above Pollenmarsch, a small, marshland about three miles to the north-east. Two additional roadwardens under Sergeant Hirschjäger's command are stationed at the toll-house.

Karl's eldest son, Reinwald, helps in the stables while daughter, Gretchen (not yet of marriageable age), helps in the common room.

Freistadt of Flensburg

The Friestadt of Flenburg is located mostly in the western portion of Stirhügel with the village of Ramsau the only one of the friestadt's settlement in the West Aver Valley. The countryside is in hilly country and all but the most isolated settlements are located close to the Nuln-Moot Road. Cannonball Express coaches based in Nuln and pedlars in their wagons travel on the metalled thoroughfare.

The ruler of the freistadt, Countess Petra Harden of Flensburg supports the Leitdorf cause in Averland. The Countess is the widow of Pieter Harden and holds the title as guardian for her son, Mikael. When the Count died in 2507, his son and heir was only six (b.2501). Within seven years of Count Harden's passing, Baron Rudolf Heine of Pürgg tried to claim Flensburg, with the support of mercenaries hired by his Pfungzig relatives in Averland. The widowed Countess appealed to the Leitdorfs for help as her sister Hanna was the wife of Baron Lucas Leitdorf. In support of the Countess, Baron Leitdorf and a personal force of retainers battled and defeated Rudolf "the Pretender" on 25 Nachgeheim 2508 – a day celebrated in Flensburg for Leitdorf's defense of the ruling Harden family. Baron Leitdorf was badly injured in the expedition, but he has the lasting gratitude of Countess Petra and her son Mikael. In 2521 Petra Harden partook in a ceremony in Wurtbad to relinquish the title of Count to Mikael. Petra assumes the title of Countess Dowager while she seeks a match for her son.

The Harden family resides in their ancestral home of Schloss Wetterspitze, which is situated on a hilltop overlooking Flensburg. The family spends about four months every year at court in Wurtbad. The

daily routine of the castle is run by the old Harden steward, Walden Hútsch, while the its defence falls to the grizzled veteran of the Stirland frontier at the Sylvania border, Captain Rainer Damrosch.

Due to its hilly nature, the freistadt has many hollows from which bandits and goblins can emerge to harry villagers, coaches, pedlars, and travellers. Roadwarden patrols are frequent on the Nuln-Moot Road, oftentimes checking in with the fortified farmsteads along the trade route. Captured bandits are summarily tried by the patrols and, if found guilty, hung in gibbets (until Mórr comes to collect their unworthy souls) along the road as a warning to others. Goblins are killed on the spot.

Ramsau [Stirland]

Population: 48 (Village)

Ruling noble: Countess Petra Harden

Main sources of wealth: Subsistence

Village headman: Johann Hassler

Notable NPCs: Anna Hassler (innkeeper/ cook), Greta Hassler (wise woman/ cook), Eduard Stern (priest)

Inn or Tavern: Three Hares

Ramsau is the only settlement of the Freistadt of Flensburg located in the West Aver Valley. The gateway village to the Stirhügel is on the Nuln-Moot Road 45 miles from Blutdorf, 37 miles from Merzenstein, 10 miles from Meiders, and 15 miles from Flensburg. Sitting astride the road, Ramsau is surrounded by a ditch and five-foot tall stone wall. The small village is a mid-day stop for the Cannonball Express coaches.

Long owned by the Hassler family, the **Three Hares Inn** was enlarged years ago to accommodate the Nuln-based coaching line. Johann and Anna Hassler took over running the inn in 2509 when Johann's father, Franz, died from consumption. The Hasslers are assisted by their children and Johann's widowed mother, Greta. Wne marinated hare and onion stew (*hasenpfeffer*) and dark-coloured lager are the house specialties.

A small, white-washed chapel of Sigmar stands near the village common. Father Eduard Stern has been leading the congregation in Ramsau since 2504.

County of Stadion

The River Mattig bisects the rolling southern Stirland grasslands that make up the County of Stadion. The northern edge of the county includes

the portion of the Stirhügel where the headwaters of the Mattig are located. Along with the County of Treitschke (see below), Stadion is the centre of barley and hops production in the central Empire, supplying many of the breweries in the West Aver Valley. Other grains – rye, wheat and oats – are also grown in the region. Farmsteads are found throughout the Mattig river basin and nearby countryside. Some of the grain is ground in local mills while the rest are shipped from Wolfsbach to other river ports.

Ruling for her young grandson, Marius (b. 2510), Countess Magda von Bildhofen took control of the County after her son, Manfred, was killed at the Battle of Lieske by Talabeclander forces in 2514. Her son's widow, Bianka, soon fell into despair and has to confined to her chambers under the care of Doktor Konrad Lorenz. In addition to ruling Stadion, the elderly Countess Magda is the matriarch of Stirland branch of the von Bildhofens, a staunch Sigmarite, and critic of the Middenland von Bildhofens, particularly for the latter's role in the 2512-2514 strife.

Countess von Bildhofen and her family lies in Schloss Bildhofen, a large castle located on a hilltop overlooking River Aver and across River Mattig from Wolfsbach, just to the north of Eitweg. The Countess is usually found in the company of her steward, Freiherr Hamlin von Auerswald, a formidable fighting man fifteen years her junior. Salacious rumour has it that von Auerswald is an ambitious man looking to take advantage of a powerful woman in her twilight years. The truth of the matter is that von Auerswad is very loyal to Countess von Bildhofen and, in addition to running the household with military precision, serves as her judicial champion.



The Countess generally keeps out of Averland business but has become an admirer of Count Marius since news of his success at the Battle of Wolfenburg (in 2514) reached her ears. Countess von Bildhofen remained friendly with Leitdorf and was devastated by news of his death in battle in 2520.

Stadion is generally peaceful; the only consistent problems are with the goblins from the Yellow Claw tribe raiding from the southern slopes of Stirhügel and the occasional band of bandits. Stadion roadwaders patrol the footpaths following the rivers and connecting to the farmsteads.

Bildhofen [Stirland]

Population: 93 (Village)

Ruling noble: Countess Magda von Bildhofen

Main sources of wealth: Agriculture, sheep

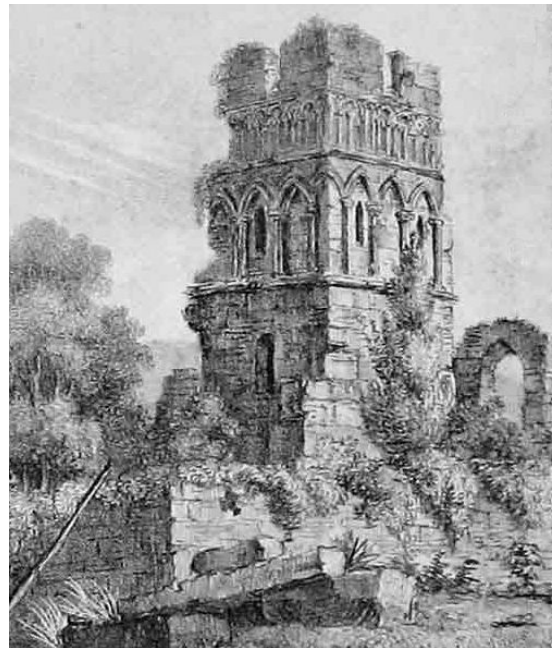
Village headman: Varick Lehmann

Notable NPCs: Olaf Lehmann (innkeeper/ brewer), Elena Lehmann (innkeeper/ cook), Durgan Stonewheel (miller/ blacksmith), Hermi Stonewheel (herbalist), Leopold Stammler (roadwarden sergeant), Markus Roscher (priest until 2520), Lena Moser (initiate, elevated to priestess in 2520).

Inn or Tavern: Tumbled Tower

Ancestral home of the once-powerful von Bildhofen family, the village from which the family took its name lies on the north bank of the Aver 11 miles from Lengenfeld, 15 miles from Wolfsbach. The ruins of the **original Schloss Bildhofen** overlook the village from a nearby hill. There are horrible, tragic stories of unholy forces called forth by some unknown (or unnamed) enemy that forced the von Bildhofens to abandon their home and build another with the same name near Wolfsbach. The castle ruins are also said to be currently haunted by some dark, malevolent spirit whose torturous wailing can sometimes be heard on breezy nights, particularly during Hexenacht and Geheimnisnacht. During these nights, strange lights and eerie sounds can be seen and heard amid the crumbling towers. The spirit never leaves the ruins, but its presence prevents any but the foolhardy from entering the ruins.

The village of Bildhofen was a town when the von Bildhofens lived in the castle. Tumbled stones in the surrounding fields attest to the settlement's former size. The old town cemetery stands forgotten (except to the travelling Priest of Mórr) some distance downriver of the village, about one half a mile from the current village cemetery.



The **Inn of the Tumbled Tower** has been in the Lehmann family for nearly a century, having passed into their possession from the Pfaffen family. Run by Olaf and Elena Lehmann, the riverside inn has two main entrances: one on the village side of the common room and the other facing the two docks on River Aver. Tumbled Tower is a typical half-timbered structure with stones from the ruined Schloss Bildhofen strengthening the riverside corner of the inn's common room. The inn's specialties are mutton and barley stew, apple strudel, and dark reddish-brown lager.

Durgan Stonewheel is the grumpy village miller, blacksmith, and leader of the village militia. His wife, Hermi, is the village healer and the friendliest of the family. Son, Brokk, is Durgan's apprentice.

Sergeant Leopold Stammler and his roadwarden patrol of four are housed in a barracks near the Tumbled Tower. They are responsible for patrolling the tracks to the nearby farmsteads up to twelve miles from the village.

Father Markus Roscher is the long-serving priest of Sigmar who conducts the religious observances for the villagers. In 2520, he joins the expeditionary force led by Grand Count Marius Leitdorf and dies alongside him in the Battle of Black Fire Pass. When news of Roscher's death reaches the Lector of Stirland, Roscher's former initiate, Lena Moser, is elevated to replace him.

Eitweg [Stirland]

Population: 28 (Village)

Ruling noble: Countess von Bildhofen

Main sources of wealth: Subsistence

Village headwoman: Holle Künast

Notable NPCs: Anton Neubauer (priest), Johann Künast (innkeeper/ brewer), Marie Künast (innkeeper/ brewer/ herbalist), Emmanuelle “Emmy” Brandywine (cook/ wise woman), Gerhard Heilig (roadwarden sergeant), Franz Müller (miller)

Inn or Tavern: Manhavok’s Rest

The village of Eitweg is located across River Mattig from Wolfsbach and on River Aver. Located on the village common, a chapel of Sigmar with a tall bell tower dominates the small settlement. Father Anton Neubauer has been the priest in Eitweg since 2508 and leads the religious observances of the Imperial pantheon.

The **Inn of Manhavok’s Rest**, named for the local god of Stirhügel’s south-flowing rivers, has long been owned by the Künast family. Located on the west bank of River Mattig and near the ferry landing, the inn is currently run by Johann and Marie Künast. Johann’s mother, Holle, runs the bar in the common room while the kitchen is the domain of the Halfling cook, Emmy Brandywine (cousins to the Branmffin clan). The house specialties are spätzle dumplings and gooseberry desserts (pies and tarts).

Sergeant Gerhard Heilig and his patrol of three roadwardens live with their families in Eitweg. They are responsible for checking the tracks to the nearby farms, three miles to the west and twelve miles along the west bank of River Mattig.

Franz Müller runs the mill on the north end of Eitweg. As many of the nearby farms bring their grain for him to grind, the miller is a good source of rumours and gossip. There is a shrine dedicated to Manhavok on the south side of the mill.

Wolfsbach [Stirland]

Population: 340 (Small Town)

Ruling noble: Countess von Bildhofen

Main sources of wealth: Wool, agriculture

Government: Town Council

Notable NPCs: Wolfgang Schneider (warden), Paul Kantner (innkeeper/ brewer), Melia Kantner (innkeeper/ cook), Jakob Blatt (minstrel), Robert Pflanze (minstrel), Erika Bergdorf (brothel madame), Grom Harriksson (bouncer), Maurice

Epskamp (pharmacist/ wizard), Geneve Erhard (priestess), Justus Heine (physician), Bruno Wegner (executioner/ jailer), Anders Schrems (roadwarden captain), Torsten Strohmeier (roadwarden sergeant), Hans Köppel (ferryman), Jürgen Köppel (ferryman), Martin Strohmeier (barkeep), Frieda Strohmeier (barkeep/ distiller), Franz Stampach (ferryman), Alban Stampach (ferryman), Erwin Steinwandter (merchant), Petr Janeček (priest), Sieghart Fischer (innkeeper), Etta Fischer (innkeeper), Elisabeth “Betty” Brandywine (cook/ brewer), Robert Sager (troubadour)

Inn or Tavern: White Rabbit, Green Tambourine, Dark Horse

The town of Wolfsbach is named after a stream that flows through the town centre. The settlement is located at the confluence of Rivers Mattig and Aver 26 miles from Lengenfeld, 15 miles from Bildhofen, 10 miles from Mantel, 20 miles from Twimkirch, 68 miles from Streissen. Wolfsbach is one of the two larger Stirland towns on the West Aver (the other being Franzen, see below). It is surrounded by a town wall that has suffered from neglect the past few years. Freiherr Wolfgang Schneider serves as Countess von Bildhofen’s Warden of Wolfsbach and commander of the garrison. He also represents the Countess’ interests on the town council (as a non-voting member).

Averufer district

The Averufer is the oldest district in Wolfsbach and serves as its main riverport. Grain and other produce are shipped up river to Streissen and Averheim, as well as downriver to Nuln. Warehouses line the riverfront with many nearby inns and taverns to service those making their living on the river.

The common room of the two-storied **Inn of the White Rabbit** is frequented by visiting merchants, boatmen, and river travellers of means. Owned by Paul and Melia Kantner, the White Rabbit has a reputation for being a lively place where local minstrels, Jakob Blatt and Robert Pflanze, perform every Festag evening. In addition, the White Rabbit has a side room where one could play (and wager on) darts, table skittles, and quoits. The house specialties are Averschnitzel (cutlets of mutton prepared with mustard before coating in flour, egg, and bread crumbs), apple strudel, and a deep red lager.

For any looking to discreetly satisfy other hungers, the **House of the Rising Sun** brothel is ready to

serve the needy... for a price. Erika Bergdorf is the sole proprietor of the establishment as her partner and husband, Anton, disappeared shortly after the couple had a row in 2510. At least, that is the official version of the story. In fact, Anton's corpse is actually buried deep beneath the floors of the cellar. He was killed by one of the ladies of the night who came upon a drunken Anton pummeling his wife over an insult. No one really cared about Anton as he was a bully and obnoxious prat. Shortly after she became sole owner, Erika hired former pit-fighter, Grom Harriksson, to be the Rising Sun's bouncer.

Crossroads Apothecary is located at the west end of the district where Averstrasse meets Mattig Weg. The current owner, Maurice Epskamp, came to Wolfsbach from Marienburg in 2507 and quickly found employment with the previous owner, the widower Kolten Haber. Kolten had no children, so the shop became Maurice's when the old man passed away at the end of 2511. Unknown to the other Wolfsbachers, Maurice is more than a pharmacist. The Marienburger is also a member of the Verenian secret Order of the New Dawn (Wissenland sourcebook, page 20) as was Kolten before him. Therefore, Crossroads Apothecary is more than a simple apothecary shop: it is also a place that supplies the more easily obtained magic ingredients to other members of the Order.

The Shallyan Cut runs the **Sanctuary of Holy Tears**, which is a combination hospice/ infirmary/ soup kitchen. A small chapel is adjacent to the larger building. Anyone of means staying in the hospice are asked for a donation to the mission. Sister Geneve Erhard is the ranking priestess of the establishment and supervises three initiates and five lay people. Doktor Justus Heine is the attending physician.

The jail at the **Old Courthouse** is still in use to confine those accused of capital crimes while awaiting trial. Located at the east end of the district, the old building also houses the offices of the town executioner and jailer, Bruno Wegner, and Captain Anders Schrems of the Stadion roadwardens. The four-man roadwarden patrol based in Wolfsbach is led by Sergeant Torsten Strohmeier and has the responsibility for the pathways along the River Aver up to 16 miles southeast of town.

The Köppel family has the license to run the ferry service across River Aver. Their landing is located

near the Old Courthouse. Neither Hans nor his son, Jürgen, are inclined to take a passenger to the other side in inclement weather or under the cover of darkness unless there is a substantial amount of coin being offered for the service. The two are very discreet as it is very good for business. A small landing on the Averland side of the river leads to a narrow track that eventually reaches the Lengenfeld-Streissen Road near Mantel.

Mattigufer district

As the name aptly described, the Mattigufer district covers the part of Wolfsbach along River Mattig. The docks along the river handles the small barges bringing grain from the farms up to the village of Twimkirch. The district is sometimes referred to as "Sattledt", which was the name of the fishing village that stood at the location before becoming part of Wolfsbach. Many fishermen still live in the district. Mattigufer is also noted for the granaries located well above the flood plain.

The low-ceilinged, dimly-lit **Green Tambourine Tavern** is typical of the dockside taverns in the district. The establishment has been in the Strohmeier family for centuries, now run by Martin and Frieda (parents of the roadwarden sergeant, Torsten). Despite the appearance of its common room, the Green Tambourine is known for its cider and plum brandy. The fare in the establishment is not up to the standard of the drink, so patrons looking for a hearty meal are advised to look elsewhere.

Stampach's Ferry is located near the Green Tambourine. Anyone paying for passage will be taken across by either Franz or his oldest son, Alban, to the landing near Manhavok's Rest in Eitweg. There is a small shrine to Manhavok near the Wolfsbach landing for anyone to make a donation to ensure a safe passage.

Neue Stadt district

The newest part of Wolfsbach is the Neue Stadt district which is the highest ground in Wolfsbach and surrounds the brook that gave the town its name. Most of the significant buildings are in this district including Warden's Keep, the New Courthouse and Town Hall. The wealthier citizens of Wolfsbach have their two- to three-storied townhouses near the keep. The town watch only patrols the area around the Wolfsplatz as well as the homes of the well-connected.

Wool merchant Erwin Steinwandter is the richest man in town and has his personal tailor supply Countess von Bildhofen with the most elegant and stylish clothing for the winter. He is also the de facto power in the Town Council. Herr Steinwandter has his own private men-at-arms patrol the immediate area around his three-storied, walled townhouse.

An elegant white building with a tall bell tower on **Wolfsplatz**, the Sigmarite **Mighty Hammer Temple** dominates the town skyline. Leading the congregation since 2509, Father Petr Janeček is a former member of the Order of the Fiery Heart who hails from southern Ostermark and is a veteran of the provincial wars against the Orcs and Goblins. In his spare time, Father Petr trains the town militia and watch.

The **Dark Horse Inn** caters to well-to-do travellers, but the original owners lost the inn to Erwin Steinwandter in 2511 as they defaulted on a loan. Herr Steinwandter has hired Sieghart and Etta Fischer to run the inn, Elisabeth “Betty” Brandywine as cook and brewer, and troubadour Robert Sager to provide nightly entertainment in the common room. Dumplings are Betty’s specialty with apricot-filled and cheese dumplings her two favourites. The reddish-brown malted lager served at Dark Horse is the drink of choice.

Frieland [Stirland]

Population: 30 (Village)

Ruling noble: Countess von Bildhofen

Main sources of wealth: Subsistence

Village headman: Raimond Hofer

Notable NPCs: Bernd Hofer (barkeep/ brewer), Selda Hofer (cook/ herbalist)

Inn or Tavern: Farmer’s Rest

Frieland is located on east bank of River Mattig, 4 miles from Wolfsbach and 16 miles from Twimkirch. The small farming village has a small chapel of Sigmar and tavern named Farmer’s Rest next to its common. Father Raimond Hofer has been the village priest since 2480 and most of the people in Frieland are his kin.

The **Farmer’s Rest** is run by Bernd and Selda Hofer with their children. The tavern has a large common room with two fireplaces. Farmers from the surrounding farmsteads stop by the tavern at the end of the day to exchange gossip and news. At other times of the day, business in the tavern is pretty slow.

Twimkirch

Population: 77 (Village)

Ruling noble: Countess von Bildhofen

Main sources of wealth: Agriculture, sheep

Village headman: Thomas Weill

Notable NPCs: Rüdigar Eichental (warden), Nadine Weill (innkeeper/ cook), Lora Weill (cook/ wise woman), Markwart Unterhügel (priest), Aldhelm Brücken (tollkeeper), Magnus Dunklerabe (warrior priest)

Inn or Tavern: Knight Errant

Twimkirch is on the west bank of River Mattig 20 miles upriver from Wolfsbach. Given its proximity to the southern slopes of Stirhügel, the village’s fortifications are a mix of timber and stone with an outer ditch. A large stone tower on the north end of Twimkirch is home to Freiherr Rüdigar Eichental von Stadion, the self-styled Warden of the North Marches of Stadion. Despite his pretenses, Freiherr Eichental does have the responsibility to lead his men-at-arms on patrol along the tracks from the hills. It is rumoured that Countess von Bildhofen may be looking for a replacement for the pompous knight.

The **Inn of the Knight Errant** is a two-storey, blue-coloured building near the wharf of Twimkirch, the village being the past point where the Mattig is navigable. The inn is run by Thomas Weill and his wife, Nadine. Thomas’ widow mother, Lora, also helps in the kitchen and manages the younger Weills in the common room and stables. The inn serves mutton stew and bread dumplings. A pale-coloured wheat beer or amber-coloured lager are available to customers.

There is a chapel of Sigmar near the inn where Father Markwart Unterhügel leads the congregation. Father Markwart is a relative newcomer, having been assigned to the parish in 2511. He replaced Father Smauel Haber who passed away at the venerable age of 87 the year before.

There is a toll bridge just north of Twimkirch which allows passage across Mattig River. Aldhelm Brücken is the tollkeeper.

Overlooking Twimkirch on the banks of Upper Mattig is the **Monastery of St. Gisla of Styrmarch**, one of the Stirhügel monasteries of the High and Chivalric Order of Deserved Rest. Gisla is a 21st century warrior-woman who fought to protect the town of Enzesburg against the horde led by Count

von Carstein in 2010. It is said that she fell many thralls and was covered with their ichor when she faced the Count himself. She fought him for over an hour before he overwhelmed her. Such was the power of Mórr within her that the Count was unable to raise her as Undead.

The Mórrian order has a number of monasteries in Stirland in order to maintain vigilance on Sylvania as well as any of the possible routes that inhabitants of that fell country might take into the heart of the Empire. Master Magnus Dunklerabe is the head of the Raven Knight contingent in the Twumkirch monastery..

County of Treitschke

The County of Treitschke lies in the rolling grasslands north of River Aver and around the lower reaches of the Lammer river valley. The fertility of the soil makes this region of the West Aver Valley – along with the neighbouring county to the west – the breadbasket of the central Empire. Grain from the farmsteads in the western part of the county makes it way to Streissen while those in the eastern part send grain to Franzen. From these port towns, the grain is purchased by traders on the river and sold in the other ports along the Aver.

Count Artur von Treitschke is the latest in a long line of the minor Stirland noble family and is married to Countess Magda von Bildhofen's daughter, Loise. Two of his sons – Gottfried (b. 2488) and Marius (b. 2490) – died in the defeat at Liske in 2514, leaving his youngest son, Sigismund (b. 2502), as heir. Despite losing his two eldest sons, the Count remains loyal to Graf Haupt-Anderssen. Count von Treitschke's three daughters – Adela (b. 2492), Elsa (b. 2494), and Selena (b. 2497) – have been married to other Stirlander nobles in order to solidify the family's standing in the province.

Schloss Treitschke sits atop a small hill called Kapuzingerhügel overseeing the county seat of Franzen. The castle is founded on the site of an earlier Shallyan monastery that was destroyed by elements of Gorbád Ironclaw's horde in 1707 I.C. (the hill is named for their distinctive hood and cloak). The sprawling castle is rumoured to be haunted by a female ancestor of the Count, though the priests of Mórr believe the mourning spirit is benign (the ghost has passively resisted the priests' decades-long attempts to convince her to move on to Mórr's realm).

Though he avoids getting pulled into the contentious Averland's dynastic strife, Count von Treitschke is on very friendly terms with Count Marius and his successor in Streissen. The relation is very important to both as their respective counties face one another along the Aver and trade between the two important to their respective economies.

Roadwardens patrol the road between Chrobok to Franzen and the tracks radiating from this metalled road searching for bandits and the rare goblin raid from the Stirhügels. River pirates are rare as there are few places along this stretch of the Aver where a ship could hide.

Chrobok [Stirland]

Population: 84 (Village)

Ruling noble: Count Artur von Treitschke

Main sources of wealth: Agriculture

Village headwoman: Dagmar Schmitt

Notable NPCs: Frank Schmitt (innkeeper/ brewer), Dorlein Schmitt (innkeeper/ cook/ herbalist), Viktor Schmitt (brewer), Grisella Krümin (cook/ barmaid), Elsa Kepler (cook/ barmaid), Erich Krümin (roadwarden sergeant), Hals Schmitt (miller), Rikard Kepler (blacksmith/ carpenter/ assistant priest), Günter Schmitt (ferryman)

Inn or Tavern: Millstone

Chrobok lies on the north bank of the Aver 16 miles from Mantel, 14 miles from Leitersdorf, 13 miles from Trebra, and 16 miles from Siegenhausen. The village has granaries to store the grain grown locally and docks from which river barges can move these to Streissen.

The two-storied **Millstone Inn** is the largest building in the village located near the docks. Frank and Dorlein Schmitt run the inn with their extended family. Oldest son, Viktor, assists with the brewing while sisters, Grisella and Elsa, assist in the kitchen and work the common room. The Inn is known for its bratwurst, dumplings, and pale-coloured lager.

Sergeant Erich Krümin is based in Chrobok and leads a three-man company that is responsible for patrolling the track to the border with the County of Stadion about 10 miles to the northwest and the road to the village of Trebra.

Hals Schmitt (Frank's younger brother) runs the mill on the west side of the village, about fifty yards downstream from the ford that leads to the pathway to the village of Leitersdorf. Hals returned from the 2514 with a peg-leg as his left leg was blown off by

a cannonball at the Battle of Liske. He has had bad nightmares about the battle, but his mother, Dagmar, has concocted a potion that gives him some relief. Despite his injury, Hals leads the village militia and conducts training every Bezahltag.

Rikard Kepler is the village blacksmith and carpenter. He is also the assistant priest of Sigmar who leads the congregation of the village unless the Capitular of Franzen is on official business in the village.

Günter Schmitt is the middle brother of Frank and Hals and a little slow in the head. Despite this, Günter has an uncanny knowledge of the rhythms of the river and a skilled ferryman. His hovel and landing are near the inn. There is another landing on the far side of River Aver with a bell to signal Günter of a fare. A shrine dedicated to Altaver is located near the Chrobok landing.

Leitersdorf [Stirland]

Population: 46 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Subsistence

Village headwoman: Klaus Leiter

Notable NPCs: Bette Leiter (barkeep/ brewer/ herbalist), Elsbeth Bauer (cook/ barmaid), Hazen Kohl (cook/ barmaid), Götz Leiter (blacksmith/ brewer), Elrica Leiter (wise woman), Werner Leiter (roadwarden sergeant)

Inn or Tavern: Three Rooks

The village of Leitersdorf is located at the end of a dirt track 14 miles north of Chrobok. The **Three Rooks Tavern** is the only building of size in the entire village, dwarfing the shrine to local goddesses, Albaulea and Narvorga, which is located next to the tavern.

The Three Rooks is owned and run by Klaus and Bette Leiter. Their daughters, Elsbeth and Hazen, have taken over the kitchen and serve in the common room. When he is not drilling the village militia or at his forge, eldest son, Götz, assists in the brewhouse. Klaus' widowed mother, Elrica, sometimes helps in the kitchen, but mostly keeps to herself in her hovel out back.

Sergeant Werner Leiter, younger brother of Klaus, leads a four-man roadwarden unit. This group is responsible for patrolling the road to Chrobok as well as the tracks from Leitsdorf heading to the nearby farmsteads.

Trebra [Stirland]

Population: 62 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Agriculture

Village headman: Gebhard Loacker

Notable NPCs: Wilhelm Schaffer (toll-keeper), Helena Loacker (cook/ wise woman), Sigiwald Loacker (barkeep/ brewer), Greta Loacker (cook/ herbalist/ barmaid), Rosamund "Rosie" Schaffer (cook/ barmaid), Minna Heides (assistant priestess/ herbalist), Gottlieb Heides (roadwarden sergeant)

Inn or Tavern: Torfbridge

Trebra is located on the Chrobok-Franzen Road at the east end of a bridge crossing Torf Brook. The village is 13 miles from Chrobok and 22 miles from Russbach. The bridge is a little more than a wagon's width with a tollhouse located at the west end. Wilhelm Schaffer collects the toll.

The **Torfbridge Tavern** is at the east end of the bridge and has long been owned by the Loacker family. Gebhard retired from running the tavern, preferring to remain simply the brewer. His wife, Helena, runs the kitchen and his oldest son, Sigiwald, is now the proprietor. Sigiwald's wife, Greta, works closely with her mother-in-law and also works the common room. Sigiwald sister, Rosamund "Rosie" Schaffer, helps in the common room and supervises Sigiwald's young children. The tavern is known for its *kasewurst* (cheese-filled sausage), bread dumplings, pale-coloured lager, and cider (*Apfelwein*).

A small chapel of Sigmar stands downstream of the tavern. Minna Heides, younger sister of Sigiwald and Rosie, is the assistant priestess and leads the village in all religious observances. She also maintains the outside shrine to Albaulea and Narvorga.

Sergeant Gottlieb Heides leads a three-man roadwarden patrol with the responsibility of the road to the west bank of Russ Brook near Russbach and all tracks that radiate from the main thoroughfare.

Ebeleben [Stirland]

Population: 44 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Subsistence

Village headwoman: Cloris Distel

Notable NPCs: Ulla Mersch (barkeep/ cook/ herbalist), Lars Mersch (brewer)

Inn or Tavern: River Perch

Ebeleben is a small village on the north bank of the Aver 7 miles from Siegenhausen and 7 miles from Ressing. Ebeleben has two small landings where small grain barges from Streissen can collect the produce from the nearby farms. A shrine dedicated to Altaver is built between the two docks.

The **River Perch Tavern** stands near the landings to better serve visiting boatmen and farmers from the surrounding area. Widow Cloris Distel runs the tavern with the help of her oldest daughter, Ulla Mersch, and son-in-law, Lars. The River Perch is known for its fish dishes, featuring trout, perch, or eel.

A shrine dedicated to the local goddesses Albaulea and Narvorga is erected next to the tavern.

Russbach [Stirland]

Population: 34 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Subsistence

Village headman: Markwart Hügel

Notable NPCs: Gudrun Hügel (barkeep/ cook),
Ulbrecht Hügel (roadwarden sergeant).

Inn or Tavern: Silver Marten

Russbach is located on the east bank of Russ Brook astride the Chrobok-Franzen Road 22 miles from Trebra and 20 miles from Franzen. The road crosses a ford at the village.

The **Silver Marten Tavern** is a place where many of the locals drop by at the end of the day to exchange gossip and news while enjoying a pint before retiring for the evening. The tavern has been in the Hügel family for many generations. Markwart and Gudrun Hügel are the current proprietors. The fare at the tavern is passable and not terribly varied. A meat and vegetable stew is the basic menu item with a malted lager being the drink of choice.

A small shrine dedicated to Albaulea and Narvorga is located next to the tavern.

Sergeant Ulbrecht Hügel leads a three-man roadwarden patrol covering the leg of the Chrobok-Franzen Road from Russbach to Franzen, usually in the company of farmers taking their grain to Franzen. The patrol also rides along the tracks leading to the small hills to the north.

Krusdorf [Stirland]

Population: 42 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Subsistence

Village head(wo)man: Otto Kreuz

Notable NPCs: Hultz Kreuz (barkeep/ brewer),
Amelia Kreuz (barkeep/ cook/ herbalist)

Inn or Tavern: Altaver's Rest

Krusdorf lies across the Aver from Streissen and is also located 16 miles from Ressing and 6 miles from Franzen. In addition to a landing for Gerd's Ferry (page 17), Krusdorf has a second, longer landing for several small barges to ship produce from the nearby farms to the port city across the river.



Altaver's Rest is the largest building in Krusdorf. The tavern's sizable common room has a shrine dedicated to Altaver near the front door so boatmen heading back to the river can make an offering. Altaver's Rest has long been in the Kreuz family. Roast duck with potato dumplings is the tavern's specialty and usually washed down with a pale-coloured lager or cider. Otto and his eldest son, Hultz, are either working at the bar or in the brewhouse while wife, Amelia, runs the kitchen.

A shrine to the goddesses, Albaulea and Narvorga, is located across the village common from the tavern.

Franzen [Stirland]

Population: 345 (Small Town)

Ruling noble: Count Artur von Treitschke

Main sources of wealth: Fishing, agriculture

Government: Town Council

Notable NPCs: Franz Harz (barkeep/ bawd),
Gretchen Weissetaube (priestess), Etta Fechner
(physician), Heinrich Schmitt (ferryman/ smuggler),
Hanner Bauer (ferryman), Hals Bauer (ferryman),
Ruprecht Barmann (barkeep/ brewer), Elsa Barmann

(barkeep/ cook/ herbalist), Erich Sommer (troubadour), Karl Herzberg (roadwarden captain), Verina Tisch (roadwarden sergeant), Agnetha Kristall (diviner), Stefan Linz (priest), Moreno Pedrinzani (restaurateur), Joachim Handel (barkeep/ brewer), Steffi Handel (barkeep/ brewer/ cook), Gotthold Kaplitz (innkeeper/ stabler) Wanda Kaplitz (innkeeper), Lola Brandywine (cook)
Inn or Tavern: Hole in the Wall, Wheatsheaf, Hare and Hounds, Castle Inn

The county seat of Franzen is located at the confluence of Rivers Aver and Lammer 6 miles from Streissen, 20 miles from Russbach, 13 miles from Greussen, 35 miles from Nussbach, 8 miles from Walburgen, and 46 miles from Averheim. The original settlement was built along the bank of the two rivers and eventually grew to incorporate the lower western slope of Kapuzinerhügel. A small road from the eastern gate (Schlosstor) leads to Schloss Treitschke. The town walls on the slope are well-maintained, much better than the sections closer to the rivers.

Averseite district

The Averseite is Franzen's main dock area though it is quite smaller than those at Streissen. The area has quite a few cheap dives and reasonably clean inns among the few warehouses and granaries. Faustmann Bunsen of Streissen also has a presence in Franzen and controls similar activity in Averseite as he does in his hometown.

The **Hole in the Wall** is one of the many low-ceilinged, dimly-lit taverns serving stevedores, transients, and rivermen with barely passable food, beer, and rotgut whiskey. Franz Harz runs the establishment and can also arrange other illicit pleasures, such as drugs and prostitution. In addition, he feeds information or anything of interest through certain contacts to Herr Bunsen in Streissen.

Holy Tears is a Shallyan hospice and soup kitchen located at the east end of the docks. Sister Gretchen Weissetaube runs the mission of three initiates and five laypeople. She has been known to turn transients of means away as the purpose of the mission is to help the poor. Sister Gretchen is assisted in this effort by Doktor Etta Fechner, the attending physician.

Heinrich Schmitt runs the ferry crossing from his shack at the west end of Averseite near River Lammer to a landing on the Streissen-Averheim Road. Should anyone ask him, Heinrich swears he

is a man of discretion. The truth is far different as Heinrich is one of Herr Bunsen's informants and smuggler. A shrine to Altaver stands near the Franzen ferry landing.

Lammerseite district

The Lammerseite is the mercantile area of Franzen where many craftsmen live and work.

Schusterplatz is a small square in the heart of Lammerseite with a statue of Count Amschel von Treitschke, an ancestor of the current Count. It is said that Count Amschel distinguished himself in the service of Magnus the Pious in the Battle of Kiselv. The story is more a fanciful local legend than fact as no Imperial record of the battle in Altdorf mentions Count von Treitschke.

Unlike her brother Heinrich Schmitt, Hanner Bauer and her son, Hals, are very discreet and honest ferrymen. Neither work for Bunsen, though both suspect Heinrich of being in the crime lord's pocket. The Bauers move traffic, generally wagons of farm produce, across River Lammer from Russbach Road. A shrine to the river god Manhavok stands near Bauer Landing.

The **Wheatsheaf** is a clean, well-lit tavern typical of Lammerseite, serving townsfolk and travellers alike. Teamsters driving grain and crops from the outlying farms stay the night before continuing their daily routine to the farms. Owned by Ruprecht and Elsa Barmann, the Wheatsheaf stands on one side of Schusterplatz. A troubadour, Erich Sommer, entertains the patron in the common room every Festag evening to earn a few coins. The fare at the tavern is good and the reddish-brown malted lager excellent.

Captain Karl Herzberg of the Treitschke Roadwardens has his office on Schusterplatz. The old veteran with the chronically aching back rarely visits his men in the field. Instead, Captain Herzberg has delegated this task to his adjunct, Sergeant Verina Tisch. Despite the whispers, Sergeant Tisch is more than capable of holding her own, much to the chagrin of men who thought otherwise.

In a narrow alley near Schusterplatz is the small shop with a sign of a man hanging upside-down by one ankle. This is the shop of Franzen's resident **diviner**, Agnetha Kristall. While she has her doubters, Agnetha has many customers who would vouch for her abilities. Her business depends on word-of-mouth, so maintaining her reputation is of utmost importance to Agnetha. It is said in whispers

that any who openly and loudly speak ill of Agnetha find themselves with a run of bad luck.

Kapuzinerhügel district

The Kapuzinerhügel covers the western slope of the hill bearing the same name. It is the district of the affluent in town as well as the location of the large temple of Sigmar. Institutions like the Hall of Justice, Guildhall, and Town Hall are located on **Rathausplatz**.

Located on the street behind the Temple of Sigmar, **Capitular House** is the home of Capitular Stefan Linz, who is the ranking Sigmarite priest in the county. He is responsible for overseeing the Temple as well as travel to the outlying chapels of Sigmar. A relatively young man, Capitular Stefan is ambitious and keeps a close correspondence with the Lectors of Wurtbad and Averheim in the hopes of advancing his career.

Located near Capitular House and the Guildhall, the highly-priced and grand **A Taste of Tilea Restaurant** serves classic Viadazan cuisine such as *pappardelle sulla lepra* (pasta dish cooked in broth and flavoured with hare meat) along with imported red Tilean wine. Moreno Pedrinzani, originally from the Republic of Viadaza, is the owner of the restaurant which opened in 2512. Moreno is also known for his fondness for small metallic models of soldiers which he crafts and paints as Tilean condottieri. He displays these figurines on several shelves near the bar. Moreno comes across as a friendly family man and gentle soul. In fact, what Moreno presents to the public is a façade. The Tilean is actually very ruthless and calculating with two closely-held secrets. First, Moreno was a rather enthusiastic Tilean mercenary who, in the service of Grand Countess von Alptraum, brutally helped put down the Streissen riots of 2502 (as a reward for his service, Moreno was secretly relocated to Franzen in 2508). Second, Moreno is an agent of the Wissenheim crime lord, Salvatore Luciano [**Wissenland: Under Nuln's Shadow**, page 53], and currently looking for opportunities in either Streissen or Averheim to expand his patron's criminal enterprise. The few curious enough to look into Moreno's background have disappeared without a trace.

The **Hare and Hound Tavern** is located near the Halls of Justice and Town Hall, serving the clerks, lawyers, and others who are the engine of Franzen's government. Joachim and Steffi Handel own the tavern known for its amber-coloured lager and

golden cider. Plum-brandy (*zwetchgenwasser*) is available for purchase by those of means. The common room has three private booths for discreet customers looking for private conversations. The food is above average.

Castle Inn stands near Schlosstor and provides lodging for the affluent, particularly those dignitaries who have business with Count von Treitschke and choose not to stay at the Count's castle. The rooms are rather large and the nightly rate triple what it would to stay at an inn in Averseite or Lammerseite. Gotthold and Wanda Kaplitz run the establishment with Lola Brandywine the inn's cook. The food is very good, particularly the cakes and pies made by Lola. The inn also serves quality wine from Averland and Stirland alongside imported Bretonnian wine and cognac.

Greussen [Stirland]

Population: 54 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Agriculture

Village headman: Erich Tisch

Notable NPCs: Elma Tisch (barkeep/ brewer/ cook), Wolfric Eisgrub (roadwarden sergeant), Barthelm Stark (blacksmith/ carpenter/ assistant priest), Hedwig Tisch (wise woman)

Inn or Tavern: Plough and Scythe

Greussen is located on River Lammer 13 miles upriver from Franzen and 22 miles downriver of Nussbach. The village is surrounded by farmsteads and has a dock from which produce is shipped down river to Franzen on small river barges. A shrine to Manhavok stands near the landing.

Owned by Erich and Elma Tisch, the **Plough and Scythe** tavern is centuries old with a sizable common room where villagers and farmers meet to share news, rumours, and gossip. Customers also play an assortment of games, particularly devil among the tailors and darts while enjoying a pint of pale lager. Meals are rarely ordered by the locals, though a mutton and carrot stew is available for the few visitors who make it to Greussen.

Sergeant Wolfric Eisgrub and his three-man company patrol the track which follows River Lammer from Franzen to the border with the County of Schmerling, roughly ten miles north of the village. The company also ride the dirt paths leading to the farmsteads.

A chapel of Sigmar lies in the village common. Barthelm Stark, the village blacksmith and carpenter, is also the assistant priest responsible for leading religious observances. It is through his own efforts that the chapel is well-maintained.

A shrine dedicated to the Albaulea and Narvorga is located at the east end of Greussen near the chapel to Sigmar. The shrine is cared for by Hedwig, mother of Erich Tisch. She is also the village wise woman.

Walburgen [Stirland]

Population: 38 (Village)

Ruling noble: Count von Treitschke

Main sources of wealth: Subsistence

Village headman: Lukas Walburg

Notable NPCs: Adela Walburg (barkeep/ brewer), Elma Walburg (wise woman/ cook), Lorenz Walburg (roadwarden sergeant), Ludolf Walburg (assistant priest), Rüdigar Mödling (hedgewizard)

Inn or Tavern: Crow and Toad

Walburgen is located on River Aver 8 miles from Franzen and 2 miles from Weltenhof. The village has a small dock so the local farms have a place to ship their product to Franzen. A shrine to Altaver stands next to the landing.

The **Crow and Toad Tavern** is the largest building in Walburgen. Lukas and Adela Walburg own and run the establishment along with their family. Lukas' widowed mother, Elma, rules the kitchen making sure that the young Walburg daughters properly learn cooking (and other) skills. The Crow and Toad is known for its malted wheat beer and grilled fish on a stick (*steckerlfisch*).

Sergeant Lorenz Walburg leads a three-man roadwarden unit responsible for patrolling the dirt path following the Aver from Franzen to the far side of Dünwald where the County of Treitschke borders the County of Kaplitz (roughly 18 miles to the southeast).

A small chapel of Sigmar stands to the north of the Crow and Toad. The chapel is the domain of assistant priest, Ludolf Walburg, the youngest of Elma's three sons. Ludolf once had ambitions to become a priest, but has settled for the lay position while working at the tavern.

Rüdigar "Old Man Rudy" Mödling lives in a small hovel on the east end of the village with his garden and schnauzer. The old man is pretty unremarkable other than the fact he is a hedgewizard of no small

skill. Old Man Rudy and Elma Walburg are good friends, often having tea in the mid-afternoon.



County of Schmerling

The County of Schmerling sits astride the Old Dwarf Road mainly in the southern portion of Stirhügel in Stirland. Outside the hills, the countryside of Schmerling is rolling grasslands and open fields. The only settlement of size that resides in the West Aver region is the village of Nussbach, which is located in the north-eastern reaches of the region on River Lammer.

Perched on a hilltop overlooking the county seat of Wördern is Schloss Bergaussicht, Graf Haupt-Anderssen's residence in the county. The Graf is only in residence at his castle during the month of Vorgeheim when the winds in the hills bring some relief from the summer heat. The rest of the year, the fortress is managed by Haupt-Anderssen's castellan and steward, Freiherr Rikard Krönert.

As ruler of Stirland, Graf Haupt-Anderssen takes little interest in the affairs of Averland, though he is generally grateful for (Grand) Count Marius' Leitdorf's effort on behalf of Ostland's recent struggle against the Talabeclander aggressor in the recent strife (2512-2514) in the north.

Bandits and goblins of the Yellow Claws tribe are known to roam the County of Schmerling in search of prey. Thus, farmsteads in the area tend to be fortified with several families living in mutual defence against the marauders. Roadwarden patrols tend to be limited to the main thoroughfares – Old Dwarf and Moot Roads – and a few of the more well-trodden pathways.

Nussbach [Stirland]

Population: 74 (Village)

Ruling noble: Graf Alberich Haupt-Anderssen

Main sources of wealth: Agriculture

Village headwoman: Silma Bühren

Notable NPCs: Freiherr Gebhard von Herder (steward), Father Jens Niemöller (priest of Sigmar)

Inn or Tavern: None

Located 35 miles upriver from Franzen on River Lammer and 52 miles via a hilly track to Wördern, the village of Nussbach is surrounded by a deep ditch with stone and wood palisades backed by earthen ramparts. A twenty-foot watchtower stands next to the village gate with a bell that allows sentries to alert residents of any threat to their security.

A member of the Stirland's Order of the Knight Guardians, Freiherr Gebhard von Herder oversees the village and commands its seven-man militia in

the name of Graf Haupt-Anderssen. The Freiherr lives in a two-storied, stoutly-built stone manor house near the village commons, which is designed to serve as a last line of defence should the village walls be breached in an attack.

Visitors are a rare sight in Nussbach given its location away from the Aver and the main roads of the province. Any who make it will be able to find lodging at the village hall located next to the Chapel of Sigmar. Father Jens Niemöller administers to the spiritual well-being of his fellow Nussbachers, but he can also be found helping tend the crops in the surrounding fields.

The village also has a shrine jointly dedicated to the three local gods and goddesses: Manhavok, Albaulea and Narvorga. Silma Bühren, the village wise woman, has taken charge of the upkeep of the shrine, which is located near River Lammer.

Adventure Hooks

The following adventure hooks are provided to assist a GM in developing scenarios with which various groups, locations or settlements described in this sourcebook can be used.

Murder in the Streets

During the evening hours, former Verenan High Priestess Melicent Gerung was murdered on Pilaschtor Strasse after a meeting at the University, her throat cut in public by a cloaked assailant who vanished without a trace. Speculation over who wanted her dead is far from muted, even though the attack struck terror in the town. The once High Priestess had recently become controversial with half a dozen subjects about which she agitated: whether more drugs should be forbidden, demanding an investigation be opened on the missing (and less wealthy) students, the request that the Colleges of Wizardry provide magisters to assist in law enforcement, the funding of archaeological expeditions to the two ruined elf towers in eastern Averland and the need to inquire into the Gretsatt Massacre while living memories were still available.

Commander Hergard Dönitz of the Iron Guards has been named by Bailiff Döbreiner to head the investigation, but there are many in Streissen who do not believe the Commander has the objectivity

(or even the mental capability) to meet this challenge. One of these concerned citizens either directly or indirectly (through intermediaries) approach the PCs with the goal of hiring them to conduct a covert investigation into Gerung's murder. Everything needs to be done with utmost discretion as Commander Dönitz is unlikely to appreciate what he perceives as obstruction by private investigators.

The key to the scenario will be who exactly is the PCs' patron. It could be someone with a legitimate reason for wanting to see justice done. Another possibility is the patron may have some involvement in the former High Priestess' death, even if only tangentially, and wants to ensure he is not uncovered by Commander Dönitz. In the latter scenario, the PCs may actually be unwitting pawns who could possibly be later framed for murder.

Heist

Recently, Xavier Caslach had a dinner party where he showed off a rather curious objet d'art he was able to obtain through the Black Market. The ivory statuette of indeterminate age is an odd mix of a human head (with malachite eyes) and torso merged with a scorpion body said to have originated in Araby. Those who have seen the item describe it as upsetting, creepy, or dreadful.

Word of this esoteric item spread to those who have interest in such things. Offers were made to Herr Casach to inspect the item to ensure there are no “baneful” effects, but all have been turned down. Though Herr Caslach believes the matter has been settled, those whose offer he declined are ready for the next step. Those seeking to remedy the situation are:

- Indigo Johann- Elf wizard is fairly certain that the ugly statuette may be an item more associated with either Kháine or Slaanesh, though the former is more likely than the latter. In either case, there could potentially be some malevolent magic associated with it.
- Master Archivist Alban Bergius- Member of the Seekers of Truth Society wants the item in the care of and studied by the Cult of Verena. The item could hold secrets, the nature of which cannot be determined without a change in ownership.
- Gregor and Günter von Hase- The Chartreuse Society must keep up Slaaneshi pretenses, especially if the Arabian item proves to be Chaos in nature.
- Ahmad al-Mansur- Newcomer to Streissen having followed the thieves who stole the ivory statuette from a wizard in the Arabian city of Copher to the Averlander town. Ahmad and his aide, Hussein, have dispatched the thieves after the item changed hands, but acquiring the treasure now requires subtlety. Ahmad is looking for resourceful, discreet, and (obviously) expendable individuals to steal the statuette from Caslach.

The PCs are hired by one of the above-named individuals, but the other interested parties have hired their own agents. To further complicate the matter, the Black Masks have learned of the statuette and consider it a holy Kháinite relic. The Black Masks would literally kill to get their hands on the idol. The key to the scenario is that the PCs and one or more of the other groups of agents descend on Caslach’s townhouse on the same night. With so many moving parts, the scenario could wind up being like the “kidnap Pilate’s wife” scene from Monty Python’s “Life of Brian” or possibly something wilder.

Bargain

The PCs are hired in Pfofeld to escort a well-to-do young woman into Foggy Grey Marsh. The young woman, perhaps a member of the one of the lesser

noble families, seeks out an old hag believed to have the power of foresight who lives in a hovel among the reeds and mudflats. The old hag in question is Mother Gryla, though the young woman (or the PCs) may not know the name.

The PCs will need to obtain a punt or small row boat to help them navigate the narrow channels and shallows of the large marsh. Those making a living in the marshlands either fishing or collecting clay for the Pfofelder potters can help point the PCs and their charge in the general direction. As the PCs progress deeper into the marsh, they encounter fewer people, but do gain more definitive directions.

The PCs may notice something odd about the people they encounter in the more remote channels. Perhaps an individual’s eyes do not quite blink in unison or the folds in the neck seem to flair a little when the person takes a deep breath. Suspicious PCs might (rightly) conclude that the deep swamp-dwellers are mutants.



Should the PCs balk, the young woman reminds them that they are being paid to escort her to the prognosticator. In time, the PCs find the hovel of Mother Gryla, a hideous old crone with stringy grey hair and a cloudy left eye that seems to have sagged in her face, given it an asymmetrical look. Mother Gryla welcomes Baroness Annalise von Alptraum, daughter of Countess Marlene, to her humble abode. If the PCs were concerned about their task before, they should now realise the magnitude of their charge.

The Baroness insists that she meet alone with Mother Gryla, directing the PCs to stand guard until

the meeting is over. After fifteen minutes, Baroness Annalise emerges and looks a little shaken. Mother Gryla follows the Baroness and demands payment. Baroness Annalise fumbles for her purse, but the old crone stops her. "I demand a finger as payment, dearie, your right pinkie will do nicely." The Baroness looking a little ashen, numbly puts forward her right hand as Mother Gryla pulls out what looks like rusted pruning shears.

It should take but an instant for the PCs to see what the future holds for them should they return to Pfofeld with a mutilated Baroness. The more likely scenario would be to snatch the Baroness and fight their way out of the Foggy Grey Marsh. The first obstacle would be Mother Gryla's mutant son, Meilon, who now appears out of the mist to protect his mother. Other mutants lurking nearby will hear the old crone's screeching at being denied her "payment" and rush to her aid.

The PCs task is to escape the marsh with the Baroness alive and unharmed. The mutants are not likely to forget the PCs and will look for ways to take revenge

Appendix I - The University

Kasper's Charter

The university is the legal creation of Elector Count Kasper von Alptraum through the Charter of Kasper. Kasper believed that the future of the Empire's ruling class lay in superior education and knowledge of letters as much as in knowledge of swordsmanship or riding. However, he did not want to see the scions of Averland sent to Nuln or Altdorf, far removed from home and subject to many temptations.

The migration of some Nuln scholars to the Verenan Temple School at Streissen gave him the idea to provide material and legal status to a collegium of scholars who would teach Averland's elite youth in a safe environment, free from the moral corruption and "drinking club" atmosphere for which some universities were becoming known.

Thus, the University of Streissen was created with its own Charter. Its legal status is as a self-governing body, with the Elector Count's grant of power to discipline its students and faculty in order to prevent well-born students being subject to mob justice by town authorities. It is not a physical institution though three colleges were founded as part of its inception.

The Charter's key provisions are similar to those of other major universities:

- Staff and student immunities and freedoms from normal civil law, provided they maintain certain requirements such as identifiable dress;
- Freedom of movement and travel for the purposes of study;
- The right to be tried before the College Chancellor and Masters, rather than local civil courts.

The Charter gives specific roles in University Governance to the three colleges which were endowed during the university's founding: Count's College, Torch College and Owl's Inn College.

University Law and Codes of Conduct

Students at all levels of study often find their greatest expenses are fines levied by their Principals, Masters and College Proctors. A student can be fined for prohibited behaviour such as public drunkenness, gambling or womanizing, being out of their student clothing, for being outside Universtät district past curfew, for sleeping or talking out of turn in class.

Fellows and faculty can also be fined as they are governed by very similar rules except for curfews and behaviour in classes (though the higher one's status the fewer persons there are entitled to levy a fine). The most common fine for faculty is failing to attend the mandatory disputations which professors and teachers are expected to hold weekly without arranging a suitable substitute.

Under the Charter of Kasper, students and university fellows are fined for what would otherwise be criminal conduct for townsfolk such as brawling or manslaughter. It is literally the case that if a townsman kills a student he may hang and if a student kills a townsman he will likely only be fined and sent home for the term.

The Charter of Kasper's moralistic and protectionist stance towards students reflects the simple fact that the university is intended to be a safe place for the noble and well-off to send their young men. A noble family does not expect to have their son hanged, killed in a duel, flogged for a minor offence, acquiring debts the family must pay, being enticed into a "whirlwind romance marriage" with some commoner, or fathering bastards to complicate family trees.

This inequity of treatment between students and townfolk replicates what happens in a noble's own lands and assures a noble family that their child is no more likely to hang at school than at home. It flies in the face of what usually happens in towns and is a source of ongoing friction.

University fellows are governed under similar rules in order to set an example for their students. Servants, cooks and other staff at the university have no such privileges.

Colleges

Colleges are the institutional heart of the university, the word coming from the Classical Old Worlder term for a "corporation of scholars". They have financial and legal status which sets them apart, having been endowed and established under the Charter of Kasper.

The three colleges own their halls. They are financially independent based on past endowments and continuing connections to powerful patrons. Each college hall contains a kitchen, common hall

for dining, lecture halls and quarters for students, college fellows (teachers), the college Master and servants. Almost all quarters are shared except for the Master and most senior fellows.

A typical college has a Master, six to eight professors (permanent teaching fellows) and about 45 students at varying levels of study (of which a third live there all year and the rest only during term). Each professor or teaching fellow has on average about seven students. A college has five to ten servants and staff. Staff never include unmarried women. Colleges survive with this small number of students due to the size of fees they charge and endowments they receive. The university is for those from well-off families, and even so the life of a teaching fellow is not luxurious.

College specialties vary with the changing expertise of the teaching fellows. For example, Count's College currently has no professor excelling in history but until Professor Emeritus Ludvig von Hoss retired four years ago those seeking to study this field flocked to it due to his reputation.

Hostels

A university fellow who does not gain a position as a College Professor or who desires more freedom to frame their lessons than a College permits may choose to set up their own school, usually in rented premises as they do not have the funds to purchase a suitable building. Such temporary schools are called hostels.

The hostels are poorer than colleges, being in rented houses or other premises converted to residences. They can be as small as one room used as dormitory and lecture hall.

The hostel Principal (not Master) may hire other teaching fellows as teachers (not professors) subject to the Chancellor's approval. Many hostels have only a Principal but some have one or two other teachers. Hostel faculties do not have college dining rights and are poorer-paid. Their students are not all from poorer backgrounds though none would admit to being noble for shame of it.

Hostels come and go with their more vulnerable financial status but there are usually around fifteen. They have as few as half a dozen students each or as many as twenty. With the greater number of hostels, there are overall slightly more students in the hostels than in the colleges.

Principals usually form hostels around particular themes, beliefs or origins. One might be entirely dedicated to teaching Magrattan Philosophy, another astronomy, a third for the few children of Border Prince's origin sent to Streissen and so on. Hostels tend to have few resources and guard them carefully, taking care of their precious books.

Hostels are often less rigorous about Colleges when it comes to tracking curfews.

Very successful hostels may be invited to become part of a College, as Colleges all keep an eye out for popular Professors who can attract students. This usually involves only the faculty. A considerate hostel Principal being sought might negotiate entry for his students as well. Colleges rarely have the funds to buy the actual property in question.

Students

There are typically around 200 students enrolled in the colleges and hostels, most in their first four years. Students usually begin their studies between the age of fourteen and nineteen and may be as old as twenty-nine depending on their course and success in studies.

A would-be first year student is assured entry to a college or hostel if they have the fee and the support of a College professor or hostel professor (which may involve demonstrating potential, presenting a recommendation or an additional financial contribution). The final decision is made by the Chancellor but this largely consists of signing the list of pre-approved admissions.

Each college is required to provide for at least four "Poor Scholars". These students are excused from paying more than their room and board. These positions are usually occupied by nominees from college patrons. For example, the son of a soldier who died saving the life of a noble might be nominated for such a position as might a bastard child of a noble who is looking to give some assistance. The positions are given for such reasons of connection or a good conduct reward. They are not given for scholastic aptitude.

Students are readily recognized through their prescribed garb of a black tabard (a loose cloth overcoat) and cap. Wags note that a wine cup in one hand and prostitute under the other arm are the real student uniform as one may regard the moral

prohibitions of Kasper's Charter as a virtual guideline to student life.

Most students are young nobles or the progeny of well-off rising families from Averland and the other southern provinces (Wissenland and Solland/Sudenland if either of the two exists in one's campaign). Stirlander students are almost always noble as there are few prosperous commoners in Stirland.

Nuln families only send their youth to Streissen if they are seeking to get them away from Nuln for some reason, usually a particularly bad scandal.

Women have long been admitted to Streissen University, dating back to its origins as an educational institution for those seeking to enter the Verenan Priesthood. However, they are still only admitted to the Owl's Inn College.

Hostel students have a far wider background as the fees for hostels are fairly low, allowing any fairly successful tradesman to send a son to a hostel.

The casual spending of these 200 or so well-off young men (beyond their student fees) brings a great deal of coin into Streissen which makes the town's leadership more accepting of the university than are most townfolk.

University Fees and PCs

University fees will vary between editions of the game and are best considered paid as part of a PC's noble or wealthy background. A PC without a noble or wealthy background who wishes to be a student is likely a "poor scholar" as described above and should provide a suitable background.

Courses of Study

Each year a student studies under one professor. That professor may invite others to lecture or judge student disputations but most days the professor can be found with his six to eight students. Courses are intensive – students and professors come to know each other well.

Studies usually last at least four to as many as seven years. Time varies based on whether key disputations (examinations) are passed. There is strong pressure on academics to pass students from families which are key benefactors of a College. It is not uncommon for studies of those without the "blessing of benefaction" to take a year or two

longer due to failed disputations (though bribes may reduce the risk of failure).

Four successful years earn a degree in the arts general (any college or hostel).

Another three successful years may earn a doctorate degree in law (Count's College and Owl's Inn), medicine (Count's College) or theology (Owl's Inn and Torch College).

Degrees and Character Classes

The 1st, 2nd and 3rd edition Student careers (first career on 4th edition Scholar career path) represent a student in their first four years. Those pursuing studies for an advanced degree can be considered Scholars in each edition, completing the career qualifies for a position as a professor or teacher.

Attaining a degree in Theology can be represented as completing the Initiate career.

Attaining a degree in Medicine makes one a Physician.

Attaining a degree in Law makes one a Lawyer (1st / 4th edition) or Litigant (2nd).

University Year and Classes

The university holds classes for just over half the year. Classes start in fall, the second week of Erntezeit, after the end of Averheim's Wine Festival and Pie week. Classes run through to the 15th of Sigmarzeit. Much of this is time that regular land traffic in the region stops due to snows and poor road conditions. During the summer and early fall there are no general classes through some studies continue by the truly dedicated. Professors and other faculty use this time for their own travels, research in other institutions or to visit with family.

During the academic year, studies do not take place on the religious days sacred to Imperial gods, the mornings of each Marktag or on any Festag.

Each College teaches the Trivium which includes Grammar, Rhetoric and Logic (the basics); and the Quadrivium of Arithmetic, Geometry, Music Theory and Astronomy (astrology).

All students are expected to learn the Classical (Old Worlder) language in their first year. Many key tests and "disputations" in which students earn their degrees are conducted in Classical. The fact that senior students can talk among themselves in

Classical without most townsfolk understanding contributes to suspicion of them.

The studies of grammar, logic and rhetoric all involve reading "the great works" and other historical documents. Logic and rhetoric involve the study of Imperial Law.

There are no choices of teachers in Colleges, as the College Master assigns students. This is where private donations may factor.

Undergraduates in their final year until recently were drafted into the university's service as scriptorium workers as each copied out a "classic work" during their final study before their last disputation. The recent acquisition of a printing press has led to talk of changing this policy.

At the end of each year of study, usually in late Sigmarzeit, a student undergoes a "disputation" before their College Master or hostel Principal, often assisted by other professors or teachers. This is an oral test in which the student must debate, usually with another student, whatever questions the examiners consider relevant. The difficulty of disputations varies wildly and is as much an art of knowing what pleases different Professors as it is knowing one's subject matter.

Typical examination disputation questions include

"Do celestial bodies shine with their own light or with reflected light?",

"In what ways did the union of the Tratten, Geschebi and Abgards into the Avermanni League set the example for the birth of the Empire?",

"What explains those circumstances when a woman may contract as a man?",

"Is the cosmos arranged in concentric spheres or in eccentric and epicyclic ones?" or

"Is there any purpose to writing on a matter unless it is to disagree with what is already written?"

Lorenzo Valla was a 19th Century Tilean philosopher famed for his quarrelsome opinions. He authored the now standard work on the Classical Language, the *Elegantiae Linguae*. His works are often used as a source of disputation questions.

A student does not have to win the disputation they engage in but they must represent their side of the argument to the satisfaction of examiners. That said, it is considered very odd to fail the winning student thus students all hope to face a weaker opponent.

Though every student must learn to read in order to study, no part of the examination process itself actually involves reading or writing.



Other Calendar Dates of Note

The university year is filled with regular events.

Kasper's Feast is held on the 8th of Entezeit each year (the last day of Pie Week) to celebrate the original university Charter and the start of a new term. Until the Massacre of Streissen, it was customary for a representative of the von Alptraum family to attend, that place has gone empty since the year of that event.

Count's College and Torch College each hold feasts to celebrate their college's founding (respectively, 20 Kaldezeit and 18 Sigmarzeit - which is also Sigmar's Feast).

Owl's Inn holds a feast to honour Verena on Nachexen 1 (her holy day).

The Chancellor hosts a dinner for the three College Masters the first Backertag of each month, the other significant university officials also attending (e.g., College Proctors, Registrar of Publications) and those hostel Principals the Chancellor chooses to invite.

The Grand Feast on the 21st of Sigmarzeit ends the year. All students who have passed their disputations are publicly honoured and presented with their degrees.

Fellows

A fellow is a student who has passed their basic Arts Degree and decided to continue, pursuing additional studies leading to a Doctorate. Fellows are thus usually twenty-one or older depending on when they started their studies.

Fellows continue to pay fees and have no special rights except to attend all formal college events (including most importantly feasts and dinners) and to vote in college proceedings. The real prize lies within the purview of the College Master who assigns instructional and other duties and may thus make a fellow into a Professor who no longer pays fees and now has a reliable income, residence and food.

Professors

Professors are Doctorate level graduates of Streissen or another university who have been given the privilege of teaching duties at a college. They can be distinguished from students and fellows in general by their red-trimmed tabards and more elaborate caps. They have the right to dine at their College table every night and be quartered at the College in semi-private (shared) rooms.

Particularly well-off Professors may rent a residence in the district. Only an independent source of income would allow a Professor to actually purchase a house.

College Masters

Each college has a Master who controls the assignment of teaching duties with their associated income and security. The position is filled by the College fellows voting to choose two candidates from among their number. The University Chancellor then choosing between the candidates (a choice must be offered). All fellows may vote, not just Professors, and the candidates do not have to be a current Professor just a fellow of the College. A College Master wears purple with black tabard.

Only Masters and the most valued Professors (those who attract many students) have their own personal quarters, others must share. A Master is expected to live on site.

Masters are forbidden to own or have an interest in gaming or drinking establishments and may not lend money to students (there having been cases of Masters who did both to their profit and their students' detriment).

Hostel Principals

A fellow who does not become a College Professor may try to gain one of the poorly paid positions teaching at a hostel or seek permission from the Chancellor to set up their own hostel as its Principal. Hostel Principals are looked down upon by their College peers and have not right to participate in a college's governances and proceedings unless their hostel is one of the few affiliated with a college.

Libraries and Books

A book is usually the centrepiece of most courses taught in the University. A professor or hostel principal's most prized possessions are those texts that form the basis of the courses they teach. These include both original works and studies and critiques on those works.

All university libraries are kept locked and never left unattended when open. More valuable texts are further secured either in chests or by being chained in place. No libraries lend their texts. Only a Professor is allowed to remove a text from their college library and then only by the university Master's permission.

The Count's College Library is accessible only to its fellows, past and present. Its topics include history (particularly of the southern Empire), classical language, arithmetic and medicine.

The Torch College library is accessible only to its fellows (present and past) and to Sigmarite clergy on request. Its library contains texts on theology, Imperial history (moreso than Averland's) and law. It has several texts concerning Dwarf matters, mostly highly speculative texts filling in what little Dwarfs have shared.

The Owl's Inn library is the most accessible in keeping with its Verenan principles. In addition to university fellows, access can be granted to any devotee of Verena who is recommended by the Temple of Wisdom in the Kirchenhof. Others may gain access if they give a reasonable explanation. Its books cover the widest range of topics among history, engineering arts, philosophy and astrology.

Hostels typically have few books other than the one or two that are taught to. They guard them carefully, keeping them locked away in a chest in their Principal's quarters.

The printing press has not yet had the opportunity to replicate the majority of great texts, making copies

of texts precious. The theft of a hostel's one or two key texts would be a major blow to the hostel and might lead to its closure.

Student Life and Clubs

Students and staff rise early each day and eat their breakfast between 6:00 and 7:00 am, have their largest meal of the day (dinner) between 11 and noon and supper between 5:30 and 6:00 pm. They are given an hour after breakfast to attend a chapel or temple of their choice (or not). Faculty and students all eat together at these times - though not usually at the same table except in the poorer hostels.

Meals are considered part of the day's regime and there is often a reading during them from one of the 'canon' texts which may vary by college and hostel. For example, at the Torch College the readings are always from the Life of Sigmar, whereas at the Count's College readings are usually from one of the nineteen volumes in Ludvig von Hoss's history of Averland (on special occasions Professor Emeritus von Hoss himself gives the reading).

During the day, students are lectured by their Professor on one or other subject, usually using a particular book as the centrepiece of that study. The Professor does not fill all the time. Another student may be called upon to read from the book or a secondary source discussing it, with the Professor present or not. Students debate their subject among themselves, often before their Professor, in practice "disputations."

Professors often "hand off" a class for a day or two every season to another professor who agrees to provide instruction in that time. Sometimes this is a trade to broaden students' experience and sometimes it is to deal with an absence.

The heavy focus on oral argument in courses and in examinations makes great use of the studies of grammar, logic and rhetoric. This leads to many students becoming skilled speakers and orators which may serve them well as clergy, nobles, merchants or agitators.

After supper, students are allowed to study to relax as they wish until their curfew of 10:00 pm.

There are three student clubs/fraternities in the University. Students often join those to which their fathers once belonged. They have symbolic names associated with minor spirits in Averland - The

Ravens (Father Raven), The Hill Keepers (Hyssron) and The Sons of the River (Altaver), treating the propitiation of the spirits as "minor mysteries". The fraternities' official interest is to practice sword-fighting, a skill the university does not teach but which many of its noble or upwardly mobile students wish to learn. Their duels mostly involve steins not blades.

None of the traditional clubs accept the female students. However, ladies of good character have an effective personal club in Frau Baer's salon (below)

Less formal, and not officially recognized, associations also exist. This includes the "Pudding League", which was suppressed in 2503 but continues to meet secretly with members mostly from hostels. University authorities are content to remove official status from radical student groups and deny them use of premises but otherwise don't take action against them.

Professors and Notable Figures:

Those persons marked with * were present and survived the 2503 purge of radical university faculty.

Chancellor **Rudolph Baer*** and his wife **Carmilla Baer*** are the university's most publically recognizable figures. Baer was appointed Chancellor nine years ago, before which he was Master of Count's College. Baer has gained the financial support of Frau Beatrice Hurdelberger -- the wealthiest commoner in Averland -- in exchange for adopting a liberal policy in approving new hostels to educate the well-but-not-noble born.

For her part, Frau Baer hosts a regular salon on alternate nights to which she invites female students of good character, acting as their de factor "surrogate mother". Once a week she also invites senior students and fellows who are noted for their witty conversation and knowledge of current poetry and other sociable graces to join her lady guests.

Count's College

Master Grimwold Drauwulf, Master of Count's College as well as Professor of Grammar and Classical Language. The soft-spoken and diffident Drauwulf was considered by many an odd choice for Master as he is famously reluctant to make decisions that antagonize anyone, to the point of hardly ever making any decisions. Doctor Fleischer has gained his trust and is regarded by many as the de factor Master of the College in practice

Professor Ruben Eshman, Count's College Logic and Mathematics. Formerly a Professor at the University of Nuln, Eshman left after a scandal involving the wives of two associates. The stocky, bearded Eshman does not strike many as a seductive figure but his eloquence is often pleasing once he is met. He is rumoured to be the author of several books of somewhat riské poetry under a pseudonym.

Professor Emeritus Ludvig von Hoss* (born 2448) is retired and distinguished Professor Emeritus of History, residing in an apartment in the Count's College. No one knows more of Averland's history. He has published a nineteen volume "History of the Province of Averland", and is currently at work on volume twenty, which will cover the period from Ludmilla's death to the present. There have been rumours starting in 2520 that von Hoss has finished volume twenty but is withholding publication until after his death due to the potential controversy of some of his claims. Ludvig is a widower. One of his sons died in the Streissen Massacre of 2502 and the other vanished on a trade journey to Tilea. Hoss family gave last of its wealth to the University years ago.

Count's College Proctor Herrman Herzog, a state army veteran is responsible for the largest number of university "beadles". The university has no "watch", instead relying on retainers armed with staves who keep order among students and patrol to enforce curfews. They also guard valuables such as rare books when they are moved about, often acting as "book bearers" for professors.

Medical School

Doktor Dietmar Fleischer, Count's College, Professor of Medicine. The good Doktor is a tall, striking man with silver hair and an authoritative voice. Doktor Fleischer is an opinionated man who does not suffer fools lightly. He is a traditionalist, opposed to the growing practice of surgery by doctors - preferring the traditional division between the doctor's science of medicine and diagnosis, treatment by apothecary and herbalist-provided means and the bloody trade of surgery which sees so many of its patients die on the surgeon's table.

Count's College has five other professors, five fellows and fifty students.

Auntie is the halfling matron (born in 2462 she is middle-aged for a halfling) who has run the Count's College kitchen since 2502. She seems to know everyone in Streissen and everyone seems to know her. Auntie has a side business preparing infusions,

brews and draughts to combat a wide array of ailments and effects. There was a scandal about a "study tea" but the details are scarce and it was never clearly connected to her. Though everyone calls her Auntie, her real name is Emilyn Oatcakes.

Owl's Inn College

Master Sophie Farber, Owl's Inn College (note that though she is a woman, she uses the male title). Former Professor of Theology and Rhetoric. Master Farber is not a priestess, despite having more knowledge of Verenan theology than most priests. She is widely regarded as the university's foremost debater. No one likes to be placed in the position of arguing a question with her for it is seen as a certain path to looking a fool. If she was not a woman, she would have been made Chancellor when the position last became vacant.

Professor Oldric Helmgarter*, Owl's Inn Professor of Rhetoric and Grammar is the most prolifically published faculty member, with his works cited in Nuln, Altdorf and Middenheim. He and Professor Fortenhafer are the university's leading experts on history, after the esteemed Professor Emeritus Ludvig von Hoss.

Professor Wilhelm Fortenhafer, Owl's Inn, Grammar and Rhetoric. Professor Fortenhafer is an expert in the early history of the southern Empire, able to speak at length about the Avermanni Confederacy and pre-Imperial history. Professor Fortenhafer has been known to lapse into a rural accent when drinking and some suspect he is of more humble origins than he likes to admit.

Father Waldred Pferig*, Owl's Inn, Verenan Priest, Theology and Classical Languages. Father Waldred was the strongest voice against the university adopting a printing press. He has spoken eloquently about the written word'd beauty and been frank about the dangers of distributing books widely, to be read by those without the training to interpret what they read correctly.

Professor Irwein Streiger, Owl's Inn, Astronomy and Classical Reikspeil. Professor Streiger is the town's foremost expert on astrological matters. He is often invited to lecture at the Count's College medical school, as doctors are expected to take patient's astrological signs into account when diagnosing and treating ailments. Count's College pays Owl's Inn handsomely for this service.

Father Eldred Leonardus*, Owl's Inn, Verenan Priest, Theology and Law. Father Leonardus is an expert on the evolution of Imperial law from pre-Imperial times and on the differences in legal customs among the pre-Imperial tribes.

Professor Sebastiano Sangallo, Owl's Inn, Astronomy, from Tilea, is the only foreign faculty member. He is harassed by students who associate Tileans with the mercenaries that massacred rioters in 2502, though he has only been in the Empire since 2516. Professor Sangallo is a great rival of Professor Streiger as Sangallo denies the usefulness of natal horoscopes.

Owl's Inn Proctor and Streissen Corpse

Examiner Michael Boeglin, Priest of Mórr. As Corpse Examiner for Cult of Mórr, he examines all bodies to determine if they may receive normal rites or must be burned as mutants, he may also be asked to give opinions on cause of death. Boeglin is the only university or college official who also has a position in civic government, as he provides the same service for the town. He must approve of all corpses provided to the medical school for study.

Owl's Inn College has five fellows and forty-two students.

Torch College

Torch College's professors and many of its students are grey-robed monks. It is affiliated with the well-to-do Sigmarite Hammelfels Abbey near Grenzstadt in eastern Averland.

Master Aldebrandt Gerberman (Brother Aldebrandt), Torch College. Born in 2452, Master Gerberman is a monk an expert in Church and Imperial Law, and the most important member of the university court whenever it convenes. He views Imperial Law as naturally developed from the tribal law of the Unberogens as revised by Sigmar. Gerberman joined the College in 2508 and became Master in 2514.

Professor Joerg Baldurich (Brother Baldurich)*, Torch College Theology. Another monk, Baldurich has a reputation as a hopeless professor, given to having his students run his classes. He insists this "sink or swim" approach fosters the strong sort of character a Sigmarite requires. He spends much of his time seeking to build bridges with other colleges (which is to say trying to convince them of the superiority of Sigmarite theology but in a softer voice than usually used). Baldurich's interest in

College cooperation is largely to keep the university strong against encroachments by the town's interests.

Professor Stephan Jung, Torch College Mathematics and Geometry. Unlike his colleague Baldurich, Father Jung is a priest and is determined to root out the heresy and corruption he is certain is rife in the other Colleges and Hostels. Several have learned, to their loss, how dangerous it is to dispute with him as he has a dreaded talent for manoeuvring opponents into making unintended heretical statements.

Einarm Berwic is Torch College's one-armed elderly door warden. Holding his position largely as a form of pension, Berwic is a zealot who has managed, against all odds, to survive more three decades in the forefront of Sigmar's holy war against beastman, mutant, cultist and greenskin. It is not at all unusual for a witch hunter or knight who passes through town to pay him respect.

Torch College Proctor Brother Reinhalt Garner

cuts a stern-looking figure but is noticeably more lenient than other Proctors when it comes to fines, preferring to impose religious-penances. His beadles are the most martial of all those in the district and are a welcome sight for students whenever townsfolk become violent.

Torch College has four other professors, four fellows and forty students.

Other Figures:

Registrar of Publications, Hartusch Strohdacher is the only externally-appointed office in the University. He was appointed directly by the Elector Count Marius von Leitdorf to review all materials intended for publication, both for the University and town. His seal shows a document is authorized for publication - a scribe or printer who reproduces a document without the seal risks loss of their licence, fines, imprisonment and destruction of their press. Only original personal documents such as letters and simple commercial documents such as lists of items for sale or auction are excluded.

Strohdacher supports the printing press as he believes it easier to censor one set of printing plates than every individually-copied text. The cost efficiencies of this process have allowed him to cut back from four to two clerks, though his budget allocation set by the Count remains fixed.

Professor Schott Mandelbrot is a now-disgraced and deceased Count's College faculty member

known for radical ideas about the imminent return of the "Old Ones". Mandelbrot was Principal of a now-disbanded (and burned out) hostel and is no longer spoken of in polite circles, his former students disavowing any association with him. Mandelbrot perished in a fiery melee when witch-hunters and

officers of the Holy Inquisition both turned up to arrest him and came to a violent disagreement about whose authority prevailed.

See the Hostels listed (locations 37 through 41) for Hostel Principals of note

Appendix II: Bunsen Gang Locations

For GMs looking to incorporate adventure scenarios involving the Bunsen Gang is Streissen, the following are the locations described in the text above which is either run by someone connected to the gang or frequented by its members:

17. Blackstone Tavern

19. Watch Post Six

27. Red Dawn Tavern

28. House of Cards Casino

29. House of the Lavender Lotus

Naturally, GMs are encouraged to add to these sites to suit the needs of their particular scenario.

Appendix III: Gazetteers and Maps

(2520 I.C.)

LEGEND:

Settlement Size:

CS= City State (any size)
C= City (10,000+)
T= Town (1,000 - 10,000)
ST= Small Town (100 - 1,000)
V= Village (1-100)
F= Fort (any size)
M= Mine (any size)

Wealth (1= Improvised, 5= Very Rich)

Garrison/Militia (Quality rated as Excellent (a), Average (b), or Poor (c))

GAZETTEER OF THE COUNTY OF GAGERN							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
STREISSEN	T	Bailiff Franz Döbreiner for Leitdorf family	5,500	3	Agriculture, Trade, Wine	20a & 50b/ 200c	University town. Ferry across River Aver
Dachbach	V	Leitdorf family	82	2	Agriculture	-/10c	
Eining	V	Leitdorf family	45	1	Subsistence	-/5c	
Kölleda	V	Leitdorf family	76	2	Mines	-/3b, 12c	Copper, lead, and iron are mined
Kyffhäuser	V	Leitdorf family	72	2	Mines	-/3b, 12c	Copper, lead, iron, and some silver are mined
Pilsach	V	Leitdorf family	77	2	Ale, Agriculture	-/8c	
Rannstedt	V	Leitdorf family	32	2	Agriculture, Vineyards	-/4c	
Ressing	V	Leitdorf family	28	1	Subsistence	-/-	
Siegenhausen	V	Leitdorf family	37	1	Subsistence	-/4c	
Weltenhof	V	Leitdorf family	24	1	Subsistence	-/-	

GAZETTEER OF THE COUNTY OF STRUVE							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
LENGENFELD	ST	Countess Carmilla von Sachs	560	3	Fishing Agriculture, Cattle	40b/150c	Ferry across River Aver
Gebenbach	V	Countess von Sachs	38	1	Subsistence	-/4c	
Mantel	V	Countess von Sachs	60	2	Agriculture	-/6c	
Nenzenheim	V	Countess von Sachs	58	2	Agriculture	-/6c	
Schmidmühlen	V	Countess von Sachs	38	1	Subsistence	-/4c	

GAZETTEER OF THE COUNTY OF LÖRRACH							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
PFOFELD	ST	Countess Marlene von Alptraum	455	3	Porcelain, Agriculture	20b/100c	Known for its porcelain crafts. Ferry across River Aver
Dittelbrunn	V	Countess von Alptraum	38	1	Subsistence	-/-	
Grettstadt	V	Countess von Alptraum	65	2	Agriculture	-/7c	
Kleukbach	V	Countess von Alptraum	43	1	Subsistence	-/4c	
Willershausen	V	Countess von Alptraum	76	2	Wine, Agriculture	-/8c	

GAZETTEER OF THE COUNTY OF TREITSCHKE							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
FRANZEN	ST	Count Artur von Treitschke	345	2	Fishing, Agriculture	20b/40c	Ferry across Rivers Aver and Lammer
Chrobok	V	Count von Treitschke	84	2	Agriculture	-/10c	Ferry across River Aver
Ebeleben	V	Count von Treitschke	44	1	Subsistence	-/4c	
Greussen	V	Count von Treitschke	54	2	Agriculture	-/5c	
Krusdorf	V	Count von Treitschke	42	1	Subsistence	-/5c	
Leitersdorf	V	Count von Treitschke	46	1	Subsistence	-/5c	
Russbach	V	Count von Treitschke	34	1	Subsistence	-/4c	
Trebra	V	Count von Treitschke	62	2	Agriculture	-/6c	
Walburgen	V	Count von Treitschke	38	1	Subsistence	-/4c	

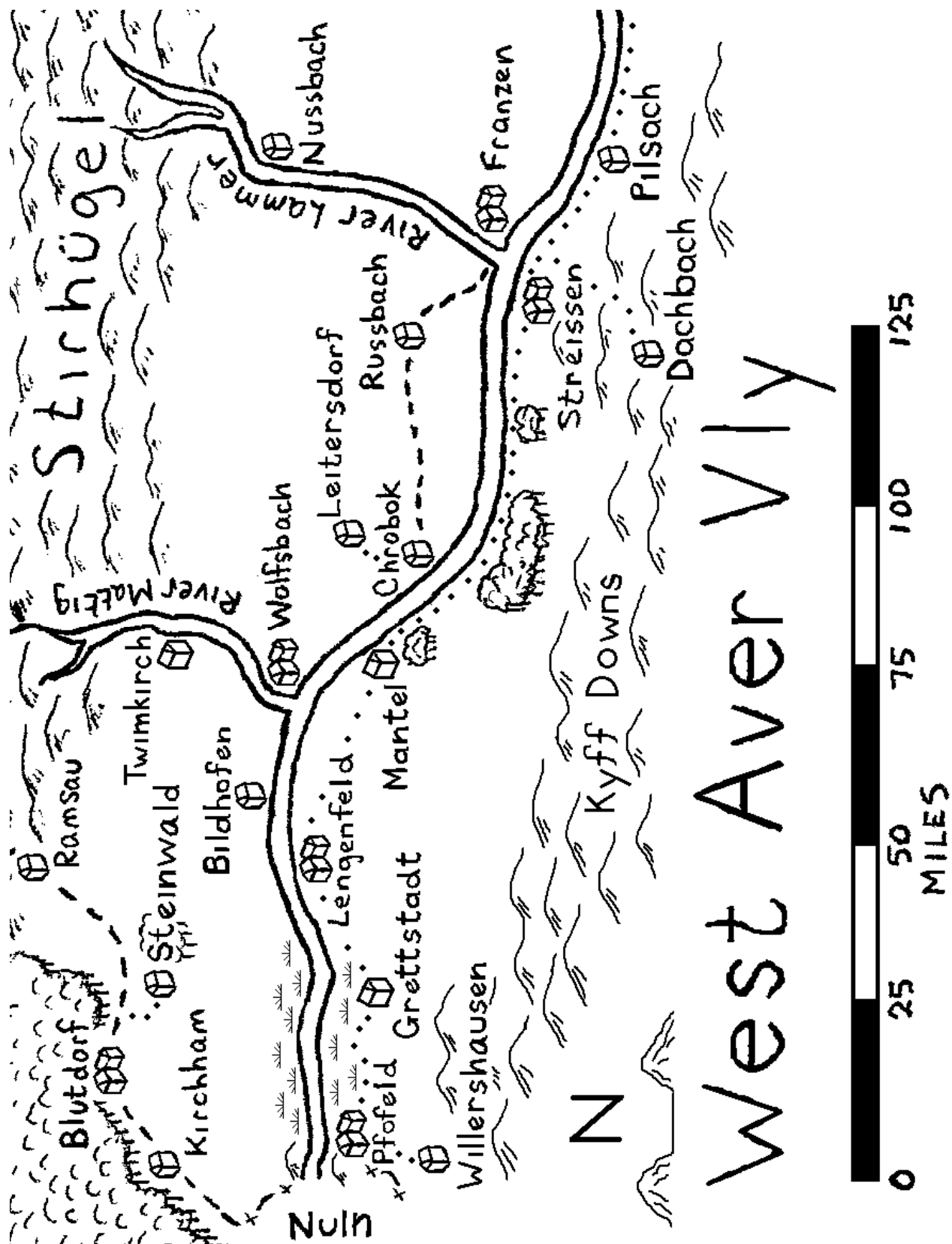
GAZETTEER OF THE COUNTY OF STADION							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
WOLFSBACH	ST	Countess Magda von Bildhofen	340	2	Wool, Agriculture	16b/60c	Ferry across the River Aver
Bildhofen	V	Countess von Bildhofen	93	2	Agriculture, Sheep	-/10c	
Eitweg	V	Countess von Bildhofen	28	1	Subsistence	-/-	
Freiland	V	Countess von Bildhofen	30	1	Subsistence	-/-	
Twimkirch	V	Countess von Bildhofen	77	2	Agriculture, Sheep	-/8c	

GAZETTEER OF THE COUNTY OF GERLACH							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
BLUTDORF	V	Baron Anton Kiesinger	84	2	Agriculture	6b/8c	
Kirchham	V	Baron Kiesinger	66	2	Sheep	-/7c	
Merzenstein	V	Baron Kiesinger	38	1	Subsistence	-/4c	
Steinwald	V	Baron Kiesinger	62	1	Agriculture	-/-	Monastery of Taalite Order of the White Stag

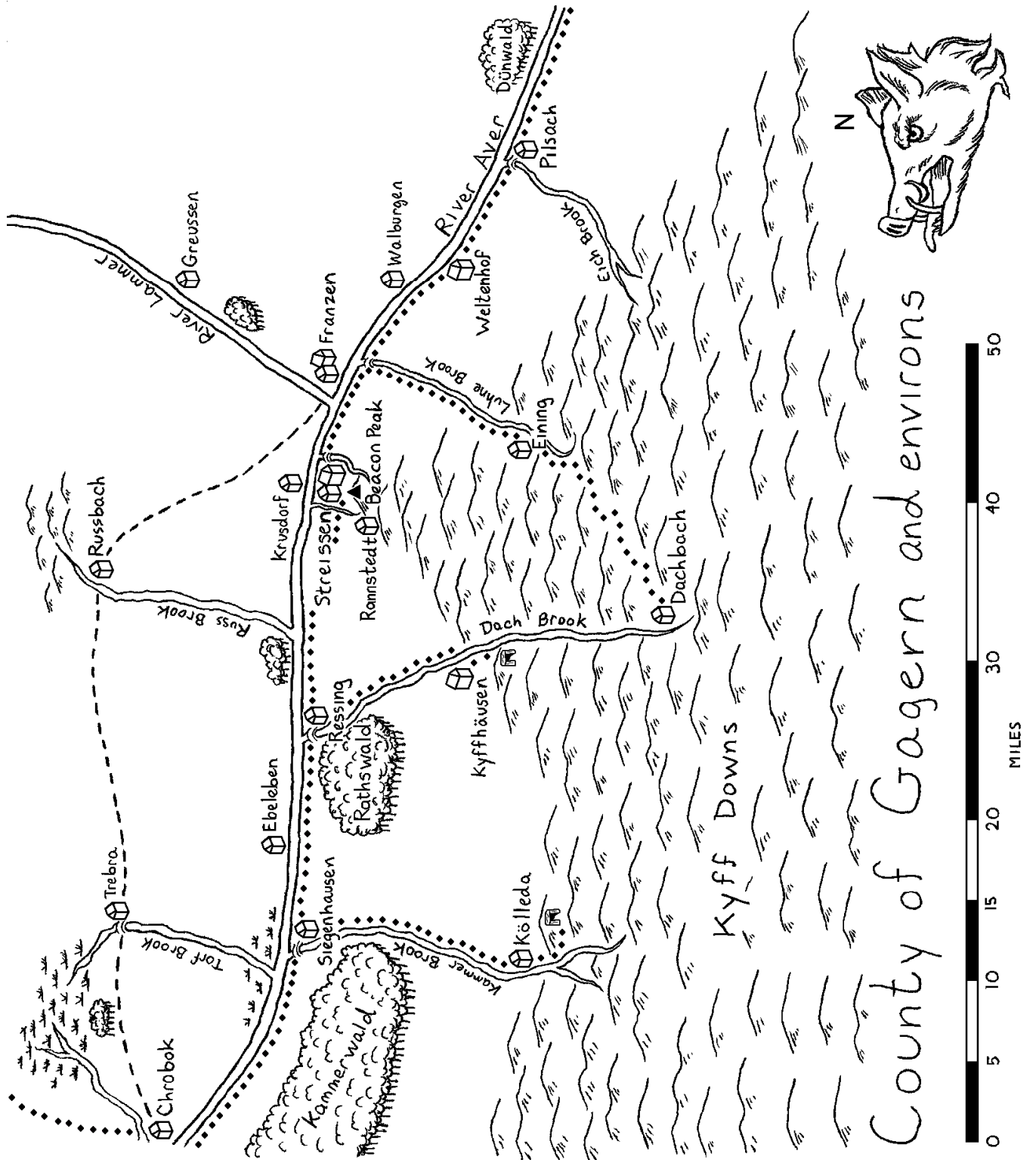
GAZETTEER OF THE COUNTY OF SCHMERLING							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
WÖRDERN	ST	Graf Alberich Haupt-Anderssen	425	3	Agriculture, Sheep, Wool	15b/40c	At the crossroads of the Old Dwarf and Moot Roads.
Kelham	V	Graf Haupt-Anderssen	52	1	Subsistence	-/5c	
Nussbach	V	Graf Haupt-Anderssen	74	2	Agriculture	-/7c	
Selzthal	V	Graf Haupt-Anderssen	50	1	Subsistence	-/5c	
Torren	V	Graf Haupt-Anderssen	46	1	Subsistence	-/5c	

GAZETTEER OF THE FREISTADT OF FLENSBURG							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
FLENSBURG	ST	Countess Petra Harden	225	3	Sheep, Wool. Agriculture	15b/30c	On the Nuln Road
Lochen	V	Countess Harden	80	2	Agriculture	-/8c	
Meiders	V	Countess Harden	34	1	Subsistence	-/-	
Ramsau	V	Countess Harden	48	1	Subsistence	-/5c	
Stafflach	V	Countess Harden	43	1	Subsistence	-/5c	

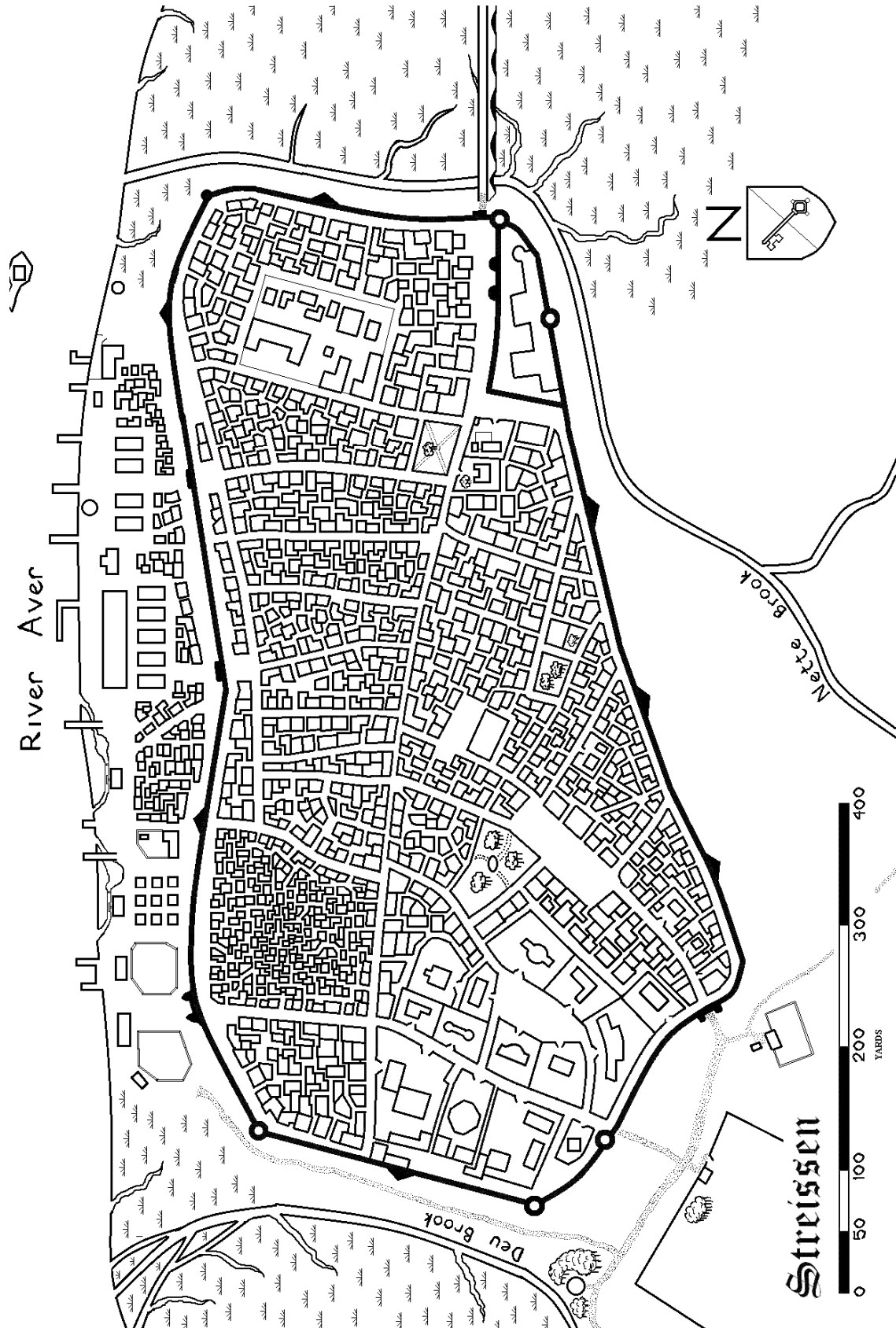
Map. 1. West Aver River Valley



Map 2. County of Gager



Map 3. Streissen



Map 4. Map of Streissen Key

