

Nuln

district overview

Places and Buildings of Note

1. Imperial Palace, home to Elector Countess Emmanuelle von Liebewitz
2. Order of the Warhammer headquarters
3. Imperial Opera of Nuln
4. Sigmar's Platz Electoral Gardens
5. Nuln Old Cemetery & Morr Grand Temple
6. Imperial Gunnery School
7. Nuln City Hall & Nuln City Records
8. Grand Temple of Sigmar
9. Justice Palace
10. Nuln University
11. Graz Keep
12. Steingeld Old World Headquarters
13. Temple of Shallya
14. The Globe Theatre
15. Imperial Chartered College of Sorcerers & Conjurers

Southwest Nuln – Elector Quarter, University

A Palast Quartier: Living quarters for the servants of the Electoral Palace as well as a few select stores catering to the inhabitants of the palace and the city's high ranking nobles. High presence of Palace Guards

B: Opera Distrikte: Home to the Old Nobles and top Merchants of Nuln, all buildings are huge and opulent, and the presence of the City Watch is heavy. This part of Nuln is of course marked by the distinguished building of the Imperial Opera, often featuring the top talents of both the Empire and the rest of the Old World.

C: Feuerschutz Quartier: Home to the Imperial Gunnery School, many of the citizens living here are working at the Gunnery School, or are connected to the military in some way. Definitely an upper class neighbourhood. Also the famous *Exploded Mortar Bar* is placed here – where customers can get their drinks spiced up with gunpowder, and the noise level often incredible due to the regular crowd of hearing impaired gunners and users of gunpowder weapons.

D: Meer Distrikte: Home to the City Hall, many guilds and renowned lawyer houses make their home here, as well as some upperclass citizens.

E: Temple Distrikte: The enormous Temple of Sigmar towers over this quarter, and many other temples and religious functions make their home here – such as the Mourners Guild, and the Inquisition. The vast body of temples in Nuln are gathered here, also including those of the Dwarf and Halfling races.

F: Universitätsstadt: Marked by the huge University building, this quarter is dedicated entirely to the pursuit of studies (at least in theory). As well as provide home for the professors and students, various lecture halls are also dotted across the district, and the Nulner Alchemist Guild also finds its home here. A few taverns have also found their way in here, and of course the infamous *Beloved of Verena* brothel is also located here. Seldomly is there entirely quiet in this part of Nuln.

G: Gerechtstadt: Home to the Justice Palace, this district of Nuln is where the mass of smaller lawyer companies is situated, and a steady stream of scribes and runners carrying documents and books of law can be seen in the streets, going to or from the Justice Palace. The headquarters of the Nulner City Watch is also placed here.

In the eastern part of the quarter, the Nuln headquarters of the trading houses that ships most of the goods in the Empire can be found.

H: An der See Distrikte: This small island is home to the *Temple of Manann*, and is also the home of the Nuln Harbour Master. The latter run its business from the remnants of an old fortification dating back to the earliest days of Nuln, functioning as a place to settle disputes and impound illegal goods. Various sailors and merchant houses dealing with the sea, also make their home here.

I: Sonder Distrikte: A mixture of middle class homes, and various businesses related to the sea trade is situated here, including some minor trade houses, import businesses and of course a couple of ship yards. A distinct part of the population is of Marienburger origin, and the dialect of the Reik is often heard along side the often strange sounding tongue of the Wastelanders. The famous seafood restaurant *The Stranded Kraken* is also situated here.

J: *Smalz Quartier*: Living quarters of the middle class of Nuln, this quiet neighbourhood features a few restaurants and stores for the middleclass, but mostly this is living quarters.

K: *Dolmen Distrikte*: More living quarters to the middle class of Nuln, but also a strongpoint of the City Watch, who guard the bridge leading to the Alt Stadt from here, and supply the crew for the tripple towers guarding the southern Rein entrance to Nuln. The presence of members of the City Watch is very high. A few inns, restaurants and stores are also located here, catering to the citizens of this part of town.



Southeast Nuln – Wohlleben Quarter, the entertainment district

L: *Schmiede Stadt*: By Electoral decree all the Smiths and other trades depending on the use of open fire have been located in the northern part of this part of Nuln, close to the water, and enclosed by a massive wall built by Dwarves to ensure that no fire can spread beyond this quarter. (The wall also encompasses the tanners district a little north of this quarter).

The columns of smoke rising from the forges, and the sound of hammer blows are defining elements of this part of town. From the crudest of metal work, over the construction of detailed and advanced machinery, to the art of jewellery – all are situated here. The worst and the best of quality is available here – it is only a question of how many Reiksmark you are willing to spend.

The regular Dwarven metal working shops are also located here instead of Dwarven District, as trade is better here, and a number of weapons smiths of huge renown reside here.

The infamous *Steamroller's Stockpiling Shop* is located near the water in the southern part of this quarter, and those interested in firearms and specialised constructions flock here.

M: *Fell Distrikte*: Home to the tanners of Nuln, a rather strange smell is usually dominant here, and the neighboring quarters often pray that the wind will not

shift in their direction. Quite a few tailors make their home around this part of Nuln.

N: *Rubr Distrikte*: Living quarters for the middle class Nuln citizens, this part of town is home to those who appreciate the *joie de vivre* that comes with being next door neighbor to the *Unterhaltungsstadt*. A few lower-class nobles have their home here, and the lively buzz of the entertainment district just a little south of here, seems to have infected the entire quarter.

O: *Zustand Quartier*: More living quarters for the middle class, this district is almost identical to the *Rubrdistrikte*, although the houses tend to be a little bit smaller here.

U: *Alt Stadt*: This is the home of the poor, sick, cast-out and homeless of Nuln, and a very rough quarter. A wall has been erected all around the district, to make it easier for the City Watch to control who leaves the district – and the presence of the Watch is surprisingly heavy just outside this wall, whereas it quickly dwindles to nothing once the descent into the bowels of *Alt Stadt* begins.

Placed in the middle of *Alt Stadt*, the white walls of the Temple of Shallya seems to offer a small peace of mind in a sea of desperation. But even the Sisters of the Dove are protected here, and anonymous guards patrol the temple to secure that no one trespasses against the temple or its people.

The *Alt Stadt* is a maze of shanty buildings, some hastily erected and others build upon what was already there. The district actually runs in several layers, and some of the stairwells goes surprisingly deep. Life is cheap here, and the sight of a City Watch man practically unheard of.

The Thieves Guild makes its home here, although the ironfist of the Underworld King is always felt here. Rumours has it that several bands of mutants live in the nether reaches of the *Alt Stadt*, and that shrines and forbidden temples to the Dark Gods can be found if you know where to look

Z: *Unterhaltungsstadt*: What is commonly known as the “entertainment district” is never quiet. There is always an inn or a bordello that is open, no matter the time of the day. The infamous *Drog Strasse* winds its way from the southwest to the northeast part of the district; “the street of a thousand inns” as it is commonly referred to. It is the liveliest part of town, and also where most of the brawls take place. It is not uncommon for brawls to begin in a tavern, spread to the

street and then from one end of *Drog Strasse* to the other – all in good fun of course.

In this district every man and woman, every dwarf and halfling - yes, even every elf - may find what his or her heart desires. The district is packed with inns and taverns. There are a few theatres for those with more ex-ciuisit tastes. For the cruder masses there are pit fighting arenas, pits for all kinds of animal fights, even the odd monster fight; and everywhere: prostitutes. Male and female.

During daytime, the district is most quiet. Most establishments do not open until after mid-day. When the sun sets, the lanterns are lit in every main street of the district, and making it come alive. Inns open, the streets are crowded with men and women from all over the World. Ushers stands crying for their establishments in the streets. The cheering from The Globe can be heard, and the odd baby's crying from an open window. Every night in the Underhaldning district is like a carnival. Lively and colourful.



Northern Nuln – Grossstadt Quarter, main body of citizens

P: *Buckhandler distrikte*: Towering over this district is the massive fortification known as the “Imperial Chartered College of Sorcerers & Conjurers”, or as the “Wizard’s Guild” when translated into the commoners language. What appears to be a fortress topped with an impossible amount of towers that seem to stretch to the heavens, is the home to the various schools of Magick, and is actually the oldest of its kind in the Empire. In the centre of the building the massive tower of the Supreme Sorcerer *Taranakh* rises above all other.

Lights can always be seen in the many windows of the College, and sometimes strange lightning plays between the buildings, or freak storms pour water on the unsuspecting neighbors.

Those sorcerers and students who do not live at the College, make their home in the many buildings which are spread out here. Also to be found is an entire industry that caters to the Sorcerers – such as occult bookstores, tailors specialising in robes and sorcerers wardrobes, manufacturers of paper and much more. A few truly unique and interesting book and antiques stores can also be found, who caters to all things special and rare, such as the *Al-Fatabka Book Emporium* or *Taton’s Antiques*.

Q: *Handelstadt*: This is the shopping district of Nuln, where everything from traders in wine, cloth, meat and oils, to manufactures of foodstuffs, tailors, shoemakers and most anything else can be found. Housewives accompanied by servants dragging baskets filled to the brim with goods is a common sight, as is the chatter of the people, and the occasional haggle going down. A very lively part of Nuln, stuffed to the brim with shopping citizens .. and the occasional pickpocket.

R: *Marketplatz*: The huge Market of Nuln is placed here, where all things from vegetables, fish, livestock and pots to cooking equipment, love potions and much much more is traded. The buzz of people haggling, traders trying to shout out each other to attract customers and the general talk of the customers, can be heard from streets away.

The first traders begin to set up shop already at dawn, and around 9:30 the trade is going at full steam.

T: *Verwahrungs Distrikte*: This is where the bulk of what makes up the common people of Nuln lives, from the lower working class to the lower middle class. The population is quite dense here, and there is people on the streets much of the hours of the day, due to the diverse occupation of this districts inhabitants.



Ourselves alone

X: *Migdhal-bar*: This is the Dwarven quarter of Nuln, where most of the city's Dwarven population resides. When looking at the quarter from outside, it almost looks as if a group of very solid buildings are trying to become a fortress – which is probably why the Dwarves have named it “Migdhal-bar”, or “keep city” in Reikspiel. At the center of the district lies the Dwarven temples, which the Dwarves consider the rightfull temples; the ones found in *Temple Distrikte* are only there for diplomatic reasons. The temple to Grungni stands tall and proud, flanked by temples to Gronrhun, Valaya, Grimmir and even a small shrine to Bragni.

The district is mostly self reliant, and a number of specialised Dwarven stores, as well as smithies can be found here – and a few Inns as well. Non-Dwarves are tolerated and treated fairly, but Elves should not venture in here after nightfall.

Y: *Fortress Island*: Situated at the centre of this island is the *Graz Keep*, where Nuln keep its convicted criminals and debtors locked up. A harsh place, life expectancy amongst the prisoners is not long – especially if you get placed in the lower parts of the prison, which tends to get flooded whenever the River Reik has a higher rate of water than normal. Graz Keep stands as a warning sign to all criminals of the city, and the ravens can be seen picking the bones of those hung from the battlements, or placed in hanging cages to die from thirst and hunger.

Much of the old fortress which was build here during the Age of Three Emperors can still be seen, and for that reason this island has become the command central of the Nulner Reik Kommando, a naval unit dealing with the safety of the Reik within the jurisdiction of the Electoral City. Also, massive cannons are placed at the island pointing down the three river paths, fully capable of sinking any enemy vessel to near the city walls.

