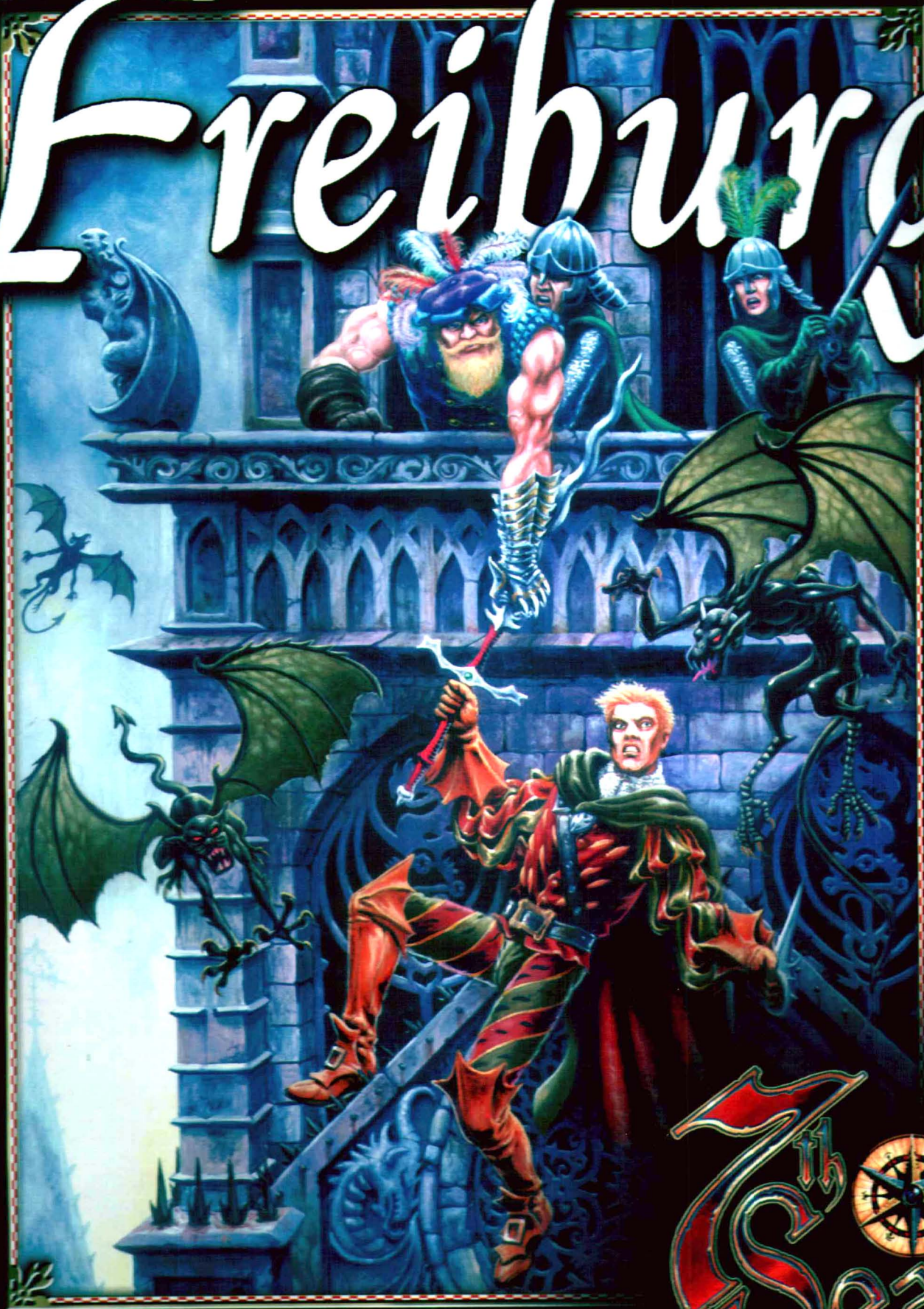


# Freiburg



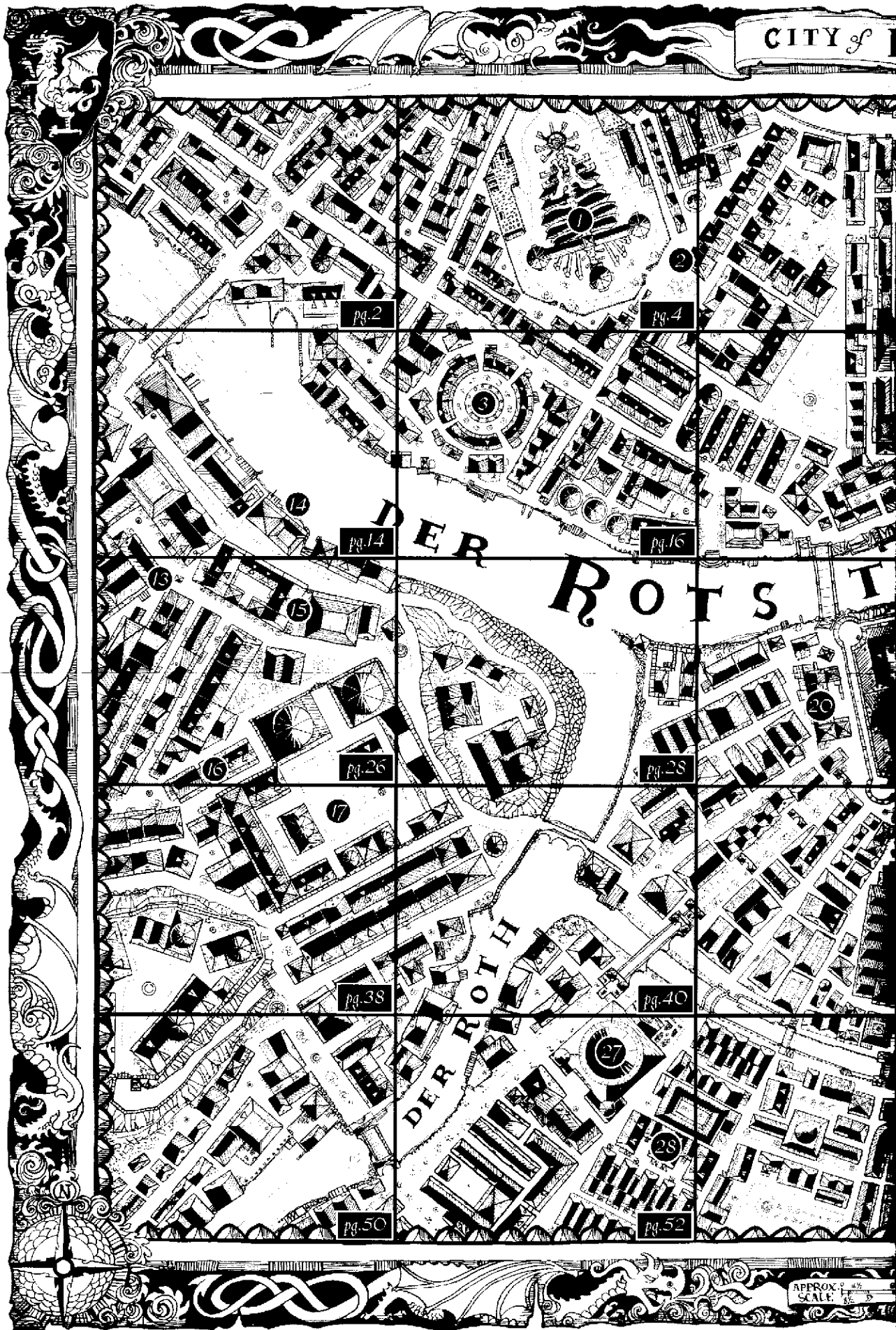
by Rob Vaux and Kevin Wilson





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# FREIBURG. 1668

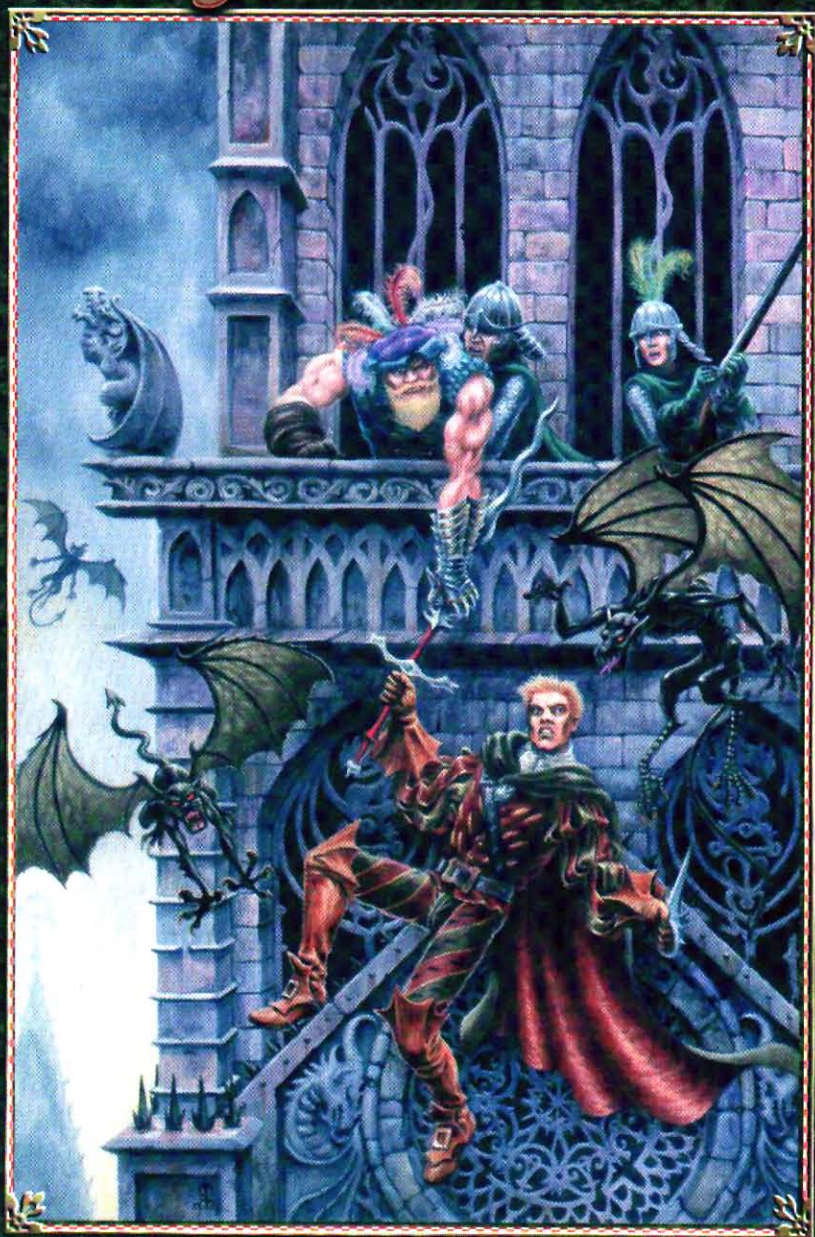
## Freiburg 1668

The fifth year of the rule of  
Eisenfürst Nicklaus Träges





# *The City of Freiburg*



*The History, Government  
and People of the  
"Kingless Kingdom"*





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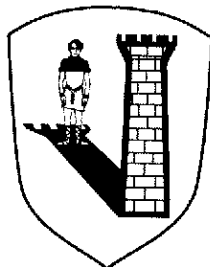
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## Dedication

*7th Sea* is over a year old. This is in no small part due to our loyal fans. You've foiled hundreds of dastardly plots and taken down thousands of Brutes in that time. Because of you, we've managed to put out over a dozen successful books for the line. Thank you – all of you.





# How to Use Freiburg

## Introduction

*In the shattered nation of Eisen, there is one city that calls to the refugees, promising them wealth, freedom, and shelter – Freiburg. Thousands of Eisen flock there seeking jobs, sanctuary from the law, or new homes. A few find what they’re searching for, but they are in the minority. Most who come to Freiburg find only poverty, ruin, and starvation.*

*Yet they keep coming – an endless sea of mouths, rising up to swallow everything in sight and spreading the available food supply thinner and thinner. Eventually, many of them turn to crime in desperation...*

*The original residents of Freiburg resent these hopeful newcomers. The immigrants have driven wages down and prices up. They devour precious resources and threaten the safety of businesses and families. The streets have become dirty, crowded, and dangerous. Foreigners come to the city hoping to take advantage of the nation’s desperate straits. Crime, poverty, and corruption increase as the population swells ever larger...*

*Very soon, something must give.*

Welcome to the *Freiburg* boxed set. Within these pages you will find everything you need to run a *7th Sea* campaign set in Théah’s most dangerous city. Located in the center of a shattered nation, ruled by a man who has lost all hope, Freiburg has become the focal point for Eisen’s future. Even now, forces have been set into motion that may cause the reunification of the country whether the Eisen people are

ready or not. Your Heroes will have the opportunity to shape the nation’s destiny one way or the other. By the time they’re done, they will have changed the course of history... or sent a city to its grave.

In addition to the *Freiburg* boxed set, you will need a copy of the *7th Sea Players’ Guide*, the *7th Sea Game Masters’ Guide*, and the *Eisen* sourcebook to run Freiburg properly. Other *7th Sea* books will be helpful but are not essential. You’ll also need a group of players (three to five is the recommended number of players for a beginning GM), and plenty of imagination.

*Freiburg* contains an entire mini-campaign for you to use and expand upon – allowing your players to play a vital role in the political maneuvering of an entire nation. There are also maps, props, building descriptions, and other tools that will allow you to run games set in Freiburg long after you’ve used up the initial adventures.

In order to get started, read the descriptions of the books in the *Freiburg* boxed set, below. This will tell you which book you’ll need to look in for various types of information. Next, talk to your players and decide if you want them to be newcomers to Freiburg or residents of the city. Then, simply proceed to the corresponding section and follow the instructions there.

The *Freiburg* boxed set contains three books, outlined below:

## Book 1: The City of Freiburg

This is the book you are reading right now. It’s intended to be the GM’s workhorse, containing a history of Freiburg, random encounter charts (color-coded to the map on the back of *The Sights of Freiburg*), write-ups of important NPCs, templates of commonly encountered NPC types, and an entire campaign’s worth of adventures.

*History, Law, and Government (pages 5–10)* – This section includes a brief overview of the history of Freiburg, a discussion of how its government runs, and an explanation



# The City of Freiburg

of the *laissez-faire* legal system that has made it such a haven to criminals and entrepreneurs alike.

*Write-ups of Important NPCs (pages 11-26)* – This section contains descriptions and stats for the most powerful people in Freiburg, including the Eisenfürst and his supporters, several unsavory merchants, and two of the most public members of Théah's secret societies.

*NPC Type Templates (pages 27-29)* – This section contains stats for broad categories of NPCs, such as merchants, Swordsmen, City Guards, etc. They will help you keep the game moving if the Heroes do something unexpected, such as attack a hapless merchant.

*Hammer and Tongs (pages 30-90)* – This is the campaign itself, detailing a series of adventures for your Heroes in and around the city. It climaxes with a confrontation that will affect Eisen's entire history, giving your party the chance to play a pivotal part in the proceedings. Instructions for using the adventures included are on pages 24-25.

*New Rules (pages 90-92)* – A brief collection of new rules, including a Swordsman School commonly practiced in Freiburg and several new Backgrounds and Advantages for natives of the city.

*Random Encounter Charts (pages 93-95)* – Roll on these charts when you want the Heroes to run into some trouble in Freiburg, but don't have anything particular in mind. To determine which chart to roll on, just look at the color of the map (see *The Sights of Freiburg* cover) where the Heroes are currently located and roll on the corresponding chart. If the street they're on is green, roll on the Green Encounter Chart. The encounters may need to be adjusted slightly if they take place outside of the city itself.

## Book 2: The Sights of Freiburg

The second book of the *Freiburg* set is a complete location-by-location description of the map included with the set. It includes a detailed overview of the city's important buildings and gives GMs a wealth of adventure ideas to develop. It also includes several sample maps of Freiburg



buildings, which can be used whenever the GM needs a location on the fly.

## Book 3: Welcome to Freiburg

This book is a prop intended to be given to your players: a "tour guide" sold on the streets of Freiburg, which their Heroes may purchase if they wish. Be warned, however, that some information in this book contradicts the information in *The Sights of Freiburg*. The author of *Welcome to Freiburg* wasn't scrupulously honest in his descriptions. In all cases where contradictions arise, *The Sights of Freiburg* has the real story.



## A Freiburg Campaign

Obviously, GMs will have to consider their group's particular make-up before running a campaign set in Freiburg. A party full of Vestenmannavnjar raiders will approach things much differently than one composed of Montaigne courtiers. Below is a series of suggestions to help you establish your players in this setting.

### Newcomers to Freiburg

In this version of the campaign, the Heroes have never been to Freiburg before and are only now entering the city. For a beginning GM, this is the easiest method, because the players will be introduced to the city in pieces. This allows you to familiarize yourself with the various locations around Freiburg one at a time. The pace will be slower, giving everyone involved time to get used to the game system and their Heroes' reactions to the city.

If you run this style of campaign, *Book 3: Welcome to Freiburg* will be your best friend. Simply have the players create Heroes and then give them a copy of the book (which they've doubtless picked up the minute they entered the city). When they've had a chance to explore a bit, run Hard Point 1 on pages 32–36, and you're off. If you're a beginning GM, the following character guidelines should make your job much easier. It will give the party some stability and ensure that they have the necessary skills to make a go of it in the big bad city:

- ◆ At least one Hero should be from Eisen.
- ◆ At least one Hero should have the Noble Advantage.
- ◆ At least one Hero should have a Wits of 3 or more and spend at least 8 HP in the Courtier Skill, making sure to have an Etiquette Knack of 3.
- ◆ At least one Hero should have the Streetwise Skill and the Underworld Lore Knack.
- ◆ At least two Heroes should have a Swordsman School and a Finesse of 3 or more.
- ◆ No Heroes should have Sorte. This is a somewhat complicated Sorcery and can make certain elements of the

campaign harder to run. The court scenes, in particular, become much more difficult with a Fate Witch in the party.

### Freiburg Residents

In this version of the campaign, the Heroes have lived in Freiburg for several years, or have at least visited it regularly. This allows an experienced GM to get the most out of the *Freiburg* boxed set, building up the feeling that the Heroes are familiar with the city and have learned some of its ins and outs.

If you run this style of campaign, have the players create Heroes, and then give them an overview of the city, perhaps using photocopied pages from *The Sights of Freiburg*. If you want to use *Welcome to Freiburg* as well, have one player make a newcomer Hero who has picked up the book on his way into the town. He can serve as a source of trouble for the rest of the party as he stumbles into problems the rest of the Heroes know how to avoid. Once you've assembled the group and everyone's comfortable, run Hard Point 1.

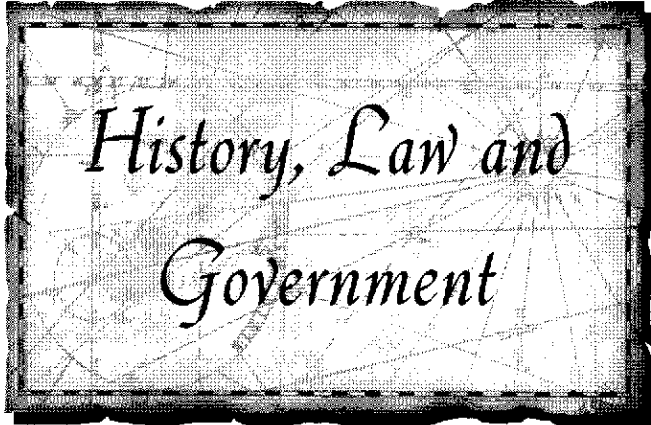
### Using Established Heroes in Freiburg

It's also simple to import existing *7th Sea* Heroes into the *Freiburg* campaign. All you have to do is tie up their most pressing plotlines and provide them with some motivation to travel to the city. If you run Hard Point 1 on pages 26–31, this motivation is already built into the adventure — one of the Heroes comes into possession of a manor in Freiburg, valued at thousands of Guilders (at least on paper).



Freiburg isn't a place for the faint of heart, but those who walk its streets and survive will find rewards they never thought possible. Whatever your Heroes' backgrounds, tell them to keep their eyes peeled and always watch their backs. This city has swallowed better men than they... but if they respect it, it can teach them how to prosper.





## History, Law and Government

### History

The history of Freiburg stretches back farther than the history of Eisen; indeed, farther than the history of humanity. It begins in the time of the Drachen.

#### Drachen Burial Ground

The Drachen made extensive use of the site where Freiburg now stands, though for what purpose no one can be sure. Some believe it served as a burial ground for their dead. Others maintain that a huge battle was fought there: part of a civil war or some other great conflict. All humanity knows for certain is that numerous drachen skeletons littered the area, ranging in size from twenty or thirty feet to hundreds of yards. They lay exposed to the elements for countless millennia, while their species slowly declined and humanity rose to take its place.

The tower known now as the Wachtturm was erected at the site, using magic or technology that humanity can barely grasp. Whether it served as a monument of some sort or a warning, no one knows, but the vistas from the top of it stretch for many miles.

The area retained a quiet awe long after the Drachen had vanished, almost as if the ground itself had absorbed some part of the creatures' overwhelming majesty. That, coupled with the skeletons and imposing tower/artifact, kept the early Eisen away from the site, even though the area was well suited for settlement and lay on the convergence of two

mighty rivers. Nobody wanted to tamper with the dead for fear of incurring some Drachen curse or inadvertently activating some terrible piece of magic. As Eisen flourished around it, the site remained untouched, the testament to an age long past.

#### The Stein

So it remained until 1267 when Emperor Stefan III, concerned about a possible military incursion up the Rotstrom River, order the construction of a military base on the site. Many tried to dissuade him from the plan, fearing the "curse of the Drachen," but Stefan held firm. Construction began around the Wachtturm (which the Emperor wished to use as a lookout tower) and expanded to become one of the largest fortresses in the world at that time.

When completed, the "Stein" (as it was known) served as the military anchor for the whole of northern Eisen. It was huge, capable of housing hundreds of soldiers, and held an iron grip over both the Roth and Rotstrom Rivers. The Wachtturm gave an uncontested view of the surrounding countryside, allowing commanders to spot approaching forces with ease. For all the talk of a Drachen curse, the Stein flourished, and by the end of the 13th century was considered a pivotal element in Eisen's military might.

A large township soon sprung up around the fort, catering to the soldiers and their families. Everything from blacksmith forges to jenny houses could be found within a short walk. There was even a chapel of sorts, founded in the ribcage of a great drachen skeleton and presided over by the fortress priest. While not strictly a city (it was under military jurisdiction, and everything in it served the Stein in one way or another), it provided the framework for Freiburg four centuries later.

#### The War of the Cross

For many centuries, the Stein stood unchallenged, easily repelling the few military incursions launched against it. It served as a safe haven for merchant fleets plying the Rotstrom and guarded the western flank of the Emperor's personal holdings. It even protected Matthias Lieber



following his escape from Castille in 1517 (Lieber hid in a secret room beneath the anvil of the local smithy; see the *Rose and Cross* sourcebook, page 43).

Then came the War of the Cross. With the nation split between Vaticines and Objectionists, chaos threatened to engulf the entire region. The Stein became a central rallying point for the Emperor's forces and headquarters for the brilliant Vaticine General Stauss. Stauss struck against Objectionist strongholds in the south, using a combination of Eisen military and Castillian troops to quickly hem the enemy in. With most of the fighting taking place in the southern provinces, few feared an attack on the Stein itself.

The tide shifted, however, with the appearance of the cunning General Stefano Wulf. Wulf arrived from his native Vendel with an army of loyal Objectionists in tow. He knew that he had only a short time before General Stauss turned his attention toward him, so he needed to weaken the

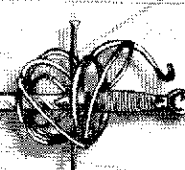
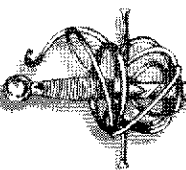
Vaticine defenses in order to establish a proper foothold in the north. His first target was the Stein.

Wulf's forces approached the fortress one snowy day in the winter of 1637 in what would later become known as the Last Battle of the Stein. He deployed his forces rapidly and hid his strength from the fort's defenders, behind the inclement weather. The men atop the Wachturm could not spot Wulf's army until they were almost on top of them. By the time an alarm was raised, the Objectionists were ready.

The battle was swift but bloody. The defenders attempted to hold Wulf to the north side of the Rotstrom, but the canny Vendel crossed the river east of the fortress and soon had the Stein surrounded. His men set fire to the city to further mask their activities, and their Guilder-bought cannon breached the walls on two sides. As civilians fled the burning ruins, the Stein's commander engaged Wulf's forces on open ground. The defenders fought like Eisen and inflicted numerous casualties, but in the end it wasn't







## The City of Freiburg

enough. Wulf's forces overran the fortress and burned the keep along with the rest of the city.

Among the Emperor's forces at the battle was a young, idealistic boy named Nicklaus Trägue. He escaped the fall of the Stein and fought on the Vaticine side for another twenty-five years, gradually losing his hope and his faith.

With the loss of the Stein, the Vaticines' absolute hold over northern Eisen crumbled, giving the Objectionists a chance to consolidate their positions. Had the fortress held, General Stauss could have beaten Wulf back and Eisen might be a much different place today. As it was, the war took another thirty years and the issues which caused it were never truly resolved.

Wulf's forces held the area for another two years before being forced to retreat. During that time, they refused to allow any civilians to return to the area and never rebuilt the Stein. Attacks from Vaticines were frequent, and the Objectionists never had time to conduct proper repairs. The area remained in ruins for two more years.

More information on the War of the Cross can be found in the *Eisen* sourcebook, pages 14–16.

### The Rebuilding

Wulf's forces abandoned the Stein in 1639, forced to retreat by increasing pressure from Vaticines to the south. Civilians immediately returned to the area, drawn by the river and the remnants of the fortress. They made what repairs they could and constructed new buildings over the ruins of the old. The city quickly regrew, fed by refugees from the war and surviving as a crude trading post. The locals still referred to it as the Stein or occasionally "Steinhalt", but the city never really achieved a sense of unity.

The chaos of the war took its toll as well. Mercenary bands moved through on a regular basis, often destroying what little civic authority there was. The city changed hands countless times; leaders and rulers would come forward, only to be deposed or murdered by their rivals. Military units would sometimes lay claim to the city, occupying it until a larger force drove them off. Eventually, the city

adapted to the chaos, going about its business with little or no leadership.

It was this chaotic quality that attracted the attention of its current ruler. Nicklaus Trägue had fought for the Vaticines since the earliest days of the war, but by 1659 he had had enough. Sickened by the carnage, resentful of the god he once loved unconditionally, Trägue reached his breaking point during one of the last large-scale battles of the war. He watched his forces clash with the Objectionists — men slaughtering each other like animals over nothing more than an abstract notion — and suddenly stopped, threw down his sword, and fled from the horror. He never knew what happened to his men, nor did he care.

He went into the nearby mountains, hoping to avoid human contact of any kind. He was making his way across and rocky path when a storm broke out, threatening to drench him. Trägue took refuge in a nearby cave, only to make a stunning discovery: a rich deposit of dracheneisen hidden within the walls. By Eisen law, it made him a baron, a rank second only to the Emperor himself in power.

Leaving the mountains behind, Trägue made his way to the Emperor's palace to petition Reifenstahl for a barony. When his lord asked him what territory he wanted, he smiled bitterly. "All the land I can see from the Wachturm," was his reply.

When the locals heard that a new baron was taking control, they rejoiced. At last, a real leader to restore the Stein to glory! Their joy soon turned to ashes, however, when they learned what Trägue had in mind. He desired a "free city," a place where no questions were asked and anyone could come and go as they pleased. Beyond requisitioning a few important buildings — a city hall, a new cathedral, a restored version of the Stein — he had no plans to change the way things were done. Construction on the new buildings was completed in 1664 and Trägue christened the new city "Freiburg" ("Free City") in hopes of drawing fresh trade. Then he retired to the Wachturm, uncorked a bottle of wine, and watched to see what would happen.



### The Present

He wasn't disappointed. In the four years since Freiburg's christening, the city has grown more quickly than anyone could imagine. The horrors of the war have drawn all number of refugees, soldiers, and black marketeers, as well as merchant traders from all over Théah. Trägue's policy of no taxation has proven extremely lucrative, and many men have become rich after just a few months in the free city. Of course, there's a downside as well: Freiburg cannot guarantee the safety of its citizens, and the high criminal element can make things very difficult for the unwary. Men have made a small fortune on her streets, only to be robbed of everything they own in a few short minutes. Those who survive in her confines have learned to travel well armed, and justice here exists only on the end of a sword.



The city has also had to deal with the development of a shantytown — known as Verzweiflung — around its borders. Composed of starving refugees living in horrendous conditions, Verzweiflung swims with filth, disease, and crimes too horrible to mention. Freiburg doesn't officially recognize the shantytown as part of its borders, but still must deal with the problems it creates. More on Verzweiflung can be found in the *Eisen* sourcebook, pages 23–24.

Still, the city continues on its way. Most of Freiburg's residents are perversely proud of their "No Questions" policy, and trade here flourishes as nowhere else. The streets ring with foreign languages, as immigrants from all over Théah come to ply their wares. No city has such a cosmopolitan flavor, and no city has persevered so well despite the horrors that surround it. Freiburg has survived, though whether that's a good or bad thing is a matter of opinion.

### Civic Operations


Freiburg is run like no other city on Théah. There is no mayor, no governing council, and only the barest hints of civic organization. It never taxes its citizens, meaning it has very little money to pay for the services that other cities take for granted. The result is a chaotic, free-wheeling mess where no one can establish any real control. Trägue intended as much.

### Organization

Technically, Eisenfürst Trägue is the uncontested ruler of Freiburg, with the power to make laws, levy taxes, and organize the civic government any way he sees fit. In reality, however, Trägue rarely intervenes with the government, content instead to write his book and drink himself to death. The day-to-day operations are left to Wilma Probst, who sorts through the mess as best she can.

Freiburg is organized around Trägue's grand "experiment": he wished to see how human beings would react if left entirely to their own devices. Would they prey upon each other, as beasts in the field did, or would the better angels of their nature lead them to utopia? With that in mind, he





## The City of Freiburg

formulated the city's motto — "No Questions" — and set up a civic government with as little true authority as possible. The City Guard keeps the peace and prosecutes any overt criminal activity, but other than that, the inhabitants are left to govern themselves.

### Civil Services

Freiburg provides only two real services to its citizens: the city guard and the Hall of Records.

The Guard exists mostly to keep the peace: they prevent street crime and nominally try to enforce the city's laws. They're organized along military lines: patrol squads are led by sergeants, who answer to a watch captain coordinating all patrols in a given area. The captains report to one of twenty watch commanders, who all report to the Captain of the Guard, Vasya Wilhelm. The organization works well enough to keep the guards functioning, and they respond well to the pseudomilitary chain of command. Unfortunately, they're also woefully underfunded. With no taxes coming in, the city cannot pay their salaries and they must often turn to wealthy merchants for support. The system lends itself to horrible abuses, with units of guardsmen serving as armed thugs for the rich and powerful. Bribery is rampant, and despite the presence of honorable men like Wilhelm, the city guards are rife with corruption.

The Hall of Records is actually Trägue's way of keeping an eye on his "experiment." It ostensibly exists to record every aspect of city life: births, deaths, immigration, business transactions, and so on. Budget constraints and other practical necessities, however, have limited their efforts to one important category: property ownership. All parcels of land within Freiburg must be registered in the Hall of Records, and the city must license all property exchanges. As a result, the government has a fairly good idea of who owns what in Freiburg, which allows it to keep rough track of the city's populace. Of course, there's nothing to prevent squatters occupying an abandoned building or landlords to operate without the city's knowledge, but no system is perfect. The Hall also generates income for the city by directing citizens to certain businesses or employers in

exchange for a small fee. Not only does it help facilitate trade, but it gives the impression that the government has more control over the city than it actually does. Wilma Probst tries to keep track of the people making use of this service in hopes of identifying potential troublemakers.

Beyond these two services, Freiburg exercises no control over its populace. The citizens may conduct whatever business they wish without fear of reprisal from the Eisenfürst. Many residents have learned to fend for themselves rather than trust the city guard. They form vigilante groups, organize volunteer fire brigades, and pay for basic services out of their own pockets. In many neighborhoods this leads to a "might makes right" rule, with powerful gangs ruling through fear and intimidation. A few areas have fared better, however, aided by a robust economy or a genuine concern of neighbor for neighbor. It remains to be seen whether those areas will grow, or if Freiburg's corruption will ultimately consume them.

### Wilma Probst

As bad as it is, the situation would be far, far worse were it not for the efforts of one woman. Wilma Probst serves as Trägue's chief advisor, which makes her the *de facto* administrator of the city. Her duties mainly consist of monitoring the Hall of Records, ensuring that the Guards do their jobs, and handling the countless diplomatic endeavors that Trägue no longer touches. She maintains contact with diplomats from the other Eisenfürsten while ensuring that the merchants are more or less happy and keeping the city's treasury from emptying. She also has a few side projects of her own, which take up the remainder of her free time (see her NPC entry on pages 13–15 for more). Luckily, Trägue has given her *carte blanche* to act as she sees fit and she hasn't allowed her surroundings to corrupt her. She remains a good and decent woman, and tries hard to give the citizens beneath her a fair shake. Were it not for her efforts, the entire königreich would have collapsed into anarchy years ago.



## Laws

The entirety of Freiburg's laws only fills three pages, and most of them aren't even enforced. The most dire crimes are murder, arson, inciting a riot, and engaging in slavery; the City Guard has standing orders to arrest or detain anyone they suspect to be engaging in such activities. Other than that, the Guardsmen may follow whatever personal code they wish. In most cases, this translates to an "out of sight, out of mind" policy: while public crimes are vigorously prosecuted, countless back alley schemes take place with no interference from the Freiburg authorities.

The one thing the guard will not stand for is a threat to the city itself. They carefully monitor public gatherings and remove potential ringleaders before the crowds grow ugly. Rampant arson receives the guards' full attention, and public assaults are swiftly broken up. Freiburg's criminals may have a lot of freedom, but they must exercise discretion if they wish to work unmolested.

Similarly, crimes against the watch itself seldom go unpunished. The Guards know they have no one but themselves to depend upon and protect each other with fierce loyalty. Most Freiburg citizens know better than to trifle with their would-be protectors: in an already deadly city, it's the easiest way to get killed.

Rules for creating guardsmen can be found on pages 96–97 of the *Eisen* sourcebook; stats can be found in the *Minor NPCs* section on page 28 of this book.

## Trials

"Due process" is a foreign concept in Freiburg. The Guards have enough to worry about without ensuring that every defendant gets a fair hearing. Senior officers (captain rank or higher) act as judge and jury; the men under them bring criminals in for trials, which often take place in less than an hour. The proof of guilt varies from case to case; honorable watch captains try to see that justice is done, while harsher or more corrupt captains condemn the accused with only perfunctory evidence. Most cases hinge on eyewitness accounts, which can be hard to procure and are often tainted with personal biases. Criminals are usually either

condemned out of hand or released after a slap on the wrist. The "judges" just don't have time for anything more.

## Punishment

Once criminals have been caught and condemned, question becomes how to properly punish them. Deportation and banishment are the most common methods. Many of Freiburg's criminals hail from other parts of Théah, and most are wanted elsewhere on a variety of charges. The Hall of Records tries to keep tabs on wanted fugitives, which makes it easier to get rid of them when they commit crimes in Freiburg. A quick letter to a neighboring *königreich* or a Porté messenger to another nation quickly alert the "proper authorities" to their fugitive location.

Fines are typical for minor offenses. The defendant still pays "court costs," for his crime: anything from a few Guilders to everything he owns, depending on the severity. Those who can't pay must work the fine off as indentured servants, bought by the wealthy or laboring on the city's civic projects. Needless to say, the system is horrendously corrupt and "court costs" are often a watchword for outright bribery.

Other punishments include flogging, maiming, pillorying, which can all be accomplished with a minimum of fuss. In the most serious cases — murder, arson, or treason against the city at large — the criminal is executed. Serious cases are usually handled with more formality than minor ones. The trial is lengthier, with legal counsel representing both sides and a legitimate judge weighing the evidence. Hanging is the normal form of execution, though Guards have been known to apply "extreme force" when subduing particularly vile criminals.

Because of this hands-off policy, Freiburg has only a small prison, the Gaol (location #189; see *The Sights of Freiburg* page 50), occupied mainly by debtors and the hopelessly insane. Sometimes Wilma Probst arranges for a troublesome criminal to serve prison time in Pösen or another neighboring *königreich*, but such incidents are rare (Wilma must catch a political favor to do so).



## Important NPCs

The following entries cover most of the movers and shakers in Freiburg society, from the Eisenfürst and his assistants to the most prominent members of the city's secret societies. GMs are free to add more or modify the existing NPCs if they wish.

### Nicklaus Trägue

#### Eisenfürst (Hero)

*Brawn:* 2

*Finesse:* 1

*Wits:* 5

*Resolve:* 4

*Panache:* 2

*Reputation:* 80

*Background:* Crisis of Faith

*Arcana:* Insightful

*Advantages:* Castille (R/W), Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Théan (R/W), Vodacce (R/W), Noble, University

*Artist:* Writing 4

*Courtier:* Dancing 2, Diplomacy 5, Etiquette 4, Fashion 3, Gaming 4, Gossip 1, Oratory 5, Politics 5, Scheming 4, Sincerity 5

*Heavy Weapon:* Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 3

*Performer:* Acting 3, Cold Read 4, Dancing 2, Oratory 5, Prestidigitation 3, Singing 1, Storytelling 3

*Scholar:* History 5, Mathematics 2, Occult 2, Philosophy 5, Research 3, Theology 5

*Streetwise:* Shopping 1, Socializing 3, Street Navigation 5, Underworld Lore 4

(For more information on Freiburg's bitter, alcoholic ruler, see the *Game Masters' Guide* pages 53, 55, and 61–62, and the *Eisen* sourcebook pages 65–66 and 115–116.)

Even before he became an Eisenfürst, Nicklaus Trägue gave up on many things — Theus, science, perhaps even his fellow man. He now spends his time talking with his scribe, Logan Gottschalk Sieger, and shaping his increasingly bleak thoughts into a philosophical treatise. From when he rises in the morning to when he collapses late at night, he always has a bottle in his hand to help quell the sense that the universe has betrayed him.

Trägue primarily leaves the operation of Freiburg to his administrative assistant, Wilma Probst. She handles things admirably, but with the restraints he placed on her power, she often has to go behind his back in order to perform necessary tasks. Nicklaus would be furious if he knew she was doing that. After all, he has set up Freiburg as an experiment to see what men will do when laws and rulers are taken away from them. Knowing that his trusted assistant is meddling with that would enrage him — at least until he realized that she was part of the experiment too.

Similarly, Logan Sieger impresses him greatly and he eventually plans to leave the city to him. He hasn't told anyone this, for fear of disrupting the experiment.

In order to know Trägue better, it's best to hear him in his own words. Below are several excerpts from *Facts of Theus*, the manifesto-in-progress that he hopes will be his crowning legacy:

#### Chapter 1: On the Nature of Theus

*Theus is a monster.*

*Consider: He created everything. He made a world that is, by all accounts, His idea of perfection. He is supposedly all-knowing and all-powerful. Yet somehow sorcery crept in and corrupted the vision, giving us suffering and sin.*





**Nicklaus Trägue**

However, if Theus is all-knowing, then He knew that would happen. He knew that Legion would oppose him successfully in this manner, but He went ahead with His grand plan anyway. He knew that man would fight his brother during the War of the Cross in his name, yet He did nothing to prevent this. He foresaw thousands of starving, diseased children in the streets of Eisen, but He allowed it.

Perhaps to such a powerful being, mankind is no more than a race of insects – interesting to watch, but ultimately of no consequence. This is the only explanation that I can conceive of that would explain His staggering disregard for our suffering.

Why else would He make decisions that, if made by human, would view as the acts of a monster?

### **Chapter 21: On the Nature of Archæologists**

I find the recent trends among scholars of history disturbing. Calling themselves “archæologists”, many of them explore ruins of the Syrneth, seeking devices or writings that could shed some light on the nature of this elder race. These men and women tamper with dangerous forces that they do not fully understand. They might one day unleash a cataclysm upon the world on the scale of which we have never seen before. It could be that one of these “archæologists” will flip the wrong switch or turn the wrong dial, and all of mankind will disappear just as suddenly – and completely – as did the Syrneth themselves.

However, this is not my greatest fear. A hundred years in the past – even a generation ago – the greatest minds of Théah were engaged in the invention of new devices and philosophies. The brave pioneers looked to the future and gave us some of our most valuable advances. Tobias Vogel and his printing press, for instance, brought learning into all corners of Théah. Without his agile mind, the words you now read could never have reached you.

All of that changed with the discovery of the Syrneth ruins. Instead of relying on our own intelligence, we simply collect the technology of an extinct race. I fear that we are becoming scavengers – dependent on the incredible artifacts uncovered at the Syrneth ruins for our scientific advances. More and more, we look to the past for our inspiration, but as the Syrneth have already proven, that road is a dead end. While I would not interfere with the research performed by these “archæologists”, I cannot agree with it. It is a waste of many brilliant minds.

### **Chapter 58: On the Nature of Man**

The nature of Man, more than any other topic, bewilders me. I have the ability to draw a clear conclusion. Men, for all their vaunted reason, live from moment to moment like animals. Certainly they can plan for the future, but few ever do. It is very difficult to determine their true nature when outside influences constantly force them to act in certain ways. Rulers, poverty, and sorcery are among the influences that most restrict man's ability to act according to his nature. Laws and fear of punishment deter the wicked who would otherwise prey on their fellow man, while poor



# The City of Freiburg

*drives honest men to perform dishonest acts. The influence of sorcery runs throughout all of this – making gods of some men and servants of the rest. What can a common man do against the ability to catch bullets or change into a bear?*

*No, I fear there is only one way to determine if man is inherently good or evil. We must create an environment in which man is bound by neither law nor rulers. This I propose to do here, in this "Free City." Freiburg shall become the crucible in which humanity's true nature will be tested. I suspect that neither Theus nor Legion will interfere. After all, they must be as curious about the outcome of this experiment as I am...*

*Servant:* Etiquette 5, Fashion 4, Menial Tasks 3, Seneschal 5, Unobtrusive 4

*Spy:* Conceal 4, Cryptography 5, Forgery 4, Lip Reading 3, Shadowing 2, Stealth 3

*Rider:* Mounting 2, Ride 3

*Knife:* Attack (Knife) 3, Parry (Knife) 1

Wilma is the only daughter of a wealthy Eisen merchant. She grew up in Gottkirchen, Heilgrund, where she studied the courtly arts hoping to one day becoming a member of the Emperor's court. At age ten, her father sent her to Montaigne to study in one of the country's finest finishing

## Träque's Advisors

### Wilma Probst

#### City Administrator (Hero)

*Brawn:* 2

*Finesse:* 3

*Wits:* 5

*Resolve:* 5

*Panache:* 3

*Reputation:* 56

*Background:* Obligation (Sophia's Daughters)

*Arcana:* Focused

*Advantages:* Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Vodacce (R/W), Connections (many), Eisen Accent (Republic), (Wo)Man of Will, Membership (Sophia's Daughters), Noble

*Courtier:* Dancing 4, Diplomacy 4, Etiquette 5, Fashion 4, Gossip 4, Mooch 3, Oratory 5, Politics 5, Scheming 4, Sincerity 4

*Merchant:* Accountant 4, Calligrapher 3, Haggling 3, Scribe 5

*Scholar:* History 3, Law 3, Mathematics 4, Philosophy 3, Research 2



Wilma Probst



schools. She quickly rose to the top of her class and drew the attention of Jeanette Françoise, the Headmistress of the institution. Aside from her exceptionally high intelligence and ease in grasping courtly techniques, Jeanette saw something rare in Wilma – an unbreakable will. Unlike the other girls enrolled in her school, Wilma tackled every situation with absolutely no fear. She seemed immune to peer pressure and maintained an eerie calmness during the most stressful situations. When the other girls teased her, she graciously ignored them; when they excluded her from their cliques, she practiced her studies on her own. Never once did she show any signs of weakness or remorse over being ostracized. Never once did she show any concern that the other girls disliked her. She was a rock. She was perfect. Wilma was the prodigy which Jeanette had been waiting for all her life.

Jeanette belonged to Sophia's Daughters and used her school to shape and mold the minds of young girls. She had long been searching for someone to groom in a role of leadership, someone who had the strength of mind to do great things. She found this person in Wilma.

Thus Wilma began her training. She studied tenaciously and proved receptive to the tenets of the order. She graduated at the top of her class and had gained many friends and contacts within the Daughters' ranks. They had groomed her to be a leader; now they would watch to see what she could accomplish on her own. Wilma returned home and applied for an appointment in the Emperor's court. With her father pressuring the proper people and the Daughters working behind the scenes, she secured a position in record time.

In order to find those sympathetic to the Daughters' cause, she began feeling out the many officials and courtiers with whom she had daily contact. She paid particular attention to one of the Emperor's favored barons, a fiery warrior named Fauner Pösen. Unfortunately, Fauner never quite noticed Wilma in the swirl of the Emperor's court: Probst schemed, planned, and did everything in her power to make a connection with the baroness, but always fell a bit short.

With no one else to turn to, she spoke with the Emperor himself in hopes he would be sympathetic. Although he never specifically mentioned the Daughters, he seemed open to their beliefs, and she believed that he could be a valuable asset in the future. Two days later, the Emperor was found dead, apparently by his own hand. For the first time in her life, Wilma felt helpless. For the last time in her life, she lost control of her emotions and wept.

Without the Emperor, Wilma was lost. The country disbanded, the country fell apart, and she found herself alone with nothing to show for her lengthy efforts. She debated returning to Montaigne, perhaps to serve as an errand girl for the Daughters, but ultimately rejected the notion as too weak. She may have lost her moorings, but she was far from broken.

It took several more weeks before inspiration struck. She remembered a newly proclaimed Eisenfürst named Nicklaus Trägue, who had asked the Emperor to let him rule a fortress known as the Stein. He had started an impossibly small barony with little more than himself to handle its administration. Surely he had a place for her in his court. She subsequently traveled to the Stein, named "Freiburg", to seek him out. After seeing what she could do, Trägue was more than happy to let her help guide him through the creation of the initial administration for his new city, then retired to write his book and turn the governmental operations over to her. She couldn't pray for better.

With her almost autonomous authority, she has created safehouses all over Freiburg for women smuggled out of Vodacce. With the approval of the Daughters, she established a local chapter house and has assumed leadership. Within only a few years, membership increased tenfold. The melting pot of Freiburg is rife with those who are weary of the current state of affairs and want to see the country – and eventually the world – change for the better. She has an endless audience to whom the Daughters may espouse their beliefs.

Wilma truly cares about the people of Freiburg and has established the few public services which the city has



offer. Although she heads up the local Daughters chapter, she does not run its day-to-day operation (Freiburg itself keeps her busy). Her job consumes almost every waking moment, since she has no help from Trägue himself. The rest of her time goes to the Daughters: organizing their meetings and activities, helping establish new safehouses, and forging traveling papers for women who need them. She occasionally uses Vasya Wilhelm as an unsuspecting agent, since he has devoted his life to protecting others. She often posts him and his best Guards in the areas of town which harbor Daughters' safehouses.

Wilma is a thin woman in her mid-thirties, with piercing blue eyes, a hawklike nose, and thin lips. She has long brown hair which she wears up in a very severe style. While not unattractive, Wilma is relatively plain and does not take the time to doll herself up. She dresses well, but conservatively, and never varies her wardrobe.

## Logan Gottschalk Sieger

### Scribe (Hero)

*Brawn:* 2

*Finesse:* 3

*Wits:* 3

*Resolve:* 5

*Panache:* 2

*Reputation:* 15

*Background:* None

*Arcana:* Stubborn

*Advantages:* Eisen (R/W), High Eisen (R/W), Théan (R/W), Inheritance, Noble, Patron, University

*Artist:* Writing 3

*Courtier:* Dancing 2, Diplomacy 2, Etiquette 3, Fashion 2, Oratory 3, Politics 3

*Heavy Weapon:* Attack (Heavy Weapon) 2, Parry (Heavy Weapon) 2

*Merchant:* Scribe 5

*Scholar:* History 2, Mathematics 2, Philosophy 4, Research 4, Theology 3

*Streetwise:* Socializing 3, Street Navigation 4, Underworld Lore 3

The son of Eisenfürst Erich Sieger and the scribe of Nicklaus Trägue, Logan was born from a passionate encounter between his father and a common serving girl. His father took responsibility for him and raised him as he would any child, but never seemed to love him. Logan spent his youth in a series of military academies: willful, isolated, and very, very lonely.

School taught him self-reliance; his father taught him that nobody else cared what he did. As a consequence, he quit military training at the age of fourteen – against his father's wishes – to attend the Breutzmann finishing school



Logan Gottschalk Sieger



(Location #s 106, 141 and 142). By that time, Erich had sunk deeply into his isolationist malaise and, rather than punish the boy, he continued to send money. When Logan graduated, however, Erich sent him a letter. "You have chosen your path," the elder Sieger wrote. "You will have to walk it without me." Logan found himself alone and without funds in a dangerous city.

Luckily, his school contacts allowed him to find work as a scribe; after a few years, he had earned a reputation as a diligent and rapid worker. Even so, he was surprised when Nicklaus Trägue approached him with an offer; the pessimistic Eisenfürst wanted someone to record his thoughts, and Logan seemed the ideal candidate. He agreed immediately.

Since then, he has worked tirelessly to document Trägue's rambling tirades, an act which has transformed him in more ways than one. Trägue's negative philosophy provided an explanation for Logan's loneliness, and entranced him with its the grim ethics. In the eighteen months since he began working with Trägue, he has become a devoted disciple, learning self-reliance and an unflinching acknowledgment of an uncaring universe.

Unfortunately, he has not been able to devote as much time to his work as he would like. As Erich Sieger's son, he is one of the only contacts with the isolationist ruler. That makes him a target for every bureaucrat, diplomat, and noble interested in speaking to the elder Sieger. Every day finds new letters piled up at his door, each accompanied by a request to "get this to Herr Sieger as soon as you can." No one listens when he says that he hasn't seen his father in years; to them, he's just a way to reach the Eisenfürst. Logan leaves the messages to gather dust in a corner of his room.

Logan is the spitting image of his father: tall and broad-shouldered, with dark brown hair and steely eyes. His stoic demeanor belies his youth, and he constantly speaks in a melancholy tenor. He's gone to great lengths to hide the similarities, dressing in plain clothes and letting his hair grow long. He wants as little to do with Erich Sieger as possible.

## Vasya Wilhelm

### Captain of the Guard (Hero)

*Brawn:* 4

*Finesse:* 3

*Wits:* 3

*Resolve:* 5

*Panache:* 3

*Reputation:* 44

*Backgrounds:* Orphaned, Vow

*Arcana:* Loyal

*Advantages:* Eisen (R/W), Eisen Accent (Freiburg), Con Reflexes, Membership (Freiburg Guardsmen)

*Scholar:* History 2, Mathematics 1, Philosophy 2, Research

*Streetwise:* Scrounging 5, Shopping 3, Socializing 4, Street Navigation (Freiburg) 5, Underworld Lore 4

*Urchin:* Conceal 3, Stealth 3, Street Navigation 5, Survival

*Athlete:* Climbing 3, Footwork 4, Rolling 2, Side-step Sprinting 4, Throwing 2

*Panzerhand:* Attack (Panzerhand) 5, Parry (Panzerhand) Uppercut 4

*Loring School (Master):* Bind (Panzerhand) 5, Disarm (Panzerhand) 5, Exploit Weakness (Loring) 5, Right Hook

*Pugilism:* Attack 5, Ear Clap 3, Footwork 4, Jab 4

*Wrestling:* Grapple 4

Vasya Wilhelm grew up an orphan, never knowing his family. His earliest memories were of a group of powerful men dressed in cloaks which bore a black cross on a white background, and of a woman named Adela Wilhelm who took him away from them and raised him on her own. She named him Vasya, which means "unwavering protector", and told him that he was destined for great things. Although poor, she shared all she had with him, teaching him to read and write and showing him that courage and honor were not just words. When she died, he stayed by her bedside and tended to her diligently, and when she died, he swore he would honor her by living a life of righteousness. He assumed her last name and wandered to the streets of Freiburg, a mere boy of eleven years.

When Vasya began roaming the streets, he vowed he would not steal or cheat in order to survive. This was more difficult



that he realized. Everyone he met was too wrapped up in their own miserable problems to care if an orphaned boy could eat. He lived hand to mouth, scrounging through the trash of others, but he never stole. He survived for many years without once preying on another human being.

One day, when he was about twenty, as he was foraging in a bad area of town, he came across a group of men betting on a fight. Two combatants were beating each other while the others cheered them on. Vasya had heard whispers of pit fights in the city, but he had never believed them before now. When the fight ended Vasya stepped up and

challenged the winner. He lost, but there was something that felt so good about being there: fighting gave him a certain freedom from his miserable life. He went back night after night, learning more and more about boxing each time. Eventually, he started to win.

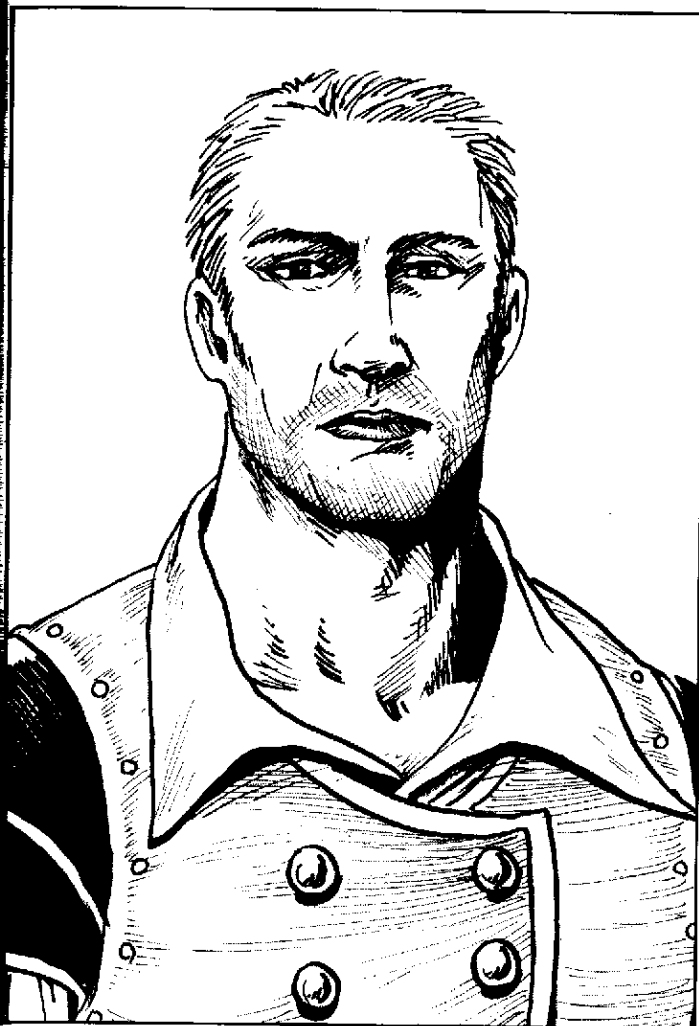
The fights' sponsor was a rich man from the upper city who never came in person but always sent a representative with prize money – enough to live on for months – for the best fighter of the week. Vasya set his eyes on this prize and fought with everything he had to claim it. Eventually, many weeks later, it was his, but it wasn't without a price.

When Vasya won, the sponsor's proxy took him to see the man who funded the fights. The man's name was Redmund Erhart, a prosperous merchant who offered him a job as one of his guards. Erhart had a constant need for personal sölden, and the fights allowed him quick access to the best brawlers in town. Vasya accepted the job without a second thought. He threw himself completely into the new position; although he missed the fights, he now had steady income and a place to stay. He was beginning to believe that life had taken a turn for the better.

He was wrong.

For several months, he guarded Erhart's estate and occasionally accompanied his employer to town. He wasn't very high in the chain of command. Then one day he and six other guards went on a collection mission. A local man named Walter had fallen behind on his rent, and they were sent to address the problem. When they arrived at his apartment, the squalor in which he and his family lived sickened Vasya. Walter had a family of seven, all packed into one room with no furniture. Rats scurried around in the corners, and the emaciated children looked as if they hadn't eaten in days.

Walter tried to explain that he had lost his job and couldn't provide food for his children. The other men didn't listen. Vasya watched in horror as they beat the poor man to within an inch of his life. When they were done, they held Walter down and forced him to watch as they gave the same treatment to his wife. The sight of the defenseless woman



**Vasya Wilhelm**



being struck again and again was too much for Vasya. He leapt forward in her defense and tried desperately to fight off his former cohorts. Sadly, there were too many of them. They pounded him as badly as Walter, then threw him from the second-story window.

Walter and his family moved out that night, fleeing to the shantytown of Verzweiflung. They took Vasya with them. Although they had no shelter and little food, they tended to his wounds and shared their meager sustenance with him. When he had fully healed, he promptly made an appointment to see Wilma Probst and offered his services as a city guard. He told her he would work for no pay if necessary, as long as he could have the position. She agreed.

That was five years ago. Vasya's wholehearted dedication to fighting corruption in the city and protecting the poor allowed him to move up through the ranks. A year ago, Wilma promoted him to Captain of the Guard, a position he has served with distinction. He does his best to keep his men honorable and just, although that's easier said than done in Freiburg. A tight budget and the city's general lawlessness have made his task all but impossible. Still, he keeps Freiburg's corruption from overwhelming the guard, which is far more than anyone expected.

He has also kept an eye on Redmund Erhart. He never forgot that night in Walter's apartment and swore to make the man responsible pay. Erhart is one of the most powerful and wealthy men in the city; his money keeps the local economy alive and no one is willing to point fingers at him. Vasya doesn't care. He knows that one day Erhart will make a mistake, and on that day he will be there to play judge, jury, and executioner.

Vasya is about average height and very powerfully built. His sad eyes and close-cropped hair belie his youth. He dresses slightly better than the average guardsman and carries no weapons, preferring two panzerhands in their stead. Despite his poor upbringing he carries himself with great dignity, and his handsome looks would shame the proudest nobleman.

## Others

### Tibold Dedrick

#### Slaver (Villain)

*Brawn:* 3

*Finesse:* 4

*Wits:* 4

*Resolve:* 3

*Panache:* 3

*Reputation:* -22

*Background:* Defeated

*Arcana:* Beguiling

*Advantages:* Eisen (R/W), Théan (R/W), Montaigne (R/W), Castille (R/W), Vendel (R/W), Crescent, Appearance (Above Average), Eisen Accent (North), Ling Membership (Merchant's Guild), Scoundrel, University

*Courtier:* Dancing 3, Etiquette 4, Fashion 2, Gossip 5, Oratory 5, Scheming 4, Seduction 4, Sincerity 5

*Merchant:* Accounting 4, Appraising 3, Bartending 4, Haggling 4, Innkeeper 2

*Sailor:* Balance 2, Cartography 3, Climbing 3, Knotwork 4, Navigation 4, Rigging 2

*Scholar:* Astronomy 2, History 3, Law 3, Mathematics 2, Natural Philosophy 2, Occult 3, Philosophy 3, Research 4, Theology 2

*Spy:* Bribery 4, Conceal 4, Disguise 5, Forgery 3, Hiding 3, Signs 3, Lip Reading 3, Shadowing 5, Stealth 5

*Streetwise:* Scrounging 3, Socializing 5, Street Navigation 4, Underworld Lore 3

*Firearms:* Attack (Firearms) 5, Reload (Firearms) 4

Many years ago, when Tibold was but a boy, he and his family lived the life of simple farmers. He had a large family, close siblings, and even the heart of their neighborly daughter, Elmina. He worked hard, played hard, and did his best to have a care in the world. Life was good... until the War of the Cross encroached into the local territory.



## The City of Freiburg

His two oldest brothers went to fight and were killed in battle, leaving Tibold as the eldest. Then the Objectivist army came through, plundering the crops and leaving almost nothing in their wake. That season his youngest sister starved to death, despite the fact that old man Dedrick ate almost nothing. Tibold watched his father slowly deteriorate from a strong, confident farmer to an old, sick man full of despair.

When his father became too sick to work, Tibold took over caring for his family. From dawn till dusk he toiled in the fields, desperately trying to grow enough for the following season, praying that the Objectivists would leave them enough to eat. Then the Objectivist front fell, and their armies fled the territory. During the ensuing celebration, Tibold went to visit Elmina and they slipped away to make plans for the future.

He returned home just in time to see the invading Montaigne army put the torch to his father's home. His entire family had been barricaded within the house before it was set ablaze. The Montaigne soldiers laughed and made jokes while his family's screams echoed through the valley. He watched and yet was powerless to move, powerless to help. Then he remembered Elmina, and he was off to her farm. He ran as fast as he could, tears streaming down his face. He covered the five-mile trek in almost record time... but it didn't matter. Her house was still in flames when he arrived. Her body lay on the front porch, a Montaigne bullet in her chest.

At that moment something went horribly wrong inside Tibold's head, something from which he would never recover. He had lost everything — his home, his family, his girl, all taken from him by his fellow countrymen and a cold-hearted neighboring country. On that night, Tibold stopped caring about people.

He fled his homeland and took refuge in the closest port he could find. From there he signed aboard a ship, offering to work in exchange for passage. A dumb farmboy had no chance of prospering, so he dedicated his time to improving himself as much as possible. He saved his money and never drank or dallied with jennys. He traveled to every country

in Théah, read hundreds of books, and even attended a university through a grateful captain's sponsorship. After many years at sea, he had accumulated a small fortune.

Or so he claims.

Today, Tibold owns a merchant vessel, a charter ship, and two taverns. He has a base of operation on the Freiburg docks and can often be found there during the day. By night, he likes to sit in one of his taverns and have drinks while telling stories of his many travels to his customers. But he carries with him a terrible secret. He leads a ring of



**Tibold Dedrick**



criminals who capture Freiburg residents and sell them into servitude.

Many years ago, during a visit to the Crescent Empire, he noticed that many used indentured servants. Some even trained their servants to fight in the boxing pits and wagered money on the outcome. Tibold realized that Freiburg had an endless supply of resources to feed this trade. Travelers, mercenaries, vagabonds, thieves, scoundrels, refugees... none of them would be missed if they found themselves on a merchant vessel bound for the Crescent and sold to the highest bidder.

Now he uses his businesses to target and capture the unwary. Tavern-goers who have had too much to drink, people who can't pay their tabs, even sailors who hire onto his charter ship often find themselves being shackled and sold. Tibold is very careful about whom he abducts and only takes people who won't be missed. The ethical implications of his endeavor don't bother him; any qualms he might have felt about slavery died with his family. He hears the screams of his family every time he closes his eyes, but no longer allows them to affect him. He's far past caring about anyone but himself.

Tibold is a well-built, medium-sized man with an easy smile and ready charisma. He has long, well-kept hair, and dresses nicely, often importing the latest fashions from Kirk or Charouse. Though he appears to be in his mid-30s, he is actually about ten years older. He uses his disarming smile to put those around him at ease, but his cold eyes betray the true nature of his soul.

## Madeline du Bisset

### Explorer (Hero)

*Brawn:* 2

*Finesse:* 2

*Wits:* 3

*Resolve:* 2

*Panache:* 3

*Reputation:* 34

*Advantages:* Montaigne (R/W), Castille, Members (Explorers' Society), Noble

*Merchant:* Accounting 5, Appraising 4, Scribe 4

*Scholar:* History 2, Mathematics 4, Occult 3, Philosophy Research 3

*Servant:* Etiquette 1, Fashion 1, Menial Tasks 3, Seneschal Unobtrusive 2

*Porté (Adept):* Attunement 4, Blooding 5, Bring 4, Pock Walk 4

*Firearms:* Attack (Firearms) 2, Reload (Firearms) 1

One of the most prolific and eccentric members of Explorers' Society, Madeline du Bisset is the last anyone expects in a Montaigne noblewoman. She is pragmatic, no-nonsense, and utterly lacking in many traits which make her the perfect head of the Freiburg chapterhouse. The Heroes may have run into her in *Erebus Cross* adventures (*Scoundrel's Folly* and *The Arrow of Heaven*). We've reprinted her here for your convenience.

Bisset's father held a country estate, where he and his family lived in opulent luxury. The false comforts of nobility became clear to her at an early age, however, when her mother was crushed by a carriage in front of her eyes. The fine clothes and nice houses in the world couldn't help her, Bisset reasoned. So what good were they? She searched elsewhere to find meaning in her life... and found it in Syrneath.

When her father died, she inherited the entire estate, rather than wait for the inevitable line of suitors, she sold the entire estate to Vendel investors and sailed to Avalon to join the Explorer's Society.

Since then, she has proven an exemplary member of the Society. While lacking the skills necessary for field work, she has extraordinary organizational abilities and can administer the most chaotic situation with unwavering aplomb. She has catalogued countless Syrneath artifacts and facilitated the transfer of numerous priceless pieces which might otherwise have been lost. For this reason, the Society recently placed her in charge of the Freiburg chapterhouse where her organizational skills are taxed to the limit. So she's skirted every crisis with remarkable success.



Madeline is a harried-looking Montaigne woman in her late twenties, with dark hair pinned up in a bun. She eschews any sense of fashion and often wears men's pants under her simple skirt. The idea of formal wear makes her skin crawl, and although she is quite wealthy, she disdains frivolous trappings. Her frenetic demeanor matches well with the city she calls home, and she can be surprisingly effective in the right circumstances. Her social skills, however, leave much to be desired; she has no time for pleasantries and doesn't suffer fools lightly. While things get done around her, she always leaves others with the impression that she



**Madeline du Bisset**

disapproves of them. Her few friends say that it's her most endearing quality.

Secretly, she has begun to fear for her native country. She believes that the peasantry's patience will soon run out, and that their revenge — when it comes — will be bloody indeed. She never lets such concerns show, however; the Society must come first.

## Redmund Erhart

### Merchant (Villain)

*Brawn:* 2

*Finesse:* 2

*Wits:* 5

*Resolve:* 4

*Panache:* 2

*Reputation:* -33

*Background:* None

*Arcana:* Arrogant

*Advantages:* Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Théan (R/W), Eisen Accent (Hainzl), Eisen Bodyguard, Connections (Many), Membership (Merchants Guild), Noble, University

*Artist:* Musician (Guitar) 4, Singing 4

*Courtier:* Dancing 1, Etiquette 4, Fashion 5, Gossip 5, Oratory 4, Politics 3, Scheming 5, Sincerity 5

*Merchant:* Accounting 5, Appraising 4, Haggling 5, Scribe 4

*Scholar:* History 3, Law 3, Mathematics 5, Philosophy 3, Research 5

*Streetwise:* Shopping 4, Socializing 5, Street Navigation 3, Underworld Lore 5

*Firearms:* Attack (Firearms) 2, Reload (Firearms) 2

As a boy, Redmund knew no want. His father owned an iron mine outside of Atemlos, and his family had wealth to spare. While his countrymen fought among themselves and lost their lands to the War of the Cross, his family lived in excess and opulence. Redmund was content to pass the time away strumming his guitar and singing.

As the times grew worse, Redmund saw a opportunity to exploit the pain of others and thereby make his own





**Redmund Erhart**

fortune. Since refugees were flocking to Freiburg, they would undoubtedly need land and housing. He decided to travel there and start buying property. He bought everything he possibly could: tracts of undeveloped land, old buildings, shacks, and even some rich estates in the nicer parts of town. He built immense tenements with his ample wealth and fixed up the existing buildings he had bought. Then he charged outrageous prices to those who sought refuge there. Only those who had money, and lots of it, could secure one of Erhart's many domiciles. Thus, countless refugees have been forced to squat in the shantytown of Verzwweiflung, while many of Erhart's

apartments remain empty. He would have it no other way. Erhart is a typical slumlord: he cares nothing for the people living on his property, so long as they pay their rent. He won't keep up most of the tenements; the only houses that put any money into are estates in the rich areas of town.

Redmund Erhart has another business venture which not only makes him money, but brings him immense enjoyment as well. He is the only money-lender in the city. He has actually purchased an office in the upscale part of town where he spends every day lending his money to the fortunate. While this seems altruistic, nothing could be farther from the truth. Those who borrow money are charged ruinous interest, and given very little time to pay the loan. Debtors who can't pay have one of two choices: a severe beating by Erhart's goons, or payment in service until such time as the debt can be paid. The service demands vary with the borrower, and as a result Erhart has many of the town residents in his pocket.

He also has an extensive spy network, as there are people in all areas of the city who owe the man in one way or another. Anything that happens, no matter how secret or mundane, will find its way back to the ears of Erhart. He uses this information much to his advantage, usually selling it off or blackmailing the interested parties. In this way, Erhart exercises more power than anyone in the city, perhaps Wilma Probst.

Erhart is a small fat man, extremely arrogant and self-centered. He lives in a luxury that most in Freiburg never see, and he loves to flaunt it in their faces. He can be seen wearing the most trendy and expensive clothing, fine hats, and a variety of expensive jewelry. He maintains a private guard of at least thirty mercenaries who do his bidding and protect him on a daily basis.





## Gearalt Gilbertine

### Smuggler (Scoundrel)

*Brawn:* 4

*Finesse:* 4

*Wits:* 3

*Resolve:* 3

*Panache:* 3

*Reputation:* -10

*Background:* None

*Arcana:* Reckless

*Advantages:* Eisen (R/W), Vendel (R/W), Avalon (ACQ), Crescent (ACQ), Eisen Accent (North), Inheritance, Membership (Merchant's Guild), Pirate Trick (Quick Draw), Scoundrel, Synneth Artifact

*Captain:* Bribery 4, Cartography 5, Diplomacy 4, Leadership 3, Logistics 3, Strategy 3, Tactics 3

*Scholar:* Astronomy 4, History 3, Mathematics 2, Occult 4, Philosophy 3, Research 5

*Fence:* Appraising 5, Hagglng 4, Socializing 4, Underworld Lore 5

*Athlete:* Break Fall 3, Climbing 5, Footwork 5, Leaping 4, Lifting 3, Rolling 3, Side-step 3, Sprinting 3, Swimming 4, Swinging 4, Throwing 3

*Fencing:* Attack (Fencing) 5, Parry (Fencing) 3

*Firearms:* Attack (Firearms) 5, Reload (Firearms) 4

Gearalt was an only child whose mother died in childbirth. From his earliest childhood, all he wanted was adventure. He longed to strike out on his own and see everything the world had to offer. He wanted to travel from The Mirror to The Trade Sea, visit every exotic locale, speak with every native inhabitant, sample every alien beverage and cuisine. And he wanted it all immediately.

His father, a seafaring merchant who wished him to become a scholar, wouldn't hear of it. The elder man never allowed Gearalt to accompany him on the frequent journeys he made, or even to visit the ship. The family servants saw to it that he kept to his books, and he grew up dreaming of the world beyond his classroom window. The only solace he found came from the souvenirs his father brought when he

returned home from a voyage. Gearalt started quite a collection of bizarre trinkets, but yearned for more.

When Gearalt was 17, his father died in his bed of natural causes. He inherited his father's considerable estate and immediately put the money to use. He used his father's ship to travel everywhere, see everything, and buy knickknacks from all over the world. But that still didn't satisfy his thirst for adventure. When rumors of an ancient artifact surfaced during his travels, he quickly made decided to track it down and recover it himself. Spending his money like water, he gathered a group of Heroes together to find it. When he



**Gearalt Gilbertine**



returned, he was shy a few Heroes, but he had recovered the artifact and learned something very important: he was born for this work.

Gearalt started chasing down every rumor, story, and whisper that could lead him to an artifact. He had a knack for recovering them and could sniff out their hiding places like no other. He performed numerous missions at the behest of the Explorer's Society, but refused to join their ranks. He valued his freedom too much. Within a few years, he had gathered quite a collection of artifacts and a reputation as one of the greatest fortune hunters Théah had ever seen.

Then he fell upon hard times. The cost of his adventures drained his cashbox. His inheritance slowly dried up, he discharged all of his servants, and he even had trouble paying the crew of his ship. In desperation, he sold some of the artifacts he had unearthed to make payments. It broke his heart to do so, but he had no choice. With the initial money he made, he opened a shop which specialized in bizarre and exotic items from all over Théah. He soon realized that nobles would pay extravagantly for Syrneth devices. Slowly, very slowly, he stopped being choosy about how he acquired his wares.

This shop now serves as a front to an extensive smuggling operation. He continues to track down any and all artifacts he possibly can, only to bring them back to Freiburg for their black market value. Gearalt has become extremely wealthy in this manner, but prefers not to flaunt it. The only artifact he kept from his collection is the first one he ever recovered: a small globe about the size of a marble with three pinholes in the top. He wears it around his neck by a silver chain, close to his skin at all times. He never removes it. Occasionally, faint scratching sounds come from inside the globe, but he has never expressed any curiosity about what might be making them.

Gearalt is essentially a good man, but he doesn't care to whom he sells his artifacts. He provides a valuable commodity and accepts payment from the highest bidder. Everything else is irrelevant. Gearalt worries only about himself and his own comfort. Recently, he has become

increasingly irritable and prone to lashing out. He has begun having blackouts: he will go to bed on a Monday and wake up on Thursday. He apparently was still working and interacting with others on those lost days; he simply does not remember it. He has been taking powders he purchased in the Crescent Empire which enable him to remain awake and alert for weeks on end. He fears that one day he may go to sleep and not wake up.

Gearalt is in his mid-thirties; slim and very athletic, with a sharp goatee that makes him look very shrewd. He has a tendency to wear utilitarian clothing, his trusty cutlass, and a sidearm at all times.

## Kelby Loring

### Leader of Wachhunde (Hero)

*Brawn:* 4

*Finesse:* 4

*Wits:* 4

*Resolve:* 5

*Panache:* 3

*Reputation:* 54

*Background:* Crisis of Faith

*Arcana:* Altruistic

*Advantages:* Eisen (R/W), Montaigne (R/W), Academy, Commission (Colonel), Eisen Accent (South), Toughness  
*Scholar:* History 4, Mathematics 3, Philosophy 2, Research 2  
*Streetwise:* Socializing 2, Street Navigation 5, Scrounging 3, Underworld Lore 4

*Commander:* Ambush 3, Artillery 2, Cartography 3, Gunnery 3, Incitation 4, Leadership 5, Logistics 4, Strategy 5, Tactics 5

*Heavy Weapon:* Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 3

*Panzerhand:* Attack (Panzerhand) 5, Parry (Panzerhand) 5

*Loring School (Master):* Bind (Panzerhand) 5, Disarm (Panzerhand) 5, Exploit Weakness (Loring) 5, Right Hook 5

*Firearms:* Attack (Firearms) 4, Reload (Firearms) 2

Kelby Loring joined the Eisen military at a young age. His father sent him to the Kippe Academy when he was only



fourteen, and by eighteen he had secured a commission in the Emperor's forces. When the War of the Cross began, he became one of the first to stand up in defense of the Emperor and the Vaticine faith. He easily grasped the basic strategies used by his commanders and soon began showing his own tactical acumen. Loring focused only on his battlefield prowess and his ambition to become a general; he stopped sending letters home and gradually fell away from his family. For thirty years, Loring fought tirelessly for his cause. He excelled at battlefield leadership, and by the time General Gietl was appointed Commander, Loring was considered one of the best soldiers in the army.



**Kelby Loring**

During the battle against the southern provinces, Loring — now a colonel — fought a losing struggle against a far superior Objectionist force. In the midst of the clash, Loring squared off with the enemy leader in a mortal duel which lasted well over an hour. The duel left him with a disfigured face, and the enemy impaled on his broken spear. When Loring removed his foe's helmet to gaze upon the man who almost bested him, he made a startling discovery. The man was his brother, four years his junior, whom he had last seen when they were mere boys. That day Loring walked off the field and into the woods, never to be seen again by his men or his superiors.

What had once seemed so clear-cut was now blurred and fleeting to Loring. His faith in the cause had been shattered with his brother's death, and he found himself spiritually adrift. No longer willing to continue the fight, he removed all accouterments of his rank and station and fled to Freiburg. Once there, he survived day by day while trying to make sense of his life.

He found it when he happened upon a gang of thugs beating a female refugee for her meager possessions. Watching her struggle, he realized that he had wasted his life fighting his fellow countrymen, killing them over an abstract idea when they all should have been defending their country against outsiders. He found the men who had robbed the female refugee, retrieved her belongings, and returned them to her, much to her surprise. At that moment he decided that he would spend the rest of his life defending the defenseless in this horrible war-torn city. Others joined him, and the ranks of the Wachhunde have been growing ever since.

Loring is a powerful and confident man with little tolerance for bullies. He has close-cropped hair, a very short beard, and a vicious scar on his cheek. Though attractive, he has a deadly and serious look about him. He carries no weapons, preferring his twin panzerhands, and wears the slashed clothing of a mercenary.



## Dietrich Proust

### Master Knight of the Rose and Cross (Hero)

*Brawn:* 5

*Finesse:* 3

*Wits:* 3

*Resolve:* 4

*Panache:* 2

*Reputation:* 53

*Arcana:* Willful

*Advantages:* Eisen (R/W), Montaigne (R/W), Able Drinker, Large, Patron, The Secret

*Courtier:* Dancing 1, Etiquette 4, Fashion 2, Oratory 2

*Hunter:* Ambush 3, Stealth 3, Survival 2, Tracking 4, Traps 5

*Merchant:* Accounting 4, Appraising 5, Blacksmith 5, Haggling 3

*Scholar:* Astronomy 1, History 4, Law 5, Mathematics 2, Philosophy 3, Research 2, Theology 2

*Streetwise:* Scrounging 1, Socializing 2, Street Navigation 4, Underworld Lore 4

*Athlete:* Break Fall 3, Climbing 2, Footwork 4, Leaping 3, Sprinting 3, Swimming 2, Throwing 2

*Eisenfaust (Master):* Beat (Heavy Weapon) 5, Bind (Panzerhand) 5, Disarm (Panzerhand) 5, Exploit Weakness (Eisenfaust) 5

*Fencing:* Attack (Fencing) 4, Parry (Fencing) 4

*Firearms:* Attack (Firearms) 3, Reload (Firearms) 2

*Heavy Weapon:* Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 5

*Panzerhand:* Attack (Panzerhand) 5, Parry (Panzerhand) 5, Uppercut 3

The Knights of the Rose and Cross have a limited presence in Eisen (the Iron Princes dislike the Order's independence) and have consolidated their strength into a single chapterhouse. The Freiburg House thus serves as a marshaling point for every Knight in Eisen and needs a strong man at its helm. That man is Dietrich Proust.

Dietrich grew up in the shadow of the War. His father was a renowned blacksmith and sold arms to anyone who would purchase them; the senior Proust hated the mercenary nature of his business, but needed to keep his family fed

and continued to prosper on Eisen's bloodshed. It was this attitude, Dietrich later learned, that prevented his father from being offered a position with the Nibelungen. Dietrich watched the elder man's self-loathing increase as the years went by and silently promised to heal his wounds.

He learned the family business at an early age and soon grew to love it as no other. He had immense talent, too: his blades were among the finest in the nation, and soon every sölden in Eisen wanted one of "Dietrich's swords." But Dietrich refused to sell his wares in large amounts. While individual soldiers could buy weapons for themselves, every army or mercenary band that tried to contract him was flat-out refused.

Not all of them took it well: a group of snubbed mercenaries attacked his smithy late one night, intent on murdering him and stealing his swords. He killed them all to a man, using the very weapons they had hoped to take from him. Then he went to the Knights of the Rose and Cross with an offer — allow him to join and they would be his only customers for the rest of his life. The Knights readily agreed, one of the few times they have accepted an initiate without actively soliciting him.

His apprenticeship was unusually brief, and he moved through the Order much more quickly than most knights. He performed adequately on missions, but the Rose and Cross knew where his true worth lay and had no desire to waste it in the field. Dietrich spent most of his time in Freiburg, forging swords for use by the Order. Soon he had abandoned missions entirely, so great were the Knights' demand for his wares. He became very choosy about whom he gave weapons to, and often required Knights to perform specific feats before earning one of his swords. It became a terrific motivator, and Dietrich earned the rank of Master Knight soon thereafter.

Today he serves as the face of the Rose and Cross in Eisen. When not working the bellows, he meets with representatives of the seven Eisenfürsten in an effort to keep them well disposed toward the Order. He also coordinates Rose and Cross missions in Eisen, ensuring that the right people are where they should be. He's an adequate



diplomat and a decent leader, but much prefers his smithing. It's simple and straightforward, unlike politics. He has begun sending junior Knights on less important diplomatic missions in order to concentrate more fully on his swords.

Dietrich is a large man of about thirty-five, with prematurely silver hair and a sharp gaze. His corded arms bulge with muscles and soot cakes the insides of his fingernails. He wears his tabard at all times, save when working in the smithy, and it's usually the only clean article of clothing on him. Life in the Order has taught him tact and civility, and

he hides his rough blacksmith's upbringing quite well. Dietrich's father is still alive, living in retirement in the Eisen countryside, and Dietrich visits him from time to time. For all his accolades and his respected position among the Knights, his only true reward comes when he sees the pride shining in his father's eyes.

## Minor NPC Templates

When you have no idea what a reasonably competent NPC should be like, but your players have suddenly entered into a riddle contest, a duel, or a similar encounter, simply choose the one of the templates below, and decide whether he/she is a Henchman, a Hero, a Villain, or a Scoundrel. For unimportant NPCs, simply assume a 1 in all Traits, and a 1 or 2 in any Knack they might reasonably have.

### Nobles

**Courtier:** Br 1, Fi 2, Wi 3, Re 2, Pa 3. Rep +/-30. Adv: High Eisen (R/W), Eisen (R/W), Montaigne, Théan (R/W), Dangerous Beauty, Indomitable Will, Noble. Courtier (Dancing 3, Diplomacy 1, Etiquette 4, Fashion 2, Gossip 3, Politics 3, Sincerity 4), Merchant (Accounting 2, Steward 3), Scholar (History 3, Law 3), Fencing (Attack 2, Parry 2), Firearms (Attack 3, Reload 2), Pugilism (Attack 2, Footwork 3, Jab 2)

**Military Commander:** Br 3, Fi 2, Wi 3, Re 2, Pa 2. Rep +/-40. Adv: Eisen (R/W), Montaigne, Théan (R/W), Able Drinker, Noble. Courtier (Diplomacy 4, Etiquette 3, Oratory 4, Politics 2), Hunter (Ambush 3), Athlete (Footwork 4, Side-step 3), Commander (Incitation 3, Leadership 4, Logistics 1, Strategy 4, Tactics 4), Firearms (Attack 3, Reload 2), Heavy Weapon (Attack 4, Parry 4), Panzerhand (Attack 4, Parry 4, Uppercut 3), Rider (Ride 3)



Dietrich Proust



**Sorcerer/Dracheneisen Warrior:** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep +/-30. Adv: Eisen, Montaigne, Théan (R/W), Native Language (R/W), Noble. Courtier (Diplomacy 2, Etiquette 4, Fashion 2, Gossip 3, Mooch 2, Oratory 2, Politics 3, Scheming 3, Sincerity 3), Scholar (History 3, Law 2, Occult 3), Spy (Bribery 2, Conceal 2, Shadowing 2), Athlete (Footwork 3, Swimming 2), Fencing (Attack 3, Parry 3), Firearms (Attack 3, Reload 2), Rider (Ride 3)

In addition, choose one of the following nationalities. If you need a more powerful sorcerer, increase the Knack Ranks:

*Avalon:* Glamour (The Green Man 3, The Horned Hunter 2, Jack 3, Robin Goodfellow 2, Thomas 3)

*Eisen:* Dracheneisen items (Breastplate, Panzerhand, Fencing Weapon: +5 TN to be Hit, -1 Kept die of Damage, +1 unkept die to Fencing or Panzerhand Knacks), Panzerhand (Attack 2, Parry 4, Uppercut 2)

*Montaigne:* Porté (Attunement 3, Blooding 2, Bring 4, Catch 3, Pocket 3)

*Ussuran:* Pyeryem (Speak 3, Man 2, Bear 2, Goshawk 3, Mouse 3)

*Vestenmannavnjar:* Lærdom (Styrke 3, Kyndighet 2, Sterk 4, Fjell 2, Grenseløs 3, Krieg 2)

*Vodacce:* Sorte (Arcana 2, Coins 3, Cups 3, Staves 2, Swords 2)

**Young Noble:** Br 1, Fi 1, Wi 1, Re 1, Pa 1. Rep 0. Adv: Eisen, High Eisen (R/W), Montaigne (ACQ), Théan (ACQ), Noble. Courtier (Dancing 2, Diplomacy 1, Etiquette 2, Fashion 2, Gossip 2, Politics 1), Scholar (History 2, Mathematics 2, Law 2), Athlete (Break Fall 1, Footwork 2, Swimming 1), Fencing (Attack 2, Parry 2), Firearms (Attack 2), Panzerhand (Attack 2, Parry 2), Rider (Ride 2)

## Middle Class

**Administrator/Lawyer/Judge:** Br 1, Fi 2, Wi 3, Re 2, Pa 3. Rep +/-15. Adv: Eisen, High Eisen (R/W), Théan (R/W), Servants, University. Courtier (Diplomacy 3,

Etiquette 5, Mooch 3, Oratory 4, Politics 2, Scheming 2), Merchant (Accounting 3), Scholar (History 3, Law 5, Research 3), Fencing (Attack 1, Parry 2), Firearms (Attack 2), Pugilism (Footwork 2), Rider (Ride 3)

**City Guard:** Br 3, Fi 3, Wi 2, Re 3, Pa 2. Rep +/-10. Adv: Able Drinker, Academy, Membership: Eisen (R/W), Iron Guard. Criminal (Ambush 2, Gambling 3, Lockpicking 1, Shadowing 4, Stealth 3), Servant (Etiquette 2, Gossip 3, Menial Tasks 2, Unobtrusive 4), Spy (Bribery 3, Conceal 2, Interrogation 3, Sincerity 3), Streetwise (Socializing 3, Street Navigation 4, Underworld Lore 2), Athlete (Break Fall 1, Climbing 2, Footwork 3, Leaping 2, Long Distance Running 1, Sprinting 3, Throwing 2), Firearms (Attack 3, Reload 4), Panzerhand (Attack 3, Parry 3)

**Craftsman:** Br 2, Fi 3, Wi 2, Re 2, Pa 3. Rep +/-20. Adv: Membership: Eisen, High Eisen, Merchant Guilds, Patron. Artist (Any one Knack 3), Courtier (Diplomacy 3, Etiquette 4, Fashion 3, Mooch 3), Merchant (any one Knack 3, Appraising 2, Haggling 2)

**Landlord:** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep +/-5. Adv: Eisen (R/W), Connections. Merchant (Accounting 4, Haggling 4, Steward 2), Dirty Fighting (Attack 3, Parry Improvised Weapon 1)

**Merchant:** Br 2, Fi 2, Wi 3, Re 2, Pa 2. Rep +/-5. Adv: Membership: Eisen (R/W), Merchant Guilds. Merchant (any one Knack 4, Appraising 2, Haggling 4), Servant (Accounting 1, Drive Carriage 2, Etiquette 3, Gossip 3, Unobtrusive 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Firearms (Attack 2)

**Priest:** Br 2, Fi 2, Wi 3, Re 3, Pa 2. Rep +/-20. Adv: Eisen (R/W), Théan (R/W), Ordained, University. Courtier (Diplomacy 2, Etiquette 3, Mooch 3, Oratory 3, Politics 2, Sincerity 4), Doctor (Diagnosis 3, First Aid 3, Surgery 3), Scholar (History 3, Mathematics 2, Natural Philosophy 2, Occult 1, Philosophy 3, Research 3, Theology 3)

**Soldier:** Br 3, Fi 3, Wi 2, Re 2, Pa 2. Rep +/-5. Adv: Eisen, Able Drinker, Academy, Commission. Hunter (Ambush 2, Fishing 2, Survival 2, Tracking 3), Servant (Drive Carriage 2, Etiquette 2, Gossip 3, Menial Tasks 3, Unobtrusive 2),



# The City of Freiburg

Streetwise (Shopping 1, Socializing 3, Street Navigation 2, Underworld Lore 1), Athlete (Climbing 2, Footwork 3), Firearms (Attack 3), Heavy Weapon (Attack 3, Parry 3), Polearm (Attack 3, Parry 3, Set Defense 2), Rider (Ride 2)

**Swordsman (Eisenfaust):** Br 3, Fi 3, Wi 2, Re 3, Pa 3. Rep +/-20. Adv: Eisen (R/W), Combat Reflexes, Dangerous Beauty, Swordsman School, Membership: Swordsman's Guild. Courtier (Dancing 3, Etiquette 3, Fashion 3, Oratory 2), Spy (Bribery 2, Shadowing 2, Sincerity 2, Stealth 3), Streetwise (Shopping 2, Socializing 2, Street Navigation 3, Underworld Lore 1), Athlete (Break Fall 2, Climbing 2, Footwork 3, Leaping 3, Rolling 2, Sprinting 2, Swimming 2, Swinging 3), Heavy Weapon (Attack 4, Parry 3), Panzerhand (Attack 2, Parry 4), Rider (Mounting 2, Ride 3, Trick Riding 2), Eisenfaust (Beat 3, Bind 3, Disarm 3, Exploit Weakness 3)

**Wachhunde:** Br 2, Fi 3, Wi 3, Re 3, Pa 3. Rep +/-15. Adv: Eisen, Combat Reflexes, Membership: Wachhunde. Criminal (Ambush 3, Lockpicking 2, Shadowing 4, Stealth 3), Spy (Conceal 2, Interrogation 3, Lip Reading 1, Sincerity 2), Streetwise (Scrounging 3, Socializing 2, Street Navigation 3, Underworld Lore 3), Panzerhand (Attack 4, Parry 3), Jugglism (Attack 3, Footwork 3, Jab 3, Uppercut 3)

## Commoners

**Child:** Br 1, Fi 1, Wi 1, Re 1, Pa 1. Rep 0. Adv: Eisen, Patron. Servant (Etiquette 1, Menial Tasks 2, Unobtrusive 2), Streetwise (Scrounging 2, Socializing 2, Street Navigation 2), Athlete (Break Fall 1, Climbing 3, Footwork 1, Sprinting 2)

**Older:** Br 2, Fi 2, Wi 4, Re 3, Pa 2. Rep +/-30. Adv: Eisen, Connections. Doctor (Diagnosis 2, First Aid 2, Veterinarian 2), Merchant (any one Knack 3, Appraising 1, Haggling 3), Servant (Etiquette 2, Gossip 3, Menial Tasks 3, Unobtrusive 2), Streetwise (Shopping 3, Socializing 3, Street Navigation 3), Dirty Fighting (Attack 2, Eye-gouge 2)

**Laborer:** Br 3, Fi 2, Wi 2, Re 2, Pa 2. Rep 0. Adv: Eisen, Able Drinker, Toughness. Servant (Etiquette 1, Gossip 3, Menial Tasks 4, Unobtrusive 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Athlete (Footwork 2, Lifting 2), Dirty Fighting (Attack 2, Kick 3), Knife (Attack 3, Parry 2)

**Militiaman:** Br 2, Fi 2, Wi 1, Re 2, Pa 2. Rep 0. Adv: Eisen, Commission. Servant (Etiquette 2, Menial Tasks 3, Unobtrusive 2), Streetwise (Socializing 2, Street Navigation 2), Athlete (Footwork 2), Crossbow (Attack 2, Reload 3), Polearm (Attack 3, Parry 2, Set Defense 2)

**Peasant:** Br 2, Fi 2, Wi 2, Re 2, Pa 2. Rep 0. Adv: Eisen, Patron. Servant (Gossip 4, Haggling 2, Menial Tasks 4, Unobtrusive 3), Streetwise (Socializing 2, Street Navigation 1), Athlete (Footwork 1, Lifting 3, Sprinting 2, Throwing 1)

**Performer:** Br 2, Fi 3, Wi 3, Re 2, Pa 4. Rep +/-30. Adv: Eisen, Montaigne, Above Average Appearance, Dangerous Beauty. Courtier (Diplomacy 2, Etiquette 3, Fashion 3, Mooch 3, Oratory 3, Seduction 2, Sincerity 4), Performer (Acting 3, Dancing 2, Singing 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Athlete (Break Fall 2, Climbing 2, Footwork 3, Leaping 2, Rolling 2, Swinging 2), Dirty Fighting (Attack Improvised Weapon 3, Parry Improvised Weapon 2), Knife (Attack 2, Parry 3)

**Sailor:** Br 2, Fi 2, Wi 2, Re 2, Pa 2. Rep 0. Adv: Eisen, Montaigne, Able Drinker. Sailor (Balance 3, Climbing 3, Knotwork 3, Rigging 3, Sea Lore 2), Streetwise (Shopping 2, Socializing 3), Dirty Fighting (Attack Improvised Weapon 2, Parry Improvised Weapon 2)

**Thief:** Br 2, Fi 3, Wi 3, Re 2, Pa 2. Rep +/-10. Adv: Eisen, Keen Senses, Small. Criminal (Ambush 3, Cheating 3, Gambling 4, Lockpicking 2, Pickpocket 2, Shadowing 2, Stealth 4), Spy (Bribery 3, Conceal 3, Disguise 2, Hand Signs 2, Lip Reading 2, Sincerity 4), Streetwise (Socializing 2, Street Navigation 4, Underworld Lore 4), Athlete (Break Fall 2, Climbing 3, Footwork 4, Leaping 2, Sprinting 4, Swimming 1, Swinging 2, Throwing 2), Firearms (Attack 2), Knife (Attack 3, Parry 3), Rider (Ride 3, Mounting 2)

**Thug/Tough:** Br 4, Fi 2, Wi 1, Re 2, Pa 2. Rep +/-5. Adv: Eisen, Large, Toughness. Criminal (Ambush 2, Gambling 2, Shadowing 2, Stealth 2), Servant (Drive Carriage 2, Menial Tasks 3, Unobtrusive 1), Streetwise (Socializing 2, Street Navigation 2, Underworld Lore 2), Athlete (Footwork 3), Heavy Weapon (Attack 3, Parry 3), Panzerhand (Attack 2, Parry 3, Uppercut 2)



## Hammer and Tongs: A Complete Campaign

Beneath the city, a treasure beyond imagination waits to be discovered. Your Heroes may hold the key to uncovering it, but they must move carefully. One misstep, and the fragile peace of Eisen will be shattered once again as the Iron Princes fall on the city like starving wolves...

"Hammer and Tongs" is intended as a complete campaign, though it can be as short or as lengthy as you wish. We've broken it up into a series of adventures, many of which can stand alone if you don't want to go into the detail of a full-fledged campaign. The adventures themselves are divided into "Hard Points" and "Soft Points", depending on their importance to the larger story. Hard Points are adventures that *must* be played for the campaign to make sense. They hand out crucial information or begin plots that are central to the storyline. Soft points are optional adventures that you can use to "pad out" the campaign's length and develop side stories that are more specific to your particular Heroes. Their exact placement may vary, depending on your taste; we've provided an outline below. If you want the campaign to last longer, feel free to add more soft points of your own, or extend the length of the ones presented here.

Some of the adventures involve locations discussed in *The Sights of Freiburg*. Each location has a reference number, pointing to its entry in that book.

### Hard Point Synopses

*Hard Point 1: In the Beginning* (pages 32–36) — Your Heroes come into possession of a manor in central Freiburg. A live-in butler named Armin Fauser comes with the house, and the Heroes get muscled by some toughs terrorizing the neighborhood. They must decide how to deal with the gang and whether they're prepared to accept the responsibilities that their new property entails.

*Hard Point 2: The Iron Door* (page 36–43) — Your Heroes discover a plastered-over door in the basement of the manor they've inherited. Astonishingly, the entire door and its frame are made of dracheneisen. Driven by debts, the Heroes investigate the background of the manor, seeking clues to the origin of the door and the possible location of its keys. They receive help from Logan Sieger and make some startling discoveries about their mansion's history.

*Hard Point 3: The Mother Lode* (page 43–47) — Your Heroes manage to get the door open, only to discover that it protects the largest dracheneisen mine ever found. While it is technically theirs to claim, Armin explains that they have very little chance of becoming new Eisenfürsten. If they are to have any real chance at retaining the mine, they must have the backing of the Nibelungen.

*Hard Point 4: Dead Man's Bluff* (page 47–56) — Eisenfürsten Pösen and Heilgrund invade the city, seeking to claim the mine for themselves. The Heroes must help the friends they've made in Freiburg to defend the city, or throw it to the wolves and share the spoils of war.

### Soft Point Synopses

Soft points can be easily skipped, expanded, or replaced to adjust the length of the Freiburg campaign. If you skip a soft point, simply read it over, paying particular attention to the "Payoff" section, and make sure that the Heroes have an easy way to acquire any items or knowledge handed out in the adventure that are essential for the campaign.



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### Best Used Between Hard Points 1 and 2

*Soft Point 1: Wolves and Their Master* (pages 57–59) — Your Heroes establish their claim to the manor and rid the neighborhood of a marauding gang. They also make a new enemy out of the gang's sponsor, the powerful Redmund Erhart.

*Soft Point 2: Invitation to Dance* (pages 59–63) — Your Heroes are invited to a ball at City Hall. There they become embroiled in politics, make new enemies, and have a chance to interact with Eisenfürst Träguc and perhaps earn his respect.

*Soft Point 3: The House of Twenty Doorways* (pages 63–66) — The Heroes investigate rumors of a “haunted” house, only to find a very different sort of threat.

*Soft Point 4: Four Days in Nonus* (pages 66–69) — The party has an opportunity to assist the Rilasciare by sabotaging the victory parade of a local warlord.

*Soft Point 5: False Impressions* (pages 69–73) — Another party at City Hall. In addition to their normal politicking, the Heroes discover and return a valuable necklace stolen from its rightful owner.

*Soft Point 6: Fish Out of Water* (pages 73–76) — Los Vagos contact the Heroes, asking them to help rescue a Vaticine bishop from the hands of the Inquisition.

*Soft Point 7: The Nightbringer and Me* (pages 76–80) — The Heroes investigate the murder of a local scholar, only to discover that killer isn't who they think.

*Soft Point 8: A Lady in Need* (pages 80–82) — The Heroes provide a valuable service to Sophia's Daughters while avenging themselves upon an old enemy.

### Best Used Between Hard Points 2 and 3

*Soft Points 9–10: The First Key and The Second Key* (pages 82–88) — After discovering the dracheneisen door in their basement, the Heroes must find a way to open it. This can be as hard or as easy as you like — these adventures incorporate a quest for two keys, hidden in different locations in and around Freiburg.

### Best Used Between Hard Points 3 and 4

*Soft Point 11: The Nibelungen* (pages 88–91) — The Heroes present their claim on the dracheneisen mine to the Nibelungen. Ultimately it is refused, with the stability of the nation cited as the reason, but the smiths promise to provide the Heroes with suitable rewards if they turn the mine over to one of the existing Eisenfürsten.





## Hard Point 1: In the Beginning

This adventure introduces your Heroes to the Freiburg campaign. One of them acquires a manor house located in downtown Freiburg, which proves important later in the campaign.

### The Set-up

*Newcomers or Existing Heroes Campaign:* The first step to begin the campaign is to get your Heroes to go to Freiburg. The easiest way to get them to do this is to offer them a reward for doing so. In this instance, you'll be offering them the deed to a lovely manor in one of the most prosperous cities in all of Théah.

There are several ways to get the deed into their possession. It could be a reward for a service performed, a payment in lieu of a debt owed to one of the Heroes, or even won in a bet. Although the method needs to be catered to your Heroes, this last technique is versatile and easy to implement. It could be used as the opener to the first adventure if the Heroes are all assumed to be traveling together, like so:

*(Pick the Hero in the party most likely to gamble and drink.)*

*"<Hero's name>, you wake up with a pounding headache and little memory of the previous evening. Your mouth tastes like wool, and the room is gently spinning around you. The maid knocks on your door to call you down to breakfast with the other guests. Although she's trying to be quiet, it sounds like she's breaking the door down with a ram."*

*(Allow the Hero to respond to the summons, probably with a groan and a refusal to get up. If he wants, let him sleep some more, but he's got to get up and get dressed eventually. When he does, continue...)*

*"As you start to pick up your clothes, a large, official-looking document falls out of the pile. You can't recall ever seeing it before. Then again, last night is pretty hazy."*

The document turns out to be the deed to a valuable manor in Freiburg, worth at least several thousand Guilders. If the Hero inquires into his activities last night, just tell him that he can faintly remember winning the deed in a card game. If he asks about selling the deed, simply tell him that he *could* sell the deed, but he'd only get a fraction of its value without going to inspect the property and investigate potential buyers. In most instances, the Hero's greed will be enough to convince him to travel to Freiburg with his friends and inspect the manor he's won.

*Residents Campaign:* If the Heroes are already in Freiburg, your job is a bit simpler. All you have to do is arrange for the manor to fall into their hands. Again, having one of the Heroes win the manor in a card game is an easy, versatile method, and because the Heroes are already in Freiburg, it is less likely that they will resist going to look at the manor.

*Outside the Manor:* On the Freiburg map, the manor is location #78, in G21 (see pg. 20 in *The Sights of Freiburg*). It overlooks the Rotstrom River and has a beautiful view of the nearby Tutenberg Bridge. There is even a small dock near it with an old fishing boat tied up. The manor appears to be well-maintained, and birds sing in the trees outside.

If the Heroes knock on the door, an elderly man answers it, saying, "Yes, my lords? How may I be of service to you?" The man is the caretaker/butler, Armin Fauser. He is naturally reluctant to allow strangers into the house without a good reason, but showing him the deed should get results. He invites the Heroes inside and offers them something to eat and drink.

*Lunch with Armin:* The butler serves them a delicious lunch and begins to chat with them, trying to get a feel for their personalities so that he can better serve them. He knows the following things about the house:

♦ Armin's services come with the manor. His first master, Lord Jeremy Drachenheim, included a clause in his will giving Armin a lifetime position as head butler and



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providing for his salary.

♦ The manor has passed through several hands in the last few years since the last Lord Drachenheim died. It went to an irresponsible cousin who sold it off for cash and has been bouncing from owner to owner ever since.

♦ The title of Lord Drachenheim goes with the manor as well. Armin knows that the title has become something of a joke, but he's not about to tell the Heroes that.

Armin will try to convince the Heroes to retain possession of the manor, at least for now. He's tired of dealing with an endless stream of masters, and he wants some stability in his life again. He hopes that the Heroes can give him that if they decide to hold on to the manor. If the Heroes make a good showing of themselves, Armin may even hope that they will redeem the Drachenheim title. If he convinces them to stay, he'll take them on a tour of the manor. If they decide to leave and sell the manor, skip down to *The Task*, below.

*A Tour of the Manor:* The manor is two stories high with twelve bedrooms. It boasts a fine library filled with books on many subjects and a lovely dining room and lounge. The estate also includes two smaller buildings — the servants' quarters and a lovely greenhouse filled with flowers and plants of all sorts. Near the manor is a small private dock with an elderly fishing boat named *The Stolen Kiss* tied up to it. In the main hallway is the family coat of arms, a drachen curled around a mountain. The Drachenheim family made their money as merchant traders, and set aside funds for the upkeep of the manor. Any improvements the Heroes wish to make, however, must come out of their own pockets.

**Armin Fauser (Henchman):** Br 1, Fi 3, Wi 4, Re 3, Pa 2, Rep 14. Adv: Eisen (R/W), Montaigne (R/W), Vodacce (R/W), Connections (varied). Courtier (Etiquette 4, Fashion 3, Gossip 5, Lip Reading 2, Politics 3), Doctor (Diagnosis 3, First Aid 4, Surgery 3), Scholar (History 3, Law 2, Mathematics 2), Servant (Haggling 3, Menial Tasks 3, Unobtrusive 3, Valet 4), Spy (Bribery 3, Conceal 3),

Streetwise (Shopping 4, Socializing 3, Street Navigation 3, Underworld Lore 1), Pugilism (Attack 3, Footwork 2, Jab 1).

Armin grew up in an orphanage and learned the servant's trade as an alternative to crime or back-breaking work in the mines. He showed a knack for it and eventually attained a respected position with the declining Drachenheim family. He served as head butler when Lord Jeremy Drachenheim died, and has cared for the mansion ever since.

Armin is an elderly but well-preserved sixty-five year old man and dresses immaculately in black servant's clothes. As a butler, he has few peers: he learns his masters' habits quickly and adjusts his schedule to accommodate their every whim. He manages to keep the house in order by himself, although his age has slowed him down a little. The manor means everything to him, and he devotes himself to its upkeep with every fiber of his being. That loyalty can easily transfer to his new masters if they prove themselves worthy.

### The Task

The main task for the Heroes in this hard point is to fend off an attack on Armin by a street gang who call themselves the Mad Wolves. This attack either comes in the morning while the Heroes have just awakened, or as they prepare to leave the manor if they've decided to try to sell it off.

*The Attack:* A group of thugs (described below under *The Opposition*) accosts Armin just outside the manor. He is either returning from buying the things needed to make a grand breakfast for the Heroes, or (if the Heroes decided to sell the manor) he is attacked on the steps of the manor as he watches the party walk away. The gang works the protection racket in this area, and Armin has refused to pay their exorbitant fees. Now they've come to rough him up a bit and perhaps vandalize the manor as well. The Mad Wolf forces include two or three Brute Squads as well as Axel and Wilhelm to lead them.

Assuming the Heroes give a good accounting of themselves, the gang will flee, taking their groaning casualties with them as they go. In the unlikely event that the Heroes let the gang beat Armin, he'll require a week of bed rest to recover, and





they'll lose 3 Reputation Points apiece. The people of the neighborhood will think less of "those strangers who let poor old Armin get beaten within an inch of his life."

Whether they help or not, if the Heroes were determined to sell the manor, Armin pleads with them to stick around for a while, at least until the Mad Wolves are no longer a problem. He knows that he's an old man, and the gang could easily overpower him and ransack the manor if they wanted. If the Heroes are still adamant about leaving, point out to them that a destroyed or ransacked manor won't be worth nearly as much when they sell it.

### The Opposition

The Mad Wolves are a young gang, only a year or two old. As such, they still have some power struggles to sort out among their numbers. They have at their disposal eight Brute Squads, four Henchmen, and one Villain, but they rarely attack en masse, typically sending just one or two Henchmen and a couple of Brute Squads to handle complications.

The Wolves were recruited early in their existence by Redmund Erhart, who has used them to clear out property owners in the area and drive down prices. Erhart makes his wishes known through Felix du Paix, who then directs the Wolves to attack or intimidate whichever target Erhart wishes. In exchange, he keeps the city guards off their backs, allowing them to terrorize the area at will. It's been a mutually beneficial relationship for some time now and neither side has any intention of stopping it.

Erhart is smart enough to hide his involvement with the Wolves and never meets with them directly. Should anything happen to them, he can easily deny his connection to them. Redmund doesn't make an appearance in this hard point; his connection to the Mad Wolves only becomes apparent in later adventures. If you don't wish to use any of the soft points involving him, simply assume that he cuts the Wolves loose when the Heroes strike them down. He's smart enough to cover his tracks.

## Mad Wolf Brute Squad

### Brutes

**Threat Rating:** 2

**Usual Weapons:** Knives and Clubs (Medium)

**TN to be Hit:** 15 (25 when sprinting)

**Skills:** Grapple +1, Sprinting +2

**Description:** Typically young, starving Eisen, these men and women have joined the Mad Wolves in order to get enough to eat. They fight with little or no style, simply trying to bring their opponents down as fast as possible. If presented with determined opponents, they're just as likely to run as they are to follow orders and fight.

**Special Abilities:** These Brutes are reluctant fighters. When they are presented with capable warriors to battle, roll one die and divide by two to determine the number of Brutes who run away from the fight.

**Axel (Henchman):** Br 3, Fi 2, Wi 1, Re 2, Pa 2. Rep 8. Adv: Eisen, Toughness. Athlete (Footwork 2, Lifting 4, Side-step 2, Sprinting 2), Panzerhand (Attack 4, Parry 4, Uppercut 5),



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Loring (Corps-à-corps 4, Disarm 3, Exploit Weakness 3, Right Hook 3)

Although not terribly bright, Axel is completely loyal to Wilhelm and follows his orders as well as he can. Axel is a tall, broad Eisen, with a bit of a sloping brow and short dark hair. He gets very angry when Wilhelm is hurt.

**Wilhelm (Henchman):** Br 1, Fi 3, Wi 3, Re 1, Pa 2. Rep 12. Adv: Eisen, Small. Criminal (Ambush 2, Lockpicking 3, Pickpocket 4, Prestidigitation 3, Scrounging 3, Stealth 3), Streetwise (Socializing 2, Street Navigation 3, Underworld Lore 2), Athlete (Climbing 2, Footwork 3, Sprinting 4, Swimming 2), Knife (Attack 4, Parry 4)

Wilhelm is Axel's older brother, and seems to have the brains for both of them, while Axel got the brawn. He prefers to hang back and let Axel deal with any trouble they run into. Currently, Wilhelm is looking to buck for Felix's position in the gang.

**Demeter (Henchman):** Br 2, Fi 2, Wi 2, Re 2, Pa 3. Rep 2. Adv: Eisen, Indomitable Will. Hunter (Stealth 3, Survival 2, Tracking 4), Streetwise (Socializing 3, Street Navigation 3, Underworld Lore 1), Athlete (Footwork 3, Side-step 2), Heavy Weapon (Attack 4, Parry 3), Panzerhand (Attack 4, Parry 4, Uppercut 3), Eisenfaust (Beat 5, Bind 4, Disarm 3, Exploit Weakness 3)

Demeter is a thin, unshaven man who serves as Felix du Paix's bodyguard. He is extremely loyal to the Montaigne, and no amount of bribery or verbal trickery will cause him to turn on the gang leader. Demeter is the main obstacle to Wilhelm's campaign to take over the gang.

**Paul (Henchman):** Br 3, Fi 2, Wi 1, Re 2, Pa 2. Rep 8. Adv: Eisen, Combat Reflexes. Criminal (Ambush 3, Shadowing 2, Stealth 3), Streetwise (Socializing 4, Underworld Lore 2), Athlete (Footwork 3, Break Fall 2, Rolling 2, Sprinting 2), Heavy Weapon (Attack 4, Parry 3), Panzerhand (Attack 3, Parry 5), Eisenfaust (Beat 2, Bind 5, Disarm 5, Exploit Weakness 3)

Paul has not yet decided whether he wishes to support Wilhelm or Felix. On the one hand, he's pretty sure that

Felix is the more capable leader. On the other hand, he likes Wilhelm better, and the man's an Eisen, which goes a long way with Paul.

**Felix du Paix (Villain):** Br 2, Fi 3, Wi 3, Re 3, Pa 4. Rep -38. Adv: Eisen, Montaigne (R/W), Montaigne Puzzle Sword. Courtier (Dancing 2, Etiquette 3, Fashion 3, Oratory 2, Politics 1, Scheming 2), Criminal (Ambush 3, Cheating 3, Gambling 3, Shadowing 4, Stealth 5), Streetwise (Socializing 3, Street Navigation 3, Underworld Lore 2), Athlete (Break Fall 4, Footwork 4, Leaping 3, Sprinting 5, Swimming 3), Fencing (Attack 4, Parry 4), Knife (Attack 3, Parry 4, Throw 3), Riding (Ride 4), Valroux (Double-parry 4, Exploit Weakness 4, Feint 5, Tagging 4)

Felix is a Montaigne of average height who has come to Freiburg to escape the long arm of the Musketeers. He has long dark hair and some five o' clock shadow. He could vaguely pass for General Montegue, except for a scar above his right eyebrow. The Montaigne want Felix for the murder of several people in the town of Buché. He committed those murders and many others the authorities never found out about. Overall, he's a thoroughly despicable person. The next few weeks will determine the final power structure of the Mad Wolves, but Felix will not step down without a fight. Ultimately, Felix doesn't care about his men. They are easily replaced, after all.

Felix possesses a powerful Montaigne puzzle sword forged by the smith Détruire (see the *Montaigne* sourcebook, page 95). It is well balanced, adding 1 to his Attack Rolls (increasing a 19 to a 20, for instance), and contains an odd metal allowing him to either lower one of his Initiative dice by 1 or add +10 to his Initiative Total during Phase 1.

In a fight, Wilhelm and Axel typically fight as a team, with Wilhelm attaching as many Brutes to himself as possible for protection. Paul is a lone wolf, choosing a suitably dangerous opponent for himself and then fighting that enemy to the exclusion of all else. Demeter stands near Felix, ready to protect his leader if someone decides to attack, and Felix simply warms up for a Round or two, watching the styles of his opponents and choosing a weak fighter to take down. At the first hint of sorcery, Felix



springs to the attack, attempting to take out the sorcerer before any dangerous magic can be used against the gang. This applies likewise to any Heroes using dangerous Syrneath artifacts or dracheneisen weaponry to attack, while Heroes wearing dracheneisen armor might find themselves mobbed by a Brute Squad attempting to Grapple.

### The Finale

One night after the attack on Armin, the gang returns, breaking into the house at night to attack the Heroes. This time, they've brought along three Brute Squads, Axel, Wilhelm, and Paul. In order to hear the gang break into the house, the Heroes must make a Perception Check (Wits + any bonuses such as Keen Senses) against a TN of 15. If none of the Heroes hears the noise, give them one more chance to wake up, making a Contested Roll against the gang's overall Wits 2 and Stealth 4. If they fail this roll as well, then the gang splits into three groups (one Brute Squad and one Henchman in each) and ambushes three Heroes, gaining automatic surprise on them. Otherwise, the Heroes hear the gang coming up the stairs and have three Actions to get ready.

The Heroes' ownership of the manor may come into play during the fight. They might be a little more reluctant to swing on a 2,000G chandelier if they own it and know it might fall under their weight. In the meantime, the gang has no compunctions whatsoever about tearing up walls, smashing valuables, or even starting a small fire (although the Heroes should be allowed to put it out before it spreads out of control. You'll need the manor later, remember).

### The Payoff

By the end of this hard point, the Heroes have gained a base of operations in Freiburg as well as an enemy in the form of the Mad Wolves, and a valuable ally in Armin Fauser. Give your players 1-3 XP plus their Drama dice XP, depending on how hard you made things.

The next soft point centers around taking care of this gang of thugs once and for all, and the manor becomes the center of the campaign by Hard Point 2, so it's important that you don't let your Heroes sell it off or otherwise lose possession

of it. Stall them with a lack of buyers or more trouble with the Mad Wolves if you have to. Play upon their sympathies with Armin and point out that if they leave now, they'll literally be throwing the old man to the Wolves. Armin will not leave his home. He's lived there many years and he's not about to vacate on some ruffian's say-so.

After this adventure, if you don't want to go right into Soft Point 1, you might want to give the Heroes some time to familiarize themselves with their neighbors and new enemies. The gang might mount a few more hit-and-run raids before things get serious enough for Felix to get involved. On the other hand, if you don't want to spend any time on this portion of the campaign, simply let them take down the Mad Wolves during the night assault on their manor. Felix could tag along with the others and participate in the fight, although you might want to tone down the gang's capabilities, at least this early in the campaign. You don't want to set the initial threat level so high that you have a hard time exciting your players later on.

## Hard Point 2: The Iron Door

This adventure begins the main thrust of the campaign, revealing the existence of a dracheneisen door in the basement of the manor. What the Heroes will find behind it could change the face of Eisen forever.

**Note:** This adventure is light on combat and heavy on investigation. It taxes your abilities as a Gamemaster much more than Hard Point 1 did. You must keep the adventure moving or you risk losing your players' interest. If the Heroes haven't found a useful clue in awhile and the players begin looking bored, have an NPC feed them an idea and see if that gets them moving again.



### The Set-up

Presumably, your players have become more comfortable with Freiburg, thanks to the various soft points and other adventures they've been through. Now it's time to introduce a new element to shake them up. Early one bright morning, there is a knock at the door. Armin answers it and brings a card to the Hero who owns the manor. It reads:

*Mr. Julius P. Thornton, Esq.*

*Barrister and Creditor*

Mr. Thornton is a barrister who has come to see the owner of the house on the matter of an overdue mortgage payment. Which mortgage? The mortgage for 20,000G that Lord Drachenheim took out on the estate, of course.

If questioned, Armin just shrugs. "I know nothing about any mortgage, sir. Perhaps one of the previous owners took it out as a way to squeeze more money out of the estate than simply selling it off as the others did."

Mr. Thornton's legal documents are genuine and in order (Wits + Law, TN 15 to determine). The barrister, sensing the Heroes' dilemma and being a reasonably nice person, makes them the following offer. "I see that you knew nothing of this mortgage, so I'll give you a 30-day extension to raise the money. I realize that this is a hardship for you, but I simply cannot afford to lose much more time and you are legally liable for it. If you cannot raise the money, then I shall be forced to take you before the Guards. You'll lose the manor and you may even wind up in debtor's prison."

The Heroes may be able to talk Mr. Thornton into a few more lenient conditions, such as a payment plan or an extra 5-10 days, but he's unrelenting in collecting his debt. He knows that if the Heroes don't pay off this loan willingly, he'll have to collect it forcibly (by selling off the manor), or be financially ruined.

Give the Heroes some time to fret about this development. They might come up with a few ideas, such as borrowing money at court or even treasure-hunting somewhere out in the wilderness. Once they start to feel a bit more secure, but before they run off to carry out their schemes, there is another knock at the door. Armin gives them a worried

look and goes to answer it. He returns whitefaced, and hands the Hero another card:

*Mr. Hershell Hobbs, Esq.*

*Barrister and Creditor*

It seems that the previous owner also took out a 20,000G mortgage with Mr. Hobbs. While less patient than Mr. Thornton, Mr. Hobbs is also willing to give them 30-40 days to raise the money.

Whatever plans they were making have probably gone out the window now as the debt climbs out of control. The players should begin to panic, get angry, or suggest selling the manor. At this point, the sounds of an argument come from the front door. Armin goes to look and returns leading two angry-looking gentlemen and a frowning lady who push their cards into the Hero's hand. They read:

*Clara Reisdorf, Esq./Barrister and Creditor*

*Lambden H. Murphy, Esq./Barrister and Creditor*

*Rudolf Vogel, Esq./Barrister and Creditor*

They too, have documents showing 20,000G mortgages. They are loud and angry, believing the Heroes to be potential thieves, but they can be soothed and convinced to grant a 30-40 day extension with a Wits + Diplomacy or Oratory roll against a TN of 20. If the Heroes don't have these Knacks, then Armin can fill in for them, even agreeing to sign a document giving his personal guarantee that the Heroes will live up to the debt. By doing so, he risks debtor's prison as well, and the players should understand that.

All of these creditors are the result of months of effort from Redmund Erhart, whom the party made an enemy of in Hard Point 1 (and probably Soft Point 1 as well; see pages 32-36 and 57-59 for details). He tracked down the house's credit history and discovered several outstanding debts which had long since been forgotten. After pointing out the oversight (and, in at least two cases, using a forger to add a couple of zeroes to the debt), he cheerfully directed the creditors to the house's current owners and arranged for



them all to arrive at the same time. It took hard work (and a little blackmail) to organize such a masterful scheme, but Erhart considered it worth the effort. Even if the Heroes have done away with him (in Soft Point 8 or elsewhere), the wheels he set in motion continued to turn after his untimely demise. If the party is so inclined, a little simple research (Wits + Research or Socializing, TN 15) reveals Erhart's hand in their current dilemma.

They may curse his oily hide at their leisure.

Spend one of your Drama dice at this point. No sooner are the creditors dealt with and ushered out of the house than an enormous crash sounds from the cellar. Armin rolls his eyes skyward and says, "Now what?" Looking over at the Heroes he adds, "I'll go see what's happened."

It turns out that the basement just flooded because the cellar wall nearest the river has partially collapsed. Water is three feet deep in some portions of the cellar, and more is seeping in gradually. With a bit of effort, the Heroes can patch up the leaks, at least until they can call in a professional to do a more permanent job.

One final development turns up as they patch the cracks. Make the Heroes perform a Perception Check against a TN of 10 to detect the noise of running water from the north wall. If they investigate further, they can see the water running through a crack in the wall's plaster. If they peel away some of the plaster, they uncover a door.

A door made entirely out of dracheneisen.

## The Task

The principal push of this adventure is to get the Heroes to investigate the door further and decide what they're going to do about it. Here's a full description of the door for them:

The door stands about 6 feet high and 3 feet wide. It is mostly unadorned except for a single seal depicting a fox leaping over a sleeping hound. Two keyholes can be seen, one above the seal and one below it. Most astonishing of all, the entire door, its hinges, and its frame are all made of dracheneisen.

Breaking through the door or the surrounding granite wall proves ineffective unless you want to skip Soft Points 9–10. In addition, the two locks were created by a master locksmith — perhaps his finest work ever. Each requires a Finesse + Lockpicking roll against a TN 65 to unlock.

If any of the Heroes have rooted around in the library since moving in, let them make a Wits check against a TN of 15. If successful, they remember seeing a book up in the manor's library with that same seal on its spine. Otherwise, Armin remembers seeing the book at some point during his regular cleaning rounds.

The book turns out to be a ledger of the manor's early finances. It uses an early form of binding that sews two pages together. A careful (Wits, TN 15) check reveals a different book hidden on the inside of the pages: the diary of the manor's original owner, Lord Walther Jens Stapp, who built the door in the cellar and later plastered it over.

If the Heroes simply read at random, the following passages stand out to them:

*Secundus 18, 1547 – I fear with the growing instability of the nation that my wealth is no longer secure, and yet I do not wish to leave my children paupers. Therefore, I am concealing my fortune within the grotto I discovered beneath the manor. I will explore it further to ensure its security.*

*Secundus 27, 1547 – The discovery I made beyond the cellar door, which I briefly embraced as a blessing, I now see as a curse. With the current instability of Eisen politics, its revelation could rip the nation apart and set brother against brother. Although I do not deny that my ambitions rail against it, I see that I must seal it up and forget it exists.*

*Quintus 23, 1557 – I feel it prudent to abandon my home for the time being. The climate of the area has grown so oppressive with the constant arguments between Vaticine and Objectivist that I dare not stay here. As a professed Vaticine serving under the banner of Baron Heilgrund, to do so would place my family in constant jeopardy of their lives. In spite of what the barons would have us believe, I do not feel that Lord Schelling's death was anything other than the work of an Objectivist assassin. I leave a portion of my fortune (520,000 Marks) behind the*



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cellar door until such time as these heated religious passions have time to cool. I can think of no safer place for it, protected as it is by key and trap. We will travel west, to Siegsburg, there to stay with a cousin for the time being. Since I do not know how long I shall be gone, I am plastering over the door to reduce the risk of someone breaking discovering the grotto, thereby igniting the conflagration all of Eisen fears is fast approaching.

Even at the current exchange rate of 4:1, the treasure that Lord Stapp speaks of would be worth 130,000G, if it still exists. The fact that the door was still plastered over suggests that it has been undisturbed all this time. If only the Heroes knew where the two keys are, they could pay off their debts and make a tidy sum besides.

Still, the question arises: how do you track a pair of keys that have been missing for over 100 years? Armin knows nothing useful, unfortunately. He had no idea the doorway existed and his knowledge of the house only extends to the Drachenheim's history.

If the Heroes examine the diary more carefully, ask them which topics they're looking for references to. The following topics yield further passages of interest: *Stapp's family\**, *the grotto\**, *the Vaticines or the Objectionists*, *Lord Schelling*, *the keys\**, *Father Herrbruck\**, and *the traps\**.

Those topics marked with an asterisk are directly relevant to this adventure. Other topics are either red herrings or side quests you could send the Heroes off to investigate, depending on how long you want this adventure to run.

### **Stapp's Family\***

"Octavus 12, 1552 – My wife, Liselotte, has taken ill. The signs indicate that it may be the White Plague. I and my two sons pray for her nightly."

"Octavus 25, 1552 – Liselotte is gone. Father Herrbruck has been a great comfort, but I miss her desperately. I mustn't let the boys see their father cry, especially not now, but I feel as though the sun has stopped shining on me this day."





**Grotto\***

*"Corantine 22, 1546 – A breach in the north wall of the manor's cellar allowed me to discover a grotto underneath my house. I cannot tell how far it extends, nor how big it is, and I would rather not explore it without reason. I do not relish the thought of stumbling into a pit hidden by the dark, or losing my way and starving to death mere feet beneath the floor of my own home."*

*"Octavus 9, 1546 – Perhaps some further form of protection is in order. I cannot guard the secret forever and others are bound to discover what I have. Though I am loath to do so, I feel that trapping the passage to the grotto may be the only way to keep it hidden."*

**Vaticines or Objectionists**

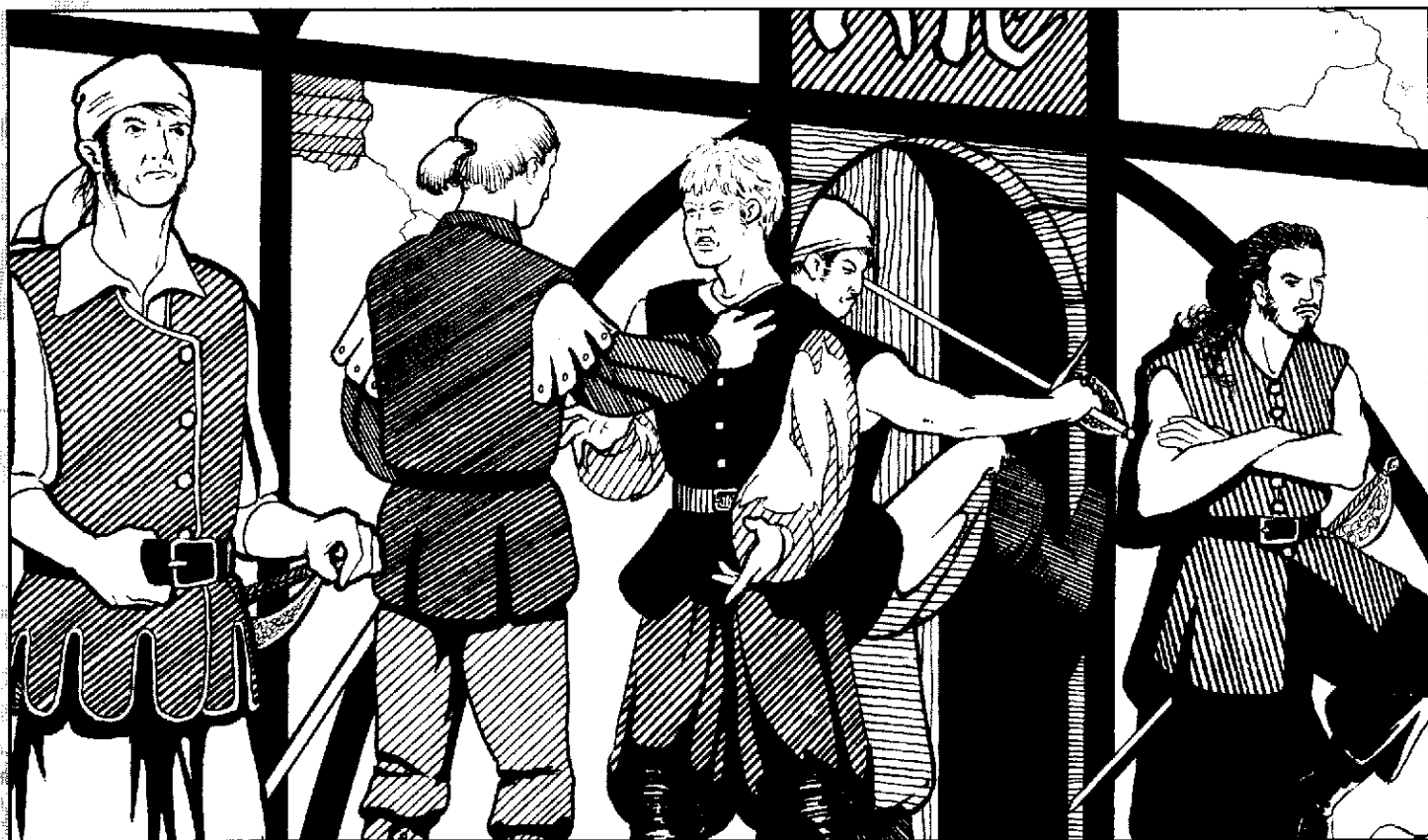
*"Primus 3, 1549 – Today the Vaticine priest, Father Herrbruck, was struck in the head with a rock thrown by an angry Objectionist. I helped the good Father home and made sure his*

*servants attended him. I have sentenced the rock thrower to thirty lashes as punishment."*

*"Nonus 27, 1554 – In a small village to the north of here, a group of Vaticine soldiers trapped twenty peasant Objectionist families inside their homes and set them afire, shooting crossbow bolts at anyone who tried to flee the inferno. When brought before a Vaticine judge, they claimed that they were drunk and therefore not responsible for their actions. They were given five lashes each. I fear that Objectionist terrorism will soon increase because of this incident."*

*"Nonus 30, 1554 – The Vaticine soldiers were burned alive in their barracks last night, with the doors barred from the outside. No one saw anything, but everyone believes that the Objectionists have avenged the people those men killed."*

*"Secundus 4, 1555 – Stefan Bruckhert and Jörg Hase, both first-born noble sons, killed each other in a duel yesterday. They were arguing religion; one was Objectionist, the other Vaticine. I*





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worry that all of Eisen is at risk. I dandled both of those boys upon my knee when they were no taller than my boots. This seems such a senseless waste."

## Lord Schelling

"Julius 14, 1556 – I have received word that a friend of mine, Lord Schelling, has died. I am still trying to get more details, but the last I saw, he was in perfect health. I do not believe that he died of natural causes."

"Septimus 16, 1556 – While the evidence I have is hearsay at best, I am convinced that an Objectionist assassin poisoned Lord Schelling."

## Keys\*

"Tertius 9, 1557 – If you are reading this, my sons, and you need to get into the grotto, you must get the two keys from two men – the one who laid your mother to rest, and your cousin Leopold, the last son of Stefan's lady knight."

## Father Herrbruck\*

"Octavius 24, 1556 – I have placed a treasure dear to me in the hands of Father Herrbruck, and he has assured me that he will keep it by his side at all times."

## Traps\*

"Julius 11, 1553 – In order to better protect the grotto, I have added five traps to the path. I have known the engineer since our school days, so I know the secret is safe, but I will not mention his name here, where it might endanger him. However, boys, if something has happened and you are reading these words as I told you to, then these instructions should get you past the traps:

1. Near the sleeping guard, hug the wall.
2. Walk the path of blood.
3. Stand on the shoulders of your ancestors.
4. When you see the leaping Stapp, stop and count to 10 before continuing.
5. Use the two keys from the door at once. The correct two locks are – left to right – on the day the sun stopped shining upon me.

I trust that you will know what to do now. I love you, my sons. Remember me when I am gone."

## The Opposition

Now that the Heroes have some idea of where the keys are, they must recover them within a 30-day time limit. You might even start sending money-lenders' thugs after them as the deadline approaches. Armin, for his part, suggests that the Heroes go to City Hall (Location #124) and do some research on the manor's background before proceeding: they might want to know more about Lord Stapp before they brave a gauntlet of traps he designed.

You might also want to hit the Heroes with a random encounter on the way to City Hall, if only to work a bit of combat into this adventure. A group of thugs trying to steal the diary (assuming they bring it along) would add a bit of tension to the proceedings.

## The Finale

The final scene takes place in City Hall when the Heroes go to investigate the history of the house and the Stapp family. The Hall of Records contains information on the city and its inhabitants going back to the founding of the Stein in 1267. As they enter, they catch sight of Logan Sieger, Trägue's scribe (see pages 15–16), performing some minor bit of research for his lord. The party may have met him during one of the soft point adventures and may ask him for help. If not, he saunters over and strikes up a conversation. Few people know the city's records as well as Logan does and he can easily help them find the information they need. The party should be impressed with Logan's organizational skills and the way he maneuvers through the byzantine stacks of the Hall of Records. The sources of information that the Heroes can consult here include:

### Historical Documents on Lord Stapp

These documents state that Lord Stapp and his two sons were ambushed on the road to Siegsburg and killed by bandits in the year 1557. Their bodies were returned to the Stein and buried next to Liselotte Stapp in the Stapp mausoleum near the Heart of the Drachen Cathedral.

### Historical Documents on Father Herrbruck

These documents indicate that Father Herrbruck died in 1567 and was buried in the catacombs beneath the Heart of



Drachen Cathedral. He was often seen wearing a small silver key in the last years of his life, after his close friend Lord Stapp and Stapp's two sons were killed.

### *Genealogical Charts on the Stapp Family*

These charts indicate that the Stapp family came from illustrious stock. While there is no record of a "Leopold Stapp" in the 16th century, the Stapps intermarried with several other noble lines and had numerous cousins in those branches. Have them make a Wits + Research roll, then consult the chart below. They get the names of all the Stapp ancestors whose TN is equal to or lower than the number they rolled:

**5:** The Laucks family.

**10:** The Ruekers family.

**15:** The Cramer family.

**20:** Adelheid Habermann, the first lady Knight to serve Stefan I.

### *Historical Documents on the Laucks Family*

The Laucks family had roots among the Vestenmannavnjar raiders of the late 9th century. They settled in northern Eisen, where they made a living as blacksmiths and mercenaries, eventually achieving a noble title of their own. A Wits + Research Check, TN 20 reveals that they also had extensive connections to the Cramer family (see below) and the two clans often intermarried. That tendency continued with the Stapps after the Cramers were absorbed.

### *Historical Documents on the Ruekers Family*

The Ruekers first appeared during the time of Gottschalk I, but made their mark as political allies of Friedrich II during the Hierophant War in the 11th century. Like the Laucks, they were close to the Stapp family, and marriages between the two were common. A Wits + Research check at TN 15 reveals a name: Ernst Ruekers, who married into the Stapps and whose mother belonged to the Habermann family (now extinct). Many Habermanns served as knights to the Imperators and the name still carries a lot of historical weight.

### *Historical Documents on the Cramer Family*

The Cramers integrated into the Stapp family very early on and by 1300 had all but vanished beneath their more prosperous cousins. It seems the Cramers were quite the social climbers: they attained their noble status by marrying into the Habermanns, a noble family with a long line of service to the Imperators. The Habermann connection first brought them to the attention of the Stapp family, leading to a series of political alliances. It requires only a Wits + Research check at TN 5 to discover this.

### *Historical Documents on the Habermann Family*

The Habermann line is now extinct, its last member — Leopold Habermann — having passed away almost one hundred years ago. Before then, they were knights and noble warriors, honorably serving both the Imperators and the Heilgrund barons. Their founder, Adelheid Habermann, served the great Stefan I and is mentioned prominently in their family history.

Beginning in the late 1200s, however, the family fortunes fell slowly into decline. Some were wiped out by monsters, while others died in wars or border skirmishes. Their lineage survived primarily on reputation and by political connections (including marriage with members of the Stapp family). By the mid-16th century, they had been reduced to one final family whose youngest son, Leopold, never married or fathered children. He lived out the last of his days in the crumbling remains of the family estate, visited only by a few distant cousins from Freiburg.

Leopold disappeared one day near the turn of the century. Local peasants claimed that he had fallen to some infernal power, and after three years he was declared legally dead. While there is no specific mention of the keys, Leopold's executors were instructed to bury several "family heirlooms" beneath his humble cottage and mark the site with a pair of carpenter's shears.

### *Documents on Stefan's Knights*

The legendary Stefan I founded Eisen in the late 7th century. The noble knights who served beneath him were considered some of the greatest Heroes of the era and are



described in almost every Eisen history book ever published. There was only one woman among their number: a brave and devout lady named Adelheid Habermann. She retired from service soon after Stefan died, and founded a small province in what is now Heilgrund königreich. The Habermanns' former estate now lies just a few days south of the city. Their ancient castle has long since collapsed, and the last few generations lived in a series of simple cottages among the ruins. Locals believe that the estate is haunted, but that's true about almost every Eisen ruin these days. Stefan Heilgrund, the current landlord, doesn't seem too concerned about ghosts.

If the players are having difficulty fathoming these clues, have Logan Sieger give them a push or two in the right direction. (For example: "Maybe the diary doesn't refer to Stefan Heilgrund. Maybe it refers to Stefan I. You might want to check records on him as well as the Heilgrund family.")

### **The Payoff**

By the end of this adventure, the Heroes should have discovered the dracheneisen door in the cellar of their manor and developed a firm idea where to look for the two keys that will open it. Soft Point 9 details the resting place of the first key beneath the Heart of the Drachen Cathedral. Soft Point 10 covers the location of the second key on the crumbling estate of the Habermann family, as well as the sinister being who now cares for it. (Again, if you don't wish to run these adventures, simply have the Heroes stumble across one or both of the keys.)

They should also possess a much clearer understanding of the history of the manor and the people who have lived there, not to mention the clues that will help them out greatly during Hard Point 3. Finally, the party should end their trip to City Hall with a very strong impression of Logan Sieger, feelings that may come into play during the climax to the campaign.

You should award the players from 1-2 XP plus their Drama dice XP (which ought to be fairly substantial with all the roleplaying opportunities during this adventure).

If you want to skip the retrieval of the two keys, eliminate Soft Points 9 and 10 and allow the Heroes to bypass the door in some other way, or place the keys inside the diary. In any event, they should still get a look at the Stapp journal; otherwise they could be in for a rude shock.

## Hard Point 3: The Mother Lode

In this adventure the Heroes finally get to open the door leading into Stapp's grotto. What they find there, as Stapp realized so many years ago, could change Eisen forever. But first they'll have to get past his traps and an unexpected guardian.

### **The Set-up**

The Heroes have returned home and stand before the dracheneisen door with its two keys. Reread them the description from Hard Point 2, and let them decide how they're going to handle inserting the keys. After all, Stapp had one final trap that he never wrote about, but warned his sons of verbally. The two keys are identical except for the animal depicted on their side — one has a fox, and one has a hound. The fox must go in the upper keyhole and the hound must go in the lower keyhole, as shown by the seal on the door. If this order is reversed by thoughtless Heroes, then dust sprays out of the keyholes into the face of anyone standing by the door. This is a rare poison from the Midnight Archipelago, a group of islands far to the west of Théah. Normally, it would be instantly fatal, but time has diluted its effectiveness. It forces the Heroes to make a Brawn + Poison check against TN 25 or lose 2 Ranks of Brawn and Resolve for 24 hours. If this reduces either of these Traits to 0, the Hero falls unconscious.

When the keys are placed correctly and turned simultaneously, the door opens by itself without a sound.



revealing a rough cave leading deeper into the earth before twisting to the right out of sight. Now the Heroes must bypass the traps that Stapp wrote of in his diary.

### The Task

There are five traps within the grotto, spaced along the floor and walls and intended to kill any trespasser who lacks Stapp's secrets. The traps include:

#### 1. Spiked Pit

This pit is triggered by placing at least 50 lbs. of pressure on a plate that covers most of the floor. It dumps all Heroes who aren't within a foot of the walls into a 20' deep pit filled with spikes. The trap then reseals itself, plunging those in the pit into absolute darkness. The hint – "*Near the sleeping guard, hug the wall*" – refers to a carving of a sleeping dog on either side of the tunnel about 5 feet before the pit. The Heroes are supposed to infer from this that they need to hug the walls after seeing the dog, which is the "sleeping guard" from the Stapp family seal.

**TN to Spot:** 20

**Disarm:** Wedge the pit's lid open with a metal spike, or simply walk around the trap.

**Avoid Roll:** Wits + Balance, TN 25

**Effect:** When triggered, all those within ten feet (except those next to the walls) are dumped into a 20' deep spiked pit. They suffer four dice of damage with one Dramatic Wound for every 5 they fail their Wound Check by.

**Salvage:** Spikes (1k1 Knives)

#### 2. Smashing Blocks

This area of the grotto has a colorful mosaic on the floor with black, green, blue, yellow, and red stripes along its length. The Heroes may walk one stripe from beginning to end if they so desire. If the Heroes place at least 100 pounds of pressure on any stripe other than the red one, a pressure plate activates the trap, causing the floor to rise and the ceiling to fall until the two meet with a sickening crunch. Anyone in the trap's area when it goes off is as good as dead. The hint – "*Walk the path of blood*" – refers, of course, to the red stripe on the ground.

**TN to Spot:** 20

**Disarm:** None.

**Avoid Roll:** Wits + Rolling, TN 20

**Effect:** When triggered, all those on the mosaic are crushed between two three-ton bricks. Anyone who does not avoid this trap becomes a thin red paste. However, the Heroes may collectively spend 5 Drama dice (or as many as they have, if they don't have that many left) to have the trap break down and stop just before pasting their comrade(s).

**Salvage:** None.

#### 3. Dart Field

The floor here is covered by a series of tiles, each with a name engraved in it. There are five rows of five tiles each, and it would require a careful leap to bypass any of them. The pattern of names appears to the right; the safe names are Adelheid Habermann, Marta Cramer, Astrid Reukers, Georg Laucks, and Liselotte Stapp.

Stepping on any name that is not an ancestor of the Stapp family triggers a pressure plate that fires a poisoned dart into the Hero. The hint – "*Stand on the shoulders of your ancestors*" – gives the players the clue that tiles naming Stapp ancestors are safe to walk on, and the Heroes have hopefully done some research into the Stapp family since they've had this clue for a while.

**TN to Spot:** None. All of the tiles have triggers, but the correct tiles have dummy triggers.

**Disarm:** None.

**Avoid Roll:** None. The darts are too quick.

**Effect:** When triggered with at least 50 lbs. of pressure, a dart hits the Hero who stepped on the wrong tile and automatically inflicts 1 Dramatic Wound to him because of poison on the tip. There are enough darts to fire at each tile a total of 10 times.

**Salvage:** Darts (1k1 Knives, and the poison has wiped off after being used)



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**Note:** Leaping over a row takes a Finesse + Leaping roll against a TN of 10 x the number of rows the Hero wishes to leap to skip any of the tile rows and land on a particular square. However, if this roll fails, the Hero lands off balance on either the tile to the left or right (roll a die: odd = left, even = right), and suffers the consequences.

## Dart Field Tile Pattern

Liselotte Stapp	Rutger Woeller	Roswitha Stappman	Volker Heilgrund	Egon Pfitzner
Birgit Foxx	Georg Laucks	Detlef Bremer	Rudiger Heidler	Matthias Lieber
Waltraed Regimius	Dagmar Masthoff	Astrid Rueckers	Elfie Munzenburg	Ilse Obermeit
Oskar Sieger	Sigrun Bahlmann	Carsta Kaessmann	Marta Cramer	Imperator Corantine
Wolfdieter Zweig	Lothar Leuschner	Adelheid Habermann	Stefan I	Carmela Urselmann

## 4. Scything Blades

A number of animal adorn the walls along this hallway. In order, the carvings depict a galloping horse, a preening cat, a scuttling mouse, a sitting fox, a swooping hawk, and a swimming otter. The walls hide a set of scything blades on a timer, with a delay of 10 seconds. Unwary Heroes who simply walk down the hallway without stopping next to the fox for a few moments will be severely injured. The hint – “When you see the leaping Stapp, stop and count to 10 before continuing” – refers to the fox carving on the side of the tunnel right after the trigger. If the Heroes pause for a count of 10 after seeing it, the blades will miss them. On the Stapp deal, a fox is leaping over a sleeping hound, and referring to a fox as “the leaping Stapp” because of this was not uncommon in the Stapp family. The fox is sitting in order to throw off thieves who have read the diary (like the Heroes, for example).

**TN to Spot:** 25

**Disarm:** Foul the blades by putting a piece of strong metal in their way.

**Avoid Roll:** Wits + Rolling, TN 35

**Effect:** When triggered, the trap waits 10 seconds and then activates the scything blades just ahead of it. If the Heroes continue walking without pause, they’ll be caught in the blades, suffering 6k3 Wounds.

**Salvage:** Scythe Blade (3k2 Heavy Weapon)

## 5. Locked Alcove

The corridor ends in an alcove. Recessed in the back of the alcove are eight keyholes in a horizontal row. To proceed, the two keys from the front door must be put into the proper keyholes and turned simultaneously. This pivots the wall to the left, allowing entry into the grotto. Removing the keys returns it to its normal position, but it may be opened from the inside by pressing an obvious catch next to it. If the wrong keys are used, the wrong keyholes are used, or the keys are not turned simultaneously, a scything blade sweeps down across the alcove’s opening, most likely killing or maiming anyone holding on to one of the keys. The hint – “Use the two keys from the door at once. The correct two locks are – left to right – on the day the sun stopped shining upon me” – refers to the 2nd and 5th locks, as Stapp’s wife died on the 25th of the month, and he refers to that day as the “day the sun stopped shining” in his diary.

**TN to Spot:** None. The slots for the scything blades are fairly obvious.

**Disarm:** None. The blades are too powerful to be stopped.

**Avoid Roll:** None.

**Effect:** When triggered, anyone holding on to one of the keys inserted into the keyholes loses the arm holding the key (or both arms if holding two keys). For each arm lost, reduce the Hero’s Finesse and maximum Rank in Finesse by 1 permanently, and inflict 3 automatic Dramatic Wounds to him. The Heroes may collectively spend 5 Drama Dice



(or as many as they have, if they don't have that many left) to cause the trap to malfunction, sparing its victim(s).

**Salvage:** None.

### The Opposition

Now that the traps have been defeated, the Heroes gain entry to the grotto that Lord Stapp spoke of. Read them the following:

*"You enter an enormous cavern with rough walls and a stone floor. A heavy chest sits in the middle of the room, and the lights you carry reflect off the walls, revealing large silvery mineral deposits."*

Tell this to any Eisen Heroes:

*"You recognize these deposits as unworked dracheneisen. This discovery is far more valuable than anything Lord Stapp might*

*have in that chest. By your estimate, if you added up all the dracheneisen currently in circulation, it would amount to no more than there is right here, visible in this cavern."*

This is the largest deposit of dracheneisen ever discovered. In game terms, there are 5,000 units of it here, enough to conquer the world, practically.

Should the Heroes pry their attention back to the chest, it is unlocked, untrapped, and contains gems, coins, and other valuables worth exactly 132,000G.

After the Heroes have been in the grotto for a few moments and have gotten the celebration out of their system, there is a growl from the back of the grotto, and a strange creature seems to flow out of the wall.

## Dracheneisen Beast

### Villain

**TN to be hit:** 15

**Brawn:** 8

**Finesse:** 3

**Resolve:** 5

**Wits:** 3

**Panache:** 3

**Attack Roll:** Bite 4k3, Claw 6k3

**Damage:** Bite 4k4, Claw 4k2

**Skills:** Sprinting 2

**Description:** This creature appears to be a small (8'-10' long) drachen made of a silvery clay. It formed from the intense magical emanations that have bathed this room for so long. An earthquake after Stapp's time has freed it to roam the grotto.

**Special Abilities:** The beast can pass through dracheneisen (forged or unforged) as though it were air. This means that dracheneisen armor and weaponry is useless against it. In addition, for one Action, it can dive into a wall, and pop out of a wall behind a Hero on its next Action, attacking from the rear. The only way to avoid this is to fight back to back. The beast must emerge from the





wall on its very next Action after going inside, however, so it cannot hide indefinitely.

### The Finale

It may be that the Heroes don't want to fight the beast or have trouble taking care of it. One of them might be able to lead the monster through the traps in the corridor, killing it in the process. Run this as a modified Chase, with three Raises between the Hero and the beast. As long as the Hero can keep from falling prey to the traps himself, he can automatically stay ahead of the beast, but as he hits each trap, there are delays and possible damage to deal with:

**5. The Alcove** – No delay unless the alcove is closed, in which case the Hero loses 1 Raise while waiting for it to open.

**4. The Scything Blades** – No delay. The blades barely miss the beast.

**3. The Dart Field** – The Hero must make a Finesse + Leaping check against TN 20 for each tile he wishes to step on. Failure means the Hero steps on the wrong tile, launching a dart is launched. The Hero loses 1 Raise as he stumbles after taking the Dramatic Wound. Two darts strike the monster when it runs through, letting the Hero gain back two Raises.

**2. The Smashing Blocks** – The Hero must make a Finesse + Balance check against TN 20 to stay on the red path while running. Delaying would cause the monster to trigger the trap before the Hero could get clear, as will failing the Balance check. If the Hero makes it through alive, the beast triggers the trap and is crushed between the smashing blocks, killing it. If destroyed, the creature collapses into a puddle, which quickly evaporates. No dracheneisen can be gained from its corpse.

### The Payoff

At the end of this adventure, the Heroes have acquired the means to pay off their debt and a fantastic treasure beyond the imagination of most Théans. Give them 3–5 XP each, since this is a dangerous adventure, and give any Hero who led the beast through the traps to its death an extra 2 XP.

In the next few adventures, the Heroes must come to grips with the unique opportunity – and responsibility – they've received.

Presumably, the party moves *immediately* to pay off their creditors. Money in hand, Messrs Thornton, Hobbs, Reisdorf, Murphy, and Vogel promptly cease their inquiries and leave the Heroes at peace to enjoy their now-fully owned property. Of course, there's much more at stake here than a simple house. Canny players will realize that ownership of a dracheneisen mine allows their Heroes to become Eisenfürsten. The GM needs to carefully consult the *Eisen* sourcebook, particularly pages 43–46, for the political and social ramifications of their newfound fortune. Check Soft Point 11 before allowing the Heroes to proceed and make sure the players understand how important their subsequent actions are. They hold the fate of Eisen in their hands.

## Hard Point 4: Dead Man's Bluff

In this final adventure, two armies arrive at the city, intent upon seizing it. The Heroes must decide how best to defend the city, or whether to turn it over to the soldiers at its gates.

As the finale to the campaign, this hard point has a lot of variable elements. The Heroes' decisions have a huge effect on how the adventure unfolds, and not every contingency can be covered here. Use your best judgment and don't be afraid to change things if they don't fit.

### The Setup

If you have run Soft Point 11, the adventure begins as the Heroes return to Freiburg from their meeting with the Nibelungen. The journey back is uneventful to the point of eeriness. No other travelers cross their paths and the



immigrants who usually throng toward Freiburg are suspiciously absent. As they grow closer, they finally begin seeing people — all heading away from the city. They claim that an army has surrounded Freiburg and that all travelers are being turned away. As they approach the borders of the *königreich* the party can see for themselves.

A huge army has indeed encamped around the southern banks of Freiburg, their fires sending smoke into the sky. A second army has encircled the town from the north. They block every road and have effectively sealed off access to the city. The armies appear to be from Stefan Heilgrund and Fauner Pösen, respectively. They clearly intend to take the city by force, though their reasons for doing so are unclear. Civilians are being turned back at gunpoint and no one is being allowed to leave.

Getting into the city may be a little tricky. If Wolf and Michael accompany the party (see Soft Point 11), the opposing armies allow them through: no one wants to trifle with the Nibelungen. If the smiths aren't with them, they still receive some unexpected help. A young man in a dark cloak approaches them on the road before they reach Freiburg, claiming to be sent by Armin. He works for the Empereur's Wings (Location #170) and was hired by their butler to bring them back through enemy lines. He has blooded the mansion's doorknob and can use *Porté* to transport them straight home if they wish. (Alternatively, you can make an entire adventure out of getting back into the city: the Heroes can sneak through the sewers, sail up the river, or even pose as soldiers from one army or the other.)

If you have not run Soft Point 11, the adventure begins in Freiburg a few hours after the Heroes decide what to do with the mine. A large commotion can be heard outside; when they go to investigate, one of the neighbors tells them that "Fauner Pösen is marching on Freiburg." Allow them to proceed from there as they see fit. (When Armin hears the news of an invasion, his heart gives out on him and he delivers a variant of his "save the city" plea below before expiring.)

Inside the city, chaos reigns. The streets are choked with panicked residents trying to flee: families hurriedly load possessions onto carts, while stampeding crowds ebb and flow along the streets. Looters run rampant, several buildings burn out of control, and no guardsman can be seen. Many citizens are trying to flee by boat, swamping the docks with a desperate press toward the few ships remaining. (Unless they took steps to guard it, *The Stolen Kiss* is long gone.)

The house itself still stands, but the possessions inside have been ransacked, its valuables smashed or stolen. Armin lies on the floor of the main entry hall, his leg broken. He clutches an empty pistol in his hand, and a dead looter sprawls in front of him, shot through the chest. From appearances, he's about to join the intruder: his breath comes short and labored, his skin a ghostly pale. As they approach, he lifts himself up and delivers a heartfelt plea.

"Please sirs," he whispers, his breath growing shallow. "I think the invaders have come for your mine... please... you are honorable men and women... please stop them from taking our city. Give them the mine, fight them off whatever it takes, but keep them away... Freiburg is free... it should stay free... Eisenfürst Trägue needs you..." With a quiet rattle, he then expires.

If that isn't enough to convince the Heroes to fight, they find a hurried message from one of the city leaders (Wilma Probst, Logan Sieger, Vasya Wilhelm, or even Trägue himself) in his hands, asking them to come to the Stein and help formulate a plan of defense.

Probst and Wilhelm are at the foot of the *Wachtturm* trying to organize the City Guard into some sort of army. They're joined by members of the *Wachhunde*, the Rose and Cross, and other concerned citizens itching for a fight. They welcome any help the party can provide and will listen to any reasonable plan the Heroes put forth. One of them (Logan if the Heroes are close to him, Wilma otherwise) pulls the Heroes aside and fills them a little more on the situation.



## The City of Freiburg

The trouble began when Fauner Pösen sent a spy to learn the location of Trägue's dracheneisen mine. She learned that the mine was empty, apparently tapped out of the precious dracheneisen (Trägue had the entire supply mined and moved beneath the Wachturm, but Pösen doesn't know that.) The attack is presumably an effort to exploit this perceived weakness and perhaps eliminate a potential rival to the throne.

No one is certain why Heilgrund has come, though Sieger suspects that he heard about the empty mine as well and arrived hoping to pick over the city's carcass. Either way, both Eisenfürsten are bidding to make a fundamental shift in Eisen's power structure. Wilma, Logan, and the rest need to prevent that from happening, and they need the Heroes to help them do it.

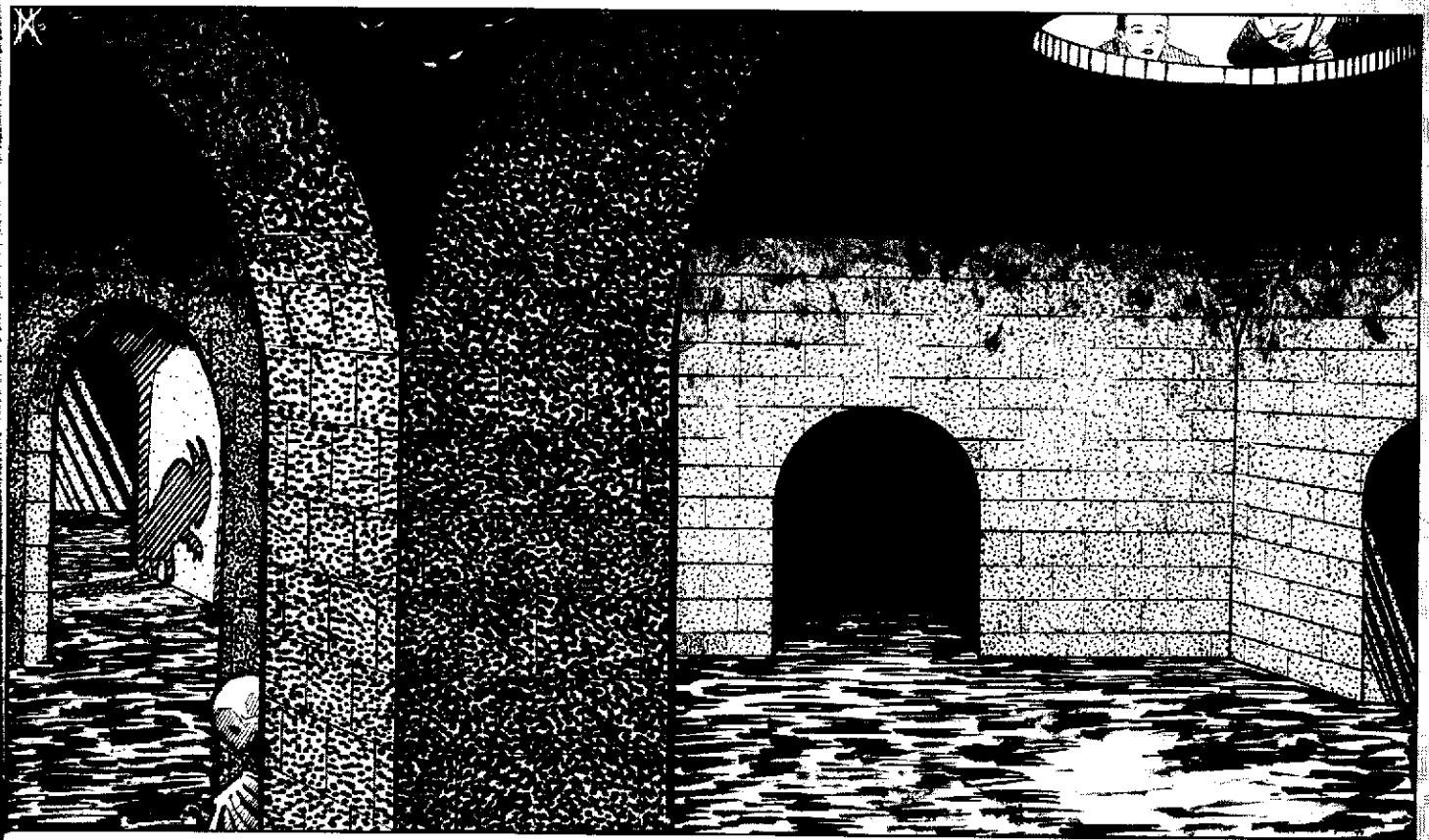
As they finish the conversation, a hung-over Nicklaus Trägue appears at the foot of the Wachturm. He looks like forty miles of bad road, but his eyes are clear and the

omnipresent wine bottle is missing from his hand. He addresses the assembled throng in an unwavering voice, his words dripping with anger.

"This," he hisses, "was not in the plan. They have no right to interfere with what I'm doing here. Wilma, what are we doing to stop the invaders?"

Trägue's fury comes from the threat to his great experiment. An invasion would effectively end Freiburg's "No Questions" philosophy and he hasn't finished his book yet. The book — and the final outcome of Freiburg's struggle — are all that matter to him now, and he's not about to leave them incomplete just because his fellow Eisenfürsten are getting greedy.

His words momentarily stun the gathered assemblage. Some of them have never seen Trägue before, and those who have have never seen him this agitated. Wilma stammers something about "defensive perimeters" and





"pursuing a diplomatic solution." Trägue nods curtly. "If they breach the city limits, we need barricades and reinforcements to keep them from reaching the Stein. Use the Gaol, the bridges, the university. Estates with high walls should be fortified. Block the streets with anything you can find. And get Kelby Loring here; he's forgotten more about military tactics than you lot will ever know."

Wilma nods, her face wide with surprise. For a moment — just a moment — the Heroes see the man Trägue used to be. Then it passes and the fire in his eyes dims.

"It won't do much," he says quietly, "but we have to try. I don't want it to end like this."

### The Task

Presumably, the Heroes will help defend the city from the invaders. (If not, see the boxed text for rules on how to adjust things.) Wilma welcomes their advice and allows them to pursue whatever tasks they see fit. Several things

### If the Heroes Join the Invaders

While unlikely, your Heroes may wish to join one of the two invading armies rather than defend the city. If so, the GM must make a few adjustments to the battle. The Heroes will probably present themselves to whichever general they intend to serve under and receive orders to help facilitate victory. The party still takes part in the various activities mentioned in the "Task" and "Finale" sections, except that now they're on the other side. Instead of negotiating with Pösen or Heilgrund, they negotiate with Wilma for the city's surrender; instead of fighting to hold the fortifications, they fight to overwhelm them; and so on. Given their history in Freiburg, they will probably be asked to infiltrate the city and wreak as much havoc as they can (secure bridges, scout out defended barriers, even seek out Trägue and convince him to surrender peacefully). Presumably, their efforts help Pösen or Heilgrund successfully capture the city. Several contingencies for this possibility are discussed in the "Payoff" section on page 55.

need to be done before the attack begins; the Heroes can take part in any or all of them, or come up with ideas of their own.

♦ *Securing Barricades.* The city guards are forming a defensive perimeter around the city center. The perimeter runs along the canal north of the Rotstrom (from grid N-34 up beyond the Heart of the Drachen and grid A-1), with fortifications along each of the bridges and the major streets. A pair of gated mansions (also beyond grid A-1) serve as a *de facto* fortress for the northern defense, while the gated buildings on the northeastern ridge (grids B-29 through B-36) anchor the line. South of the Rotstrom, the perimeter runs from the Barracks (grids R-1 to R-3), across the Roth and along the streets to the walled Merchant's Quarter (grids Q-25 to T-32). The main force of defenders will engage the enemy at Verzweiflung, then retreat to the fortifications if necessary and hold as long as possible.

The Heroes may be able to prepare these fortifications and perhaps increase their effectiveness. Explain the defensive layout to them and ask them which section they want to help shore up. In terms of advanced mass combat rules (*Eisen*, pages 100–103), the gated mansions, northeastern ride, Merchant's Quarter, and Barracks all have a Fortification Rating of 2. The bridges all have Fortification Ratings of 1.7 and the street defenses have Fortification Ratings of 1.2 apiece (the Stein has a Rating of 6, but if the invaders get that far, the city's in big trouble).

How much these ratings increase depends upon the Heroes. A successful Wits + Strategy check at TN 25, Wits + Tactics check at TN 20, or Wits + Architecture check at TN 15 increases a barricade's Fortification Rating by .25 + .25 for each additional Raise. Only one roll is allowed per location; the defenders don't have any more time than that. See "The Finale" section below for more on defensive barricades and their impact on the battle.

♦ *Defending the Mine.* If the Heroes choose to reveal the existence of the new dracheneisen mine, Wilma's eyes widen and she nods slowly with understanding. "Now we know why our neighbors are suddenly knocking on the door," she mutters. The question becomes how to defend it.



## The City of Freiburg

Wilma is reluctant to post a lot of guards there, because it will draw the invaders' attention. She suggests hiding guardsmen in nearby buildings instead, or making the area appear to be just another barricade. By not emphasizing the Heroes' mansion, they can disguise its true importance. Up to 300 troops can be placed in houses in and around the Heroes' mansion. Allow the party to prepare any nearby fortifications (Rating 1.5 for streets, 2.5 for the nearby Tutenberg Bridge; see above).

♦ *Negotiating.* While diplomacy is a long shot at this point, Wilma wants to try to talk the invaders down or at least keep the two forces from coordinating their attacks. Courtier Heroes may be sent to one or both armies, armed with the power to negotiate for the city. Even if they can't prevent an attack, they might be able to even the odds a bit, or keep the two armies from cooperating.

The two armies are led by Eisenfürsten Fauner Pösen and Stefan Heilgrund (although Heilgrund leaves most of the organization to his generals). The Heroes may approach the invaders under a flag of truce; they'll be allowed to speak to the respective leaders and make their case. (Stats and role-playing information for both Eisenfürsten can be found in the *Eisen* sourcebook.)

Fauner Pösen doesn't want to talk. She's committed her forces to taking the city and nothing less than unconditional surrender will satisfy her. She may be willing to agree to certain humanitarian pleas — allowing civilians to flee the city, for example, or agreeing to spare certain buildings from destruction — but she will not withdraw unless Trägue surrenders the city to her. It's clear during the conversation that she's set her mind on taking the city, and the Heroes should leave her presence frustrated and a little frightened: she really means it.

Stefan Heilgrund, on the other hand, will actually be eager to bargain with the Heroes: he knows he has little chance of

taking the city from Fauner and doesn't wish to antagonize Trägue any more than necessary. He knows about the Heroes' mine, however, which gives him a potent bargaining chip (see "The Opposition," below, for more details). He's willing to withdraw his forces but wants possession of the mine in exchange. If the Heroes play hardball with him, he'll lower his demands to 1,000 units of dracheneisen from the new mine, which will allow him to solidify his hold on power until his other plans are complete (see the *Eisen* sourcebook for more details). Assuming the Heroes agree (after a suitable period of dickering over the details), he orders his army to stand down and waits until the conclusion of the battle to claim his reward.

### The Nibelungen

If the Nibelungen are with the party, they ensconce themselves in the Wachturm to view the coming battle. The vows of their order prevent them from taking sides in the conflict, but they may provide the Heroes with advice (preparing defenses, destroying the bridge in the finale) if you feel the players need it.

(If the Heroes give him sole possession of the mine, he later makes a secret deal with Trägue to split the dracheneisen within. The mine's location within the city means that Trägue can make things very difficult for Heilgrund if he wishes and Stefan wants to keep things cordial with his neighbor.)

♦ *Find Kelby Loring.* This is perhaps the most important task in the entire defense. Loring has more military experience than anyone in Freiburg (save perhaps Trägue, whose faculties are not what they once were) and can command the defenders with unparalleled skill. Against the likes of Fauner Pösen, he may be the best chance Freiburg has. While numerous members of the Wachhunde gathered at the Stein, their leader was not among them. The Heroes may be dispatched to help find him.

Loring is holed up in the Drachen's Tooth (Location #200) along with three of his fellow Watchdogs. A large gang whom they once thrashed has taken advantage of the chaos to hunt down their old nemesis. They surround the drinking hall with torches and intend to set the place alight with Loring trapped inside. The gang consists of thirty street thugs (25 Brutes and five henchmen; use the stats on pages 27-29), armed with clubs and torches. If combat breaks out,



one of the thugs will ignite the building. Two turns later, Loring and his companions will burst out of the Drachen's Tooth and join the fray. The thugs will flee if more than half their number are incapacitated.

Once rescued, Loring readily agrees to command the city's defenses and allows the Heroes to escort him to the Stein, where he and Trägue can formulate a proper battle plan.

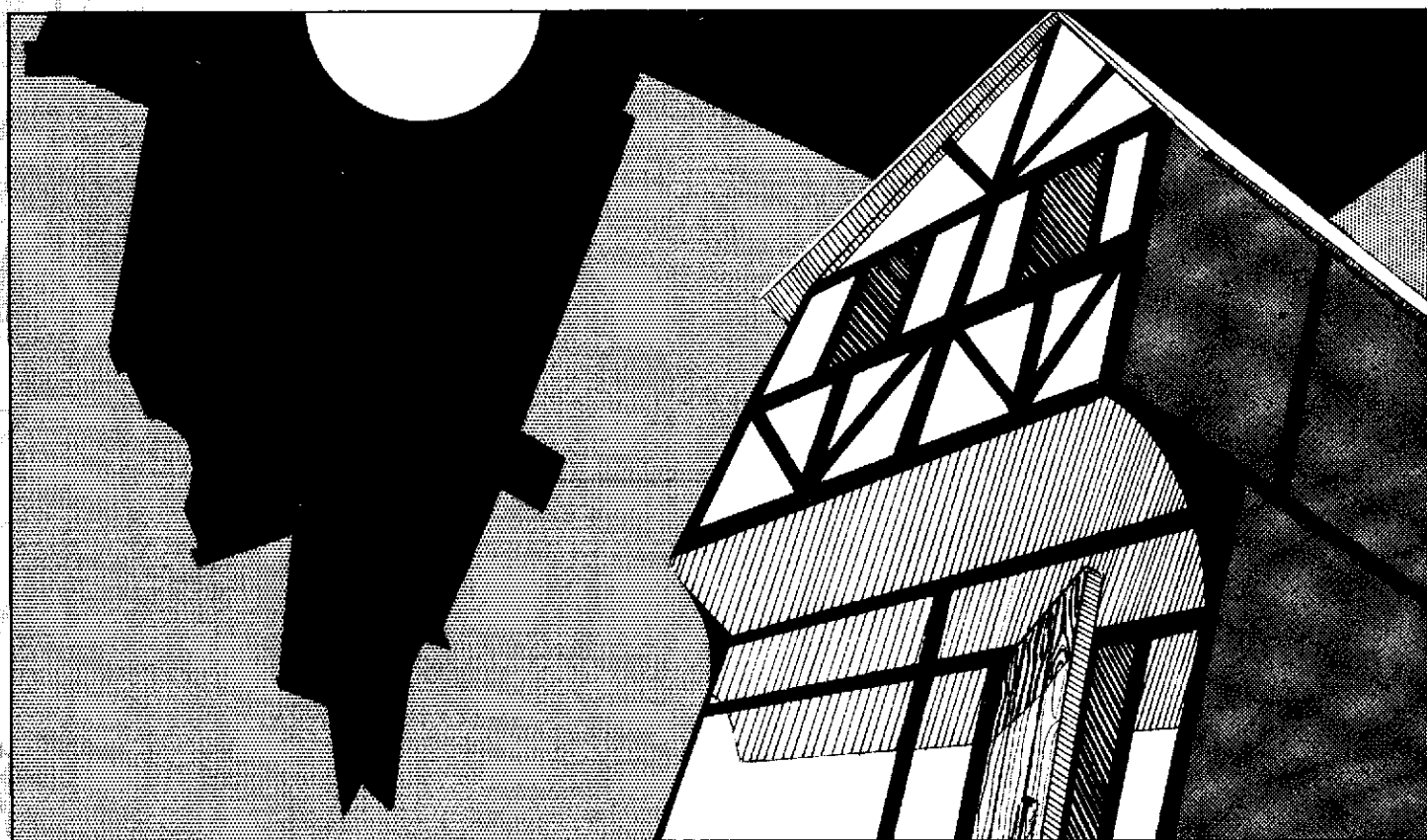
♦ *Random Encounters.* If you wish, you can also use the Random Encounter Tables to spice things up as the party moves through the city on these various missions. All random encounters taking place in Hard Point 4 are considered Red Zone Encounters, regardless of their actual location. Replace the following entries for their corresponding numbers:

**1: Looters** – A mob of desperate citizens is stealing whatever they can from a nearby building: furniture, valuables, even wood off the walls for fuel. Agitated screams can be heard

from within as the owners try futilely to protect their property. The party must decide whether they can afford to stop and help, or leave the looters to do as they will.

**9: Fire** – A fire has broken out in a nearby building and threatens to engulf the entire block. The Heroes must either brave the flames (Resolve Check, TN 15 to proceed; failure results in 1k1 die of burn damage), or find a way around the inferno (causing whatever delays you see fit).

**0: Assassins** – Eisenfürst Heilgrund has learned about the Heroes' dracheneisen mine and sends a squad of assassins to dispatch them. With the mine's rightful owners out of the way, he can lay claim to it much more easily, and perhaps avoid antagonizing Nicklaus Trägue any further. The attack comes whenever it is most dramatically appropriate. Use the "Soldier" stats in the NPC section (pages 28–29) for the killers; there is one for each member of the party, plus two more thrown in for good measure. They're armed with a two pistols apiece, in addition to whatever melee weapons





## The City of Freiburg

are most appropriate. This encounter will not take place if the Heroes have already negotiated with Heilgrund.

### The Opposition

Both Eisenfürsten intend to overrun the city and claim it for their königreichen. Pösen is attacking because she believes that Trägue's dracheneisen mine is empty and wishes to eliminate Freiburg from the political picture (as well as bolster her flagging economy with its prosperous trade). Heilgrund has learned about the Heroes' mine and wishes to seize it for himself (although he is normally on good terms with Trägue, his own mine is depleted, placing his position as Iron Prince in jeopardy; he was hoping to quietly negotiate rights to the mine, but Pösen's advance forced him to act). At your discretion, Pösen may be aware of the new mine as well, but that won't change her position.

Their armies greatly outnumber the Freiburg defenders. Pösen's forces number almost 40,000 and include cavalry and artillery in addition to normal infantry. Heilgrund's army is smaller, numbering about 25,000, and lacks any artillery units. In contrast, the Freiburg defenders number only about 15,000. Grim odds, even for the most stalwart man.

The Heroes might even those odds somewhat, depending upon how they play their cards. The city has several barricades which can be defended and it may be possible to split the two armies through negotiation or politicking. Details can be found in "The Finale" section, below.

### The Finale

The Battle of Freiburg begins twenty-four hours after the Heroes arrive and can follow any course you wish. The invaders must move quickly if they wish to secure the city: the longer they wait, the more the defenders will dig in and the greater the chance that other Eisenfürsten will become involved. Pösen hopes to take the city in one blow, while Heilgrund simply wants a replenished supply of dracheneisen; both desire a swift conclusion to the conflict.

Basic rules for mass combat can be found on pages 176–179 of the *GMs' Guide*; advanced rules can be found on pages

100–103 of the *Eisen* sourcebook. We strongly recommend using the advanced rules for the Battle of Freiburg.

The battle begins when Fauner Pösen sends a main offensive of 30,000 men straight south into the heart of the town. Another 10,000 circle to the east in a flanking effort, which results in the river-borne attack detailed below. If the Heroes got Heilgrund to stand down, his army does not advance. Otherwise, his 25,000 men move up the Roth in an effort to seize the Stein before Pösen's forces can.

Pösen leads her forces herself, while Heilgrund allows his general, Werner Steil, to lead his army. Steil has the following pertinent stats: Wits 3, Logistics 4, Strategy 4, Incitation 2. Pösen's stats can be found in the *Eisen* sourcebook.

Kelby Loring is the most qualified commander for the Freiburg forces, although he may have difficulty coordinating the various factions. If he cannot be found, then Vasya Wilhelm will try to lead the defenders, with advice from Trägue. Stats for both can be found in the NPC section, pages 16–18 and 24–25. Qualified Heroes may want to help coordinate the defense as well, and can even take command if their abilities warrant it.

Each player should give the GM his or her Hero's location during the battle and what part he or she intends to play.

Five makeshift "fortresses" serve as the keys to Freiburg's defense: the two mansions above grid A-1, the northeastern ridge on the upper right hand corner of the map (B29 through B36), the Barracks (N3 through R1), the Merchant's Quarter (Q26 through R28) and the Stein itself (I16 through L21). The enemy must take or destroy three of the four perimeter fortresses, or else seize the Stein, in order to take the city. The number of men attacking and defending each location is listed below. If the Heroes persuaded Heilgrund to stand down, use the numbers in parentheses.

**The mansions:** 2,000 (4,000) defenders, 10,000 attackers

**The northeastern ridge:** 2,000 (4,500) defenders, 10,000 attackers



**The Barracks:** 3,000 (500) defenders, 5,000 (no) attackers

**The Merchant's Quarter:** 3,000 (1,000) defenders, 5,000 (2,000) attackers.

The remaining forces on both sides are occupied in skirmishing units, house-to-house fighting, and barricades along the streets. The Freiburg forces retain a 1,000-man reserve at the Stein in case the outer perimeter falls. If a Hero is at one of the street defenses, run the battle with 200 defenders and 500 attackers, respectively. The outcome of these smaller battles has little impact on the final result; however, if things go well for the Heroes, you may wish to reflect their efforts at one of the more important battles (give a General a Free Raise or two, as you see fit).

Give the Heroes a chance to affect the outcome of the battle, using the Mass Combat rules and your own discretion. If a Hero does something particularly bold and daring, you may want to allow their side to prevail, regardless of what the dice say. The atmosphere should be akin to a last stand: a do or die fight to the finish with the party helping to hold the city's fortifications against a merciless invader. If a fortress falls, the Heroes may retreat to nearby streets and houses, where they can fight the invaders block by block, or retreat and await the "One Last Thrust" encounter, below.

The battle is fierce and unrelenting. While advance skirmishers for Freiburg are able to slow the attackers, the main fight takes place along the perimeter. Soldiers fight house to house as the invaders advance, the streets ringing with violence and gunfire. Cannon attacks create new piles of rubble out of once-beautiful houses, and fires spring up all over the city. Toward the latter half of the conflict, the invaders set fire to *Verzweiflung*, choking the air with smoke and lending an air of panic to the proceedings.

#### *One Last Thrust*

If it becomes clear that the invaders are not going to hold the city (*i.e.*, they have failed to take the requisite number of fortifications), Pösen launches a final surprise attack. The Heroes (and any pertinent commanders) spot them just as

victory seems within their grasp. Pösen's flanking forces (almost 7,000 at this point) appear on the river in a motley collection of boats and watercraft (she held the vessels in reserve until she knew she couldn't take the city conventionally). They move steadily up the Rotstrom, using the current to pull them toward the Stein. The fortifications are such that they cannot be stopped by the occupied defenders; in less than an hour, they will breach the perimeter and take the Stein.

The Heroes have one chance to stop them. The Blacksmith's Bridge was undergoing repairs before the invasion, and its foundation is not entirely stable. Enough explosives planted on its base will cause it to collapse into the river, blocking the boats' progress and perhaps even swamping them if timed well enough. Kelby Loring suggests this possibility if it doesn't occur to the Heroes.

The bridge has a Demolition Rating of 9, which means it will require an Explosion Rating of 9 (approximately 30 kegs of gunpowder) to sink. Gunpowder is easy enough to acquire, but the Heroes will have to hurry. It requires a Wits + Intimidation or Oratory check at TN 15 to get five gunpowder kegs in time to plant them beneath the bridge. The Heroes may make a total of seven checks before they must abandon the search and go with whatever gunpowder they have. If they don't have enough, they must plant their explosives carefully. A Wits + Architecture check, TN 10, reduces the bridge's Demolition Rating to 8 (requiring 20 kegs of gunpowder to sink the bridge). Each Raise further reduces the Demolition rating by 1 or lowers the number of required kegs by 5, whichever you prefer.

As the Heroes plant the explosives, Pösen's forces approach by boat. At the start of combat, they spot the party and open fire in an effort to stop them. It takes two Heroes three more turns to finish planting the explosives; additional Heroes may work at it, but they cannot reduce the overall time. Two boats full of soldiers (see the NPC stats, pages 28-29) with five gunners and two rowers per boat, are within long range. On the second turn they are in short range, and on the third point blank range. Each turn, two more boats enter the combat at long range.



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Cover from the bridge gives the Heroes an automatic Active Defense every turn, and while those planting the explosives cannot return fire, their companions can. In addition, four loaded 6-pound cannons sit nearby, which free Heroes may use to defend the party. It takes a Finesse + Artillery Check at TN 15 to hit a boat; any struck boats immediately sink and their crews may not continue to fight (wet powder tends to blunt a musket's efficiency).

When the gunpowder detonates, it sends a huge wall of water and stone up into the air. The bridge collapses with a colossal explosion, throwing up a tall wave of water in either direction. The wave swamps half of Pösen's boats and the collapsed bridge prevents the other half from advancing. With the defensive perimeters holding, the boats are forced to retreat; Freiburg has held and the invaders have been repulsed.

### The Payoff

Give the Heroes 4-7 XP each, plus 3 more if they successfully defended the city.

All future *7th Sea* products assume that the invaders were beaten off, and Nicklaus Trägue maintains control of the city. Pösen and Heilgrund retreat to lick their wounds, and Freiburg civilians return to rebuild what was lost. Relations between Trägue and his neighbors will cool significantly, but another attack on the city is unlikely — the new mine and the support of the Nibelungen ensure a modicum of security.

Of course, if your Heroes took a different path — if they successfully supported one of the invading armies, or were unable to stop the invaders from taking over the city — you will have to adjust your campaign to fit the new circumstances. Pösen and/or Heilgrund march into the city as conquerors. Nicklaus Trägue commits suicide by throwing himself from the top of the Wachturm, leaving Wilma or Logan to negotiate the surrender. The new leader (probably Pösen) eventually seizes control of the dracheneisen mine — forcibly taking it from the Heroes if they don't turn it over — and quickly exploits the metal within. Freiburg's make-up will probably change drastically:

Fauner Pösen instigates martial law, while Stefan Heilgrund assigns a governor to restore some semblance of order. Either way, the freewheeling "No Questions" policy slowly vanishes, replaced by more classical notions of law and order. Within a few years, Freiburg is no different from any other large Théan city.

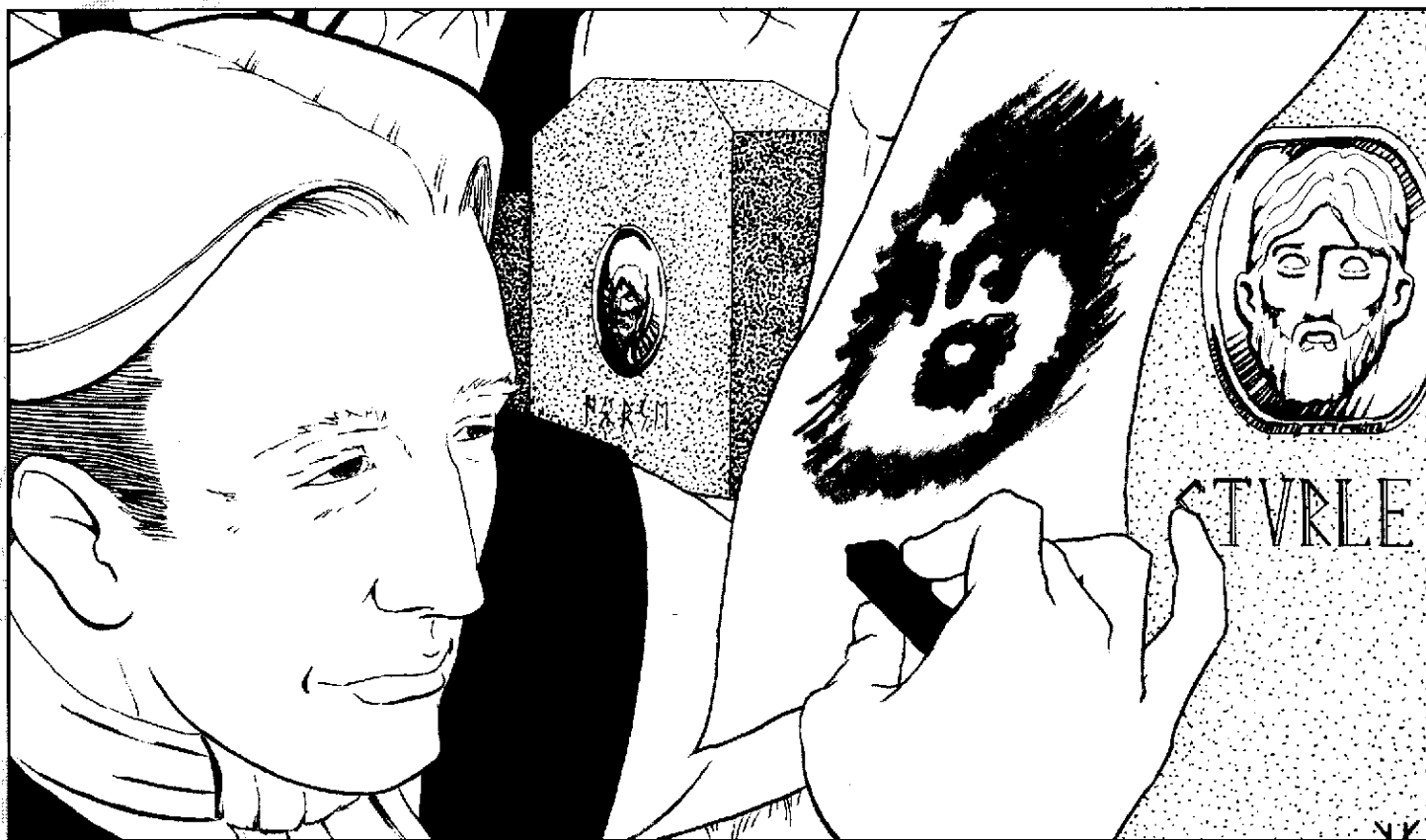
If you don't wish to deviate from official continuity and yet the Heroes did not successfully defend the city, have the Nibelungen arrive at the eleventh hour, shortly before Trägue is to kill himself, and take control of the mine themselves. The cavern contains powerful energies which the smiths wish to study and understand before turning it over to an Eisenfürst. They claim that they will hold it "until a new Emperor is chosen" and refuse to allow any of the participants access to the metal within. Any Iron Prince who fails to comply with their decision loses the Nibelungen's support and will no longer be able to create dracheneisen items. Angry but humbled, Pösen and Heilgrund back down and Trägue retains control of the city.

If the Heroes helped repel the invaders, they each receive the title Knight Defenders of Freiburg. In addition, Vasya Wilhelm makes them honorary members of the City Guard, allowing them to wear the Guard's distinctive black and white uniforms if they wish.

The Nibelungen arrive shortly after the battle to help sort out possession of the new mine. They inform Trägue of the new mine and ask the Heroes to turn it over to him. Wilma will construct a new access tunnel to the mine and have the trap-filled passage beneath the Heroes' mansion walled up — allowing them to keep their home without miners tramping in and out all day.

In exchange for their cooperation, the Nibelungen are willing to forge each Hero a single dracheneisen item (either a weapon or a single piece of armor) out of the raw material from the mine. This honor is unprecedented and non-Eisen Heroes will become the first of their country to legally gain a dracheneisen item. They must divest themselves of the mine before the Nibelungen do this, however.





If they refuse to give up the mine, then the Nibelungen take control of it themselves and turn it over to whoever has the city. If the Heroes resist, they are forcibly expelled from the city and told never to return. Otherwise, Wilma compensates them for the loss of their mansion with a "suitable replacement": another large house rendered uninhabitable by a fire during the battle. It will take 20,000 Guilders to repair the building; give them a lecture on the nature of greed and tell them to suck it up.

This concludes the "Hammer and Tongs" campaign. Hopefully, your Heroes will have defended the city and attained positions of honor within Freiburg society. What happens next is up to them and you: Freiburg is a city of limitless possibilities, and the next adventure waits just around the corner.

## Soft Points

The following adventures are designed to be placed among the four hard points of the campaign. They should familiarize your players with Freiburg and allow their Heroes to interact with some of the city's most important figures. Most are designed to be played in a single night. While many of them connect up with the overall storyline, none of them are necessary to run the campaign. We've arranged them in rough chronological order and provided suggestions as to where they may be inserted (some of them *must* come at specific points if they are to make any sense), but their exact placement is up to you. They can be shuffled around, expanded, modified, or discarded as you see fit.

Some of the adventures have deliberate links to Théah's various secret societies, allowing Heroes who belong to



them to further their organizations' goals in Freiburg. They can be easily adjusted to fit Heroes without such allegiances.

Unless otherwise noted, each Hero should receive 2-4 XP at the successful conclusion of each adventure. Other rewards (or punishments for failure) are up to the GM.

### Soft Point 1: Wolves and Their Master

In Hard Point 1, the Heroes tangled with a marauding street gang named the Mad Wolves. Here, they have a chance to finish the gang off, and possibly learn who has been pulling their strings.

#### The Set-up

The Mad Wolves may have learned that the Heroes are off limits, but that doesn't make anyone else in the neighborhood any safer. Redmund Erhart wants to purchase the entire area, and he can't do that unless the owners are willing to sell. The Wolves begin preying on local merchants, shopkeepers, and homeowners in an effort to drive them away. Word has spread of the Heroes' actions, however, and the neighborhood soon begins looking to them to take care of the problem once and for all. This adventure gives them the opportunity not only to end the Wolves' reign of terror, but also to discover the man behind their power.

The Heroes, presumably, make themselves at home in their new mansion. They may have repairs they'd like to undertake, additions to make on the house, or business elsewhere in Freiburg to deal with. The GM may want to run several other soft points before the finale to this one, interspersing encounters with the Wolves to keep the plot thread fresh. This is an ideal time to get the players familiar with Freiburg, introduce them to some of the people and locations in the *Sights* book, and enlighten them on the basic political situation (such as Träguc's pessimism, or the fact that Wilma Probst really runs the show).

A few weeks after the Wolves' attempted break-in in Hard Point 1, the Heroes catch sight of them harassing a local shopkeeper (Location #67). They have knocked over

several stalls of wares and are in the midst of destroying them while holding the shopkeeper against the wall-swordpoint. If confronted, they quickly disperse (word about the Heroes has spread). A few days later, the same thing happens; this time, it's a woman and her child walking along the river near the Heroes' house. The Wolves are demanding a toll for crossing and pawing at her crude dress. Again, they scatter if confronted by the Heroes.

Incidents such as these continue to pepper the Heroes' everyday lives. They also begin hearing (through Armin or any NPC they have regular contact with) about other incidents involving the Wolves: robbery, assault, destruction of property. While the Wolves won't directly confront the Heroes, they take steps to make their lives miserable. They bully merchants into refusing service for the Heroes, commit acts of vandalism on the manor, and attack Armin or any other servants. A hidden Wolf (Shadowing 3, Stealth 2, Streetwise 2) constantly lurks across the street to watch the Heroes' comings and goings. Assume that the gang knows the party's habits and the times when the Heroes are out of the house.

One clue to the Wolves' ultimate motive appears during the latter part of these incursions. A nearby family moves away, packing their belongings into a wagon and abandoning their home rather than face the Wolves another day. A week or so later, their house is occupied again, by tenants paying rent to Redmund Erhart. Several other locals also leave the area in an effort to avoid the Wolves. Their homes and shops quickly fill with more of Erhart's tenants. The Heroes won't know this unless they do some digging (talking to the new tenants, gossiping with the neighbors, etc.), but it puts the Wolves' activities in a whole new light.

Word slowly spreads of the Heroes' initial entanglement with the Wolves in Hard Point 1, and some of the neighbors begin appearing at the mansion door, begging them to remove the scourge. They promise everything from free merchandise to their daughters' hands in marriage if the party agrees to help. The Heroes may get roped in guarding local mothers during grocery runs or staking off a house all night in case the Wolves try to vandalize it. The



neighborhood starts to see the party as their only hope, and if the Heroes aren't careful, they could end up the neighborhood's *de facto* police force, patrolling the area for criminal activity rather than pursuing their own agendas.

Regardless of their actions, it should become clear that the Wolves aren't going to just go away. The Heroes need to deal with them once and for all if they want to have any peace in their new home.

### The Task

Besting the Wolves in combat is a good temporary solution, but they rarely stay down. The streets of Freiburg are rife with ruffians ready to become new recruits; every time the Wolves lose a member, six more rise to fill the gap. In order to break the gang for good, the Heroes must locate their headquarters and capture (or kill) the ringleaders. Until they do, the Wolves will hound them and their neighbors until the Fourth Coming. A Wits + Underworld Lore check at TN 10 reveals the leader's name, Felix du Paix, along with a physical description. A Raise also reveals the name of his chief rival, Wilhelm. These two would-be leaders have split the Wolves in two, and the conflict may soon come to a head.

Allow the players to come up with any plan they wish. Tracking the Wolves shouldn't be a big problem. While few people know their exact hideout, a Wits + Underworld Lore check at TN 15 reveals that the gang tends to congregate near the Bone Bridge (Location #126); roleplay out the checks if possible. They could also tail the Wolves after one of their assaults on the neighborhood (Wits + Shadowing TN 15) or simply capture one and beat it out of him. Alternatively, the Heroes might try infiltrating the gang and discovering their hideout that way. The Wolves cannot know the disguised Hero, of course, or else the ruse won't work.

In any case, loitering in the vicinity of the Bone Bridge eventually produces a Mad Wolf or two, who may be discreetly followed to a boarded-up carriage house (Location #128) that serves as their rallying point.

### The Opposition

The Wolves themselves are detailed in Hard Point 1. Their numbers never drop for long and they never seem to go away. Only killing or arresting both Felix du Paix and Wilhelm will break the gang's strength for good.

### The Finale

The Wolves gather intermittently at the carriage house to drink, play cards, or distribute their ill-got gains. The Heroes will have to wait a day or two for a real meeting (they can stake out the location or accost a Wolf brute for information, depending on their whim). The Heroes can come up with any plan of attack they wish, but they should wait until Felix du Paix shows himself to strike. Felix eventually calls the Wolves together to talk about the Heroes; Wilhelm and his brother Axel are in attendance, as well as a substantial number of surviving Wolves (the exact number is up to you).

Run the final encounter as you see fit. As the party approaches the building, the Wolves are angrily discussing the situation and Wilhelm has taken the occasion to challenge his rival. Their shouts echo throughout the cavernous building, sending pigeons fluttering into the sky.

"We can't keep goin' with them rotters in the way!" Wilhelm yells.

"I told you, it's bein' taken care of. We won't have to worry about 'em ferever!" du Paix returns.

"That's says you!" Wilhelm shouts. "I says ye got no guts fer takin' them!"

"You watch yer mouth!"

"Why? Ye got somethin' to stop it up?!"

"*Batarde!*"

"*Schweinhund!*"

If the Heroes don't intervene, the two produce knives and the gang divides in two. They fight it out for several rounds while their various underlings trade fisticuffs until Felix stabs Wilhelm in the guts and Felix's man Demeter takes



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Wilhelm's brother Axel. The fighting slowly abates as Wilhelm's supporters quickly back off.

"I'm runnin' this gang," Felix snarls over Wilhelm's twitching body. "An' anyone who don't like it can follow this rotter!"

The party may make its presence known at any time. The minute they do, all fighting between the gang stops and they concentrate on their common enemy. Presumably, the Heroes trounce the ruffians and scatter the gang to the wind. Felix will fight for as long as is feasible, but flees when things go bad; the gang scatters when he does or when the Wolves have suffered. The Heroes are welcome to pursue if they wish (use the Chase Rules on pages 169–172 of the *GMs' Guide*), but if Felix gets away, they haven't heard the last of the Wolves. Should he be captured, however, the city guards take him into custody (since the Heroes were nice enough to do the hard part).

Felix carries a letter (easily found with a basic search) detailing another planned assault on the Hero's house and several other criminal acts. The letter stresses the need to "root out the rats" and admonishes the Wolves to "make the squatters know who's in charge." A seal with the letters "RE" marks the document. If still alive, Felix gladly gives up the name of his employer: Redmund Erhart, Freiburg's most hated entrepreneur. If Felix is dead, the Heroes will have to make the inference on their own.

### The Payoff

If the Heroes kill or capture Felix, they effectively break the power of the Mad Wolves. Without their leader, they don't dare show themselves in the Heroes' neighborhood and none of them has the courage to seek vengeance. If he's still alive, Felix will be deported to Montaigne, where his execution swiftly follows. The neighborhood is now free from the Wolves for good.

Redmund Erhart, however, is another story. A few simple queries (to Armin or any other connection the party might have) give the Heroes the basics on this unseen nemesis. Erhart has a great deal of power in Freiburg, stemming from his moneylending and real estate ventures. He has countless

political connections, he makes numerous contributions to the City Guard, his house is a fortress, and he commands a small army of loyal bodyguards. All they have to pin to him is a letter and the word of a wanted murderer.

Naturally, if the Heroes have a chance to meet Erhart (in Soft Point 2 or elsewhere), he denies everything. He claims to know nothing about the Mad Wolves and suggests that the letter may have been stolen from one of his lackeys. "In my line of work," he explains, "one must sometimes use harsh language. You understand." He chides the Heroes for their naiveté and quietly suggests that they let the matter drop. If they're foolish enough to challenge him, he just laughs and encourages them to do their worst. He never travels without bodyguards and steadfastly refuses to engage in any sort of duel or personal combat. Attacking him outright brings the City Guard straight to their door. Smart Heroes will fall back and find some other means of addressing their grievances.

With the Wolves gone, Erhart gives up his efforts to clean out the neighborhood. He has bigger fish to fry and other schemes to attend to. But he hasn't forgotten the Heroes meddling (or their insolence if they've confronted him), and takes quiet steps to make their lives miserable. The GM can reflect this occasionally throughout the campaign with merchants who refuse to do business with them, shipments to the party that inexplicably vanish, and other minor bureaucratic annoyances. His efforts ultimately result in the small army of bill collectors who show up at their doorstep in Hard Point 2.

### Soft Point 2: Invitation to Dance

The primary purpose of this adventure is to immerse the Heroes in Freiburg society and perhaps allow them to play politics a bit. It also brings them to the attention of the Eisenfürst and his most important followers, which could prove useful in future adventures.

### The Set-up

The Heroes are lounging at home one evening when a messenger appears at their door. Several moments later



Armin brings them an engraved message, sealed with the Freiburg crest:

*"Eisenfürst Nicklaus Trägue to Lord Drachenheim and distinguished colleagues, greetings. You are cordially invited to a formal ball in celebration of the city of Freiburg's glorious anniversary, to be held at City Hall this coming Voltadi at 8PM. Guests and acquaintances are welcome. RSVP Wilma Probst, Chief Advisor to Eisenfürst Trägue."*

The note should come as quite a shock. Even the most ignorant Hero knows that Nicklaus Trägue *never* throws parties, and that "celebrations" in his name are absolutely unheard of. Be that as it may, however, an Eisenfürst's party is nothing to scoff at. The ball is a rare opportunity to interact with the city's nobility, and perhaps make some new friends in high places. Knowing Trägue's reputation, any party he throws would certainly be memorable (one way or

another). If they've made an enemy of Redmund Erhart, it might also be a chance to shore up their political defenses and ensure that they have some allies in their corner when he decides to drop the hammer.

## The Task

Wilma Probst organized the ball as an effort to secure more funding for the city. She included Lord Drachenheim on the list of invitations because she heard about the Heroes' skirmishes with the Mad Wolves and wants to size them up. If they play their cards right, they might earn her respect as an ally.

The ball is held in the audience chamber at City Hall with as much pomp and circumstance as Wilma can arrange. Veterans of the social scene in Montaigne or Vodacce might be surprised at the lack of opulence here. The decorations are understated and dignified: a quartet of musicians plays in the corner while a table of food and drink stands against the wall. There are no elaborate outfits, no expensive amusements to divert the guests' attention. People speak stiffly and formally, though friendliness increases as the party goes on (and the drinks flow more freely). Most guests dress in Eisen finery, but some are a bit rougher and have a more common bearing.

GMs should allow the Heroes to hobnob with pertinent NPCs and further any other political plotlines they choose. The "Courtly Intrigue" section on pages 87-92 of the *Montaigne* sourcebook can be used to facilitate any political activities taking place within Freiburg. Feel free to establish your own storylines (rivalries, romances, etc.) during the time. The NPCs in attendance are detailed below; strangely enough, Trägue himself never makes an appearance at the ball. Wilma explains it away with a few lines about "affairs of state," which disappoints many of the guests who have come to see the gloomy Eisenfürst act socially. When you feel that the role-playing has run its course, Wilma proposes a game to serve as a climax to the evening.

The game is called "Fox Hunt," a combination of tag, hide-and-seek, and blind man's bluff. Wilma has hidden a fox tail somewhere within City Hall. The first one to find





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comes the "fox" while the other guests are all "hunters." The fox brings the tail back to Wilma in the audience chamber, he or she wins. Anyone touching the tail can be "egged" out by anyone else, who then takes possession of the tail and becomes the fox (and needs to be discreet about it lest other hunters catch on). This leads to a lot of verbal games as the players first try to determine where the tail is, and then who has it. The tail is small enough to be hidden in somebody's clothes, although it takes some finesse (the Disguise knack helps). The "fox" must also move subtly to the audience chamber, since anyone who rushes or moves too quickly will give the game away. Egging someone who doesn't have the tail disqualifies you.

Sensitive areas within City Hall have been locked and are considered off-limits for the game. GMs who want to complicate things further may have one of the other guests sneak into a forbidden area during the game, only to be caught by the Heroes.

### The Opposition

There's no direct opposition here (although any social enemies the Heroes make may turn up later), but the party is full of Freiburg's most important citizens. Of course, in a place like Freiburg, "important" is a relative term. Guests at the party include the following:

*Wilma Probst, Vasya Wilhelm, and Redmund Erhart.* All are well dressed, with Vasya wearing a polished suit of ceremonial armor. Wilma and Vasya ask about the Mad Wolves, giving the Heroes a chance to impress two of the most powerful people in the city. Erhart's response is more sinister: he makes careful attempts to sound the party out, determine their relative position in Eisen's social circle, and decide how best to exploit them. If they've crossed swords before, he sends them subtle threats disguised as party chatter, making it clear to them that they're on his bad side.

*Logan Sieger.* Trägue's scribe is taking the opportunity to socialize a little bit; unfortunately, he's a bit too gloomy to fully enjoy the proceedings. He takes an instant liking to the Heroes, however, and talks to them endlessly about Trägue, the city, or any other subjects they bring up. Regardless of

any other developments at the ball, the players should feel as if they made a new friend out of Logan and can call on him in the future if they need to.

♦ *Dietrich Proust.* The head of the local Knights of the Rose and Cross, Dietrich wears his tabard proudly, but he's a bit uncomfortable around the damaged goods that Wilma has assembled for the ball. He talks mostly about swordsmanship and blacksmithing, and spends much of his time with Martina the Nibelung (see below).

♦ *Josef Braun.* A representative from Stefan Heilgrund, one of the few Eisenfürsten whom Trägue pays attention to, so Braun stays very busy negotiating between the two. His mother was Montaigne, and he has limited Porté ability, which makes it easy to transfer messages back and forth. He's a small, tired-looking man with slightly rumpled clothes and bags under his eyes. He willingly talks about anything except affairs of state.

♦ *G.W. Richter.* The representative from Fauner Pösen, Richter served with distinction in the War of the Cross, and Pösen assigned him to this diplomat's post as a reward. A tall and imposing man of about thirty, he is every bit the Eisen officer: politic, formal, and tactful to a fault. He wears a dracheneisen breastplate decorated with the Pösen crest and speaks in detached military terms (his stories about the war speak of "offensives" and "objectives," not the horrors or human cost of it all).

♦ *"Baron" Heinrich Lauterbach.* Lauterbach is a former smuggler who made his fortune running guns during the War of the Cross. With the money he made, he retired to Freiburg, and currently captains a small fleet of legitimate merchant ships. All of his money, however, can't hide his checkered past. His clothes are gaudy and garish, and he speaks with an obvious sailor's accent. Several similar characters are also in attendance, bringing a rougher edge to the proceedings.

♦ *Seth and Bunter Huygens.* These brothers represent from the Vendel League. Many merchants in Freiburg accept different forms of currency; the League would like the Guilder to become the sole form of monetary exchange.



The League hopes that if the city itself does business only in Guilders, its inhabitants will follow suit, and have sent the brothers to negotiate with Wilma. Their efforts are doomed, but they enjoy the party anyway.

♦ *Christina Bianco*. An aspiring sculptor from Vodacce, Christina fled her abusive husband with the help of Sophia's Daughters. She's now searching for a patron to help develop her artistic skills. She's pretty and polite, though very shy, and still dresses in the dark clothes of Vodacce's noblewomen. Wilma encourages the Heroes to interact with her, hoping that they might become sponsors.

♦ *Vera Voletta Vogel*. An old noblewoman, Dame Vera is the last of a dying family with holdings to the north. Her husband left her for another woman (and an Objectivist at that), and she's never recovered. Now she travels from court to court, playing matchmaker to young nobles she finds. She cunningly hides her bile behind a mask of grandmotherly concern and tries to arrange marriages between absolutely incompatible couples. The more people she can make miserable through marriage, the less her own pain hurts.

♦ *Madeline du Bisset*. The leader of the Freiburg Explorer's Society has come to stir up support for her cause and lobby for more City Guard patrols around her chapterhouse. Heroes who know Madeline will be quite surprised by her stunning evening gown, combed hair, and clean face. Still, her temperament remains unchanged: in between sojourns with Wilma, she organizes the *hors d'oeuvre* tray and snarls at any males who attempt to engage her in romantic banter. She'll be more civil with any Heroes she knows.

♦ *Baron von Unterhoff*. A slightly daft veteran of the War of the Cross, his mind became unhinged after watching most of his command die in a futile charge against Vaticine forces late in the war. He still dresses in his wrinkled military uniform (Wilma divested him of his sword before he entered) and believes that the War is still on. He mutters curses against any obvious Vaticines in the room and constantly requests "news from the front" or "the status of General Wulf." Other than that he is quite charming.

♦ *Martina*. This member of the mysterious Nibelungen has come to collect more dracheneisen to be forged. She's a huge, strapping ex-farmgirl, wrapped in a brown cloak which hides her features below her neck. She never gives her last name; as far as anyone knows, she doesn't have one. Despite her appearance, she is surprisingly crude, well-spoken, and knowledgeable about the current state of Eisen politics. She maintains the proper air of enigma when it comes to her order, but other than that is one of the friendliest guests at the ball.

♦ *Notable Nobles*. These include local dukes, duchesses, and barons, mostly from Heilgrund königreich, as well as a number of wealthy merchants from the city itself. Several are young and might look to the Heroes as potential romantic interests.

♦ *Rutger Kippenberg*. The City Hall's chief servant performs his normal duties. Other servants flit about from time to time as well.

Other guests may be added if the GM wishes.

## The Finale

Once Wilma announces the final game, the group scatters to find the fox tail; the Heroes may divide themselves up however they please (some may want to retreat with certain NPCs for political and/or romantic liaisons). Select the smartest or most ethical Hero in the party. He (and anyone accompanying him) eventually ends up in a dark corner of the building, far away from the other guests. As he searches the local nooks and crannies for signs of the fox's tail, a voice calls out from the nearby shadows.

"How are you enjoying my party?"

A tall, dark-clad form stumbles into the light, revealing the ravaged face of Nicklaus Trägue. His bloodshot eyes glare out over a mouth twisted with bitterness and despair. An open wine jug, reeking with fumes, hangs from his hand. He delivers an exaggerated bow before offering the Hero a drink.



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"Heard things about you," he mutters darkly. "You bring the light to my fair city..." Though clearly drunk, he speaks with remarkable erudition and the Hero(es) have no trouble understanding him. Like Probst, Trägue wants to learn more about the party. Their clash with the Wolves in Hard Point 1 suggests that they have noble natures, but are they truly the heroes everyone claims or just opportunistic flotsam like the rest of the city? He sways side-to-side as he speaks and looks ready to vomit at any moment, but he listens to everything they say and responds with surprising clarity.

If anyone mentions the game, Trägue will smile slyly and produce the fox's tail. "If you want it, I'll give it to you. But first you have to tell me something: why should someone such as yourself defend those more helpless than you?"

The question is intended to engender a philosophical debate, allowing Trägue the chance to compare his theories with the (presumably) less jaded ethics of the Hero. Role-play out the scenario, using Trägue's write-up on pages 11-13 as a guide. If the Hero defends himself adequately, then Trägue will be suitably impressed and invite him (and his friends) to debate with him whenever they have a spare moment. (Whether he remembers the invitation once he sobers up is up to you.)

If, on the other hand, he acts hostile or is unable to mount a significant challenge to Trägue's arguments, then Trägue will be disappointed. He dismisses the Hero with a drunken wave and will not call upon him again.

Regardless of the outcome, he gives the Hero the fox's tail at the end of the conversation. However, when he returns to the ball, he discovers that someone (either one of the other Heroes or Bunter Huygens, depending on the GM) has already won the contest: Trägue's tail was not the one Probst had planted.

### The Payoff

Presumably, the Heroes have cultivated some new friends and probably an enemy or two as well. The GM should take care to note who the party knows, who they like, and so on. The remainder of the soft points assume they have

made friends with Logan Sieger and Wilma Probst at least. GMs should note who the party is now friends and enemies with, and allow them to use those contacts during subsequent adventures. We've deliberately left them out of the descriptions, since their exact attitude toward the party depends upon your players and their Heroes, but they should by no means disappear from the landscape. You can use them to shoehorn reluctant parties into an adventure or allow the Heroes to come to them if they need help. An ally can come in handy if the Heroes need to hide a fugitive (as in "Fish Out of Water," page 73-76) or need hard-to-find equipment (as in "Four Days in Nonus," page 66-69).

Similarly, an enemy can make those tasks harder or send henchmen out to foil them; he might even instigate some of the dilemmas which the Heroes find themselves in. Feel free to adjust the scenarios to reflect any new foes. If the Heroes are on good terms with Nicklaus Trägue, they should visit him in the Wachturm several more times before the campaign's climax. He shows them the crystal in the basement (see location description) and spends many long hours discussing his views of the world. While he won't be particularly helpful in a crisis, he provides them with valuable information during the climax of the campaign, in Hard Point 4.

## Soft Point 3: The House of Twenty Doorways

This adventure is intended for members of the Explorer's Society, although any Heroes may participate in it — especially if they're familiar with Madeline du Bisset or have connections to Gearalt Gilbertine (see pages 23-24).

### The Set-up

Freiburg does a brisk trade in Syrneth artifacts, brought in from various sites on the continent. Not all of them come from legitimate sources, however: for every Explorer expedition or nationally-backed archaeological dig, there are dozens of fortune hunters smuggling devices for sale to wealthy collectors, or private concerns seeking Syrneth artifacts for their own uses. Freiburg is the perfect place for





these elements to do business, and the Explorer's Society struggles mightily to shut them down.

One particular dealer has been a big thorn in the Society's side — Alberto Costanza, an agent of the Vodacce Prince Caligari. He has intercepted numerous Explorer packages, stealing what he can't bargain for. He numbers and catalogs the goods in a large ramshackle house before smuggling them out to Vodacce. He's amassed quite a collection over the years, hidden in the nooks and crannies of his estate, which he puzzles over whenever he has a chance.

Unfortunately, he knows less than his master about operating Syrneth artifacts... or rather, he *knew* less than his master. While tampering with an enticing new acquisition recently, he accidentally activated a hidden catch. His ashen remains blew away in the wind, leaving the house unoccupied. The device he was toying with remained active

and in turn activated several other artifacts throughout the estate.

That was several weeks ago. Ever since then, strange noises and eerie glowing lights have risen from the buildings. No one has seen Alberto since his accident; he kept his operation quiet. The locals believe that he was claimed by a ghost who now haunts his estate. No one will go near the place and the City Guard has better things to do than investigate a few weird noises. The Explorers know better, however, as does Alberto's competition in the smuggling field.

### The Task

Either Madeline du Bisset or Gearalt Gilbertine (depending on who's closest to the party) contacts the Heroes and asks them to investigate Alberto's "haunted" house. The noises and lights coming from the building sound suspiciously Syrneth, and Madeline/Gearalt believes the area may contain a malfunctioning artifact. Madeline presents the case to them with her usual tartness (see her character description, pages 20–21), but subtly implies that she would very grateful for their assistance. The players should see some genuine worry beneath her cynical bile and sense that she doesn't have anyone else to turn to. Gearalt will be more open, promising whatever they desire in the way of reward if they will undertake this task for him.

### The Opposition

The house itself sits in a well-to-do section of town, not too far from the Heroes' mansion (Location #76). It's three stories tall and composed of solid-looking stone. The most interesting aspect about it is the numerous entrances that dot the exterior: twenty doorways in all, leading to various foyers, balconies, and small gardens surrounding it. Alberto liked to have as many escape routes as possible. Most of the doors are locked, but a few on the second- or third-story balconies can be jimmied. The Heroes can either scale the walls or break down one of the ground floor entrances (the doors give on a simple Brawn check, TN 15; the locks require a TN 15 to pick). If they choose the latter option, a woman pokes her head out from a window across the street





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and yells, "Stop that! You'll let the ghost out!" If the Heroes persist, she mutters something about "a few less fools in the world" and shuts the window.

Inside, the layout seems fairly innocuous. The ground floor contains an entrance room, dining area, pantry, and kitchen, while the two upper stories contain studies, drawing rooms and bedrooms of various sizes and shapes. The basement contains another pantry and a storage area containing old beer barrels and unused furniture. (GMs are free to create a map for the house, or use the maps on pages 62–64 of *The Sights of Freiburg*.) The entire house is coated with dust and a low humming can be heard from the second story.

Alberto hid his devices in various locations throughout the house. The Heroes must search for them, using whatever methods you wish. Most require a simple Wits roll to find, TN 20–30 depending on the GM's mood. Bonuses can be granted if the players specifically state where they search (*i.e.*, "I'm checking for any loose floorboards," or "Do any of the kitchen utensils look out of place?")

The humming comes from the main study, tastefully decorated in brass and polished wood. Shelves stuffed with books and other knickknacks line the walls, while a pot-bellied stove (imported from Avalon) sits in the corner. An oak table and matching chair dominate the center of the room, covered with scribbled notes, diagrams, and clay models. The outline of a human form has been seared into the wood floor — all that's left of Alberto. The artifact he was examining sits nearby, a circular, metallic device with a smooth black stone like an opal in the center. A short metallic prong extends from the stone and, as the Heroes watch, small arcs of electricity play up and down it. The device slowly rotates as the Heroes watch, driven by some unseen force in a clockwise circular motion.

If the Heroes enter the room, the device fires at them, causing 3 Dramatic Wounds unless they dodge successfully using Finesse + Footwork, TN 20 (it won't disintegrate them unless they get as close as Alberto was). Polished silver deflects the beams (Finesse + Parry (Buckler) TN 15), rendering it harmless enough to approach. The pantry contains several sterling silver trays and plates which can be

used as shields, as well as a large teapot capable of completely covering the artifact. Dracheneisen prevents damage as well, but the device burns a tiny hole in the supposedly unbreakable metal, marring any armor the Heroes may be wearing. Any other material is useless as a shield. If the tip of the device is hidden from the light, it will shut down and can be transported safely back to the Explorers' chapterhouse. (The triggering mechanism is under the black stone; as long as the Heroes handle it gingerly, they won't reactivate it.)

### The Finale

Once the device has been disarmed, the Heroes can search the rest of the house. Alberto has the following items — stolen from various expeditions — hidden in various locations:

- ♦ A pair of bookends in the bedroom, formed of Thalasai amber. They flash brightly at irregular intervals, filling the entire room with light. If a single object is placed between them, the lights form a beam — flashing at the same intervals — pointing to the object. The bookends will then point to the object no matter where it is until it is once more placed between them. Placing two or more objects between them will not activate the ability.
- ♦ A metallic bung for a beer barrel in the basement. The bung is composed of an unknown metal that seems to absorb all light. Anything placed inside the barrel and sealed up is rendered completely weightless. The barrel itself weighs five pounds and is capable of holding ten gallons; if it is opened or the bung is removed, the weight of everything inside returns to normal. The bung can work in any storage device, up to 100 gallon capacity.
- ♦ A small clockwork device hidden in a bag of flour in the pantry. If turned in the proper sequence, it emits pleasant music that allows the listener to remember one pertinent fact from the past (GM's discretion). This can be useful in getting adventures back on track if the party finds itself at wit's end. The device only works once per week. After that, it ceases to function until the following week.



♦ A Drachen artifact: a hollow sheath for one of the creature's claws, like a gigantic thimble. It's currently being worn as a hat by a large statue of a goblin standing in the main entry hall. If a button on the inside tip is pressed, the device seals shut around the wearer's forearm. Though it denies him the use of his fingers, it is also impervious to harm; it acts as a panzerhand for damage purposes and lowers the TN of any Brawn check involving the affected hand (provided that fingers aren't necessary) by 10. Once sealed, the device stays closed for a total of six weeks, then returns to normal, freeing the user's hand again. No force on Théah can remove the device before then.

The GM can generate other artifacts if he wishes, using the rules on pages 55–57 of the *7th Sea Compendium* or his own twisted imagination. They can be hidden as cleverly or obviously as you wish.

### The Payoff

Madeline or Gearalt allows the players to keep one of the artifacts they find (excluding the death ray). Madeline insists on cataloguing it in her archives before turning it over. Allowing the Heroes to keep any artifact is a serious breach of Explorer protocol, which makes the gesture all the more touching coming from Bisset. Gearalt will be far less exacting. He takes the death ray and offers to pay the Heroes for any other artifacts they find. His prices are fair, but far less than he intends to make by reselling them.

## Soft Point 4: Four Days in Nonus

This adventure requires that one of the Heroes belongs to the Rilasciare, and that the others are willing to follow his lead.

### The Set-up

The Free Thinkers are very interested in keeping Eisen divided. They've concocted several schemes to turn the Eisenfürsten against each other and have a knack for keeping the nobility squabbling with each other rather than rebuilding. Now a chance for direct action has come: a prominent Eisen warlord has returned from campaigning

with the Montaigne in Ussura. His name is Grüber, a fat, nasty piece of work with a constantly simmering temper. But he's a good military commander and his exploits have earned the admiration of Fauner Pösen. The Rilasciare have made him their next target: by humiliating or even killing him, they can reduce Fauner's influence and build dissent among her potential allies.

### The Task

The Rilasciare has learned of Grüber's itinerary from a spy within his ranks and plans to show him first-hand how the shackles of authority can be broken. He plans to march his unit — die Adler (Eagles) — triumphantly through the Freiburg streets (he got Wilma's permission after promising the city a share of his plunder). The night before, he camps outside the city limits (beyond Verzweiflung) while select men from his unit prepare the parade route: rousting vagrants, clearing garbage, and suggesting that local merchants "close" for the day. The next morning, die Adler marches in parade formation through the streets along the Roth River, up the Avenue of Arches and toward the Wachturm (see the nearby map for the parade route). Grüber himself will lead the parade, followed by a military band playing drums and horns, five companies of forty men apiece, and several wagons containing Ussuran plunder (mostly furs and tapestries, with a few bits of gold and Cathayan rarities thrown in). When he arrives at the Wachturm, he will present a "tribute" to Trägue's representatives (the fee for the parade) before marching north, across the Rotstrom and toward Pösen.

All of this gives plenty of time for the Free Thinkers to take a shot at him. Unless the Rilasciare Hero belongs to an Eisen cell, he'll be contacted by a Courier and given the details of Grüber's approach. The exact plan depends on the Hero and the faction of the Rilasciare to which he belongs. If he's from a radical cell like the local Guerrillas (see the *Rilasciare* sourcebook pages 47–48), they'll probably want to assassinate him. Other, less bloodthirsty cells will settle for a public humiliation or the theft of some of his plunder. However Grüber is dealt with, the Rilasciare wants evidence of the deeds tied to Heinrich Walden, a



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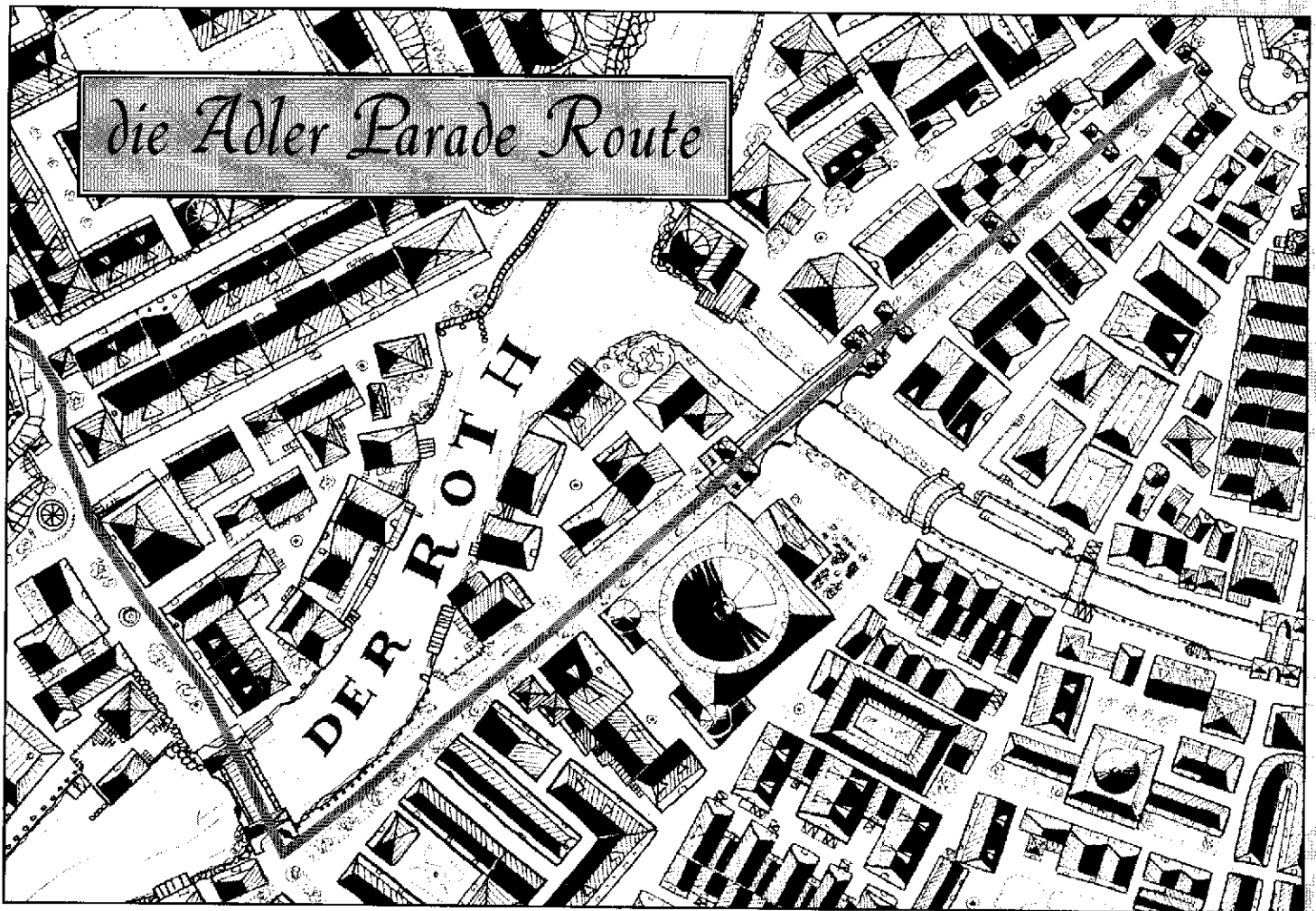
minor noble with connections to Faulk Fischler. If the Thinkers can successfully blame Walden for the deed, relations between Fischler and Pösen would cool considerably.

Non-Rilasciare Heroes can easily be persuaded to help in this endeavor. Grüber is arrogant, cruel, and thoroughly unpleasant. Ussuran Heroes may have heard of his depredations in their homeland, and any Montaigne characters with military connections know of his vile reputation. If worst comes to worst, have them run into the man on the road to Freiburg or at one of Wilma's parties, and portray him as ugly and hateful as possible. They should be begging for a chance to take him down a notch.

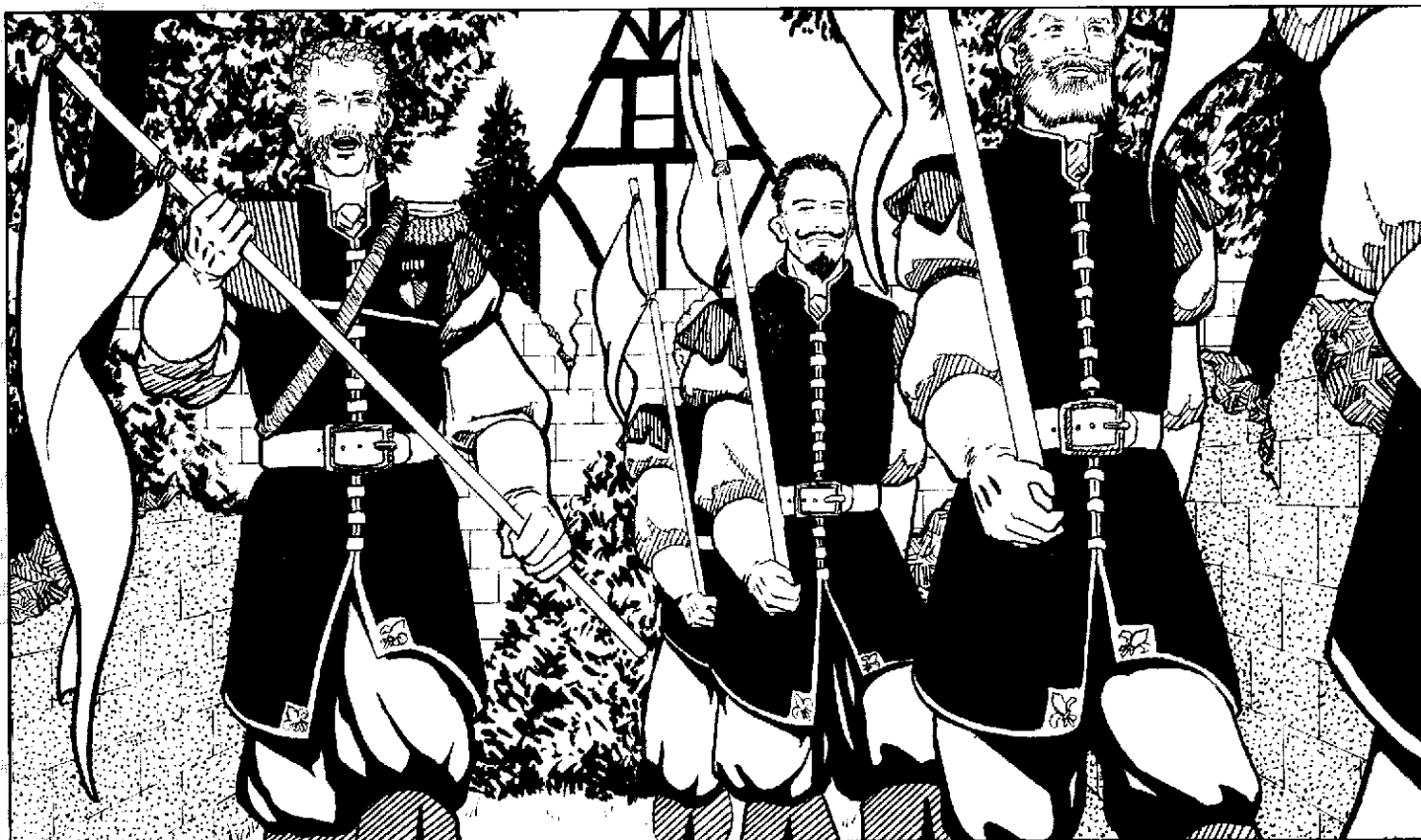
The Heroes have two days to plan their attack before die Adler's parade.

### The Opposition

Grüber arrives in advance of his forces, conducts a brief meeting with Wilma Probst, and returns to camp just before sundown. Die Adler's "headquarters" consists of a simple series of tents and lean-tos, arranged in military formation several hundred yards from the edge of Verzweiffung. Grüber has posted guards to keep the riff-raff away, but various couriers, delivery boys, and jennys travel through with impunity. Approaching Heroes will be stopped and questioned, but if they have concocted a plausible excuse for entering (and don't look like criminals), the guards permit them to pass.







The camp itself is a mixture of sölden revelers, on-duty officers, and a few men trying to get some sleep. As long as the Heroes act as if they belong there, no one challenges them unduly. Besides the soldiers' individual tents, the area contains several supply tents, a large open area containing a *de facto* mess hall, and Grüber's personal quarters (a commandeered peasant's hut). A weaponsmith has set up shop behind the hut, polishing his commander's armor before laying it out on the back stoop. The plunder from Ussura is under heavy guard in the supply tents (four sölden at a single entrance) and Grüber has a trio of personal bodyguards on duty outside the hut; the other areas are more or less unguarded.

Once the Adler begin the parade route, getting to them will be much harder. They move in military formation, their armor and weapons agleam in the light. Potential troublemakers have already been cleared from the streets, and no other traffic will be allowed to interfere with the

soldiers' procession. Large crowds gather to watch the parade, however, which can conceal all manner of potential mischief.

### The Finale

Attacks on Grüber — both physical and political — can encompass one or more of the following methods. The players may have their own ideas about how to approach the problem, and you should encourage them to develop any plan they can hatch. If the party is having a hard time coming up with idea, suggest one or two to them:

- ♦ Grüber's armor can be sabotaged before he puts it on. The Rilasciare has certain chemicals (which the Heroes can procure if they wish) that will slowly disintegrate the leather straps on his dracheneisen. Twelve hours after application, the straps wear through and the armor will fall to pieces; if timed properly, the party can strip Grüber to his underpads in the middle of the Freiburg parade.



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♦ Clever Heroes may be able to slip something into die Adler's food. The unit has a quick breakfast of oatmeal and gruel before beginning the parade, with most of the soldiers being served from a single large bucket. While outright poison would be noticed, something a little more subtle can cause no end of trouble. Imagine the entire unit coming down with a case of the winds midway through the parade... or vomiting uncontrollably... or sweat sickly green mucus through their pores. The Rilasciare can provide any number of drugs designed to produce such effects. The Heroes must remain in camp all night and administer the drug in the morning as the cook prepare breakfast.

♦ There's no lack of rooftops or other high vantage points. If a sniper (armed with a crossbow) wanted to position himself along the parade route, he'd have a good chance at taking a shot at the warlord. Similarly, Molotov cocktails hurled from the crowd can cause great damage to him or his unit (though they might also start a riot).

If assassination isn't the issue, the party can still use the high vantage points to good use. A barrel full of tar can work wonders if dropped with the proper timing, and a small sack of gunpowder at the horse's feet can cause the beast to throw its overweight rider.

♦ Molotov cocktails can also be used in a less lethal way. If hurled onto the wagons of booty, they make a lovely bonfire, and Grüber's tribute to Trägue will go up in smoke.

Once Grüber has been dealt with, the Heroes must then set up Heinrich Walden for the deed. The Rilasciare expects them to plant evidence in his estate and then inform the Guard on him. "Evidence" in this instance means anything tying him to the crime: vials of the drugs they used, a fired crossbow along with a map of the parade route, etc. The trick will be planting it. The Heroes must get in and out of his townhouse without being seen, or else the ruse will not work.

Luckily, Walden is on a trip to the countryside at the moment. Two maids, a cook, a butler, and Walden's twelve-year-old niece currently occupy his house. All of them retire at 10 P.M., and while they don't leave the estate, they can be

lured away under plausible pretexts (a fire nearby; to pick up a false order for their master, etc.). The house itself is two stories tall, a modern building composed of solid Eisen brick. The Heroes may obtain entrance either through the front door, a beautiful pair of double doors in the rear, a number of windows on both floors, or a wide chimney which leads to a fireplace in the drawing room (a Hero must have the Small advantage to try this method). The doors and ground floor windows are locked at night, but may be picked if the Heroes have the skills (TN 15 for any locks). Second-story windows are left unlocked and generous GM may even leave one open for them (it's a hot night). Of course, they're still going to have to climb the wall to get to it...

Inside the building, the Heroes may plant the evidence anywhere they wish. If they arrive at night they should make Finesse + Stealth checks (TN 15-20, failure means they've awakened someone). Once the evidence has been planted and the Heroes have made their egress (presumably the same way they entered), they may alert the Guard in any manner they see fit, then sit back and watch the fireworks.

### The Payoff

Besides the immense personal satisfaction of watching such mayhem, each Hero receives 3-5 XP for successfully completing the mission. The Rilasciare will also think well of them and can be called upon for minor favors in the future.

### Soft Point 5: False Impressions

This can occur during the initial ball at the Wachturm if you wish (Soft Point 2), but works better as another social gathering later on. You should probably run Soft Point 2 before going through this adventure.

One of the Heroes' fellow guests has a valuable necklace stolen and replaced with a fake. They will have to find the necklace and return it without the owner realizing the switch.



### The Set-up

The Heroes are invited to another party at City Hall, this one to commemorate the foundation of the Holy Republic in 782 (the ball is a favor from Probst to Stefan Heilgrund). Presumably, the party is on good terms with Logan Sieger or Wilma Probst, which earns them the invite. If not, the GM may have to come with something else. Most of the guests from Soft Point 2 are present (though Madeline du Bisset declines to make an appearance) and the party proceeds much the way such gatherings normally do.

The Heroes are conversing with various and sundry dignitaries (and pushing forward any political agendas they may have) when a beautiful lady enters the room. She's tall, almost 5'10", and her dark curly hair falls below her shoulders. She has the look of a seasoned thirty-year-old — still in the prime of her beauty, but wise enough to know that it will fade someday. She's dressed in a stunning evening gown, topped by a gorgeous necklace sparkling with diamonds and emeralds. The conversations around her pause as she makes her way through the throng, and the butler announces her as "Dame Gretchen Lynne."

Lynne is a minor noblewoman from southern Pösen, famous for her philanthropic causes and her tireless efforts to aid Eisen's destitute. She turned her entire estate into a safehouse for the poor, and currently resides in a one-room cottage on the edge of her property. She has come to Freiburg in an effort to drum up support for her cause.

Eisen nobles may (GM's discretion) be familiar with Lynne and her ways, or even have met her at some point. Otherwise, it takes a Wits + Gossip roll TN 15 (role-played if possible) to determine each of the following pieces of information from the other courtiers:

- ◆ Lynne has several enemies at the assemblage: ancient family rivalries and more recent foes who dislike her supposed holier-than-thou attitude. They include Redmund Erhart, who chafes at the way Lynne's "philanthropy" makes his own lifestyle look empty and shallow. GMs can add their own NPCs to the list if they like.
- ◆ She believes very deeply in what she's doing: the

poorhouse and other charitable works aren't shams or con jobs and they do seem to be working.

- ◆ Her only concession to her station is in her appearance. Despite her current modest means, she still dresses in the height of fashion and still wears expensive jewelry. Clothing is the only thing she really spends money on these days.

- ◆ Her necklace is an ancient family heirloom, passed down for six centuries from mother to daughter. It is the only part of the Lynne history that she has kept; her father's dracheneisen armor was lost during the war and her estate has gone to create the poorhouse. If sold, the necklace could fetch tens of thousands of Guilders and for all her philanthropy, she has never considered parting with it.

- ◆ For a courtier, Lynne can be very unobservant. She rarely notices small details and, while very intelligent, sometimes fails to notice what other people are up to. She is aware of this character flaw, however, and becomes easily embarrassed if it is pointed out to her.

Once the Heroes have learned all they can about her, she approaches them and introduces herself. Role-play the conversation and allow the players to pick up on any details about her they might have missed. She seems to be very earnest and hard-working, although her pride sometimes interferes with her better intentions. She's heard that they have recently acquired the Drachenheim mansion and chats amiably with them about their good fortune. When the timing is right, she asks whether they have any spare money "for charitable contributions" and (regardless of their answer) tells them about her philanthropic projects. She speaks with a sense of *noblesse oblige* ("If people like me don't help rebuild Eisen, then who will?") and also talks extensively about her necklace, revealing the details of it if the Heroes missed them before. She claims that she only wears it on special occasions and wore it tonight because "Eisenfürst Trägue hardly ever throws parties."

Midway through the conversation, the most observant Hero (highest Wits or highest Appraisal Knack) makes a shocking discovery: her necklace is a fake. It's cunningly designed and indistinguishable to the casual observer, but is most



definitely phony. A Finesse + Scheming check (TN 10) reveals that Lynne is apparently unaware of the necklace's true state. It appears as if her prized family heirloom has been stolen.

What the Heroes do next is up to them. If they discreetly point out the necklace's condition, she will first hotly deny it, then become horribly embarrassed. She then begs the Heroes to help her recover the true necklace before the switch becomes public. She knows that she had the necklace when she arrived at City Hall; someone must have switched it between then and now. She provides a key to her quarters and allows them to proceed however they see fit.

If, on the other hand, they don't let on what they know to Lynne, she continues the conversation and eventually moves on to other guests, unaware that she's wearing an imitation. At this point, Wilma Probst approaches the party.

"Did you see it too?" she asks.

Wilma was aware of the necklace's true state from the minute Lynne walked in the door, but she didn't think that anyone else had noticed. She saw the Hero's eyes widen and thought she should intervene. She then asks them to find and recover the necklace before Lynne realizes the switch. Lynne showed her the original when she first arrived, so Wilma knows that the theft was fairly recent: within six hours or so. She gives them a key to the lady's quarters.

### The Task

The Heroes should feel obligated to find the thief and return the necklace, preferably with as few people finding out as possible. The potential scandal could destroy Lynne's credibility and damage several worthwhile causes. (Of course, they could also reveal Lynne's shame to the assembly or refuse to help the situation, but they would make some enemies in the process, including Wilma.) They have the remainder of the evening to find the real necklace.

The Heroes presumably want to start in Lynne's quarters, the only place where the swap could have been made. She

is staying in a modest set of rooms on the ground floor, with just enough room for her and a single servant. Her maid, Martha, is an elderly woman in her late fifties who retired for the evening when Lynne left for the ball. If awakened and questioned, she claims that she laid Lynne's outfit — including the necklace — out earlier in the evening when her mistress was finishing her bath. Lynne prefers to dress alone, so Martha left for the kitchen to get some dinner. When she returned, her mistress had departed with the necklace in tow. The thief couldn't have had more than a few minutes to make the switch.

The nearby guards don't recall seeing anything out of the ordinary, but if pressed, they recall that a "servant" came to deliver Lynne her supper at about the same time that Martha left. He wore the uniform of the kitchen staff and departed in that direction after delivering the meal. A silver dining tray and cold turkey meal is sitting in the bushes outside of Lynne's window.

The kitchen staff is very busy (the party is in full swing), but they admit that someone could have easily disguised himself as a servant and not drawn attention in all of the activity. Rutger Kippenberg believes that the staff are all still on the grounds and that none of them was responsible for the theft. The only people besides the staff who have come into the kitchen area today worked for a prominent butcher's shop called the Wounded Boar (Location #132), delivering meat for the party. It's possible that the thief could have slipped in with them. The butler can provide directions to the shop if the party asks.

Martha knows that her mistress is very sensitive and can keep her mouth shut about the theft. The other servants may gossip among themselves, but as long as the Heroes remain relatively discreet, they won't know anything for sure.

Alternatively, instead of investigating Lynne's quarters, the Heroes could hit the streets in search of a forger good enough to copy her necklace. A successful Wits + Streetwise (Underworld Lore) check at TN 15 produces a name: Guy Regan, an Avalon expatriate working in a small pawn shop called The Bird in the Hand (Location #213). The GM is



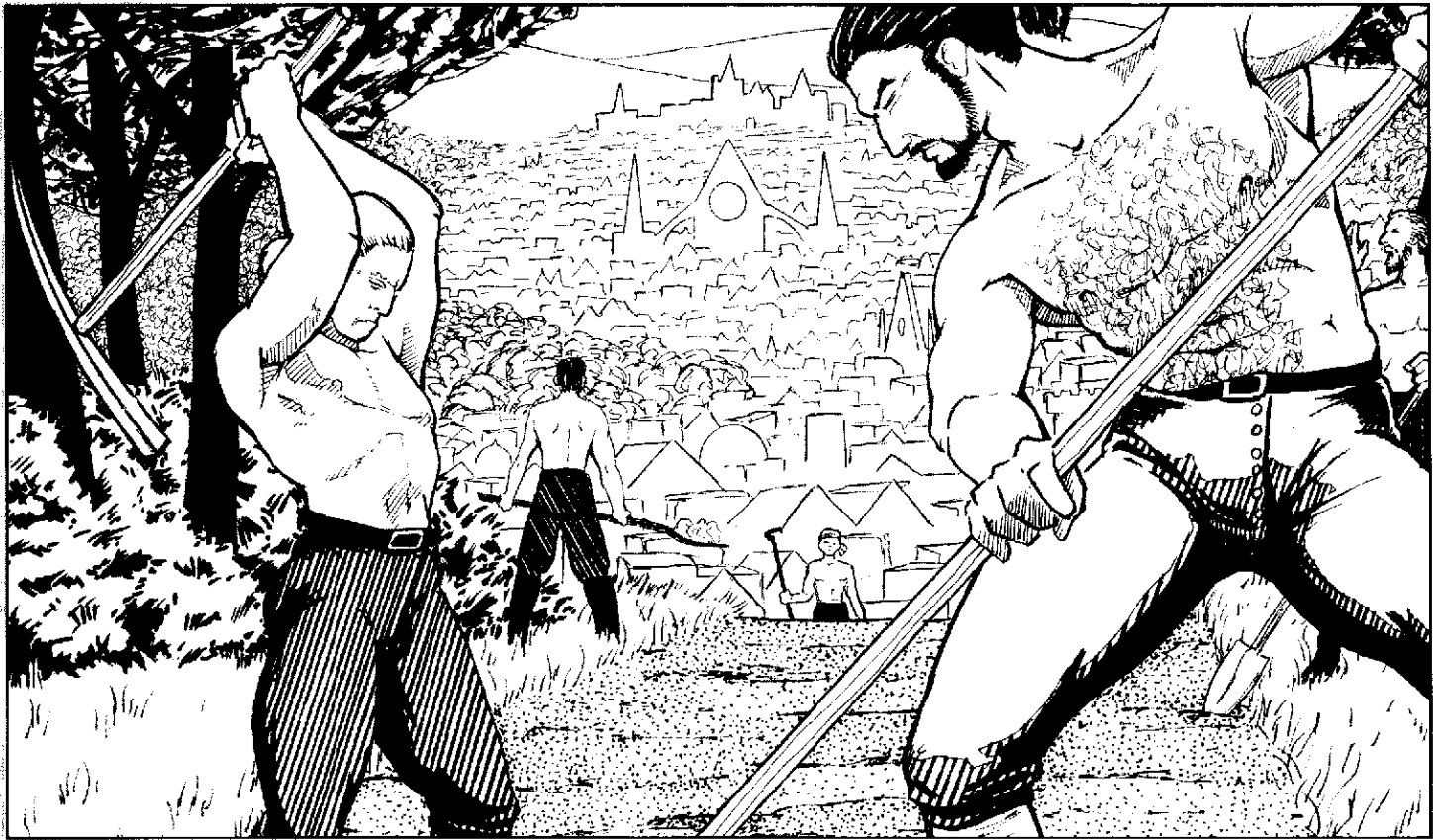
welcome to throw any street-based encounters he wishes at the party as they ferret out this information.

The shop is closed for the evening and barred with a stout iron door. Excessive pounding eventually rouses Guy. Upon seeing the Heroes, he bolts the door and bluntly tells them to go away. It takes a simple Brawn check (TN 20) to smash it open. The small, rodentlike Avalon can be found hiding under his bed in the back room, and a little Hero intimidation earns a rapid confession. He was contracted to produce the fake necklace by a thief named Fritz Vroman, who promised him a cut of the profits in exchange. Guy has kept tabs on Fritz lest the thief double-cross him, and knows that he has recently taken a job as a butcher's assistant at the Wounded Boar. He can provide directions to the shop if the Heroes promise not to hurt him.


### The Opposition

Fritz Vroman is indeed the thief. He stayed in Lynne's poorhouse for a time and heard word of the precious heirloom through her servants. He contacted Guy who made a copy of it for him, then waited until she came to Freiburg on business. He entered City Hall by disguising himself as a servant and waiting until he had a chance to switch the real jewelry for the copy. He's currently arranging a meeting at the Wounded Boar for a quick sale.

The Boar is an ordinary-looking shop, consisting of a clean front room for sales and a pair of gruesome back rooms for preparing the meat; a smokehouse is connected to the building's side. A stuffed boar's head dominates the wall of the main room, surrounded by strings of sausage and sides of bacon. By the time the Heroes get there, it has closed for the night, but a light still burns from within. Fritz is using the building as a rendezvous point for the sale of the necklace. He's contacted a fence working for an







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unscrupulous Vendel collector and the two have agreed to make an exchange. Of course, neither one of them trusts the other, so they both brought a gaggle of thugs to make sure things stay aboveboard.

### The Finale

As the Heroes approach the Boar (or make whatever plans they wish for recovering the necklace), they are quietly interrupted by an older man wearing a pair of panzerhands and the slashed black-and-white shirt of an Eisen mercenary.

"And what do you think you're doing?" he whispers.

The man is Kelby Loring, leader for the Freiburg *Wachhund*e. He's been tracking Fritz's business associates all night and was trying to determine if he could handle the whole lot of them himself when the Heroes arrived. If they explain their purpose to him, he's thrilled and offers his aid in handling the miscreants.

Fritz and his associates are inside, conducting heated negotiations for the necklace. The necklace itself is hidden inside the boar's head until Fritz closes the deal; the Heroes can wait until then and take it from the Vendel and his men, or charge the whole lot of them as one. Loring only wants the Vendel, but will happily help them take the rest if they wish. The exact number of ruffians depends on how difficult you want the challenge to be. Stats can be found on pages 28-29; you should raise the number of bad guys to reflect Kelby Loring's presence. The thugs flee if things go badly for them and Fritz immediately tries to slip away in the confusion.

If the party succeeds in subduing the criminals, they'll have to decide what to do with them. Loring doesn't have the capacity to hold them (he's a vigilante, after all); he wants to put the fear of Theus into the Vendel and then release him with an admonition to leave town. Fritz is willing to reveal the necklace in exchange for his freedom and promises never to trouble the Heroes again. Alternatively, the party could tie the whole lot of them up and leave them for the butchers to deal with.

### The Payoff

The final encounter should put the party in good graces with Kelby Loring, who henceforth considers them honorable allies. He gives them the name of the Drachen's Tooth (Location #200) and tells them to ask for him there if they ever need him. Of course, if they acted less than honorably, then Kelby's disposition will be much different.

If the Heroes successfully return the necklace, Lynne thanks them profusely and promises to aid them in the future. She will be doubly grateful if they exercised due discretion during the retrieval. If Lynne is unaware of the theft, they may have to return the necklace without her realizing it (sneaking into her room requires a Finesse + Stealth, TN 15). Failure awakens Lynne, who screams for the guards; the Heroes may have some explaining to do, although Wilma will ultimately bail them out. They have also earned a strong ally in Wilma Probst. Several of the more honorable nobles at the gathering may note it too, giving the party a subtle, yet powerful boost in stature.

On the other hand, if they choose to reveal Lynne's foolishness to her enemies (for whatever reason), they will be most appreciative and the Heroes will have some political clout among the seamier side of Freiburg's nobility. They make an enemy of Lynne, however, and may be forced to defend themselves from her more aggressive allies (such as Wilma).

### Soft Point 6: Fish Out of Water

Ideally, one or more Heroes should belong to Los Vagos to run this adventure. If no one does, then they are contacted by Reynaldo Nuñez del Torres (Location #202) with a request for help (Los Vagos has few members in Freiburg as it is). He is willing to pay up to 500 Guilders in exchange for the Heroes' services, although he'll haggle for less if he possibly can.

### The Set-up

The Vagabond has recently learned that a high-ranking member of the Inquisition wishes to leave the Church. Bishop/High Inquisitor Felix Guzman de Rivera has realized



the threat Verdugo represents and wants out. He knows the identities of several Inquisition spies and could prove invaluable if Los Vagos can get to him. He's too afraid to flee openly, however; should Verdugo or his cronies learn of his inclinations, they would immediately burn him as a heretic. He has come to Freiburg as part of a mission to procure a scattered set of Church valuables (lost during the War of the Cross), and will be here for a week or two before returning to Castille. Los Vagos planted the valuables (gold crosses and candlesticks mostly) in hopes of luring him to Freiburg. The "merchants" selling them are actually members of the organization and know about the plan. They can tell the Heroes when Guzman is going to make the purchase.

### The Task

Assuming the Heroes agree to help them, the agent provides them with the following details: Guzman is staying at the church under the protection of several Inquisition guards. Los Vagos doesn't believe that he can be easily taken from the church (although the Heroes are welcome to try); rather, they want to take him during one of his trips to the marketplace. If the Heroes can take the Bishop from the public streets and elude his guards, Los Vagos have a safehouse prepared to keep him. The Heroes will have to lose any pursuers and get him inside the safehouse without being seen.

Allow the players to come up with any plan they wish to nab the Bishop. They have plenty of time to make preparations, observe the area, or even watch Guzman make a purchase if they wish. Guzman emerges about every three days or so, traveling to the marketplace to obtain an object before returning to the church. (The "merchants" all wish to bargain in a public place, lest the Inquisition strongarm them into surrendering the valuables for nothing.) Heroes can either intercept him en route or take him in the marketplace while he haggles for the latest object.

### The Opposition

While not overly suspicious of Guzman (yet), the Inquisition keeps a close eye on him in this "heathen" city. He never leaves the church without an entourage of guards (armed with swords and pistols; use the "soldier" stats on pages 28-29 and adjust the number according to the Heroes) and his two advisors (Inquisitors here to keep their superior out of trouble). They move in a tightly clustered group, keeping an eye out for thugs and watching the public throng very closely. The Heroes will have to plan their approach very carefully. Allow the party to proceed however they see fit and be prepared to roll with the punches.

Los Vagos can provide the Heroes with any equipment they need (as long as it is nonmagical and can be easily carried: no cannons, Sidhe weapons, or the like), but will not directly involve itself in the operation. The merchants help out in any way they can, but won't participate in combat. Also remember that the Heroes may be fairly well-known in the city by now; they may need to don disguises before conducting the operation.

### The Finale

Guzman is a thin man without much body strength; he can be easily coerced. The marketplace is crowded, but shouldn't provide the Heroes with any real difficulties (use the map on page 62 of *The Sights of Freiburg* book for the market). Once they flee the area, the Inquisition gives pursuit. Use the Chase rules on pages 169-172 of the *GMs' Guide*. They must lose their pursuers before proceeding to the safehouse. If you wish to make things even more difficult, have several members of the City Guard take up the chase along with the Inquisitors. While the Guardsmen normally don't bother with petty street crime, a kidnapped Vaticine official could raise religious tensions in the city considerably. Unlike the Inquisitors, they know the Freiburg streets well, and the Heroes will be hard-pressed to shake them once they have the scent.

Keep in mind that while Guzman knows that Los Vagos is trying to help him, he has no idea what the plan is; no one's had the opportunity to tell him. Once the Heroes nab him, they must explain to the Bishop who they are and that they



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mean him no harm. It's tough running a chase when you're actively subduing someone. Once convinced of their good intentions, however, he'll do what he can to help. He might suggest swapping outfits with a Hero (if there's time) and splitting up in order to throw their pursuers off the trail.

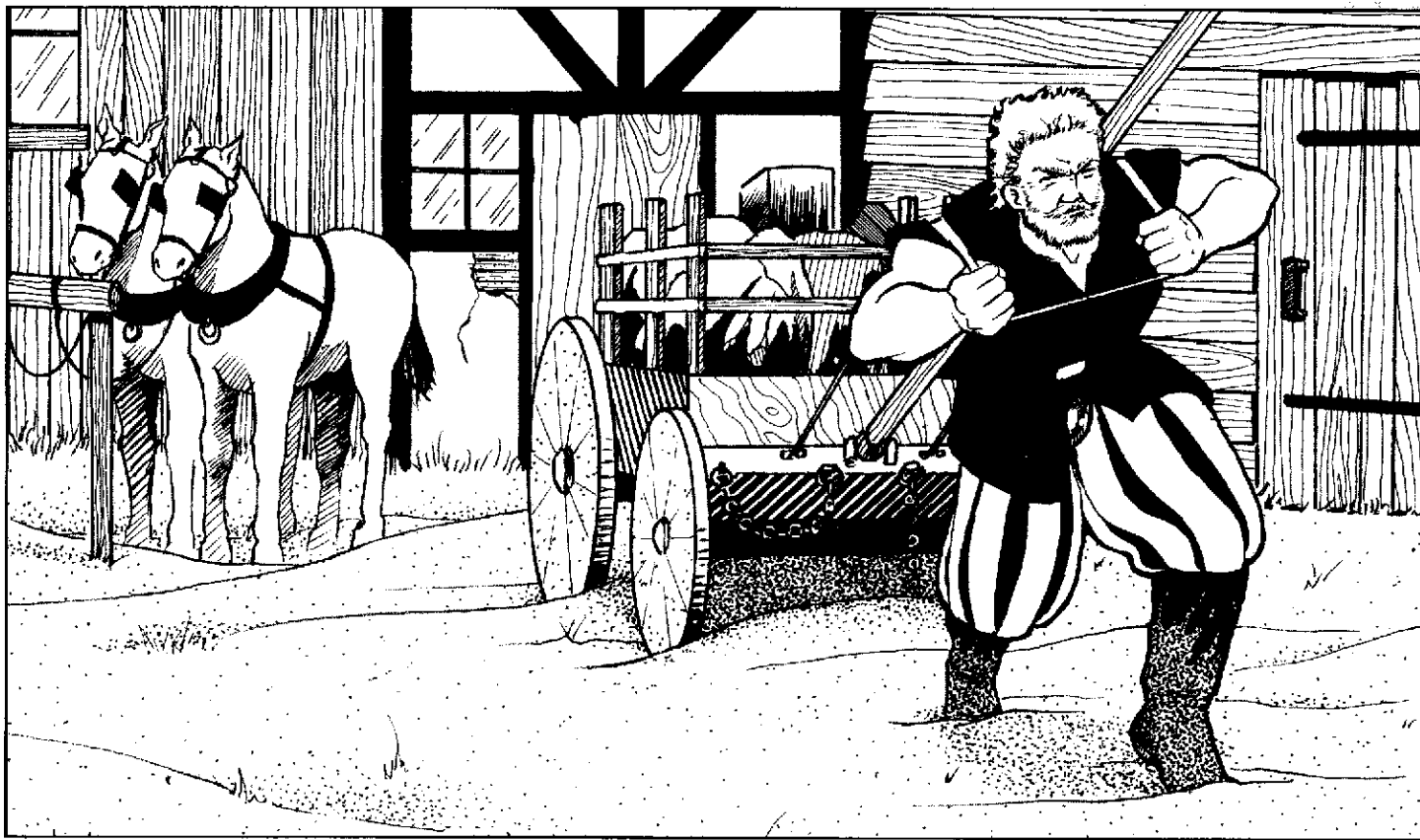
The safehouse itself is an old fisherman's cottage on the bank of the south canal (Location #176). It has a hidden basement beneath a series of old crates, which the fisherman has filled with fresh halibut just for the occasion. It smells terrible, but should keep the Bishop safe until the heat dies down and Los Vagos can smuggle him out of the city. The Heroes may be asked to watch him until the Inquisition leaves (and the GM may want to include a close encounter or two with the Vaticines just to keep things interesting), but once Guzman is secure in the house, their job is done.

Should the Heroes succeed in their task, they may have to get a discreet message to Wilma explaining what happened.

Eisenfürst Trägue dislikes religious conflict (one of the few things that can arouse him to action) and worries that Guzman's kidnapping may have been the work of radical Objectionists. Wilma feels obligated to find the Bishop, lest religious strife in the city increase. Should the Heroes explain otherwise, she will back off and let things take their course. The patrols decrease and the Inquisitors will be left to find Guzman on their own. This aftermath should reveal the logic of Los Vagos' plan to the Heroes. If this were Castille, the Inquisition would tear the countryside up searching for Guzman. No peasant would be safe, no building secure from their efforts. But here in Freiburg their powers are negligible, and Guzman can remain secure beneath the city's chaos. After a few days of futile searching, the Inquisitors give up in disgust and return to Vaticine City.

### The Payoff

Besides the standard XP and any money Los Vagos pays, the Heroes may use the fisherman's cottage in the future.





The hidden basement can safely store valuables or hide other characters on the run. Reynaldo admonishes the Heroes to use the cottage discreetly, lest its true purpose be discovered.

## Soft Point 7: The Nightbringer and Me

This adventure involves both die Kreuzritter and the Invisible College, and would work well if a Hero belonged to one of those two organizations.

### The Set-up

Ernst Bottenfeld, a scientist performing research in Freiburg, has been found dead in his quarters. His latest invention is missing, and all signs point to the Inquisition. The Heroes must discover the true killer and recover Herr Bottenfeld's notes before his death prompts a renewal of religious hostilities in the city.

Bottenfeld was born in Insel but educated in Castille: his father wished to spare the boy the horrors of the Eisen civil war. After earning his letters, he stayed in his adopted country to teach, instructing students for over twenty years at various universities across the nation. With the end of the War of the Cross and rise of the Inquisition, the professor returned to his homeland and set up shop in Freiburg, bolstered by noble grants and the clandestine support of the Invisible College. In between his research, he helped the College smuggle new scientific discoveries into the country and occasionally hide fellow academics. Freiburg's cosmopolitan nature and Trägue's natural dislike of religious zealots kept him safe from the College's enemies.

Until this evening.

### The Task

Play begins at about 8:30 P.M., just as the Heroes finish their dinner. How the party becomes involved depends on which secret society the pertinent Hero belongs to. Bottenfeld recently contacted the Invisible College and announced that he had a new invention he wished to share. Die Kreuzritter have also kept an eye on him, believing that the Inquisition knew about him and must try to murder him at some point.

If the Hero in question belongs to the Invisible College, he receives a letter containing instructions to contact Herr Bottenfeld and collect notes for his newest invention: the party arrives at his house to find him dead. If the Hero belongs to die Kreuzritter, he gets a visit from Jonas Glenfynon (see *Die Kreuzritter* sourcebook, pages 57-58 and 96), who informs him that a killer managed to strike while Bottenfeld's Guardian was elsewhere. The Hero is instructed to go to the scientist's house, where his undiscovered body is still warm, and track down the killer.

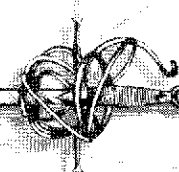
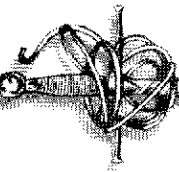
If no Heroes belong to either organization, they receive a letter from Vasya Wilhelm, asking them to investigate the murder as a favor to him (the Inquisition rarely strikes this far from Castille and the act is bound to rile Eisenfürst Trägue; he wants to keep it quiet by not using the Guards; in actuality, die Kreuzritter left him a subtle hint to involve the Heroes).

Bottenfeld lived at a small cottage near the Barracks (Location #140). The doors are locked and the windows are shuttered, though light streams out from the cracks. Inside, several lights continue to burn, illuminating a terrible mess. Papers and books are scattered about, many with pieces ripped out of them. The floorboards are fairly loose and the occasional draft blows tufts of torn papers into the air. An overturned desk lies against the wall, while several chairs have been smashed to flinders. Bottenfeld himself lies in the back room, his throat cut. Several deep gashes have split open his chest, sending rivulets of crimson pooling to the floor. A Vaticine Cross has been drawn on the wall with the blood, along with a crudely spelled phrase in Eisen:

"Repent your sins. The Fourth Prophit approaches."

At first glance, it looks like the Inquisition's work. Notes have been taken, books torn, and the warning on the wall matches the mantra of Verdugo's men. A close survey (simple Wits check, TN 20) reveals an area in the corner which is free of dust; several indentations can be seen in the floor, indicating that something large once stood there... something like an invention. It would seem, then, that the Inquisition murdered Bottenfeld before he could complete





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his latest project, then stole or destroyed it. Finding them in a city this size will be very difficult.

If the Heroes look closely at the scene, however, the evidence suggests a much different story. Anyone with the Priest skill, Theology knack, or knowledge of the Church in general knows something about the Inquisition's *modus operandi*. The phrase on the wall isn't quite right: the words are crudely painted, as if by a child, and the word "Prophet" has been misspelled. While the Inquisition is the scourge of education, most of them were raised in the Church and know how to write properly. The words are also written in Eisen; the Inquisition tends to leave its messages in Théan, the language of the Vaticines.

Bottenfeld's injuries are suspicious as well. The cuts seem torn and jagged, as if from a crude sword. The Inquisition rarely conducts assassinations with bladed weapons, preferring bonfires and lynchings to close combat. Blood on the walls is a tad too gruesome as well: while Verdugo's men rarely shy away from torture, such obvious ghouliness detracts from their self-styled position as Theus' defenders.

Perhaps the most telling sign can be found in the torn papers and books scattered about the cottage. While a few burned notebooks line the floors and sections have been ripped out of numerous books, the missing material doesn't appear to be that pertinent. Numerous pages of copious scientific notes have been left untouched, and the missing book pages often cover useless material (one torn chapter explains the proper table settings for Montaigne nobility). A thorough search (simple Wits check TN 25; reduce the TN by 5 for every fifteen minutes spent searching) produces a recent series of diagrams depicting the missing invention: an "illuminator" designed to light a large space with only a candle. No Inquisitor worth his hood would leave such blasphemous evidence behind.

Even if the Heroes aren't familiar with the Inquisition's methods, a few simple clues can point them elsewhere. According to the notes, the invention weighs upward of three hundred pounds, more than any one man could carry. The Inquisition might have been able to move it, but it

would take time and attract a lot of attention. Why didn't they simply destroy it and move on? Furthermore, the cottage's proximity to the Barracks raises some tricky logistical questions. Surely they would notice a large group of men acted suspiciously nearby. Finally, the doors and windows are locked with no signs of forced entry (the keys are in the overturned desk). Unless Bottenfeld welcomed his murderers in, they must have smashed through the door to get to him. But they didn't, leaving the question of how they got in.

If the Inquisition didn't kill Bottenfeld, then who did and why would they want to frame Verdugo's men for the crime?

Any Hero who specifically checks Bottenfeld's wounds (stating that they are doing so without prompting) finds a curious piece of evidence lodged in the lowest gash. It appears to be the tip of a claw, as if from a tiger or other predator. The claw seems composed of living shadow — black, formless matter somehow given shape — and is icy cold to the touch. Members of the Kreuzritter may recognize similarities to the weapons of their Order (see *die Kreuzritter* sourcebook for more information). It's sharp enough to cut like a sword; anyone who didn't know better would think that a human weapon made the wounds.

The updrafts from the floorboards are another giveaway. Prying them up reveals a short earthen tunnel, leading straight down to a sewer tunnel running beneath the house. Someone or something dug its way up to the floorboards as the claw marks indicate along the tunnel's sides. Strangely enough, the floorboards have not been pried up, which makes one wonder how — or whether — the digger moved the invention.

Once the Heroes get down into the sewers, the mystery deepens even further. Drag marks can clearly be seen in the filth-encrusted floor, leading north down the tunnel. They match the indentations in the floor above, suggesting that somebody dragged the invention across the floor after somehow getting it down here. Could Porté be involved? In any case, the Heroes now have a clear path to the illuminator... and perhaps the answer to the mystery.





The tunnel is unlit. The party must bring their own light sources if they don't want to stumble around in the dark.

### The Opposition

The killer has nothing whatsoever to do with the Inquisition, or indeed any part of human society. It calls itself "The Nightbringer" and has haunted the Freiburg area since the days of the Stein. The creature appears as an enormous shapeless cloak, concealing a gaping maw and a series of red, glowing eyes. Though it belongs to the same category of creature as the Schattenmann and other Eisen horrors, it has not achieved the same reputation they have. It rarely leaves the bodies of its victims and never reveals itself unless absolutely necessary. It strikes in the dark, pulling its prey within itself and smothering them with inky blackness. Most victims are literally scared to death and emerge from the creature's folds with their faces frozen in a horrible rictus. For all its terrible power, however, it has a potent weakness. Light harms it the same way it harms others of its kind and it cannot stand to be outside of the shadows (see stats below for more details).

The Nightbringer killed Bottenfeld because of his invention, an elaborate system of pulleys and mirrors based around a simple candleholder. The creature learned about the invention from a letter, carried by a messenger whom it attacked and devoured. The thought of such an illumination machine in every Eisen home filled its heart with fear. It resolved to abscond with the horrible device before its inventor could make it publicly known.

It dug its way up to Bottenfeld's cottage from the sewers, then used its Shadowshape power to slip through the cracks in the floor. Once it killed Bottenfeld, it wrapped the illuminator into its inky folds, then returned the way it came. The Inquisition provided a nice scapegoat for the murder and it used its reasonable knowledge of human society to frame the sinister Vaticines for the crime. With the authorities tearing up Freiburg looking for men in crimson hoods, no one would bother to consider other options, and the Nightbringer could continue its hunting unmolested.

Luckily for the Heroes, it's a mediocre spell.



## The City of Freiburg

### *The Nightbringer*

*Villain*

**TN:** 20

**Brawn:** 4

**Finesse:** 3

**Resolve:** 2

**Wits:** 3

**Panache:** 1

**Attack Roll:** 3k2

**Damage:** 4k2 (claws), plus see below

**Skills:** Ambush 4, Footwork 3, Grapple 4, Stealth 5

**Special Abilities:** *Armor:* The Nightbringer's insubstantial body gives it two extra Kept dice on Wound Checks; whenever it fails a Wound Check, it divides the amount it failed by in half (rounding down) before suffering any additional Dramatic Wounds.

*Claws:* Each of the Nightbringer's two claws causes 4k2 damage. They ignore armor and cannot be parried, although they may be dodged as normal.

*Envelop:* If the Nightbringer successfully grapples an opponent, it pulls him into its cloaklike folds. There the victim is subjected to nightmarish images of fear and horror, while the monster drains his lifeforce. Victims within may not conduct any actions, and automatically suffer 2k1 damage each round until killed.

A grappled opponent has one chance to break the hold before being pulled in. He can also be grabbed by friends (they have until the end of the round), resulting in a contested Brawn roll against the creature. Once it has enveloped a victim, the Nightbringer must suffer a Dramatic Wound before releasing him. The Nightbringer can carry up to 500 pounds in this manner, although it cannot move more than 10 feet or so while carrying more than 250 pounds.

*Shadowshape:* The Nightbringer has the ability to flatten its body, becoming no thicker than a shadow. This allows it to slip between cracks, under doors, and through openings that no other creature can even contemplate traversing. It can move objects in this manner using its Envelop skill.

**Weakness:** Like the Schattenman and other Eisen monstrosities, the Nightbringer is extremely vulnerable to light, suffering wounds that can eventually destroy it,

although how much depends on the amount of light. The following chart displays the amount of damage the creature suffers each round:

<i>Light Source</i>	<i>Wounds Inflicted per Round</i>
Candle	1
Torch/Lantern	5 per light source
Campfire	10
Bonfire	15
Sunlight	25

Five rounds of direct sunlight will kill the creature, regardless of the amount of damage inflicted.

### **The Finale**

The drag-marks on the ground end several blocks away in front of a large barred pipe. The bars have been twisted and bent, and something has been dragged through them up the pipe; apparently, subtlety was no longer required.

The Nightbringer currently lurks in a stone cellar at the end of the pipe, pondering its stolen illuminator and deciding how best to dispose of it. The cellar connects to an abandoned building which has long since fallen into ruin. Rubble chokes the entryway on the far wall, rendering it impassable (although the Nightbringer can slip through easily). The illuminator sits in the center of the cellar, an unlit candle in its holder (Bottenfeld left it and the creature did not think to remove it).

Once confronted, the Nightbringer fights with all of its might to defeat the Heroes. If that's not possible, it will do whatever it can to destroy the invention before they manage to drive it off. If one of the Heroes thinks to ignite the candle in the machine, the entire cellar blazes with light (considered bonfire strength). The Nightbringer howls in obvious pain as beams from the numerous mirrors pierce its body. It flashes past the Heroes through the nearest exit, its body now torn and tattered. Cries of pain echo after it for some time.

If its path is blocked (*i.e.*, a Hero with a light source is positioned both in front of the pipe and the rubble-strewn entrance), the Nightbringer writhes horribly in the center of



the room as the light seeps into its essence. It will try to knock any light source out of the blocking Heroes' hands, but will otherwise be unable to inflict any harm. If it remains in the chamber for more than four rounds, it collapses into a puddle of shadows before slowly dissolving to nothing.

If the Nightbringer escapes, the Heroes may be in for a few sleepless nights wondering if it's going to return. Let them wonder. Luckily for them, the Nightbringer is a cowardly creature and won't dare face such a stalwart band again. It retreats to the countryside, hiding from the daylight and eventually making its way to die Schwarzen Walder. It will be many years before it feels strong enough to trouble humanity again.



### The Payoff

The party receives a number of experience points reflecting their efforts, and the Invisible College owes them a debt of thanks as well (an agent of the College eventually arrives asking for Bottenfeld's blueprints and the prototype; if the Heroes fail to pass them on, the society's goodwill vanishes). Die Kreuzritter, too, takes notice of the Heroes (regardless of whether any of them belong) and may arrange for some "good fortune" to befall them in the near future (the return of a missing item, perhaps, or an undiscovered purse full of Guilders in their house). They may even ask the Heroes to join the Order, although they only ask if they believe the party will say yes.

### Soft Point 8: A Lady in Need

This adventure provides the party with the chance to save a woman from a terrible situation and possibly settle a score with their old enemy, Redmund Erhart.

#### The Set-up

The Heroes are passing through the marketplace when a plaintive cry fills the air. Turning the corner, they come across a beautiful young Vodacce woman being assaulted by a gang of five thugs in a nearby alleyway. One of them is pawing through her handbag while the others beat her mercilessly against the stone wall. The Heroes presumably leap to her defense (the thugs are considered Threat 2 Brutes for combat purposes), but the damage has been done. She's bleeding from several deep wounds and her pulse flutters erratically. No amount of healing can help her now. If one of the Heroes belongs to Sophia's Daughters, she fixates on her and flashes a greeting sign (if no one is a Daughter, she simply grabs the nearest Hero). "Please..." she whispers. "...my purse... the vial inside must reach my sister..." She then begins raving in Vodacce as her last breaths shudder through her.

The purse contains a few personal items and a small vial of clear liquid, nothing more. There is no trace of the woman's identity and no sign of who her sister might be. The vial itself has no unusual characteristics, but the liquid inside is





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singularly unique. A member of the Daughters can identify it as a potent poison which leaves no traces of its passing on its victim. Otherwise, it baffles even the most skilled chemist. No one knows where it came from, and anyone the Heroes consult about it.

If the party wishes to attend to the woman's body, they may take any steps they wish. Otherwise, the Guards collect her body and bury her in a pauper's grave.

Several weeks pass, and the GM may want to place an additional soft point adventure in between, just to lull the players into a false sense of security. Then the party receives a rather shocking surprise: invitations to the wedding of their old nemesis Redmund Erhart, to be held at the Heart of the Drachen Cathedral. Erhart's antipathy toward the Heroes is probably well-known at this point. Why would he want them to attend his wedding? More importantly, *who on Théah* would he possibly marry? The woman in question, one Teresa Fazetti, is unknown in Freiburg social circles, hailing from somewhere in southern Vodacce.

The mystery deepens when they attend the wedding. All of Freiburg has turned out and the Cathedral is full to bursting (the Heroes have a chance to meet with Sieger or any other noble allies). Erhart apparently invited them to gloat at his good fortune; his bride is supposed to be quite beautiful. He shows up dressed in Eisen finery, while his unknown bride wears a traditional Vodacce veil. The ceremony is brief and formal, with an Objectionist chaplain leading the proceedings. At the end of the ceremony, Erhart lifts the veil to kiss his new wife... and reveals a face identical to the dying woman in the alleyway. Teresa Erhart née Fazetti is the exact double of the doomed Sophia's Daughter.

A little digging reveals some details (Logan Sieger can help them if they wish). Erhart apparently met Fazetti during a trip to Dionna a few months ago. He returned with her and immediately announced plans for marriage. None of Teresa's family attended the wedding (which is unusual for Vodacce), and no word has come from her homeland of the news. Fazetti has a twin sister, named Natalia, who has not been seen for some time.

No one but Teresa and Erhart know the full story. The Eisen nobleman met his future wife and her sister at a Dionna banquet; during the meal, he witnessed Natalia plant a drug in another nobleman's wine. A little digging revealed her connection to Sophia's Daughters. Confronting the sisters after the meal, he threatened to expose them to the Prince unless they did exactly as he said. He planned to blackmail Sophia into giving him an inroad into the Daughters, and took Teresa (who knew about her sister's connections but did not belong to the Daughters herself) back with him as insurance. The wedding was just an excuse to keep her close; he actually loathes the sight of her. With both sisters in his pocket, he could manipulate the Daughters to his own ends. Or so he thought.

Natalia came to Freiburg to save her sister when she was attacked. Although Teresa has no knowledge of the Daughters' alchemical secrets, Natalia was a different story. She intended to feed the vial of poison to Erhart; she could slip into the household unobserved (anyone who saw her would think that she was Teresa), leave the vial for her sister, and escape. Unfortunately, the thugs in the alley cut that plan short. Not only has Teresa lost her sister, but she's now useless for Erhart's purposes; without Natalia, his link to the Daughters is severed. Teresa has been putting up a good front, but it's only a matter of time before her husband learns of Natalia's fate and sends her sister to join her.

The Heroes, of course, know almost none of this. They only know that they need to get the vial to Teresa in order to honor a dying woman's last request.

### The Task

If they thought to bring the vial with them to the wedding, they might be able to slip it to the bride, but that's not likely. If for some reason they no longer have the vial, they've got to get it back, which could form an adventure in and of itself. They must either meet with Teresa directly, or sneak the vial into Erhart's house. Both are easier said than done. Redmund doesn't allow his new bride to leave the premises (this becomes apparent within a week or so, when Teresa fails to appear with Redmund at several social gatherings), and the guards have orders to report any



unusual visitors. Guards can be bribed, of course, and there are countless other ways to get to an imprisoned woman, but the players must be crafty.

A Hero who belongs to the Daughters may want to contact Wilma Probst and ask her for advice. Wilma expresses sympathy and promises to keep the Guards off the party's back while they act. If necessary, she's willing to do a lot more, but she wants to see if the Daughter Hero can handle herself. If she can't (and suffers an appropriate loss of experience at the finale), then — and only then — does Wilma step in.

If the Heroes ever meet Teresa face to face, they instantly see evidence of Erhart's abuse. She sports several fresh bruises and her wrists show signs of rope burn. She confesses that her life has become a nightmare and she hasn't been able to contact her sister, which deeply worries her. If the Heroes reveal Natalia's fate, she expresses sadness and offers to compensate them for the funeral expenses (if any).

Allow the Heroes to come up with whatever plan they wish to infiltrate Erhart's estate (use the map on page 63 of *The Sights of Freiburg* or create your own). Assuming they get in, they can plant the vial anywhere within Teresa's chambers (decide for yourself which rooms on the map are Teresa's). She'll find it no matter where it is. If they have the opportunity to give it to her in person, her eyes light up and she thanks them profusely. They have provided her with a means to escape her nightmare.

### The Finale

The Heroes may assume that that's the end of it, but a few days later, they receive a knock at their door. It's Teresa, looking flustered and panicky. She has just poisoned her husband, but administered the fatal dose improperly. Rather than dying peacefully in his sleep like he was supposed to, he howled in agony and his face swelled up like a balloon: anyone looking at him will immediately know how he died. Erhart contributed generously to the City Guards, and they'll be after her. She begs the Heroes to help get her out of Freiburg.

Since Teresa did finally rid them of Erhart, they may feel obligated to help her. If they don't, she'll threaten to turn them in as accomplices, which most people would believe given their past history with the deceased. Getting Teresa out of the city can be as intricate or as simple as you like. The Guard will be looking for her, but enough people come and go in Freiburg that any reasonable plan to smuggle her out should succeed. Alternately, the Heroes could contact Wilma Probst to smuggle her away. Wilma knows nothing of the proceedings (unless the Heroes alerted her earlier), but will be happy to help once she learns the details of the case. She gets Teresa to a Daughters safehouse and arranges for the guards to focus their attention elsewhere. Teresa will be out of the city within the week.

### The Payoff

Assuming Teresa escapes the authorities, she thanks the Heroes profusely via letter (even if she had to threaten them) and promises to make it up to them. The Daughters also take notice of the party and may provide them with timely help in the future.

If Teresa is caught, she won't turn the Heroes despite her threats. The courts sentence her to hang for the murder of her husband and she goes to the gallows without a fuss. The Heroes may want to attempt a rescue (the execution takes place at City Hall the following Terdi), which could lead to an exciting chase out of town. If they don't, you may want Wilma Probst to take a hand and arrange for Teresa's escape the night before the execution. Otherwise, the Heroes must live with the knowledge that they let Teresa die... and may have made an enemy of the Daughters in the bargain.

## Soft Point 9: The First Key

### The Set-up

This adventure takes place immediately after Hard Point 2 (see pages 36–43, above). The Heroes have discovered the dracheneisen door in their basement and learned the probable location of the two keys required to open it. Here they seek out the location of the first key: buried with a



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long-dead priest beneath the Heart of the Drachen Cathedral.

### The Task

The diary of Lord Stapp and other documents place the key in the hands of one Father Peter Herrbruck, priest to Stapp's wife. Father Herrbruck died in 1567 and was buried in the Heart of the Drachen. The catacombs beneath the cathedral have housed deceased Vaticine priests for over three hundred years and now encompass several levels worth of crypts. In order to find Father Herrbruck's resting place, they must consult the church's records and get permission from its current head, Father Heinrich Weissels.

### The Opposition

A description of Father Weissels and the Heart of the Drachen can be found on pages 4–5 of *The Sights of Freiburg*. When the Heroes approach, the sallow, edgy Vaticine can be found balancing the books in the southernmost tower of the cathedral. He looks less like a priest than a newt in priest's robes: thin, cold-blooded, with constant tension in his voice and a slightly nervous look in his eyes.

Initially he will be very suspicious of the party's motives. No one ever goes down into the crypts, and he doesn't like the thought of outsiders trooping around down there. Eventually, however, they should wear him down, and he concedes to their request... at a price:

"Very well. If the key is legally yours, I suppose you have a right to it. But I must consider the Church's position: remember, these are the remains of the Prophet's faithful. They have earned their rest, and I don't believe they should be disturbed without proper compensation...

"What I have in mind isn't much. The cross on our steeple needs cleaning. Normally, I would send one of my acolytes up to do the job, but you seem like strapping young people, not afraid of a little work. If you could scale the steeple and clean the cross, the Church would be grateful enough to allow you limited access to the crypts. Surely, such a task is not beneath men and women of your caliber?"

The steeple is eighty feet tall, formed out of the tail of the drachen skeleton which forms the cathedral's framework. It took two hundred men and eight teams of oxen to point it straight upward. The Prophet's cross atop it needs cleaning every six months; there's still a few weeks to go until the next cleaning, but why should Weissels wait if he can get a random band of Heroes to do it for him?

The acolytes provide the Heroes with a set of wire brushes to scrub the cross with. Heroes may free-climb the steeple at a rate of 10 feet per round or use climbing gear; it takes a successful Finesse + Climbing check at TN 25. Failure means the Hero has lost his grip and must make another Finesse + Climbing check at TN 15 to catch himself. Heroes suffer one die of damage for every ten feet they fall; falling rules can be found on pages 174–175 of the *7th Sea GM's Guide*. The GM should make the climber aware of his





precarious situation: the steeple seems to sway from side to side, and the ground looks *very* far away.

Luckily, Father Weissels has a set of climbing gear which makes the job considerably easier. A Hero with the gear may ascend at a rate of 20 feet per round, requiring a Climbing + Finesse check of TN 10 per round. Failure has the same repercussions as free-climbers, but non-climbing Heroes can help by steadying the ropes from the rooftop. It won't help the ascent, but at least prevents the climber from falling. Each Hero holding the ropes reduces the climber's TN for keeping his grip by 5; three Heroes can keep the climber from falling for the length of the task. Cleaning the cross takes a Finesse + Menial Tasks check at TN 20. Reduce the TN by 5 for every twenty minutes the Hero spends cleaning it.

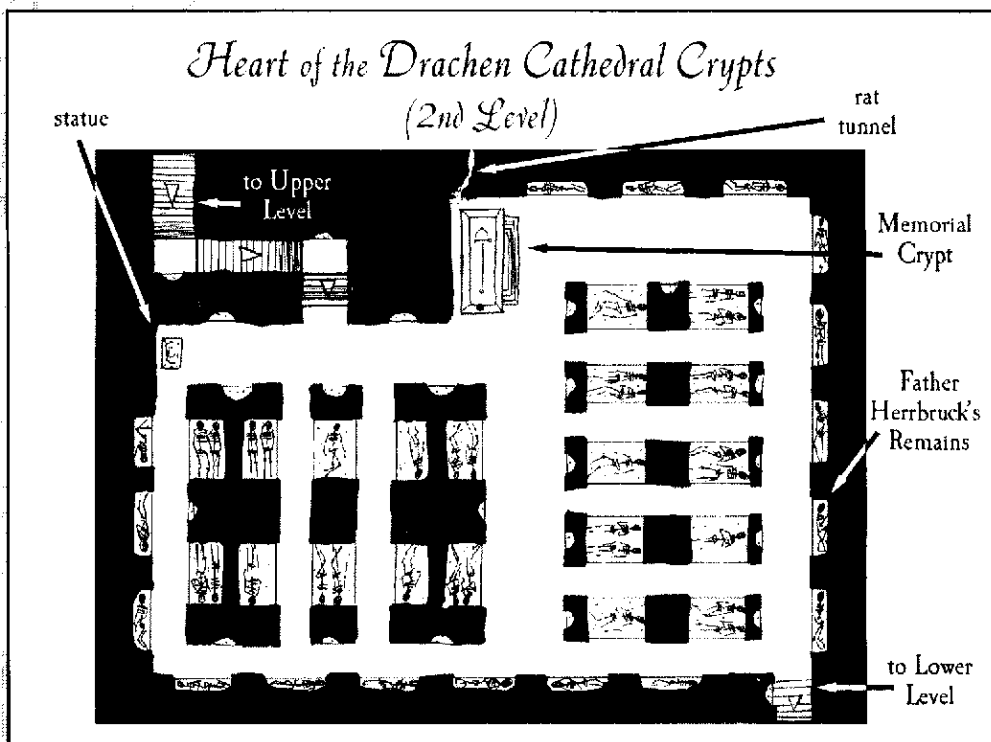
Climbing down requires the same rules that climbing up does, but the gear allows the climber to slide down with but a single Finesse + Climbing check, TN 10.

## The Finale

Once the cross sparkles, Weissels produces the keys to the crypts and allows the party access to the cathedral's burial records. Father Herrbruck is ensconced on the second level in the southernmost corner (see the accompanying map). Weissels sends an acolyte with a lantern to show them the way. Before they descend, Weissels gives them one last warning:

"You are passing among this cathedral's most revered faithful. I expect you to treat their remains with reverence and respect; if you do not, I can assure you that the Eisenfürst will hear of it."

From the moment the party descends the stairway, it's clear that no one has been down here in a long time (the last occupant was interred almost ten years ago). The passageways reek of mold and the stone is damp and clammy. Despite the dank, the bodies have been fairly well preserved, with the eldest occupying the levels nearest the surface and the more recent buried further down (the catacombs expanded to keep up with demand).



The crypts themselves run in a series of walls containing niches to hold the deceased. The most prominent priests were buried in stone sarcophagi, but the rest (including Father Herrbruck) were interred with simple burial shrouds. Each niche holds a single body, with a name and Vaticine cross carved into the stone above its head.

The first level contains very little of interest beyond the rotting corpses and slow drip of water. When they descend to the second level, however, the party makes a horrifying discovery: a small army of rats has entered the crypts through a hole in the wall. They chitter fiercely as the Heroes



descend and attack if approached. There are 25 Brute squads of rats (250 total) in the catacombs. Use the stats for Boca on page 155 of the *GMs' Guide*; rats do not have a Leaping Skill but are otherwise identical. A bonfire of sufficient size (covering the corridor) will be enough to drive them back, though they will return if their entry hole is not discovered and plugged. Luckily, that's not necessarily the Heroes' problem, and given Father Weissels' treatment of them, they may be disinclined to assist him any further in rooting them out.

Father Herrbruck lies in the far southern corner. His bones have been gnawed by the rats and his burial shroud torn to shreds. He holds a small locked metal box in his shriveled hands, containing the key, a jeweled Vaticine cross (worth almost 500 Guilders), and a well preserved letter of commendation from the Hierophant (worth up to 200 Guilders to a knowledgeable collector). There is no key to the box; opening it takes a Brawn check at TN 15 and it won't lock again after being forced open. Superstitious Heroes may not like the prospect of toying with the dead, and the GM may want to play up a "curse from the grave" on those who disturb Herrbruck's box. Whether any such curse really exists is up to you.

The acolyte does not allow the Heroes to remove anything but the key, and informs the Guard if they take any more than they should.

### The Payoff

The key is gorgeous and ornate, a masterpiece of Eisen metalworking. A century in the bowels of the Vaticine crypts has not tarnished its beauty: it gleams a soft silver in the light and feels heavier than perhaps it should. The image of a fox has been sculpted into the side. As artwork, the key could fetch nearly 25 Guilders on the open market.

Father Weissels considers the Heroes troublemakers and greatly desires to be rid of them, but at least one acolyte owes them a debt for scaling the cathedral's steeple in his stead. They may be able to use him as a contact in the future (you should develop a personality for him if the party exercises this option).

## Soft Point 10: The Second Key

### The Set-up

As with the previous Soft Point, this adventure takes place after Hard Point 2 (see pages 36–43, above) and centers around one of the keys to the dracheneisen door in the Heroes' basement. While the first key required only a trip to the Heart of the Drachen (see Soft Point 9), the second demands a longer journey – to the ruins of the Habermann family estate several days south of Freiburg.

According to records, Leopold Habermann buried his possessions – including the second key – beneath his cottage and marked them with a pair of carpenter's shears. While looters may have since discovered them, the tip-off is sufficiently obscure to warrant a trip. The Heroes need to gather a few supplies, hire a coach, or make other preparations. As they depart, Armin whispers a word of warning and asks them to take his small cross with them, even if they aren't religious. "Make an old man sleep better while you're gone," he says.

### The Task

The party finds the journey uneventful, but quite miserable. It rains constantly, and the muddy roads slow their progress to a crawl. Habermann's lands lie in central Heilgrund königreich, in the midst of a largely uninhabited stretch of countryside. Technically, the land now belongs to Stefan Heilgrund, but the young Eisenfürst has better things to do than guard against trespassers. A few villages and shantytowns have sprung up around the perimeter, but no one ventures within sight of the estate. The locals claim the place is haunted, which isn't unusual in Eisen these days. Just about every ruin or battlefield has some sort of supernatural story attached to it.

The Habermann estate consists of a great stone keep, torn down by centuries of erosion and the War of the Cross. Two of its five towers have collapsed, while the walls have fallen in on themselves in a pile of rubble. A small cluster of cottages lies just to the right of the main gateway, sagging with age and boarded up. Most of them look uninhabitable, but the largest cottage is less dilapidated than the rest. The



boards across the door have recently been removed, and the wood seems firmer and more stable. Here, Leopold spent his last few years and probably buried the doorway's second key.

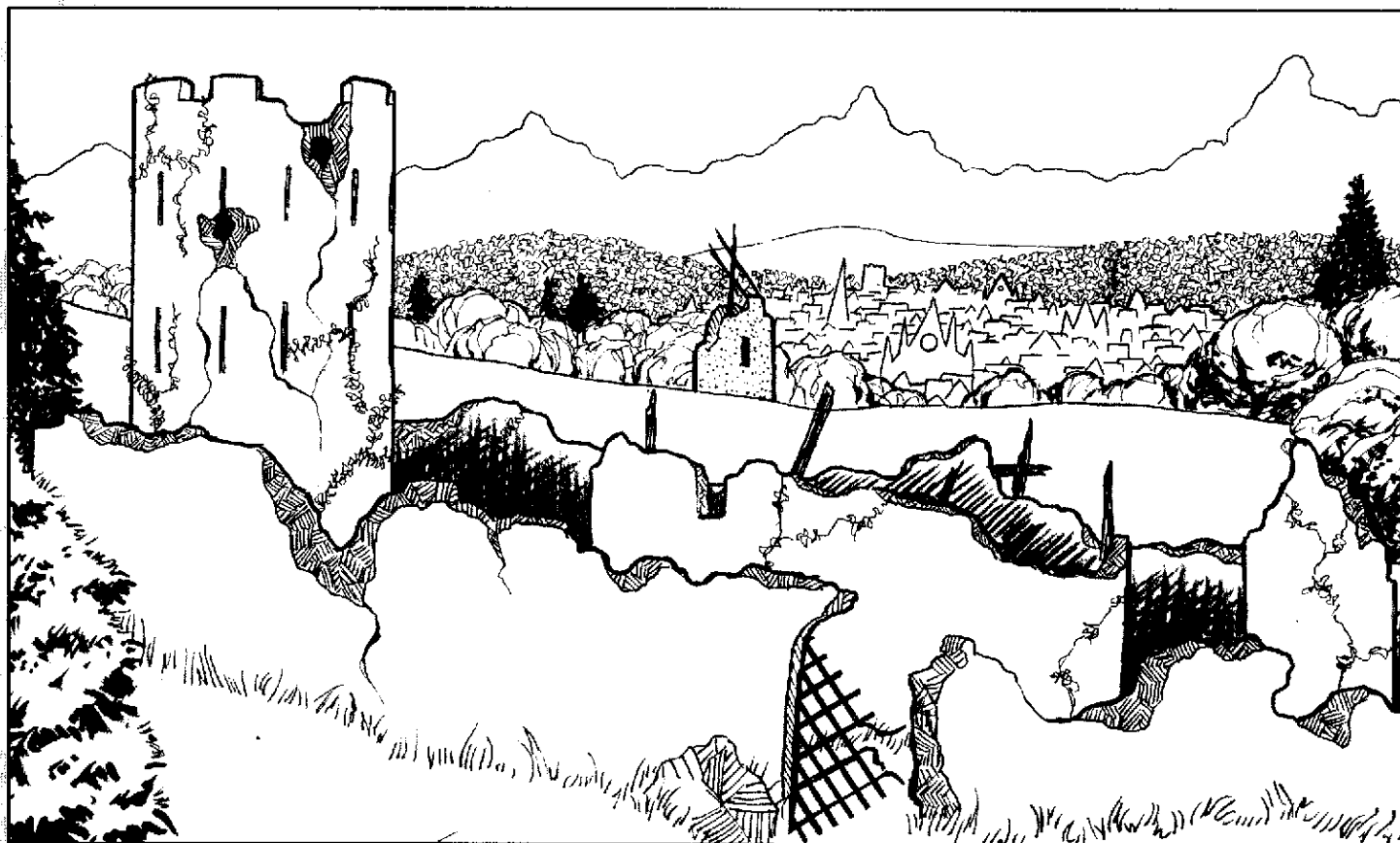
The inside reeks of decaying moss and rat droppings. A few remaining bits of furniture have long since fallen into ruin and several skeletons litter the interior. Rain drips in from holes in the roof, slowly spreading rot and fungus in the corners. The wood floor has been torn out, exposing the bare earth beneath. A pair of carpenter's shears has been planted in the center of the floor; unlike the remainder of the cottage, the shears look fresh and new. The sharpened blades gleam with light and the wood handles might have been sanded yesterday.

Habermann's legacy lies two feet directly beneath the shears: the family sword wrapped in oilcloth, a pair of silver cufflinks, several *Heiligen* depicting distinguished

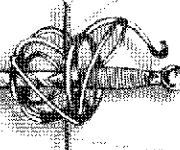
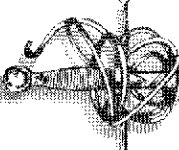
Habermann heroes, and the key. If the Heroes can get to it without disturbing the shears (*i.e.*, physically touching them or disrupting the earth they're planted in), they may take it and return to Freiburg with no difficulties. If they move the shears, however, they summon the treasure's guardian... and he isn't happy to see them.

### The Opposition

Leopold Habermann was a lonely man with no real family to entrust his legacy to. Aware of his family's proud past, and unwilling to leave their last few remaining heirlooms to the whims of fate, he struck a bargain with one of Eisen's most fearsome creatures — Fleischwulf the Woodcutter. Fleischwulf agreed to protect the Habermanns' heirlooms from anyone who would disturb them in exchange for the old man's soul. Although numerous looters have come to steal the Habermann valuables, Fleischwulf kept his end of the bargain and disposed of them all. The Heroes are next.







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Fleischwulf himself belongs to Eisen's ancient myths, a creature of living darkness who has preyed upon humanity for millennia. He usually appears as an ordinary human woodcutter in an effort to approach his victims more easily. He can imprison human souls in tiny wood figurines, which he carves out of Blackwood (somewhere, in a room decorated with tiny figurines, sits a precise wood carving of Leopold that can't stop screaming...). Over the centuries, he's amassed a collection of thousands. On a more direct level, he can tear men apart with his needle-sharp fangs and twisted claws, which spring from his human form just before he attacks. His natural appearance has never been seen by human eyes, but can be glimpsed in the shadows that constantly lurk around him.

As soon as the Heroes touch or move the shears, the door slams shut and Fleischwulf appears with a clap of thunder, smiling ferociously. The Heroes may have previously encountered him during the *Erebus Cross* campaign (see the *7th Sea GM's Screen* for more information), in which case he remembers them and the way they escaped his clutches.

"Good evening, my children," he grins, showing his needle fangs. "It seems you've been poking your naughty little noses where you shouldn't. It is my sad duty to inform you that you won't be leaving this cabin alive."

As he speaks, the Heroes hear the sound of claws scuttling up the outside walls of the cottage, accompanied by the distinct hissing of kobolds. Yellow eyes glow from the holes in the roof and dark shapes can be seen leaping from one side to the other. The scuttling continues for the remainder of the encounter.

Fleischwulf cannot be harmed by normal weapons and easily brushes aside any efforts to harm him. Luckily (or perhaps unluckily), he's willing to bargain. He's got Leopold's soul, after all, and isn't particularly attached to guarding the old man's things. If they can best him in a contest of wits, he'll allow them to leave the cabin safely.

The contest is called "Endings and Beginnings", a popular children's word game that the Heroes probably grew up

with. Fleischwulf begins the game with the following nursery rhyme:

*"I am all that was and ever shall be.*

*"The clouds in the sky, the leaves on a tree.*

*"I am all of heaven's glory, I am all of Legion's fears*

*"I weep amid your laughter, I smile with every tear.*

*"I am the ending and beginning, the sunset and the dawn*

*"I will find the flaws in every picture you have drawn.*

*"I am a gauntlet, I am a tiger, I am a rapier."*

With the last word, the contest begins. The Heroes must now come up with an object that begins with the letter "r" — the last letter in "rapier." Fleischwulf must then come up with an object starting with the last letter in the player's word. If the players say "rock", then Fleischwulf must produce a word starting with the letter "k". The objects can be abstract ("memory") but they *must* be nouns of some sort. The loser is the first side to be stumped. Roleplay out the game with the GM serving as Fleischwulf. (You may consult the dictionary up to three times if you wish to reflect Fleischwulf's superior skill at the game. After that, you must spend a Drama die to check the dictionary.)

Once a player makes an answer, he must wait until all of his fellow players have answered before he may speak again. Anyone who cannot answer is out of the game and must rely on his fellows to outduel the Woodcutter. If the entire party is stumped, Fleischwulf wins, and drags their souls back to his woodshop to be made into dolls (*i.e.*, it's time to make new Heroes).

If the players have trouble, allow them to make a simple Wits check (TN 15) to come up with a new word. Spending a Drama Point allows them to consult the dictionary as well, so they shouldn't feel completely helpless.

If the party wins the contest, Fleischwulf laughs evilly. "At last, someone worth my time," he snickers before bowing gracefully. "It seems my duties here are concluded at last. Very well, then, children, on your way. I'm a man of my word and I keep my bargains. I look forward to the next time you cross my path."



With that he departs in a puff of brimstone, leaving the party alone with their prize in the cottage. The scuttling outside continues, however, and glowing eyes can still be seen from the roof. Fleischwulf said he'd let them leave the cottage alive; he didn't say anything about what happened immediately afterward.

Quick-thinking Heroes who don't want to play the game may be able to use Fleischwulf's own weapon against him. The carpenter's shears, which he used to monitor the cabin, are psychically linked to his essence (much the way his wooden dolls were in the *Erebus Cross* adventure). Stabbing him with them (Finesse + Knife, TN 15) causes him to howl in pain and vanish in a cloud of brimstone — a far easier escape than playing a game by his rules. Then again, he'll be less well disposed toward them in the future (whether that's a good or bad thing the Heroes must decide for themselves).

### The Finale

When (and if) Fleischwulf departs, the Heroes must now confront the kobolds outside. Fifteen of them scramble around the cottage, though thanks to Fleischwulf's enchantment they have not yet attacked the party's horses (if any). Unlike ordinary kobolds, they will fight to the death and the Heroes must kill them all in order to escape the estate. Kobold stats can be found on page 120 of the *Eisen* sourcebook and are reprinted below for your convenience:

#### Kobolds (Brutes)

*Threat Rating:* 3

*Usual Weapons:* Claws and Teeth (Small)

*TN:* 20

*Skills:* Ambush 3, Footwork 3, Tracking 3

*Special Abilities:* A kobold bite is mildly poisonous, inflicting 1k1 Wounds every three days until treated (thoroughly cleaning the wound).

Once past the kobolds, they may return to Freiburg in peace. If the Heroes ever come back to Habermann's estate, they find the cottage gone and a strange black spot on the ground where the shears once stood. The spot is icy cold to the touch and will not rub off under any circumstances.

### The Payoff

The key is identical to the one described in Soft Point 9, except it depicts an alert hound on its side instead of a fox. The other heirlooms have some small worth to collectors (perhaps 50 Guilders total), but might be more valuable to any surviving cousins of the Habermanns. It's up to the GM to decide who that may be, and what they would give the party for returning their heirlooms.

The Habermann family sword has been forged of dracheneisen, but is very crude (it was one of the first ever forged). It causes 3k2 damage, but all attempts to hit have their TNs raised by 5. (Alternatively, the sword requires the Heavy Weapon Skill to use, GM's discretion.) Despite the wondrous metal, it really has more value as a historical artifact than a legitimate weapon.

With both keys in their possession, the Heroes can now return to the dracheneisen door and finally discover what lies on the other side (see Hard Point 3, pages 43–47, for more details).


## Soft Point II: The Nibelungen

This is one of the few adventures not based in Freiburg. While technically a soft point, it serves a vital purpose to the campaign as a whole and should be handled carefully. It takes place between Hard Points 3 and 4, and should be the last soft point before the climax at Hard Point 4. GMs who don't wish to run it may simply start Hard Point 4 with the Heroes in the city, trying to decide what to do with their mine.

### The Set-up

Having acquired the largest dracheneisen mine in Théah, the Heroes must now decide what to do with it. Technically, ownership of the mine makes them new Eisenfürsten, and the mine's size makes them more powerful than any of the seven existing Iron Princes. Unfortunately, the practical realities of the situation are much less encouraging. Without an Emperor there's no one to recognize their claim, and while they can theoretically claim a portion of Eisen land, none of the current Eisenfürsten will give it to them (why





## The City of Freiburg

should they give up their land just to let another competitor lay claim to the throne?). The Heroes have no army, no men to support them, and no territory to call their own, which means they have no strength to back their claim up. Most of them probably hail from foreign countries, which would raise the specter of foreign occupation to the Eisen people beneath them. They could find themselves the target of an open revolt even before they take their new position. Countless people would wish them dead and even more might try to steal the mine and lay claim to its benefits. The Eisenfürsten themselves would stop at nothing to seize control of the mine in order to strengthen their claims to the Eisen throne. It could start another civil war, and might destroy the last remnants of the country.

That's the can of worms the Heroes currently sit upon. It opens the instant someone in power hears about the mine.

### The Task

How the party feels at this moment probably depends on the players and their attitudes. Some may wish to stake a claim as new Eisenfürsten, regardless of the threats. Others may see it as a source of money and nothing more. Wise players will realize how dangerous the mine is and want to part with it as soon as possible. Whatever their feelings, however, they can't proceed alone: the longer they remain isolated, the more dangerous the situation becomes, for Eisen as well as themselves.

The mysterious blacksmiths known as the Nibelungen may be able to help. The Nibelungen hold the secret to forging dracheneisen, and (with the Imperator dead) the key to the Eisenfürsten's power. Without the smiths, the mines are essentially useless, since no one else can forge dracheneisen into usable items. If they wish to become Eisenfürsten, the Heroes must obtain the Nibelungen's blessing. If not, then the smiths could legitimize their claim, help them make the most of their newfound wealth, or just keep them from getting killed. Eisen Heroes know about the Nibelungen and probably know that they can do nothing with the mine unless the smiths support them. If they don't think to seek them out (or none of the Heroes know about them), Armin will suggest it.

The Nibelungen headquarters lie in the mountains of Hainzl (they have closer meeting places, but few save the Eisenfürsten know where they are), and the Heroes must travel through at least two other provinces (Heilgrund and Fischler) to get there. Armin can give them rough directions and arrange for a carriage if they wish. The trip takes a long time and holds untold hardships; Eisen's roads are in terrible shape and few guardsmen patrol them these days. Mud clogs the carriage wheels and the Heroes will have to fight off incursions from bandits and mercenaries. Even worse, some of Eisen's horrible monsters may take an interest in the party, giving them plenty of opportunities to prove their courage.

The trip should take several weeks and proceed as quickly or as slowly as the GM wishes. If you want to give them some encounters to spice up the journey, we've provided a pair below. More may be added if you desire, or you could drop them all and cut right to the chase.

♦ Somewhere along the road, someone makes an assassination attempt on the Heroes. They are driving (walking/riding) past a small copse of trees when suddenly shots ring out from all around them. The bullets strike the carriage or whiz harmlessly overhead, but they are quickly followed by a Molotov cocktail, which lands directly on top of their transportation. As the Heroes struggle to put out the fire, a group of hooded men emerge from the trees, brandishing pistols and looking less than friendly.

The men are assassins, hired by an unknown enemy (you may pick one or keep it anonymous) to divest the newly discovered mine of its owners. There is one killer for each party member, plus a leader who directs them from the rear. Use the NPC stats on pages 27–29; they will flee if more than half their number are incapacitated. They know nothing about the Nibelungen, or even their own employer; a middleman hired them, one who insisted on keeping his face hidden. The Heroes may investigate further if they wish, but find no further evidence of their adversary. Whoever it was hid his tracks well. The encounter should emphasize how dangerous possession of the mine is and how many people out there want them dead.



◆ The Heroes pass a tiny village (no more than twenty or so buildings) when a terrible thunderstorm suddenly descends. The village has suffered during the war (about half the buildings are partially destroyed), and the storm seems to be doing its best to finish it off. The wind howls and the rain comes down in hard sheets, tearing the roofs off huts and bringing hastily repaired walls crashing to the ground. A low stone church in the center of the village seems to be the only structure capable of weathering the storm. As the Heroes approach (there's no other shelter in the vicinity), they see some villagers making their way to the church. Others, however, remain trapped in their homes or run screaming into the storm. The party can decide whether to help them or not.

The following villagers require the Heroes' help to reach safety:

- ◆ An old man lies trapped beneath a collapsed wall. It takes a simple Brawn check, TN 45 to successfully free him.
- ◆ Two other people remain in a house that's ready to collapse; they're too frightened to move, however, and must be coaxed out by the Heroes (Panache + Oratory TN 15) before they can escape the peril.
- ◆ Finally, several villagers have run off into the rain, and while most of them come to their senses and soon return, a small boy is left out in the weather. It takes a Wits + Tracking at TN 30 to find the child. The TN drops by 5 for every additional searcher with the Tracking Knack.

The storm lasts the remainder of the night. Once everyone has been accounted for, the party may take shelter with the other villagers in the church, which also serves as a tavern and meeting hall. Several beer barrels lie stacked by the altar and several of the pews can be converted into drinking tables. The chaplain passes out mugs and the assembly tries their best to forget the devastation outside. A few pigs and other farm animals cluster amid the humans and there's room for the Heroes' horses if they wish. Though the roof shakes a couple of times, the church remains sound, leaving the villagers safe to climb out and attempt repairs in the morning.

## The Opposition

When the party reaches Hainzl, they face a long climb into the Drachenberg mountains, through the city of Atemlos and into the snow-swept wilderness beyond. Strangely enough, the last leg of the trip proceeds smoothly: the roads are clear and no bandits or monsters trouble them. As they leave Atemlos (perched high atop a mountain; see the *Eisen* sourcebook, page 26) a pair of men on the road hails them. The men wear dark brown cloaks and carry a pair of unusually large hammers.

"We have waited for you," they tell the party matter-of-factly, gesturing to a small path almost obscured by the snow. "You seek the knowledge we guard." Eisen Heroes can identify their hammers as those carried by the Nibelungen. The Heroes must dismount in order to follow them (presumably leaving someone to watch the horses). The two smiths head off into the mountains, following a narrow trail along the side of a craggy peak. It leads to a large cave, hidden from sight by a pair of colossal boulders. Light shines from the cave mouth and the two smiths gesture for the Heroes to enter.

## The Finale

Inside, the low ceiling rises to form a large natural antechamber, lit by the fires of a sunken forge in its center. A strange series of symbols and pictographs decorate the walls, depicting drachen, blacksmiths forging blades, and other elements of Eisen mythology. A large group of men and women stands in a semicircle behind the fire; they wear cloaks and carry hammers identical to the two who met the party. As the Heroes enter, the largest — a huge blond man with a flowing beard in the center of the circle — gestures for them to sit.

"We welcome you, [here he gives the Heroes' names,] he booms. "I am Stefan, leader of the Nibelungen. We have waited a long time for your arrival." If the party asks how they knew about their journey, he smiles. "We have known about the dracheneisen below Freiburg for centuries. Sooner or later, someone would have come to us. As it so happens, it was you." He gestures again. "Sit. Please. Tell us what you wish of us and we will decide if we can help you."



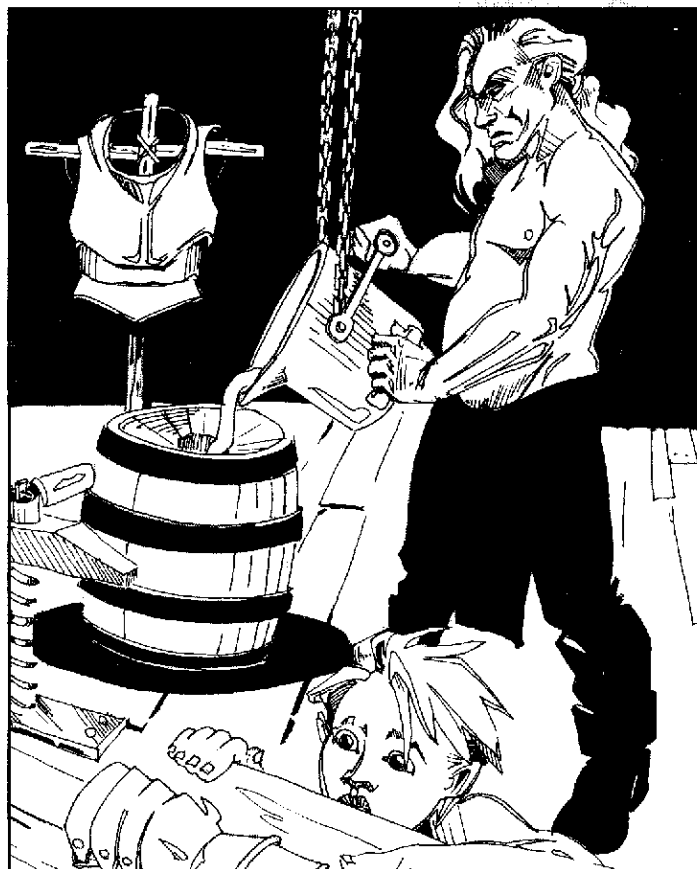
Role-play the conversation, playing the Nibelungen council accordingly. The smiths appear intimidating, enigmatic, and larger than life, but they listen carefully to what the Heroes have to say. Different Nibelungen ask various questions during the exchange. When did they find the mine? Who else knows of it? What of the original owner? They are particularly interested in the mine's traps and in any unusual effects the dracheneisen may have displayed.

Once the Heroes explained themselves, they may ask the Nibelungen whatever they will. The smiths will not explain the mysterious effects of the mine – or anything else related to their craft – but answer any questions regarding the political ramifications of their discovery, the impact the mine will have on Eisen, and possible ways for the Heroes to proceed.

Under no circumstances do the Nibelungen allow the Heroes to become Eisenfürsten. Such a gesture would further destabilize the nation and put the Heroes themselves at grave risk. The smiths will not risk another civil war to further the Heroes' own dreams of power, and the Nibelungen can instantly invalidate any claims the Heroes make. The party can do nothing about their decision: opposing the Nibelungen is a death wish in Eisen.

The Nibelungen also refuse to take ownership of the mine, though they can serve as temporary caretakers if the Heroes wish. Eisen's political landscape is too delicate as it is without the smiths seizing the reins of temporal power. They send a pair of smiths (Wolf and Michael, the two who met the Heroes on the road) to help the Heroes secure the mine and hold it until a proper owner can be found.

Ideally, the Nibelungen would like the Heroes to give the mine to an existing Eisenfürst – preferably Nicklaus Trägue, who owns the area surrounding the mine. Such a gesture gets the Heroes out from under the Eisen political scene while placing them in the role of kingmaker... which gives them considerable political capital. It would maintain the current balance of seven Iron Princes, while giving one of them the clout to perhaps make a bid for the throne. The decision also allows the country to keep its current political make-up while simultaneously moving toward reunification.



The smiths strongly urge the Heroes to consider this course of action; they are willing to serve as intermediaries to the Eisenfürsten and can help ensure that the Heroes receive compensation for their sacrifice.

## The Payoff

Assuming the Heroes take the smiths' advice, they are free to leave the cave and return to Freiburg. Wolf and Michael will accompany them, and the Nibelungen promise to discreetly contact the appropriate Iron Prince once the party has decided. If the party decides differently – if they want to just give the mine away or even make a try at becoming Eisenfürsten – then the Nibelungen want no part of them. They coolly dismiss the Heroes and allow them to return to Atemlos, where they can proceed as they see fit.

While there is no direct payoff yet, the Heroes' actions dictate their rewards at the end of the campaign. See "The Payoff" section of Hard Point 4 for more information.



## Appendix: New Rules and Encounter Charts

### The Loring Swordsman School

**Country of Origin:** Eisen

**Description:** Invented by the leader of the Wachhunde, Kelby Loring, and later adopted by the Freiburg Guard, the Loring style of fighting uses two panzerhands. It is a defensive style, much like Eisenfaust, and its practitioners often use it to incapacitate potentially violent criminals without hurting them (much).

The primary advantage of the Loring school is the tendency of Swordsmen to underestimate anyone not holding a long, sharp weapon in their hand. This allows a Guard to step in and quickly snatch an opponent's weapon away before they get a chance to react. It also makes most opponents reluctant to draw a pistol or turn the fight deadly in some other manner. Without the Loring school, the mortality rate of the Freiburg Guard would be much higher.

The primary weakness of the Loring school is its poor reach and defensive nature. If backed into a corner or faced with an opponent skilled at bypassing parries, then a practitioner can find himself at the mercy of his opponent.

**Basic Curriculum:** Athlete, Panzerhand

**Swordsman Knacks:** Bind (Panzerhand), Disarm (Panzerhand), Hook, Exploit Weakness (Loring)

#### New Swordsman Knacks

**Hook:** You have learned to use the weight and momentum of the panzerhands you wear to their fullest advantage. You receive a bonus of +1 to your panzerhand Damage Rolls for each Rank you have in this Knack. For example, a Hero whose Hook Knack was 3 would increase a panzerhand Damage Roll of 19 to 22.

**Apprentice:** Students of the Loring style learn to fight with a panzerhand on each hand. You suffer no off-hand penalty when using a panzerhand, and gain +1 unkept die to your panzerhand Damage Rolls for each Mastery Level in this school you have (*i.e.* a panzerhand worn by a Loring Master inflicts 3k2 damage, plus any Brawn bonuses).

**Journeyman:** Loring focuses mainly on restraining violent people and disarming them before they can hurt anyone else. You may use your Disarm Knack without waiting for your opponent to miss your Passive Defense, but if you do, your Disarm attempt suffers a -10 penalty to its roll. Failure drops your TN to be hit to 5 for the rest of the current Phase and the following Phase.

In addition, once you reach this Mastery Level and have a Rank 5 in your Disarm (Panzerhand) Knack, you may spend 25 XP to increase it from 5 to 6.

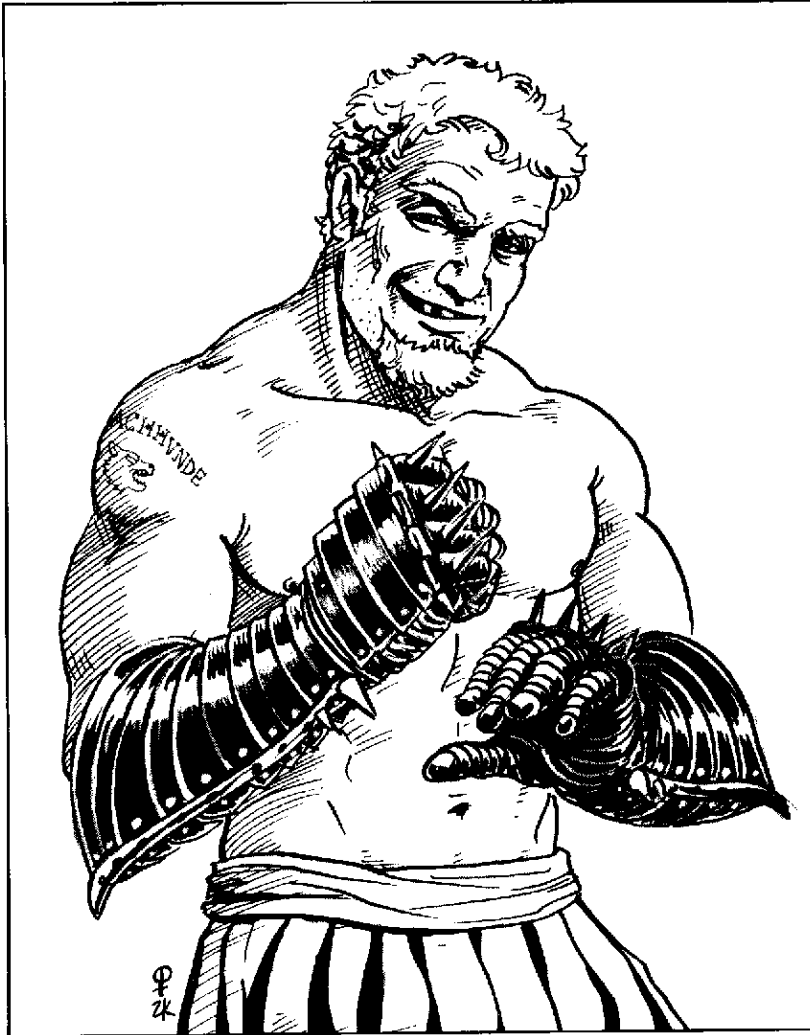
**Master:** Masters of the Loring school are extremely skilled at protecting themselves from harm. They also become adept at snatching their opponents' weapons right out of their hands. You may now use your Bind (Panzerhand) Knack as a Parry Defense Knack. If you successfully use it for an Active Defense, the weapon your opponent attacked you with has been bound as though you had used the Knack normally. In addition, you immediately receive 1 extra Action which you must use against that opponent right away or lose.



## New Background

### On the Streets

You've lost your home for some reason. Maybe it burned down, maybe it was taken from you, or maybe you've lived on the streets your entire life. In any event, you must pay for your living expenses (food and shelter) unlike most Heroes. The number of points invested in this Background determine how hard it is for you to find a place to live. The more points you invest, the more you enjoy your roving lifestyle.



## New Advantages

### Home Neighborhood (2 Points)

You've lived in Freiburg for many years — long enough to become familiar with the people in your neighborhood and the area itself. Choose one of the map grid sections depicted in *The Sights of Freiburg*. This area is your home neighborhood. *While you are in your home neighborhood, you receive a Free Raise to all social rolls. In addition, you are considered to have a Rank 5 in your Streetwise Knack as long as you remain in the neighborhood. Finally, your GM should read that section of The Sights of Freiburg and pass any public knowledge about the area on to you.*

### Local Hero (2 Points)

Not only have you been in Freiburg before, but you've also made a great impression on the people of the city. Maybe the *Freiburg Gazette* featured you in an article, or maybe some of your heroism found its way into the gossip mills of Freiburg, but any way you look at it, you're famous — here, at least. *While in Freiburg, you receive one extra Reputation die.*

### Property (Varies)

You have acquired a home in Freiburg through fair means or foul. You may have just moved in, or you might have lived there for years (in which case you may wish to purchase the Home Neighborhood Advantage as well). *In order to purchase this Advantage, talk with your GM to find a property up for sale on the map of Central Freiburg, then spend 1 HP for every 5,000G the building is worth. When you buy the Property Advantage, you are only receiving ownership of the building. Unlike the Noble Advantages, you receive no servants or income from this Advantage.*



# Green Encounter Chart

Roll a die and consult the following chart. Reroll if you've already used the result you get. If a fight occurs, consult the minor NPC templates on pages 27-29 to find a close match for the NPC's in question.

**1: 3 Town Guards on Patrol** — A trio of guards is examining passersby to see if they look out of place in this part of town. If they do (such as a dirty beggar in a rich merchants' area), they approach and ask the interlopers about their business here. If the Heroes seem suspicious, the guards will ask them to leave. If the Heroes get in a fight, more guards will arrive every Round in increasing numbers until the Heroes are pacified or flee.

**2: Noble and his/her Retinue** — A wealthy noble (either male or female, GM's discretion) is walking along, accompanied by a servant and (50% chance) a Swordsman bodyguard. The noble may interact with the Heroes in several ways — from bumping into them and becoming annoyed to taking a romantic interest in one of them and sending the servant to arrange a rendezvous.

**3: High-class Thief** — This person (male or female, GM's discretion) is engaged in some petty thievery. The thief is watching for a wealthy-looking person to either pickpocket or con. If confronted with violence, the thief will flee, although nearby guardsmen might participate in the chase.

**4: Aggressive Merchant** — This merchant sells wares by waving them in people's faces while loudly extolling their praises. He might be selling anything from silk to pastries, and responding to the sales pitch with an attack will cause the peddler to call for the guards. Of course, if they limit the physical abuse to a split lip or a black eye, the guards may simply feel that the merchant got what was coming to him.

**5: Drunken Noble** — This noble is listing to port rather heavily and making loud, rude comments about the Heroes. Unfortunately, should any harm befall the inebriated noble, he has powerful friends in high places.

**6: Celebrating Soldiers** — These mercenaries have just received their pay, and they're out celebrating and drinking. Some of them are spoiling for a fight, while others make romantic advances on the Heroes. If the Heroes treat them nicely, they could make good allies later on in the campaign, but if they injure or kill one of them, they'll have made a lasting enemy.

**7: Job Offer** — As the Heroes walk past a tavern, a large, muscular man comes crashing through the front door while a fight breaks out inside. Moments later, the tavern keeper runs outside and accosts the largest Hero, offering him a job as his new bouncer if he breaks up the fight inside. This could develop into a running sideline for the campaign, as toughs later try to muscle the tavern.

**8: Runaway Horse** — The crowd parts abruptly as a maddened horse comes galloping down the street without a rider. A Hero can use Wits and either Animal Handling or Ride against a TN of 25 to calm the animal down. A nearby Guardsman watches the entire incident, and when the real owner, a foppish nobleman, comes to collect the horse, the Guardsman awards the horse to the Hero who stopped it, citing the noble for carelessness and endangerment of the public. The noble blames the loss of his horse on the Hero and may return later as an enemy.

**9: Stray Dog** — A scruffy little dog rushes out of a nearby alley being chased by a (much larger) cat, and hides behind the legs of one of the Heroes (an Ussuran, if possible). If the Heroes run off the cat the dog follows them around constantly, generally making a minor nuisance of itself. If any kindness is showed toward the animal, it becomes fanatically loyal to the Heroes, even overcoming its cowardice when it sees its friends are in danger. Most of the time, however, the dog serves as comic relief.

**0: Pursuit** — A desperate person rushes out of the crowd, bumps into one of the Heroes, and begs to be hidden from a pursuing group of six Guardsmen. They could be chasing him for several reasons, including petty theft, a false charge, or murder. In any event, turning the person over pegs the Heroes as "snitches", while aiding him makes them accomplices to the crime.



## Yellow Encounter Chart

Roll a die and consult the following chart. Reroll if you've already used the result. If a fight occurs, consult the minor NPC templates on pages 27-29 to find a close match for the NPCs in question.

**1: Sailors** — This is a group of sailors enjoying themselves on shore leave. They might ask directions to a jenny house, provoke one of the Heroes into a fight, or even try to press one of them into service. If the Heroes fight with them, there's a 25% chance that more sailors come running to reinforce their friends (the exact number is up to the GM).

**2: 5 Guards on Patrol** — These Guards walk the streets looking for suspicious activities and listening for cries for help. The dangerous neighborhood makes them very alert, and they respond quickly to the first sign of trouble. If the Heroes fight with them, more guards arrive every Round in increasing numbers until the Heroes are pacified or flee.

**3: Fight** — A drunken brawl spills into the streets, and the Guards are having a difficult time containing it. It could erupt into a riot if left uncontrolled. More Guards arrive every round, but it may not be enough without the Heroes' assistance. If they successfully help quell the fight, the Guards may offer them jobs.

**4: Unemployed Mercenaries** — These Eisen soldiers have not worked in quite some time and are becoming desperate. They may offer their services to the Heroes at below normal costs or try to extort money from them, depending on their disposition and the way the Heroes treat them.

**5: Musician Troupe** — A group of musicians play on a street corner, with a young boy passing the hat for them. A crowd has gathered to watch. As it turns out, the boy is a pickpocket, and members of the crowd are "contributing to the band" a bit more heavily than they intended. The Heroes may notice the boy's larceny.

**6: Noble on Horse** — A haughty noble on a fine horse rides toward the Heroes on a narrow road. He yells angrily for them to move aside and lashes at them with his whip if they hesitate. Should one of the Heroes refuse to move or otherwise stand up to the noble, the horse rears and dumps the belligerent courtier on his rear before galloping off. The furious noble challenges the Hero to a duel to the death in a nearby park later that afternoon. Should the Hero actually be so foolish as to kill the Noble, they make an enemy of his entire family, an extremely unwise move.

**7: Beggars** — A group of beggars on the side of the road see a rich man walking past and cluster around him, holding out their hands for alms. The man raises his cane and begins laying into them with all his strength. The Heroes may calm down the situation, drive off the beggars, or disarm the man as they see fit.

**8: Face from the Past** — While pushing his way through a thick crowd, one of the Heroes (Eisen, if possible) sees a face from his past: either a lost relative, an old enemy, or a friend he hasn't seen in years. Regardless, if he tries to pursue the person, the crowd gets in the way and the person vanishes. He or she may show up again in a later adventure, at your discretion.

**9: Performing Troupe** — Jugglers, acrobats, and fire-eaters are entertaining a crowd of people here. Off to one side, a beautiful girl dances. If you have a Hero with the Star-crossed Hubris, this is a good time to use it: on the beautiful dancing girl for a male Hero, or a handsome acrobat for a female.

**0: Gamblers** — This group of gamblers kneels in a circle on the side of the road, playing a simple dice game. They invite the Heroes to join in. Although most of the gamblers have no ulterior motives, two of them are actually con artists working a scam to win the other players' money. If any of your Heroes has the Cheating Knack, secretly roll his Wits + Cheating against a TN of 25 to detect the scam. The con artists have few combat skills and attempt to flee at the first sign of trouble.



## Red Encounter Chart

Roll a die and consult the following chart. Reroll if you've already used the result. If a fight occurs, consult the minor NPC templates on pages 27-29 to find a close match for the NPCs in question.

**1: Waisen** — A group of huddled, staring people sit along the side of the road. Some of them rock back and forth; others talk quietly to themselves. One, in particular, looks up and sees the Heroes. This sad figure mistakes the Hero for a loved one that he or she lost during the War of the Cross and calls the character by a strange name before running up to hug him or her. It takes some serious persuasion to convince the waisen of the Hero's true identity, and even then that might cause a total relapse.

**2: Shadowy Figure** — One of the Heroes catches sight of a figure in a black cloak watching the party. The figure quickly hops a nearby fence and vanishes into the city. No one else saw it go by. It might have been a Kreuzritter watching the Heroes, or an enemy stalking them. It might even have been some form of monster disguising itself as a human.

**3: Toughs Attack** — While walking down a narrow road, the Heroes are accosted by a gang of ten to fifteen toughs who demand that they hand over their money. The Guards won't respond to cries of help in this section of town, so the Heroes must either pay up or fight their way out.

**4: Beggar Mob** — Dozens of desperate beggars surround the Heroes, flailing at them with sticks and anything else they could find. They're after the Heroes' possessions, but have little courage; a firm show of resistance drives them off. (See also Encounter #7 on the Yellow Chart. This encounter puts that one into better perspective.)

**5: Dead Body** — The Heroes come across a dead body, either murdered or expired of natural causes. In either case, leaving a corpse in the street is bound to attract some sort of foul beast, and the Heroes may want to dispose of it in some way.

**6: Plague Victim** — The Heroes come across the corpse of a person who has died from the White Plague. Roll some dice behind your screen and make a few fake notes on a piece of paper, then ask the Heroes what they do. In all likelihood, the possibility of catching the Plague scares them witless, and you should play this for all it's worth. You may even want one of the Heroes to come down with a cold a few days later. Don't actually give them the Plague, however: disease is a very unheroic way to die.

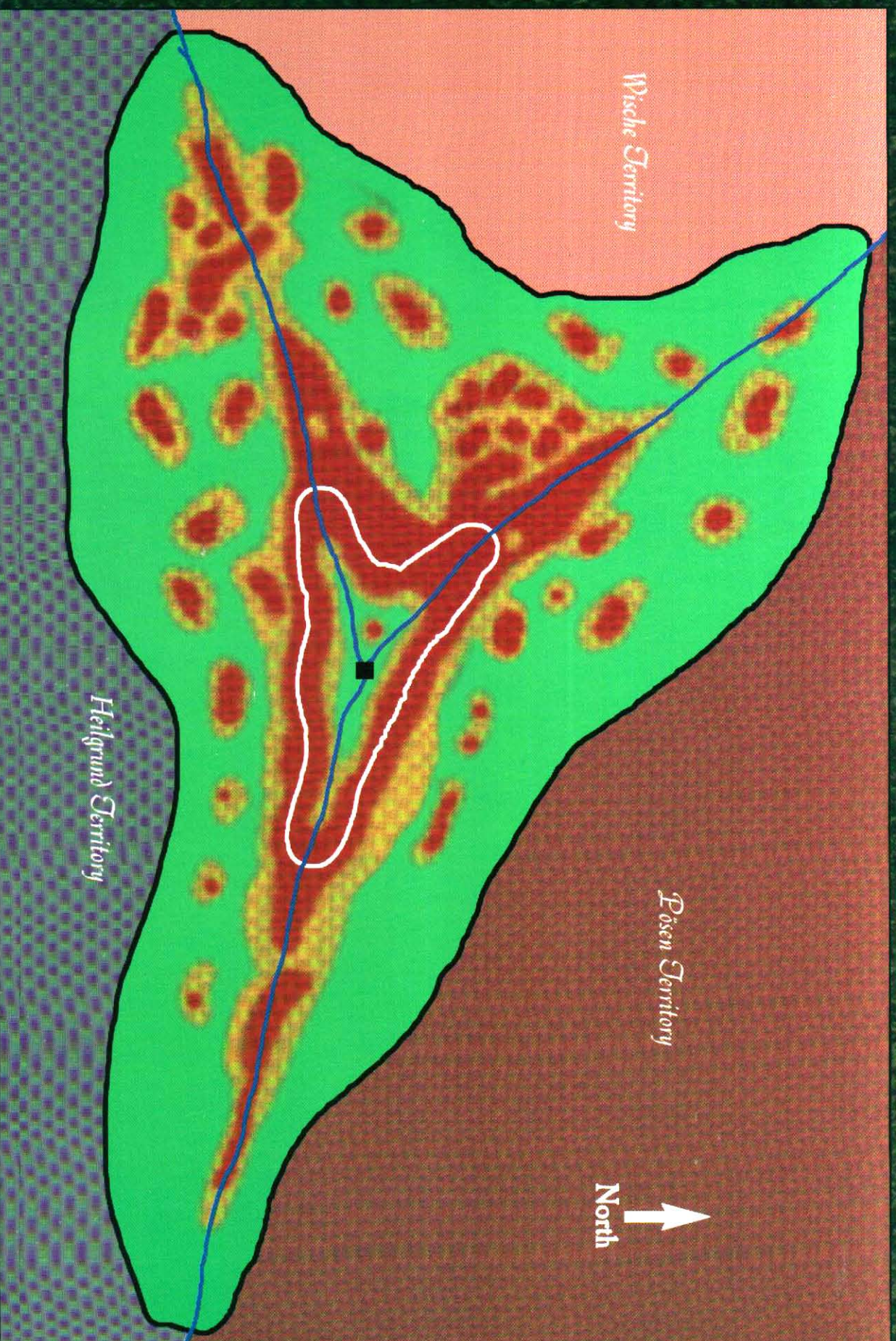
**7: Scream** — The Heroes hear a woman scream from a nearby alley. When they investigate, they might find a woman being attacked, a corpse, or even a trap laid for dogooders like themselves. In any event, such an encounter can lead to something bigger, like tracking down a murderer or uncovering a nest of kobolds.

**8: Mugging** — The Heroes see a terrified noble being held at swordpoint down a narrow alley. Ten thugs are robbing the man of his possessions. If they chase off the thugs, the noble rewards them generously, assuming that they didn't take any crazy chances that put his life at risk, such as charging a thug who had a knife to the man's throat.

**9: Tentacle** — A tentacle from a nearby sewer entrance erupts from underneath the trash in the street and attempts to drag one of the Heroes down, where he will be fed upon by the creature's young. Its Brawn is 6, and the Hero must make a contested Brawn roll against it. If he loses, the creature drags him towards the entrance. If the creature's total exceeds the Hero's by more than 20, he is automatically dragged into the sewer, and his friends must rescue him. Other Heroes can add their Brawn to his by helping him. The tentacle (TN 15) will let go if it suffers more than 30 Flesh Wounds.

**0: Kobolds** — The Heroes come across a pack of six kobolds feasting on the body of an Eisen man. At the first sign of armed humans, they scatter, running into a nearby abandoned building, where they've built a nest. If the Heroes follow after them and clear out the building, they'll encounter 10-30 kobolds and one larger creature (probably a ruin monster).

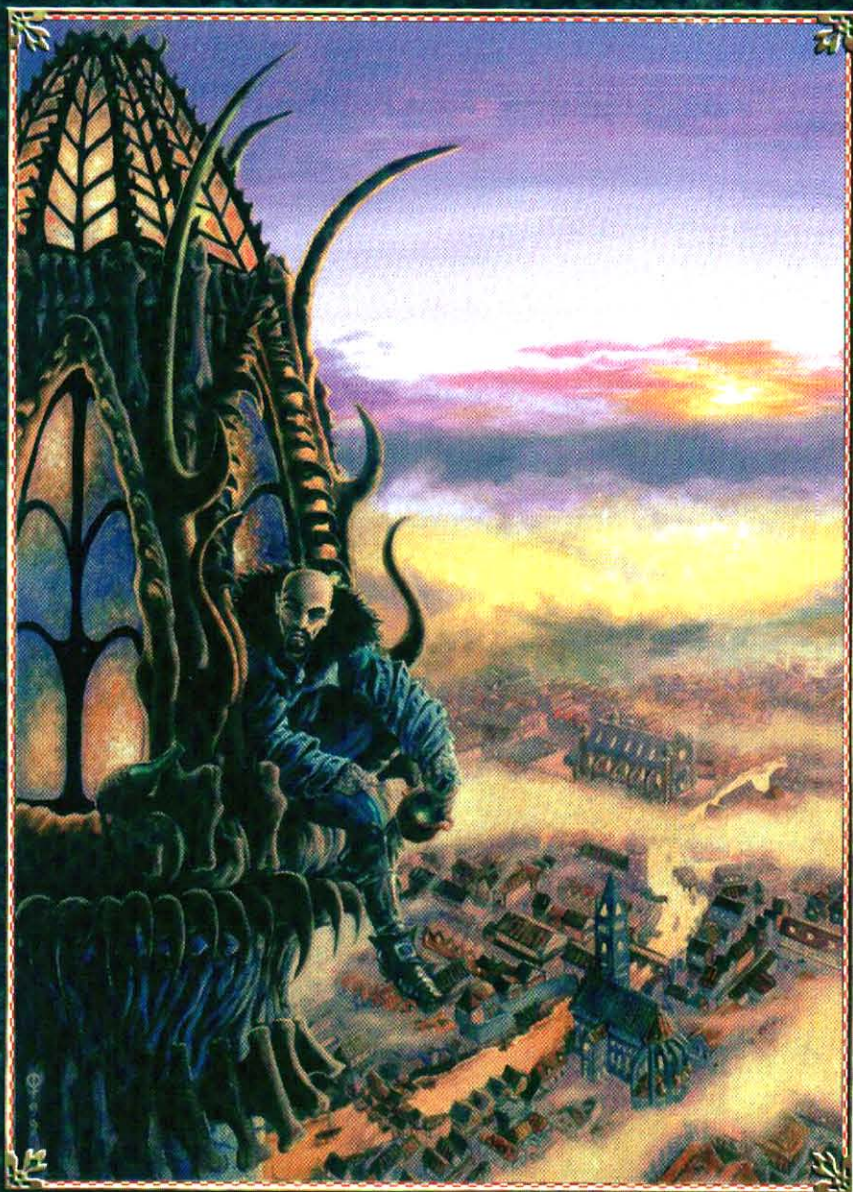




This map represents the entirety of Nicklaus Trägue's Königreich: all of the land which he can see from the Wachlum. The black square in the center represents the portion of Freiburg displayed on the poster map. Freiburg's actual city border is represented by the white line, with the sprawl of Verzwelling beyond it and a few smaller settlements (denoted in red and yellow) in the surrounding countryside. The black line represents the Trägue province border. The same encounter charts used for the city of Freiburg can be used throughout Trägue's territory, and correspond to the colors shown here.



# *The Sights of Freiburg*



*A Visual Guide  
to the City*





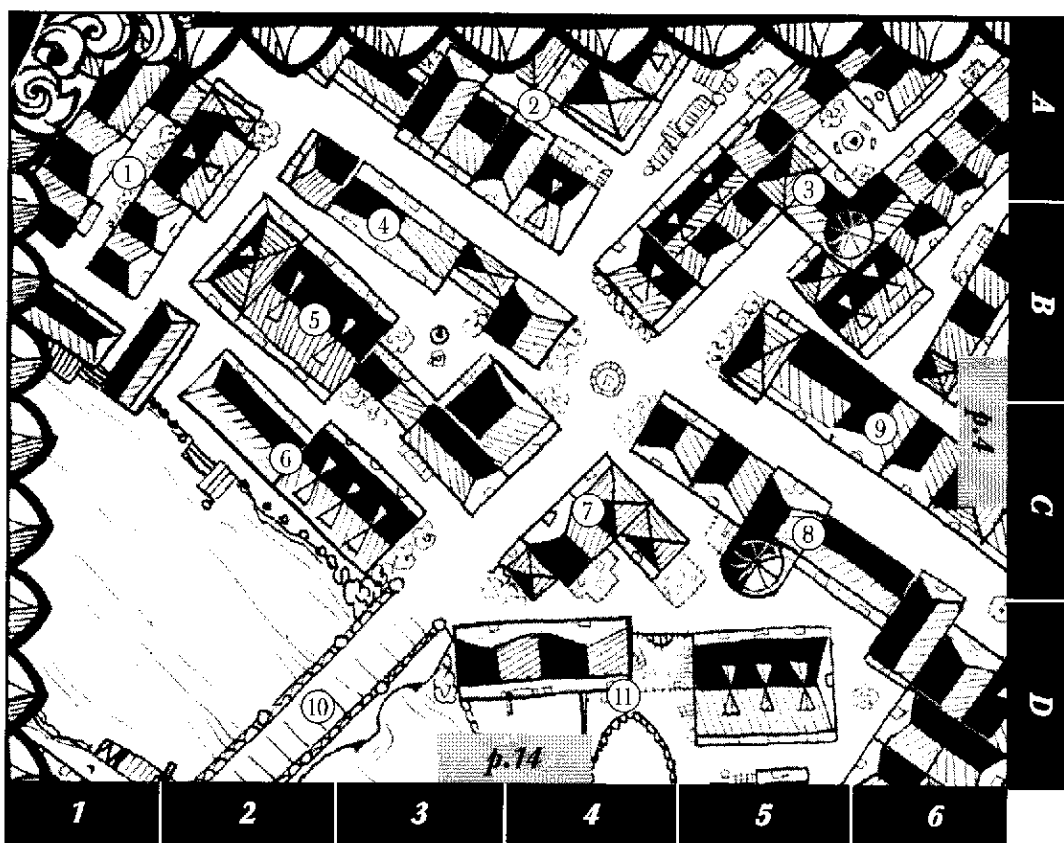
## The Sights of Freiburg

### How to Use This Book

Welcome to *The Sights of Freiburg*, Book 2 of the Freiburg boxed set. This book contains a breakdown of Freiburg — or at least that portion depicted on the fold-out map included with this set.

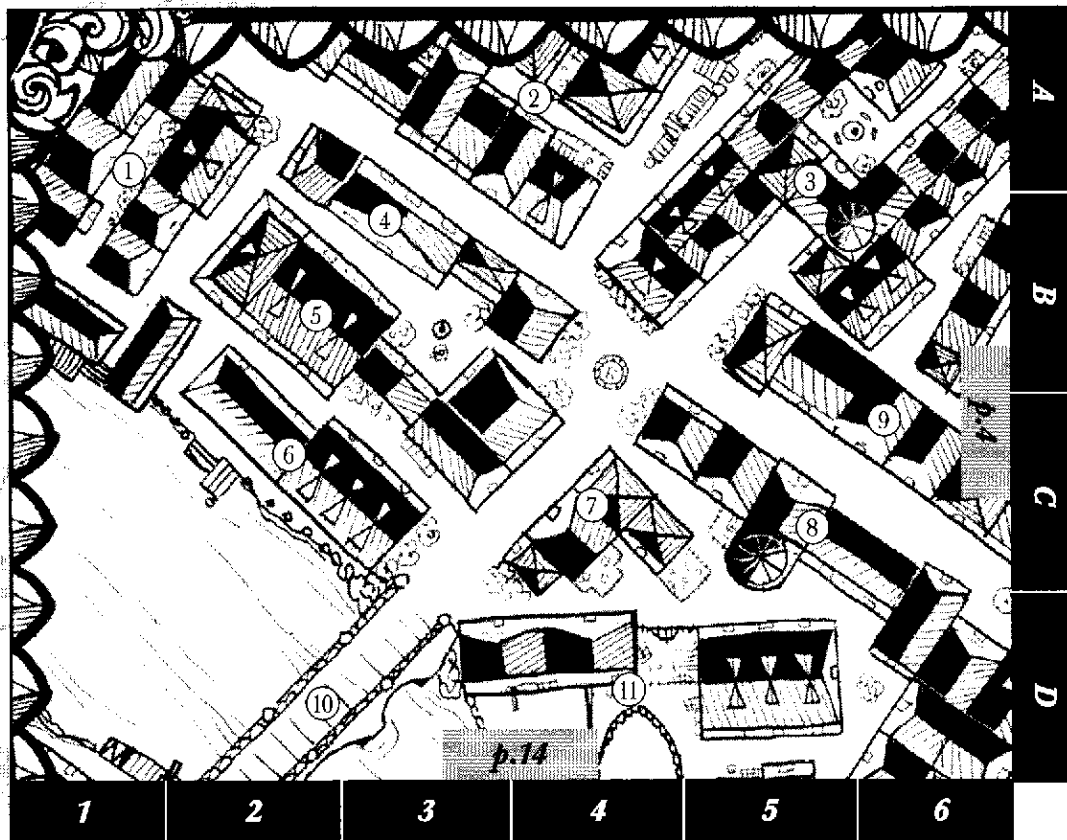
This map is broken into 30 pieces for your convenience. On each two-page spread that follows, you will find one of these map pieces, complete with numbered locations (see sample map below). Each numbered location is described on the same two-page spread as the map portion depicting it. You never need to turn the page to find the description of a location on that map portion.

The numbers and letters along the edge of the map piece correspond to the grid on the larger map, enabling you to easily get your bearings within the city as a whole, and the page numbers on the edges of the map portions tell you which page to turn to if your Heroes march off the map in that direction. For instance, looking at the sample map, you know to turn to page 4 if your Heroes walk off the map's right side. This takes you to the map corresponding to the new part of town your Heroes are walking into. In this manner, you can easily follow their progress around town.



Quotes from  
the citizens of  
Freiburg can be  
found next to  
each map  
section, helping  
to give you a  
better feel for  
the city.





*"That old witch  
can have my  
property when  
she pries it out  
of my cold, dead  
hands."*

*— Janko  
Pfeiffer*

## Section A1-D6

**1. Home of Guy Weill (A1)** — A wealthy gentleman, Guy inherited this lovely manor from his uncle. He lives off of his inheritance, spending his days wandering the streets looking for scenes to paint. He has also been known to hire people to pose for him, but he prefers painting landscapes of Freiburg.

**Guy Weill (Henchman):** Br 2, Fi 3, Wi 3, Re 2, Pa 4. Rep 25. Adv: Eisen (R/W), Montaigne (ACQ), Théan (R/W), Inheritance. Artist (Drawing 5), Pugilism (Attack 3, Footwork 2, Jab 2)

**2. Gertrud Eisler's Rental Houses (A3-A4)** — These homes are rented out by successful craftsmen and merchants. The rent usually runs from 70G to 100G, depending on how nice the home is and how much Gertrud likes the renter. Gertrud is a pleasant lady and a great art

lover. More than one artist has paid his rent with a particularly fine painting or poem (TN 35+).

**Gertrud Eisler (Henchman):** Br 1, Fi 2, Wi 4, Re 3, Pa 2. Rep 17. Adv: Eisen (R/W), Théan (R/W), Keen Senses. Merchant (Steward 3, Hagglng 4)

**3. The Zeitler Academy of Fencing (B4-A6)** — Run by a gruff mercenary named Johanna Zeitler, the Academy offers training in basic swordsmanship as well as schooling in the Eisenfaust, Drexel, and Aldana styles. Johanna teaches the classes herself, with the help of five of her most skilled graduates. She charges 15G a week for lessons. As the size of the school attests, she is doing well.

**Johanna Zeitler (Hero):** Br 2, Fi 3, Wi 3, Re 3, Pa 3. Rep 25. Adv: Eisen (R/W), Montaigne (ACQ), Combat Reflexes. Heavy Weapon (Attack 5, Parry 5), Fencing (Attack 4, Parry 4), Panzerhand (Attack 3, Parry 4), Drexel (Master), Eisenfaust (Master), Aldana (Master)



## The Sights of Freiburg

**4. Otto's Shops (A3-B4)** — Several butchers, fishmongers, and other grocers rent shop space here from a fat merchant named Otto Leucht. He charges 20G a month rent. The most popular shop here is Ezzie's Pastries, which is run by a short, plump Avalon woman named Ezzie. Her rum cream puffs, at 1G the dozen, are a house specialty.

**Otto Leucht (Henchman):** Br 2, Fi 2, Wi 3, Re 2, Pa 3. Rep 12. Adv: Eisen (R/W), Large. Merchant (Cooking 2, Haggling 3, Steward 3), Rider (Ride 3)

**5. Janko Pfeiffer's Rental Homes (B2-B4)** — The rent on these houses ranges from 20G to 50G a month. The landlord here is a thin, sour-faced man who hates Gertrud Eisler and treats his renters with contempt. Gertrud has tried to buy him out on several occasions, but he has always refused — more out of spite than anything else. Janko has an unhealthy fixation on a young Montaigne actress named Alison who is renting a room from him, and he has already made several improper advances towards her. The only reason she has not moved out is because this is the nicest place she can afford on her wages.

**Janko Pfeiffer (Villain):** Br 2, Fi 2, Wi 3, Re 4, Pa 2. Rep -15. Arc: Lecherous. Adv: Eisen (R/W), Montaigne (R/W). Merchant (Haggling 5, Steward 2), Streetwise (Socializing 2, Underworld Lore 3), Firearms (Attack 4)

**6. More of Gertrud Eisler's Rental Homes (B2-C3)** — See entry #2 for further information.

**7. The Dawning Day Gentleman's Club (C4)** — This club caters to artists and craftsmen of all types, charging a one-time 75G fee for membership. Benefits of membership include access to a communal copy of *The Freiburg Gazette* every Veldi (at the clubhouse) and companionship from the other members. The member also has the right to wear the club's badge on his sleeve. Lastly, there are club-provided showings and readings attended by nobles looking for artists to sponsor — only artists who have joined the club may display or read at these.

**8. More of Otto's Shops (C4-D6)** — See entry #4 for further information. The most popular shop here is Darla's Candles, which sells lovely scented candles for 50c

each. The shop is run by a pleasant — if somewhat ancient — Avalon lady named Darla Wells. Darla's candles are believed to have medicinal value when burned in a sick person's room, and will in fact allow a character to recover one Dramatic Wound if at least three candles are burned in the room overnight. No single person can benefit in this manner more than once per month, however.

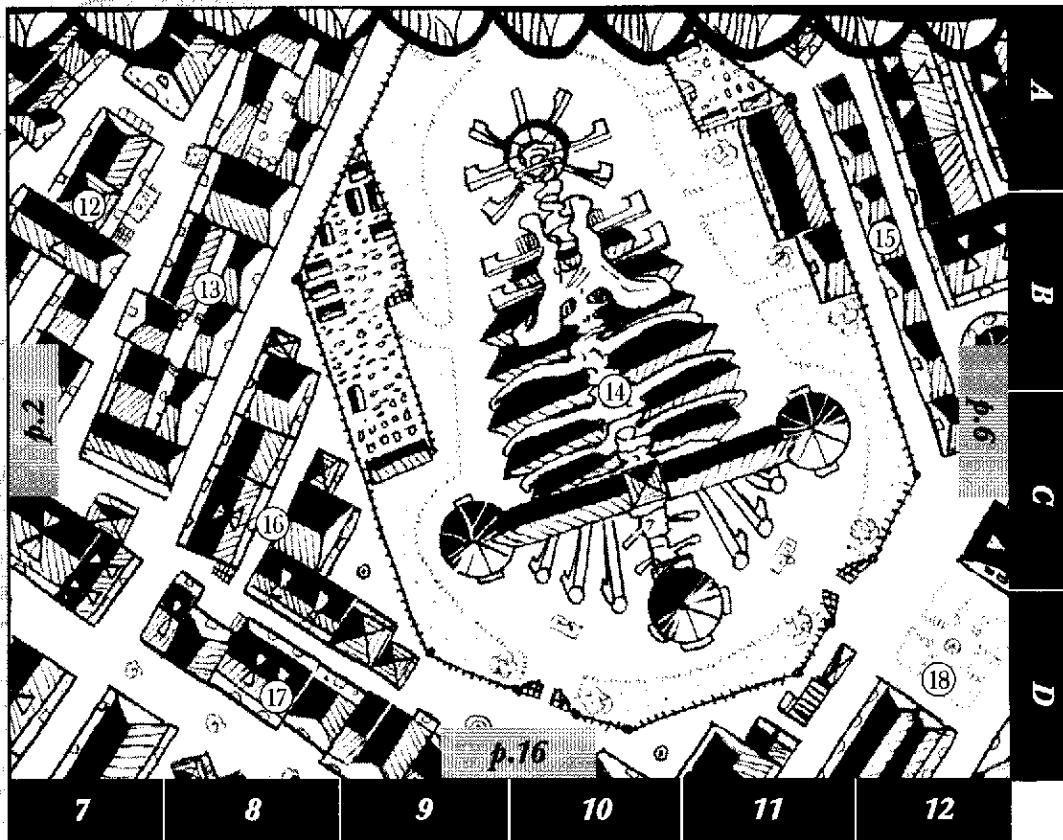
**9. More of Gertrud Eisler's Rental Homes (B5-C6)** — See entry #2 for further information. These are nicer homes, and rent runs from 100G to 150G a month.

**10. Lydia's Bridge (D2-D3)** — This stone footbridge is wide enough for a cart to cross with room for a man on either side. It is too low for anything bigger than a longboat to pass underneath. Even then, it's a tight fit, and more than one boater has rapped his head on its stones. As the town guides tell it, the bridge is named after a young girl who tied a rock around her neck and threw herself into the river here after her father forbade her to marry the man she loved.

**11. Orinson's Shipyard (D3-D4)** — Those people looking for a quality shipwright in Freiburg often come seeking Jeras Orinson, the Vendel craftsman who runs the shipyard. Jeras, a tall, proud man, is occasionally hassled by his Vestenmannavnjar cousins, who see him as a traitor who sells their peoples' secrets to the highest bidder. Jeras just wants to feed and house his family comfortably. He doesn't care what the others think. His boats are sleek and well made, and bear the mark of his sea-faring ancestors. He specializes in small boats: a craft of 15 Points or less costs 10% less when built by Jeras.

**Jeras Orinson (Hero):** Br 4, Fi 3, Wi 2, Re 3, Pa 3. Rep 35. Arc: Proud. Adv: Eisen, Montaigne (ACQ), Vendel (R/W). Large, Membership: Merchant's Guild, Toughness. Merchant (Haggling 3, Shipwright 5), Sailor (Balance 4, Climbing 3, Knotwork 5, Rigging 5, Sea Lore 4, Swimming 2), Servant (Accounting 4, Etiquette 3, Menial Tasks. Unobtrusive 2), Streetwise (Socializing 2, Street Navigation 3), Athlete (Footwork 4, Sprinting 2, Throwing 5), Heavy Weapon (Attack 4, Parry 4), Pugilism (Attack 3, Jab Uppercut 5)





## Section A7-D12

**12. More of Gertrud Eisler's Rental Homes (A7-B7)** — See entry #2 for further information. These houses are not as nice as most of Gertrud's rentals, so the rent on them runs from 50G to 75G a month.

**13. Low-Quality Housing (C7-A8)** — These homes are owned rather than rented, and are valued at between 1,000G and 2,000G, not that any of their owners are looking to sell right now. With Eisen and Freiburg in such an unstable state, these homeowners are unwilling to give up any hint of stability in their lives. One of the homeowners is a retired town guard named Luke Gottlieb. He is very protective of his neighbors, and more than one pushy person looking to buy one of these homes has been hurled into the street by Herr Gottlieb.

**Luke Gottlieb (Hero):** Br 5, Fi 3, Wi 3, Re 4, Pa 2. Rep 15. Arc: Altruistic. Adv: Eisen, Toughness. Criminal (Ambush

2, Prestidigitation 2, Shadowing 4, Stealth 3), Spy (Bribery 3, Conceal 4, Disguise 2, Interrogation 3, Lip Reading 2), Athlete (Footwork 4, Sprinting 3, Throwing 3), Heavy Weapon (Attack 5, Parry 4), Panzerhand (Attack 3, Parry 4, Uppercut 2)

**14. Heart of the Drachen Cathedral (A9-C11)** — Built from a drachen skeleton by Father Peissel in 1367 back when Freiburg was only a military fortress called the Stein, the Cathedral features flowing, natural contours and a steeple made from the drachen's tail which stands eighty feet high. The care and maintenance of the Cathedral has been entrusted to a Vaticine priest named Father Heinrich Weissels. Father Weissels is a severe, thin man who has a staff of four acolytes and twelve servants to assist him.

Services are held in the Cathedral every Sabbath at dawn. The sunlight streaming in through the stained glass windows of the building creates a majestic, awe-inspiring scene. More than one Théan has had his religious belief greatly

*"Here, go clean the steeple with this brush. I don't want to see you come down until it gleams like the sun."*

*— Father Heinrich Weissels*



## The Sights of Freiburg

strengthened by the soul-moving beauty of the cathedral. In comparison, the sermons of the priests who speak here are almost insignificant; Father Weissels' hysterical messages in particular make him seem like a toad squatting in splendor.

**Father Weissels (Hero):** Br 2, Fi 2, Wi 4, Re 3, Pa 3. Rep 55. Arc: Overzealous. Adv: Eisen (R/W), Théan (R/W), Faith, Ordained. Courtier (Diplomacy 3, Etiquette 3, Fashion 2, Mooch 4, Oratory 5, Politics 1, Sincerity 3), Doctor (Diagnosis 2, First Aid 3, Surgery 3), Scholar (History 2, Mathematics 3, Natural Philosophy 3, Philosophy 4, Research 2, Theology 4), Streetwise (Socializing 3, Street Navigation 2)

**15. Servants' Quarters (A12-C12)** — These small homes belong to the Vaticine Church and are at the disposal of the cathedral's acolytes and servants — two to a house. Mixed-gender roommates and married couples are not allowed. Father Weissels frowns on any romantic relationships, feeling that they distract from the search for Theus. Although few of his tenants agree, they put up with his proselytizing in exchange for free room and board. One of Father Weissels' most devout followers is a lovely young Avalon lady named Audrey Mills. Although many men have fallen for her glowing smile and kind personality, Audrey wants nothing to do with romance.

**Audrey Mills (Henchman):** Br 2, Fi 2, Wi 2, Re 2, Pa 2. Rep 5. Adv: Eisen (R/W), Théan (R/W), Appearance (Stunning), Faith. Scholar (History 3, Philosophy 2, Research 4, Theology 2), Servant (Accounting 3, Etiquette 4, Fashion 2, Hagglng 3, Menial Tasks 3, Unobtrusive 5)

**16. Rainer Gersh's Shops (B8-C9)** — These shops are owned by one Rainer Gersh, an older gentleman whose scheming personality is concealed by a smiling face. He rents the buildings out to enterprising businessmen at the surprisingly low figure of 10G a week, but then bleeds them painfully over small infractions of their rental agreement. Late rent carries a penalty of 10G, for instance, and early rent a penalty of 5G. Somehow, no matter how hard a renter tries to stick to the letter of the agreement, he will always be found wanting. A Wits + Law roll against a TN of 25 is required to spot the legal traps in the agreement.

The most popular shop here is a cobbler whose sign simply carries a painting of a hobnail. The cobbler, named Horst Schonbaum, has worked out Rainer's traps and manages to regularly elude them all, earning himself an extremely low rent and Rainer's undying hatred.

**Rainer Gersh (Villain):** Br 2, Fi 3, Wi 4, Re 2, Pa 3. Rep -35. Adv: Eisen (R/W), Théan (R/W). Merchant (Hagglng 5), Scholar (Law 4), Spy (Bribery 4, Conceal 2, Lip Reading 3, Sincerity 5, Stealth 3), Firearms (Attack 4)

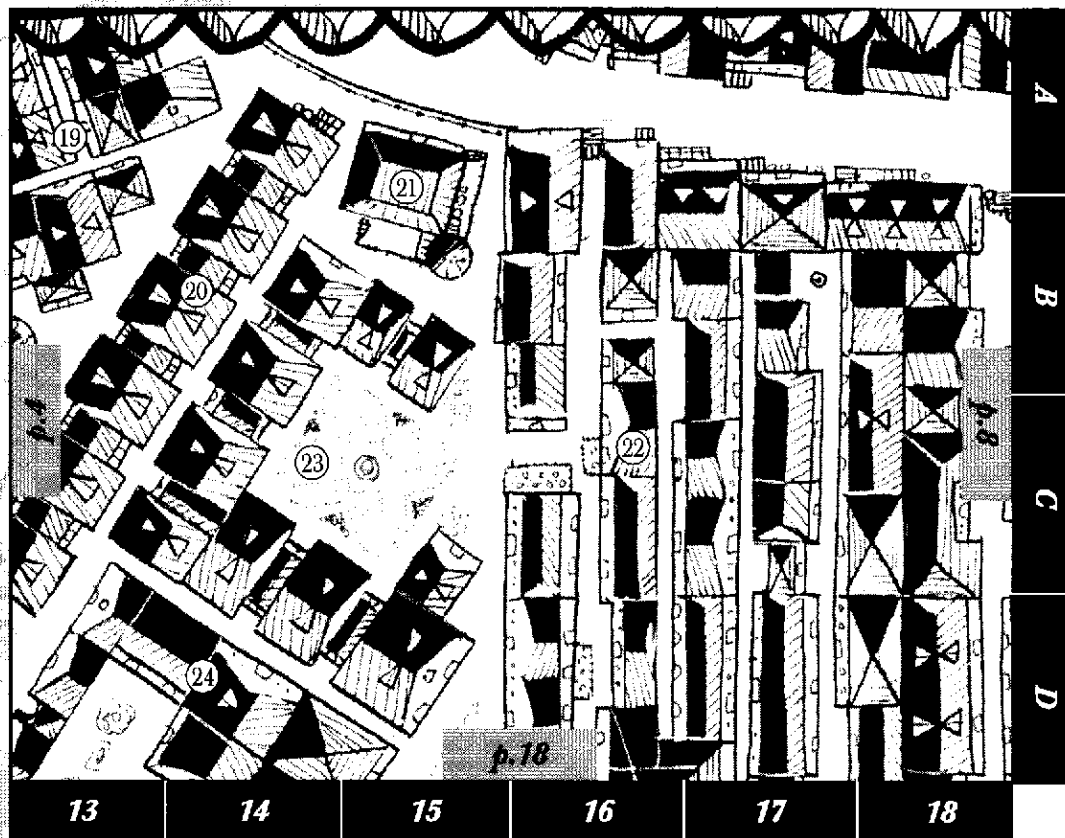
**Horst Schonbaum (Henchman):** Br 1, Fi 4, Wi 4, Re 3, Pa 2. Rep 15. Adv: Eisen (R/W), Indomitable Will, Specialty (Law 4). Merchant (Cobbler 4), Servant (Accounting 2, Etiquette 3, Fashion 5, Gossip 4, Hagglng 3, Menial Tasks 3, Unobtrusive 3)

**17. Middle-Income Housing (D8-D9)** — These houses are owned by their occupants and are valued from 5,000G to 10,000G, if you can find an interested seller. Fortunately for Heroes looking to buy a home, the house on the west end of the row is up for sale for 6,000G. The seller, one Agatha Whistler, has been seeing strange apparitions at night and is eager to move. She could be talked down to a price of only 4,500G because of her desire to leave, but such an act would leave the old widow in serious financial straits later on.

**18. Griffon Park (D12)** — Although small, this park is beautiful and serene. Located in its center is a statue of a semi-mythical Crescent bird of prey — the griffon. Although probably nothing more than a tale used by amorous storytellers to thrill their dates with a touch of fear, it is said that the statue will come to life and carry off any unattended woman who walks through the park while wearing any gold upon her person.

However, as with all folklore, this story has a touch of truth to it, and the full story is far more sinister than these casual storytellers assume. Several women have been carried off when walking alone through the park at night. Who or what is doing this is uncertain, but each time the sky has darkened, the sound of flapping wings has been heard, and the woman has vanished without a trace.





*"I'm not some street fiddler playing for your amusement. Now get off my property before I turn the dogs on you."*  
 — Wilhelm Kurtz

### Section A13-D18

#### 19. Orlando Fischer's Rental Homes (A13-B13)

— Orlando is a fair-minded man, willing to deal with each tenant individually. He willingly negotiates each contract. This is necessary in his work, since his homes are widely varied in size and quality. They range from 15G–70G per month.

**Orlando Fischer (Henchman):** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep 5. Adv: Eisen (R/W), Connections. Merchant (Accounting 2, Haggling 4, Steward 2)

#### 20. Waldo Huber's Rental Homes (A14-C12)

Herr Huber is a man of organization and perfection. Each of the homes in his row looks exactly the same. Alteration of the homes, including exterior decoration (like planting different flowers), is grounds for eviction. Still, Huber keeps the homes in fine condition — his obsessive tendencies demand nothing less. Prices run 50G per month, flat.

**Waldo Huber (Henchman):** Br 1, Fi 2, Wi 2, Re 3, Pa 2. Rep -3. Adv: Eisen (R/W). Merchant (Accounting 4, Haggling 4, Steward 2), Fencing (Attack 2, Parry 1)

#### 21. Home of Wilhelm Kurtz (A15-B15)

— Wilhelm Kurtz is acknowledged as the premier violinist in the city, and perhaps in all of Eisen. Few people who attend one of his performances go away unmoved, and people will stop in the street outside his home to listen as he practices. He is a regular soloist with the Freiburg chamber orchestra (#95), performing his own original compositions several times a year. The cultural elite of Freiburg turn out in all their best for a Kurtz premiere, and he has yet to disappoint. A handsome but dark and brooding man, Kurtz always appears as though he is ready to explode with anger. He speaks little, and when he does, his voice drips with sarcasm and disdain. He plays for himself, losing his woes in the music, and cares little for the accolades of others. Sometimes he takes to the rooftops of night-time Freiburg



## The Sights of Freiburg

and the lonely wailing of his violin tugs at heartstrings throughout the city.

**Wilhelm Kurtz (Hero):** Br 2, Fi 5, Wi 4, Re 2, Pa 4. Rep 33. Adv: Avalon (R/W), Eisen (R/W), Montaigne (R/W), Appearance (Above Average), Indomitable Will. Back: Lost Love. Artist (Composer 4, Organ 4, Violin 5), Courtier (Diplomacy 2, Etiquette 3, Fashion 3, Mooch 1, Oratory 3, Seduction 2, Sincerity 4), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Athlete (Break Fall 2, Climbing 2, Footwork 3, Leaping 2), Fencing (Attack 4, Parry 3)

**22. Della Werner: Couturière (C16)** — Della runs a dress shop catering to other merchants and the occasional prostitute (though ladies of negotiable virtue use the back entrance). She clothes the wives and daughters of other merchants in town with up-to-date styles and fabrics, and makes good money at it. She employs two seamstresses and a guard (who sits in the back alley and lets the prostitutes in — sometimes for a “toll”). Della disapproves of prostitution, but the ladies have money and want clothes, and Della is too savvy a businessperson to refuse them. Della is a widower — she lost her husband in the war and turned to business to keep herself fed. The business has been more successful than she had hoped, and she is currently scouting for a new, larger location. (See also #67.)

**Della Werner (Hero):** Br 1, Fi 3, Wi 3, Re 2, Pa 2. Rep 10. Adv: Membership: Merchant Guilds, Eisen (R/W). Merchant (Appraising 2, Dyeing 3, Hagglng 3, Spinner 2, Tailor 4), Servant (Accounting 1, Etiquette 3, Gossip 3, Unobtrusive 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 3), Firearms (Attack 2)

**23. Green Square (C14–C15)** — Jette Grün, a young and energetic Vendel woman, spent a goodly part of her father's inheritance buying and repairing these buildings. They are a vibrant, gaily colored lot, with a well kept central lawn and fountain. Herr Huber from across the street calls the arrangement gaudy. Jette calls it festive. She lives in the largest of the homes and is on good terms with all her tenants. She even arranges parties in the central yard on warm summer nights.

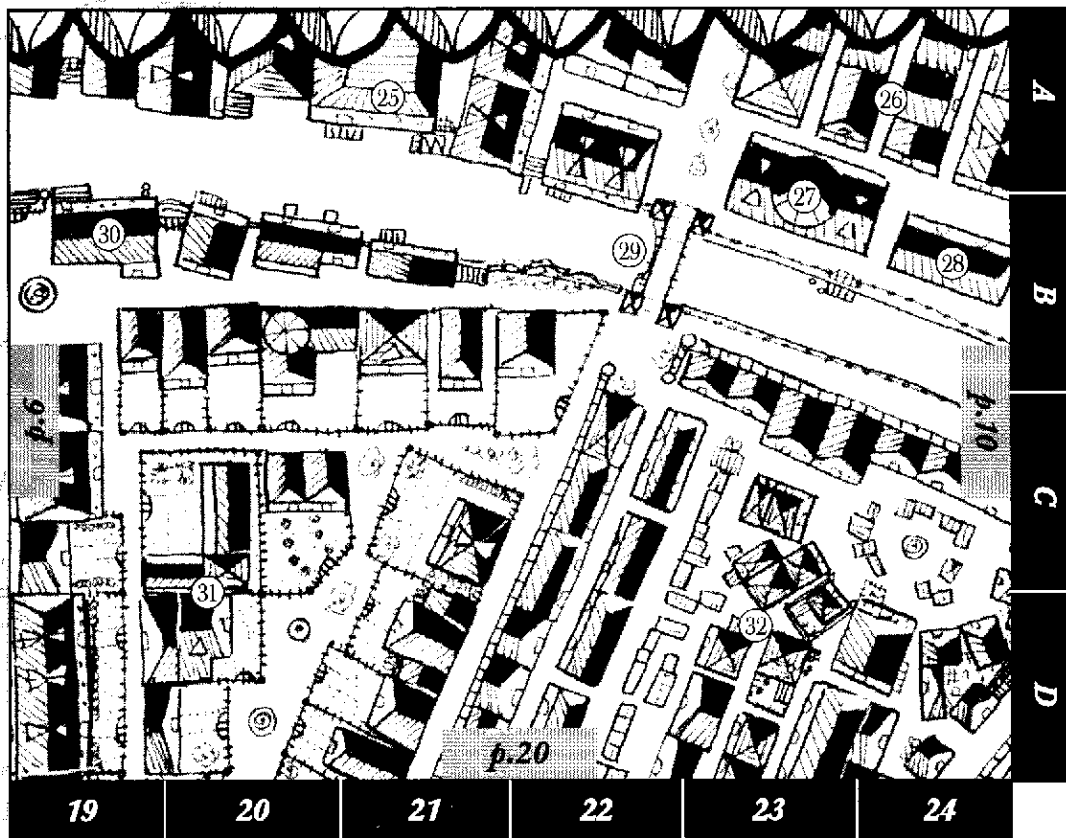
Jette is captivated by the music of Wilhelm Kurtz and never misses one of his performances. She can often be found by her upstairs window, listening to the strains of the fiery artist's evening rehearsals. Indeed, anyone who rents from Fraulein Grün (at rates ranging from 30G–50G per month) has front-row seats for the incidental music of Herr Kurtz.

**Jette Grün (Hero):** Br 1, Fi 2, Wi 2, Re 1, Pa 3. Rep 15. Adv: Eisen, High Eisen (R/W), Montaigne (ACQ), Théan (ACQ), Noble. Courtier (Dancing 2, Diplomacy 1, Etiquette 2, Fashion 2, Gossip 2, Oratory 3, Politics 1), Scholar (History 2, Law 2, Mathematics 2), Athlete (Break Fall 1, Footwork 2, Swimming 1), Fencing (Attack 2, Parry 2)

**24. Freiburg Conservatory (D13–F15)** — Tended by a group composed of academicians, historians, artists, and retired Explorers, the Conservatory is dedicated to the preservation of nearly everything. The halls of the Conservatory are filled nearly to capacity with all manner of stuff—paintings, sculpture, books, bones, minor Synchron artifacts, musical instruments, past inventions, personal effects from long-dead famous people, old weapons and armor, and so on. People can get lost in here for days; not even the staff is immune to the place. The only man who can navigate the complex without error is Conrad Schmidt, the Master of the Conservatory. He seems to know the place by heart, and knows some tidbit about nearly every piece in the collection. He can recite the monarchical histories of Eisen and Montaigne from memory, and has extensive knowledge of Church history as well. The rest of the staff are equally knowledgeable about different subjects. Someone in the Conservatory will know something about anything.

The Conservatory has an open policy regarding acquisitions. Anyone can bring something in and present it to the staff, who then make the presenter an offer. The head of acquisitions for the Conservatory is an old crippled Castilian Explorer named Ésteban García. Since he is adept at spotting frauds and cheats, Schmidt and the rest of the Conservatory staff depend on García's careful eye.





### Section A19-D24

**25. Richter's Boat Repair (A21)** – Erich Richter repairs riverine craft in his boathouse here, and has a few boats for sale as well. His prices are good, and his work is fine. He also runs a significant smuggling business out of the boathouse and has contacts all over the Marcktplatz (32), whom he supplies with swag from beyond Freiburg.

**Erich Richter (Scoundrel):** Br 3, Fi 3, Wi 2, Re 2, Pa 2. Rep -17. Adv: Eisen (R/W), High Eisen, Membership: Merchant Guilds, Patron. Merchant (Appraising 3, Hagglng 2, Sail Maker 3), Sailor (Balance 1, Cartography 3, Climbing 1, Knotwork 3, Rigging 2, Swimming 3), Streetwise (Socializing 3, Street Navigation 3, Underworld Lore 4), Athlete (Climbing 3, Footwork 1, Sprinting 1, Throwing 2), Fencing (Attack 2, Parry 3), Firearms (Attack 2, Reload 1)

**26. Redmund Erhart's Rentals (A23-A24)** – Lower rent dwellings for the not-so-fortunate, these flats run from 5G-20G per month. The landlord, Redmund Erhart,

is a greedy beast with little or no regard for his tenants (see pages 21-22 of *The City of Freiburg* for more information). The buildings vary widely in size and quality, but rarely look good. Most tenants must conduct their own repairs and lack the funds to do the job properly. Renters come and go quickly, since Erhart does not tolerate late payments. Squads of his armed thugs patrol the nearby streets, giving the entire neighborhood an air of menace.

**27. The Golden Bell (B23)** – One of the larger and better brothels in the city, the Golden Bell is always busy. Its namesake hangs at the end of the front counter in the richly furnished and pleasantly comfortable lobby. The bell chimes lightly whenever a jenny is ready for another customer. Patrons are on their honor concerning who has been waiting longest – duels are not unheard of over this honor system.

All the jennys at the Golden Bell use the name Belle with the customers, which makes it impossible to request a

“Put those  
swords away,  
you silly boys.  
I’ve got  
something better  
you can play  
with...”  
– “Belle”



particular girl. Most patrons enjoy this “grab bag” approach. Those concerned with investing sight unseen are quietly reassured that all the jennys at the Golden Bell are of the highest quality. No regular patron has ever argued.

**28. Varick Weber: Jeweler (B24)** — Varick’s jewelry shop is like a fortress. The windows are heavily leaded, with dozens of tiny panes in each. He has no fewer than seven locks and bolts on his doors. Even the chimney has a metal grate at the top to prevent entry. For all that, you’d think he’d deal in more than trinkets.

Varick’s inventory is not significantly valuable, but what he has is passable. He deals mostly to peasants who have saved for a bauble to impress their wives and to up-and-coming merchants who want jewelry that looks expensive but isn’t. Varick shops at local artisans and jewelry-makers who create pieces but have nowhere to sell them. He buys them, marks the prices up, and resells them. He has no skill of his own at the creation of jewelry. Better jewelers wonder how he maintains the constant stream of customers that wander through the shop. Most suspect he’s involved in smuggling of some sort.

Varick is an extremely thin man. His skin is like parchment stretched taut over his gaunt frame. He has beady little eyes that are ever alert for a piece he can buy cheap, or a pickpocket he can thump with his walking stick.

**Varick Weber (Henchman)** Br 1, Fi 3, Wi 2, Re 2, Pa 1. Rep 7. Adv: Eisen (R/W), Membership: Merchant Guilds. Merchant (Appraising 3, Hagglng 2, Steward 3), Streetwise (Socializing 3, Street Navigation 2, Underworld Lore 2)

**29. Bridge (B22)** — This bridge has come to be called the Bell Bridge, largely due to the presence of the Golden Bell (#27) nearby. The management of the Golden Bell has taken it on itself to maintain this bridge, which is small, wooden, and low on the city’s public works agenda.

**30. Guardhouse (B19)** — An office of the guard, there are supposed to be five or six city watchmen here at any given time. They are supposed to be patrolling the area, but often end up over at the Marcktplatz (#32) or the Golden Bell (#27), leaving whoever drew the short straw to sit at the

desk here and take complaints. There are a series of shackle-rings along the exterior west wall of the building, and those taken into custody are usually chained out here. Local children like to come throw rocks at prisoners on the wall.

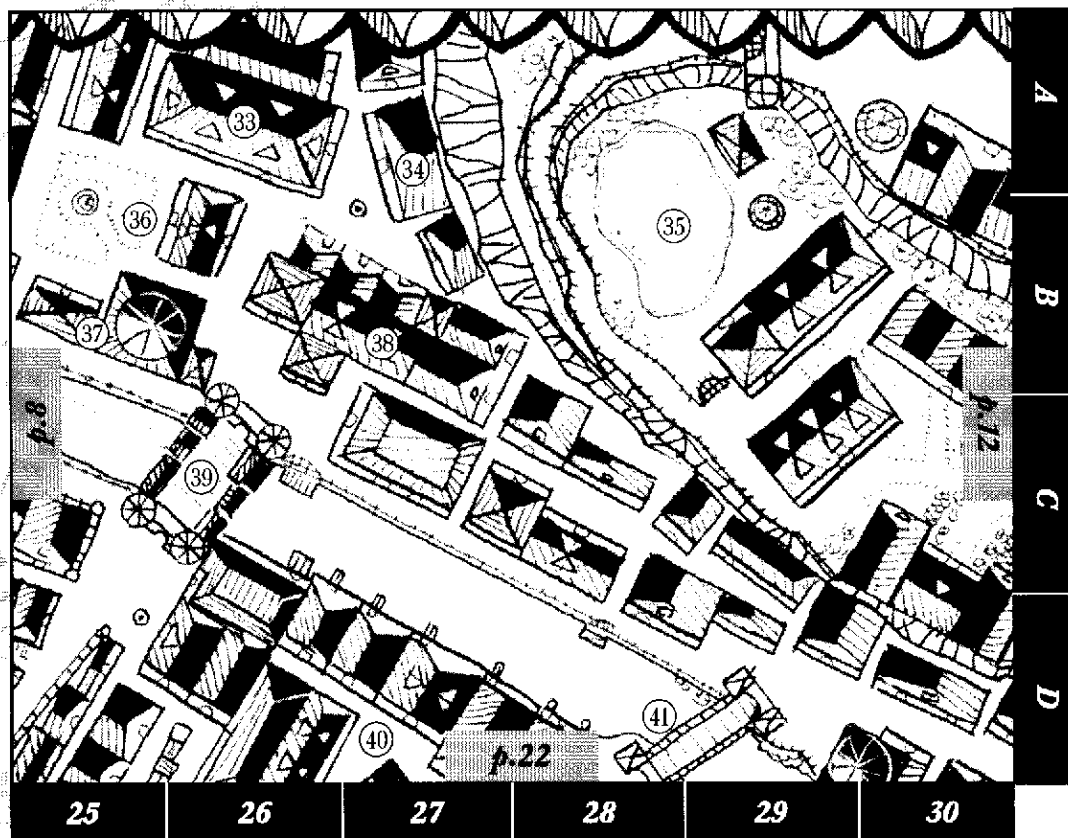
**31. Upscale Neighborhood (C21–D21)** — All the homes in this area have small fenced yards, and the tenants often compete with each other for flower arrangements, lawn growth, and other such trivialities. These homes rent for 50G–100G per month, and the more expensive homes come with a groundskeeper.

**32. The Marcktplatz (C23–D25)** — A dizzying array of stalls, kiosks, and small storefronts, the Marcktplatz is the commercial hub of the city. Along with the Market in the Round (#223), it is the heart of Freiburg’s business life. From dawn ’til dusk, the place is crowded with people doing the business of the day. The smells of cooking food and the sounds of shopkeepers hawking their wares are everywhere here. Any common item (boots, cloth, foodstuffs, small items of jewelry and weaponry, etc., etc., etc.) and a number of less common industries (cockfighting, rapping, fenced goods, etc.) can be found somewhere in the Marcktplatz.

Lately, a flamboyantly colored shop has opened here, run by an Ussuran named Tobar Rye. Dressed in wild swaths of silk, with a head scarf and a big gold hoop in his ear, Rye deals in oddities from around the world, as well as hard-to-find items from closer to home. All the stuff in his shop is supposed to have some kind of beneficial enchantment or supernatural power. Much of the power in this shop, however, comes from Rye’s power of persuasion.

**Tobar Rye (Hero):** Br 2, Fi 2, Wi 3, Re 2, Pa 4. Rep 15. Adv: Eisen (R/W), Ussuran (R/W), Membership: Merchant Guilds. Merchant (Accounting 2, Appraising 2, Dyeing 4, Hagglng 4), Servant (Etiquette 3, Gossip 3, Unobtrusive 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Firearms (Attack 2), Heavy Weapons (Attack 2, Parry 1)





*"I don't have time for these games and pleasantries of yours, you wretched baker. Where is my rent?"*

*— Maudlin*

### Section A25-D30

**33. Drachen's Toe Tavern (A26)** — When his brother Thomas left and changed his surname to Metzger, Friedrich Zahnarzt was left in charge of the family business. While not much of a bartender or manager, he has found a way to keep the establishment from going out of business. Every night, he hosts games of chance (including boxing matches) in the cellar and takes a share from all the betting.

**Friedrich Zahnarzt (Scoundrel):** Br 3, Fi 2, Wi 2, Re 3, Pa 2. Rep -4. Adv: Eisen (R/W). Merchant (Bartending 2, Haggling 4), Pugilism (Attack 5, Ear Clap 5, Footwork 3, Jab 4, Uppercut 5).

**34. Abandoned Slaughterhouse (A27-B27)** — Although out of use for over three years, this empty building still reeks of animal waste and death. Citizens keep their distance, which is why its underground meat lockers have become a favorite safe house for Fate Witches fleeing Vodacce.

**35. Silas' Lake (A28-B29)** — An old miser named Silas Campbell lives here in this palatial estate. Two events have recently changed Campbell's life: much of his fortune was stolen by a thief, forcing him on hard times, and he discovered a young boy on his doorstep. He has since adopted the boy, whom he's named Julius, and become very attached to him. Silas is probably closer to the mysterious "Maudlin" (#38) than anyone else in town, and the two of them sometimes go fishing with Julius.

Unknown to Silas, Maudlin is the boy's real father, and he left him on Campbell's doorstep to ensure he'd be well taken care of. Unfortunately, as the years passed, he became attached to Julius as well, and he is considering taking him back. Because Silas is in dire financial straits, and Maudlin has a vast fortune hidden away, he doesn't think that this will prove very difficult to accomplish.

There is one final twist to this tale, one which might make everything work out all right in the end. The thief who stole





## The Sights of Freiburg



Silas' money never got very far. In fact, she fell through the ice covering the lake in the backyard and drowned, along with the sack of gold she was making off with. Recently, the lake has begun to stagnate, and Silas is making plans to have it drained and refilled. Naturally, should this happen, the skeleton (and the money) would certainly be discovered.

**Silas Campbell (Hero):** Br 2, Fi 2, Wi 3, Re 4, Pa 1. Rep 3. Adv: Avalon (R/W), Eisen (R/W). Merchant (Accounting 5, Appraising 5, Hagglng 5).

**36. The Blooming Rose (B25-B26)** — This narrow rectangular structure is home to one of the more *avant-garde* businesses in Freiburg: a floral shop and nursery. The store specializes in rare and unusual cuttings, including such oddities as Glamour-infused roses from Avalon and poppies from Cathay. The owner, Hilda Strammbaum, is secretly raising a group of Blackwood saplings from the Schwartzen Walden, dismissing stories of their danger as mere superstition. She grows most of her plants in the garden behind the store.

**Hilda Strammbaum (Hero):** Br 1, Fi 2, Wi 3, Re 2, Pa 4. Rep 21. Arc: Creative. Adv: Avalon (ACQ), Castillian, Eisen (R/W), Montaigne (ACQ), Above Average Appearance. Merchant (Gardener 5), Scholar (Natural Philosophy 3).

**37. Exquisite Tastes (B25-B26)** — This fine restaurant offers the most unusual dining experience in all of Eisen (if not Théah itself). Along with immaculately prepared dishes of traditional Eisen, Montaigne, and Castillian cuisine, the chefs like to experiment with more exotic fares, such as leviathan steaks and kobold bouillabaisse. These unique dishes have become so popular (or at least notorious) that the Paroisse Mercantile (#57) has made several deliveries to the Montaigne court. Seating here is by reservation only.

**38. Maudlin's Stores (B26-D30)** — These stores are owned by a thin, sad man whom everyone calls "Maudlin." He doesn't seem to care, as long as they keep paying their rent (25G a month). Oddly, no one knows where Maudlin lives, nor what he does when he's not collecting rent.

**39. Vendor's Bridge (C26)** — This bridge is large enough to allow two carts to pass each other while crossing it, and there's still enough room for several food vendors who've set up small kiosks along its side. Meat pies, hot sausages with sauerkraut, and even fresh loaves of bread can be purchased here. Two people can eat like kings on Vendor's Bridge for less than 1G.

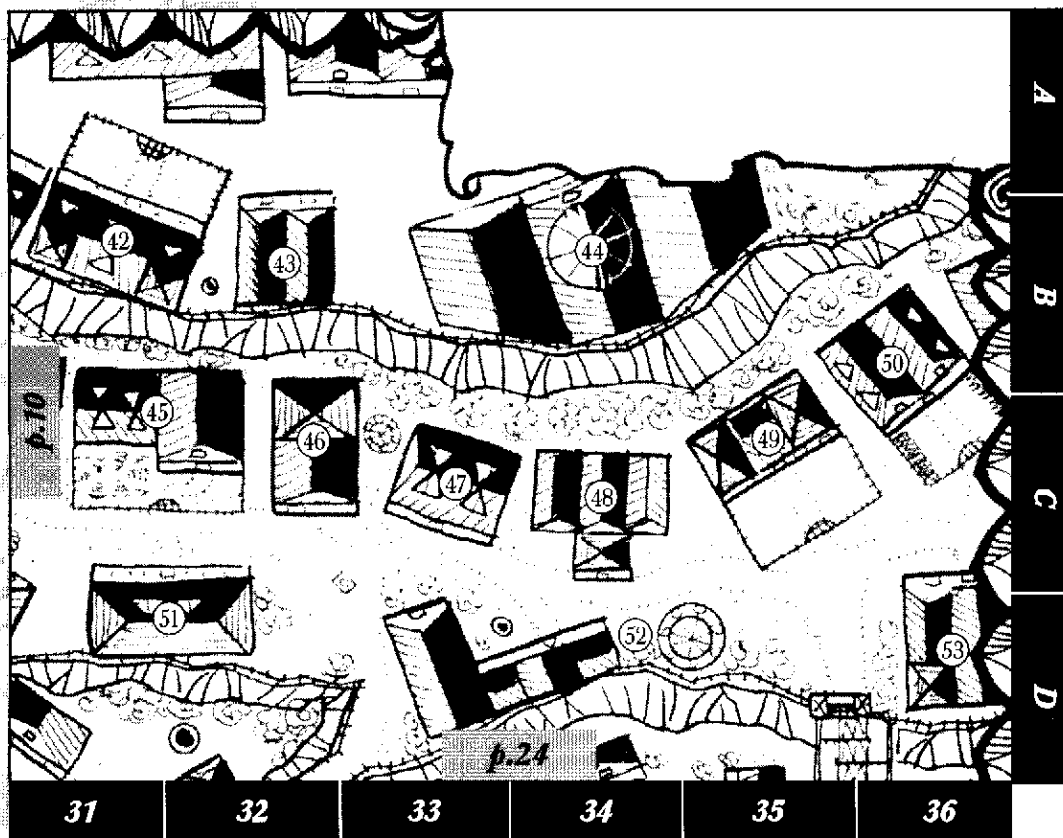
Perhaps the most colorful vendor on the bridge is "Madame Verdad", a brightly garbed Castillian woman capitalizing on stories of Crescent fortunetellers and her own dusky complexion to sell her pastries. For 20c, a customer receives a honey cake that contains either an almond or a cashew. According to "Madame Verdad", anyone whose cake contains an almond will have good fortune for the rest of the day, while those who find a cashew in their cake are doomed to misfortune. Whether or not there's any truth to her claims is for the fortunes to decide.

**40. Low-Quality Housing (D26-D27)** — These homes are inhabited by poor workers and those who have little money to their name. The rent is only 3G a month, but the houses themselves are in terrible shape. The roofs leak, the walls barely stop a draft, and the nearby well is only safe to drink from if you boil the water. Still, there are always those desperate for a bit of shelter, no matter how squalid, and those who will take advantage of them.

**41. Fate's Tears Bridge (D28-D29)** — This bridge has rarely been used since the construction of Vendor's Bridge, although it's large enough for two carts to pass each other. This is because everyone thinks it's cursed.

As the story goes, a Fate Witch was crossing the bridge when her foot became lodged between two boards. A merchant, driving his cart across the bridge, waved her out of the way, but was unable to stop in time once he saw that she was stuck in place. In desperation, she pulled at the strands, but the cart rode her down and killed her. Almost immediately, his horses reared and stumbled over the side of the bridge, taking cart and merchant with them. The unfortunate man was drowned. Ever since, animals have a tendency to panic when crossing the spot where the Fate Witch was killed.





"I think you would make a splendid couple. Here, why don't you go to the Cafe Kaffee and talk. It's on me."

— Greta Schuster

## Section A31–D36

**42. Home of Redmund Erhart (C31–C32)** — The richest landowner in the city currently resides in this palatial estate, which he has converted into an armed fortress. The iron gates rise almost twelve feet into the air and are constantly patrolled by guard dogs and members of Erhart's private bodyguard. The grounds include training facilities for Erhart's new recruits, as well as sumptuously appointed rooms for their master. Erhart occasionally throws parties here, though most of his indulgences are private. More on Erhart (including his statistics) can be found in *The City of Freiburg* (pages 21–22 and elsewhere).

**43. Herr Kurt's Barbershop (B32)** — In addition to cutting your hair, Kurt Deoderlein will happily sell it back to you. To supplement his income, he has begun making wigs for both gentlemen and ladies. He pays 3G for a full head of hair, an offer many in Verzweiflung have been

willing to kill for. Because of this, he readily embraces the Freiburg motto, "No Questions."

**Kurt Deoderlein (Henchman):** Br 2, Fi 2, Wi 2, Re 2, Pa 3. Rep -17. Adv. Eisen (R/W), Vodacce (R/W). Merchant (Barber 4, Haggle 4), Knife (Attack 4, Parry 3)

**44. Achtung Freiburg (B33–B35)** — The widow Greta Schuster has converted her posh townhouse and favorite pastime into one rapidly expanding business: social coordinating. For a modest fee (determined on a case-by-case basis), she introduces clients into various aspects of Freiburg society, makes romantic matches, and helps those new to town become acclimated. In her spare time, she writes a weekly column for the *Freiburg Gazette*, giving her picks of the best and worst places the city has to offer.

**Greta Schuster (Hero):** Br 1, Fi 2, Wi 3, Re 1, Pa 5. Rep 45. Bac: Lost Love. Adv: Avalon (ACQ), Eisen (R/W), Vendel



## The Sights of Freiburg

(ACQ), Connections 3, Courtier (Diplomacy 4, Etiquette 5, Fashion 3, Gossip 5, Politics 4, Sincerity 5)

**45. Gated House (C31-C32)** — This home is currently for sale at the price of 8,000G.

**46. Music in a Box (C32)** — In this tiny cottage, Josef Ortenburger is tinkering with small mechanical devices powered by wound springs and interlocking gears. His most popular invention is a box that, when opened, plays a series of musical notes. He has sold over a hundred boxes so far, which is no surprise to his devoted wife, Jana. Unknown to her husband, she is an informant for Sophia's Daughters and uses the musical notes to send secret, encoded messages about the latest happenings in Freiburg.

**Josef Ortenburger (Henchman):** Br 3, Fi 3, Wi 2, Re 1, Pa 2. Rep 17. Adv: Eisen (R/W). Merchant (Blacksmith 3, Glassblower 2), Scholar (Mathematics 3)

**Jana Ortenburger (Villain):** Br 2, Fi 2, Wi 5, Re 4, Pa 2. Rep -32. Adv: Avalon (R/W), Castillian (R/W), High Eisen (R/W), Eisen (R/W), Montaigne (R/W), Théan (R/W), Vendel (R/W), Vodacce (R/W), Dangerous Beauty, Membership: Sophia's Daughters. Courtier (Gossip 4, Lip Reading 3, Politics 4, Scheming 5, Seduction 3, Sincerity 5), Spy (Bribery 3, Cryptography 5, Hand Signs 3, Poison 3, Shadowing 4, Stealth 3)

**47. Dentist Office (C33)** — This small loft (ironically located over a confection shop) serves as the practice of Dr. Beatrice St. Jeux, a Montaigne expatriate who fled her homeland when a molar extraction on l'Empereur was more painful than expected. Beatrice is a kind, gentle woman who does her best not to cause her patients any pain, but sometimes it is unavoidable in her profession.

**Dr. Beatrice St. Jeux (Henchman):** Br 2, Fi 3, Wi 3, Re 2, Pa 2. Rep 17. Bac: Exiled. Adv: Eisen, Montaigne (R/W), Théan (R/W). Doctor (Dentist 5, First Aid 2, Quack 5)

**48. Aaron's Taxidermy (C34)** — Aaron McKenna has found his true calling in Eisen — stuffing and mounting kills for fellow monster hunters. The crowded floor of his shop displays horrific samples of his craftsmanship and has

proved so popular that he is considering charging admission. His work is done in a small anteroom, where he often toils until the early morning hours. If business is slow, he will take hunting parties to procure more "raw materials." He often works with Peter Ziskin (#49), although he doesn't know about Ziskin's "special expeditions."

**Aaron McKenna (Hero):** Br 4, Fi 2, Wi 2, Re 2, Pa 2. Rep 26. Arc: Hot-headed. Adv: Avalon, Castillian, Eisen (R/W), Théan (R/W). Merchant (Taxidermy 5), Heavy Weapons (Attack 4, Parry 3)

**49. Ziskin's Expeditions (C35)** — Peter Ziskin operates a hunting business out of this former ale house, leading parties into the wilderness to hunt deer and other game. For the right price, he also takes customers into Verzweiflung at night to stalk human prey, although he advertises this service only to select people.

**Peter Ziskin (Villain):** Br 3, Fi 2, Wi 2, Re 4, Pa 2. Rep -41. Arc: Greedy. Adv: Eisen (R/W), Above Average Appearance, Combat Reflexes, Toughness, Hunting (Ambush 4, Stealth 5, Survival 3, Tracking 4, Trail Signs 3, Traps 5), Archer (Attack 5, Fletcher 2), Wrestling (Bear Hug 3, Grapple 4, Head Butt 3)

**50. Gated House (B36)** — This house is for sale at the price of 7,000G.

**51. Cafe Kaffee (D31-D32)** — This fancy cafe is known for its rich coffees and heated chocolate drinks. Also on the menu are creamy pastries, sugary cakes, and other sweets. The servers are fast and courteous, and customers are expected to pay a gratuity of at least 20%. It is rumored that failure to comply has led to foreign substances being placed in subsequent orders.

**52. House with Gazebo (D33-D34)** — This lovely home and gazebo are up for sale at a price of 15,000G.

**53. Guardpost (D36)** — Three Freiburg guards are on post here during the night. They monitor traffic passing up and down the stairway here and stop those who don't look like they can afford to be here. Of course, a bribe of one or two Guilders can certainly change their minds in a hurry.





*"That jumped-up little sorcerer isn't going to put me out of business, so don't worry about it, boys."*

*— Jansen Sauermann*

## Section E1-H6

### 54. Receiving Docks and Warehouses (E2-G3)

— These docks and warehouses provide employment for over twenty people. There are ten dock workers, five warehouse laborers, and five cart loaders. In addition, the docks employ four clerks who track cargo shipments. Finally, there's the overseer to the whole operation, Jansen Sauermann. Jansen is a middle-aged man who constantly looks as if he's just bitten into a lemon. He's the sort of employer who can pinch a cent so hard that it screams. On the other hand, when one of his men was injured by a falling crate, Jansen went by his house with a basket of food, his wages for the next month, and the promise that his job would be there when he was ready to come back to work.

Because of his fierce loyalty to them, his men overlook his tyrannical outbursts and temper tantrums, most of which are caused by Yan Riché du Paroisse (#57) and his extremely cheap transportation services. Jansen's men have

been threatening to make Yan disappear so that he can't threaten their jobs any longer, but word got around that Yan's older brother Albion is a master swordsman, and none of them wants to face his vengeance. Still, if conditions continue to worsen in Freiburg, they might just risk it.

**Jansen Sauermann (Hero):** Br 3, Fi 2, Wi 4, Re 3, Pa 2. Rep 38. Adv: Avalon, Eisen (R/W), Montaigne (R/W). Merchant (Accounting 3, Appraising 3, Hagglng 5)

**55. Waterfront Housing (E5-F6)** — The housing here is rented out for an average of 70G-90G per month. The landlord, a pinch-faced old woman by the name of Matilda Stockholm, is a nosy busybody with no tolerance for anyone who seems to be having more fun than her (*i.e.*, everyone). There's a rumor that she was once a pleasant young lady, but her fiancé, Nathaniel Green, fell overboard on a trip around Théah, and she's viewed the rest of the world with thinly veiled contempt ever since.



This story is partially true. However, her fiancé actually survived and was washed ashore. Matilda was so distraught that she got off the ship at the very next stop, in Freiburg. Nathaniel rushed to catch up with the ship, only to learn that it had been sunk in a storm and all hands were lost at sea. He too eventually wound up in Freiburg, and had a career as a town guard before retiring. He currently resides in (#209) and the two are unaware of their true love's survival. They have not seen each other in fifteen years.

Matilda keeps a picture of Nathaniel in a locket she wears around her neck, and she is perfectly willing to show it to anyone who takes an interest in her past. If your Heroes were to reunite the two, they would always have a rent-free place to stay, and two loyal friends. Best of all, they would have made two people very happy.

**Matilda Stockholm (Henchman):** Br 1, Fi 1, Wi 3, Re 2, Pa 1. Rep 7. Arc: Unfortunate. Adv: Avalon, Eisen (R/W). Merchant (Accounting 4, Hagglng 2)

**56. The Xavier Weill Memorial Orphanage (G1-H3)** — This orphanage, which houses approximately 150 unwanted children, is kept in operation through the generosity of Guy Weill (#1) in memory of his uncle. There are ten staff members, each of whom is in charge of 15 children. Obviously, their hands are kept full taking care of crying babies, cooking food, and cleaning up after their charges.

Once a month, 15 of the children (chosen on a rotating basis) are invited to have dinner at Guy's mansion. Their caretaker is invited as well, but typically Guy watches the children while the lucky staff member eats a sumptuous dinner in blessed silence, followed up by a massage administered by Guy's masseuse. Most of the children look forward to these dinners — if not for Guy's company, then for the lavish desserts he has his chef prepare for them.

The head of the orphanage is a bookish young Avalon lady named Kara Jones. She is secretly infatuated with the orphanage's benefactor, Guy, but she fears that making her feelings known could put the orphanage at risk, and she is utterly unwilling to do that. Of course, Guy has caught her

moonng over him on one or two occasions, but he's written it off as simple gratefulness.

Not all is well at the orphanage. Last month, during the new moon, one of the children — a girl named Amy — disappeared without a trace. The timing of the disappearance coincided with the purchase of a new wardrobe for the children's use; one of the children said that she saw Amy being dragged inside the wardrobe by a shadowy figure, but the story was written off as childish nonsense fueled by anxiety. However, an Eisen who examines the back panel of the wardrobe will discover a most curious thing — it's made of blackwood. With the new moon coming up again soon, it is possible that Heroes could find themselves protecting an orphanage full of children from an otherworldly horror that strikes at night.

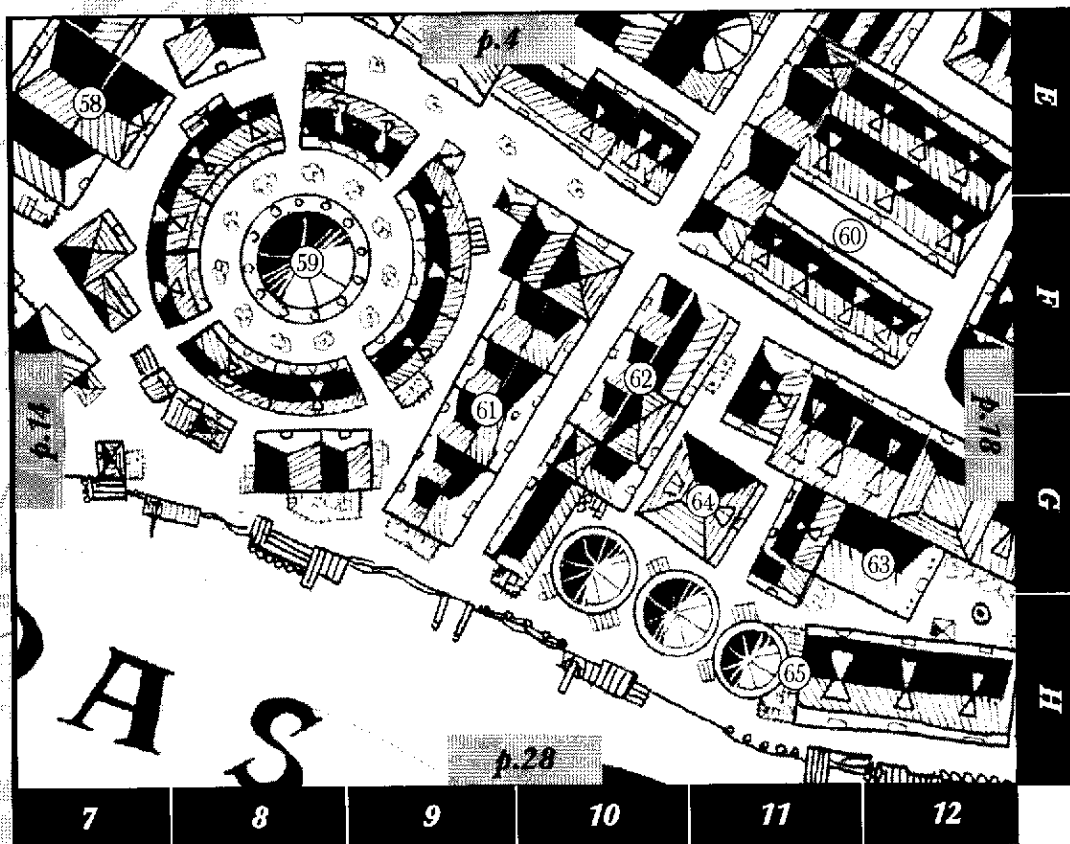
**Kara Jones (Henchman):** Br 2, Fi 2, Wi 3, Re 1, Pa 2. Rep 18. Adv: Avalon (R/W), Eisen (R/W), Théan (R/W). Merchant (Accounting 4, Hagglng 5), Scholar (History 4, Law 3, Mathematics 4, Natural Philosophy 3, Philosophy 2, Research 3), Servant (Etiquette 4, Fashion 2, Menial Tasks 3, Seneschal 5, Unobtrusive 4), Knife (Attack 2, Parry 2)

**57. Paroisse Mercantile (H4)** — The Paroisse Mercantile is fast becoming the most profitable enterprise in Freiburg. Managed by the Marquis du Paroisse's middle son, Yan, it is a major resource for trading fresh goods and messages with Montaigne. Yan is a Master Porté Sorcerer and, twice every day, opens a portal to Montaigne, filling orders and sending mail from one country to the other.

Many members of the Freiburg Merchant's Guild are not pleased with this service, declaring it to be unfair competition. Only the fact that Yan's older brother Albion is one of the greatest duelists in Montaigne has stayed their hands so far. Of course, if something were to happen to Albion, that could all change in an instant.

**Yan Riché du Paroisse (Hero):** Br 2, Fi 2, Wi 5, Re 2, Pa 5. Rep 33. Adv: Avalon, Eisen (R/W), Montaigne (R/W), Small. Merchant (Accounting 2, Appraising 4, Hagglng 4), Fencing (Attack 4, Parry 2), Porté (Attunement 5, Bring 5, Bleeding 5, Pocket 5, Walk 5)





### Section E7-H12

**58. Heinrich's Tavern (E7)** — This large alehouse serves tolerable swill and even has a few bottles of wine available for the asking. Owner Heinrich Smalls tries to keep things clean for the occasional tourist who wanders in. The rear of the building is taken up by a large boxing ring etched into the stone of the floor. Three nights a week, pugilists come to test their skills against each other while Heinrich takes bets from onlookers. There are no rules to Heinrich's fights: the first boxer to concede or be knocked unconscious loses. Winners receive free drinks for a week, plus a small cut of any bets made on their particular fights.

**Heinrich Smalls (Scoundrel):** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep -5. Adv: Eisen (R/W), Connections. Merchant (Accounting 3, Bartending 3, Hagglng 3, Steward 2), Dirty Fighting (Attack 3, Parry Improvised Weapon 1).

**59. Reinhagen Amphitheatre (E8-G9)** — In contrast to the wretched neighborhood around it, the

Reinhagen is elegant and well maintained. While the Boneyard Theatre handles "legitimate" performances and the Schaeferhaus supports more lowbrow fare, the Reinhagen is a haven for individual artists struggling to make an impression. The tree-lined central structure plays host to all manner of street performers: jugglers, fire-eaters, and amateur musicians. On a good day, they outdraw the Boneyard and the Schaeferhaus combined. Fights occasionally break out between performers, but such occurrences are rare: the regulars know better than to sully the Amphitheatre's reputation (and the money it brings in) with petty bickering. The most prosperous have even taken to hiring Swordsmen for protection from the local gangs. Every crowd has a few well armed fencers in it, carefully watching for signs of trouble.

**60. Execution Row (F11-F12)** — This blind alleyway houses any number of seedy and disreputable shops. Narrow doorways, framed by graffiti-marked brick, stick

"I don't care  
how ye do it —  
just make  
Oskar Dags  
cold an' stiff."  
— Anonymous  
speaker on  
Execution  
Row



## The Sights of Freiburg

out like broken teeth. Thieves sell stolen goods here, while several cramped flophouses service jennys and their clients for 50c an hour. Numerous thugs and toughs loiter in the vicinity, pitching pennies or fighting with each other over trivialities. If you need a hardened killer or a gang of brutes to rough someone up, the Row is a good place to look.

**61. Shops (F10-G9)** — The stores here cater mostly to visitors of the Reihagen, selling baubles, cheap food, and junk of various sorts. A few stores actually sell worthwhile objects — a weapons dealer, for example, or a leatherworker — but most are content to peddle their cheap trinkets to the wealthy or gullible. Many of them also conceal ulterior purposes, selling anything from smuggled goods to exotic pharmaceuticals from the Crescent Empire. Only locals and regular clients know about these extracurricular endeavors, which usually take place in a cellar or back room.

**62. The Paper Mill (F10-G10)** — At first glance, this small, neatly run store looks out of place in the run-down atmosphere of the neighborhood. It purports to sell paper products, ranging from sheaves of parchment and blank diaries to inks and inkwells of all varieties. The owner, Frieda Kubek, caters to clients all over the city and many noblemen brave the nearby streets to sample her wares.

Frieda's true business, however, is as a forger. She is one of the best in the world, able to replicate papers with pinpoint precision and copy handwriting down to the smallest detail. While Kek Sussman (#81) can match her skill, she is much more willing to engage in questionable transactions. She has a private collection of inks, papers, and official seals, which can match any document in the world. Spies and diplomats of all varieties seek out her services, and she has built a formidable reputation in Théah's darker circles.

**Frieda Kubek (Scoundrel):** Br 2, Fi 5, Wi 2, Re 2, Pa 3. Rep -20. Adv: Avalon (R/W), Castillian (R/W), Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Ussuran (R/W), Vendel (R/W), Vodacce (R/W), Connection, Linguist, Patron. Merchant (Appraising 2, Hagglng 2, Scribe 4), Spy (Forgery 5, Shadowing 1, Stealth 2), Streetwise (Socializing 2, Street Navigation 2, Underworld Lore 3)

**63. Headstone Maker (G11-G12)** — In addition to carving grave markers, Emory Multer fancies himself a sculptor. He places his works of art outside, next to samples of his macabre trade. The pieces have not been well received and, out of spite, he has carved critics' names on most of the exhibit headstones. Last week, three of those critics were poisoned to death, and Emory now faces conspiracy charges. He is desperately searching for someone to help clear his name.

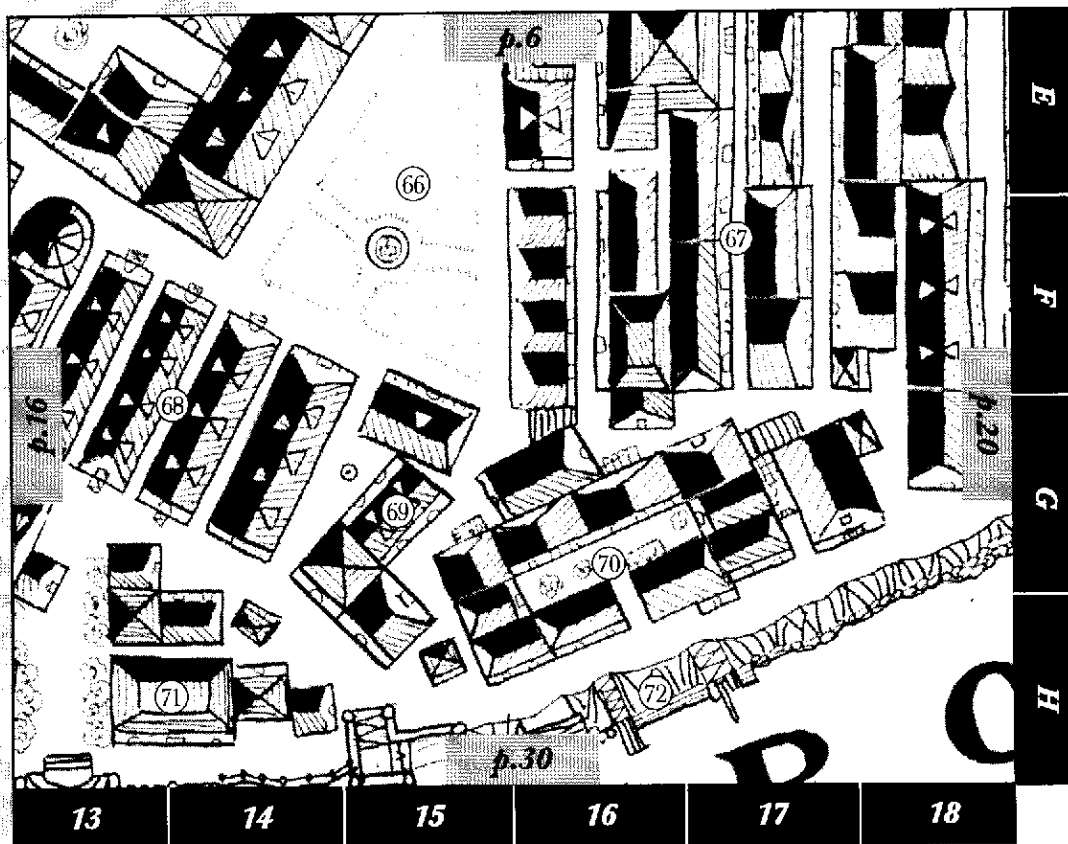
**Emory Multer (Henchman):** Br 2, Fi 2, Wi 3, Re 2, Pa 2. Rep -18. Adv: Eisen (R/W), Théan (R/W), Above Average Appearance. Artist (Sculpting 2)

**64. The Steamed Kettle (G10-G11)** — This dimly lit restaurant specializes in local seafood: carp, pike, and other freshwater fish caught in the Rotstrom. The Kettle mostly caters to visiting bargemen who can't afford anything better and local dockworkers on their way home. While the turtle soup is a local favorite, the remainder of the cuisine is dull and watery. The owner, Markus Elster, lost his leg in the war and had it replaced with an elaborate wooden replica, carved to look like a siren chewing her way up his thigh. He thinks it's very funny and shows it to customers at the flimsiest excuse. His mock-terrified cries of "It's got my leg!" set the regulars' teeth on edge.

**Markus Elster (Hero):** Br 2, Fi 2, Wi 1, Re 2, Pa 2. Rep 0. Adv: Eisen, Commission. Merchant (Accounting 1, Innkeeper 2), Servant (Etiquette 2, Menial Tasks 3, Unobtrusive 2), Streetwise (Socializing 2, Street Navigation 2), Athlete (Footwork 2), Polearm (Attack 3, Parry 2, Set Defense 2)

**65. Dockside Storage (G10-H11)** — The tall circular buildings here serve as storage for grains and other food supplies coming in by ship. Dockworkers tally the totals as they are unloaded, then arrange for sales to the local markets. The overseers have been known to skim cargo from unwary crews, adjusting the manifests to reflect smaller numbers. Smart captains keep a close watch on their cargo and have their crew standing by to "press" any grievances.





*"He wants it  
the way it's  
made at Cup  
and Crown?  
One moment,  
I'll get last  
night's  
garbage..."*  
— Franz  
Heigelstoffer

## Section E13-H18

**66. The Conservatory Garden (D15-F15)** — The staff of the Freiburg Conservatory (#24) maintains this lawn area. In the center of the pathways is a massive sculpture thought to be Syrneth in origin. It proved too heavy to be supported by the wooden floors of the Conservatory, and had to be moved out here via several teams of horses and a maze of block and tackle. No one is quite sure what it is, and it seems to be little more than a mess of metal bars all twisted and fused together. Still, it does not rust and shows no signs of weathering in spite of having been in this garden for years.

**67. Mercantile District (B18-F16)** — The six rows of shops in this area offer nearly every service known and have a vast variety of landlords. Indeed, some shopowners in this area own other storefronts just down the street they rent to other craftsmen. Some shopkeepers even own each others' buildings and pay each other in bartered goods. The Guilder has become the currency of choice in Freiburg, but the city's

merchants are happy to do business in local marks and pfennigs as well, or in any nation's money for a nominal surcharge. Experienced shoppers know to be wary of clipped marks, and prefer coins minted before the War, as they're purer. This area is always a hive of activity. People bustle to and fro doing their daily business, shopkeepers hawk their wares, and jennys prowl for customers. Gangs of local toughs roam the district, roughing up shopkeepers for protection money and looking for fights to start. Pickpockets and footpads are everywhere. Fights are common, as the noise is so bad anything can be perceived as a slight, real or imagined. Riots have started here before, and the City Guard patrols in force in the hopes of keeping another from starting.

**68. Apartments (F13-G14)** — Humphrey Gross owns these apartment buildings and rents spacious two-room suites for 25G per month. They are not very good quality, being drafty and well used, but Gross has no shortage of renters. He demands rent in advance and is slow to answer complaints.



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**Humphrey Gross (Henchman):** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep -8. Adv: Eisen (R/W), Connections. Merchant (Accounting 4, Hagglng 2, Steward 2), Dirty Fighting (Attack 3, Parry Improved Weapon 1)

**69. The Three Sheets (G15)** — A wild and rowdy tavern, The Three Sheets gets its name from the old sailors' euphemism for drunkenness. The proprietor, Frederica Wagner, has three large sheets of sailcloth she has her employees hang from the upper-story windows as a given night gets wilder. One sheet simply means "open for business." Two indicates a high level of action inside. The hanging of the third sheet signals the first fight of the evening and lets the City Guard know that they may need to intervene at some point that night.

**70. The Waltzing Dice (H15-G17)** — Arguably the best private club in Freiburg, The Waltzing Dice caters to the city's elite. Members get a whole host of privileges: meeting rooms, gambling, jennys, food, coach service, guest suites for visitors from abroad, and more. The owner and head chef, Franz Heigelstoffer, is as snooty as they come. He regards his club as far superior to Cup and Crown (#184) and often makes snide jokes at the expense of the latter club's members and management. Members of these two clubs are often the greatest rivals in town — for example, one of the two top cloth merchants in town belongs to Cup and Crown, while the other maintains membership here. Chef Heigelstoffer and Herr Lange of Cup and Crown are bitter rivals and cannot stand the sight of each other.

Membership at The Waltzing Dice costs 55G annually, and provides the member with one year's service at all club facilities. Members who violate etiquette in the club are reviewed by a board of five of the longest-standing members, who consider whether or not to revoke membership.

**Franz Heigelstoffer (Hero):** Br 1, Fi 2, Wi 3, Re 2, Pa 4. Rep 32. Adv: Eisen (R/W), High Eisen (R/W), Montaigne, Théan (R/W), Indomitable Will, Noble. Courtier (Dancing 3, Diplomacy 1, Etiquette 4, Fashion 3, Gossip 3, Politics 3, Sincerity 4), Merchant (Accounting 2, Cooking 4, Steward

3), Scholar (History 3, Law 3), Fencing (Attack 2, Parry 2), Firearms (Attack 3, Reload 2)

**71. The Fat Mug (H13-H14)** — Advertised on the street by a hanging stein half again as wide as it is tall, the Fat Mug serves some of the best beer in Freiburg. The drinks are served in the inn's signature "fat mugs", which are effectively steep-sided bowls with a handle on the side. They don't hold any more than any other mug; they just look different. Regular patrons take pride in the quirky drinkware and deal harshly with those who break them on purpose.

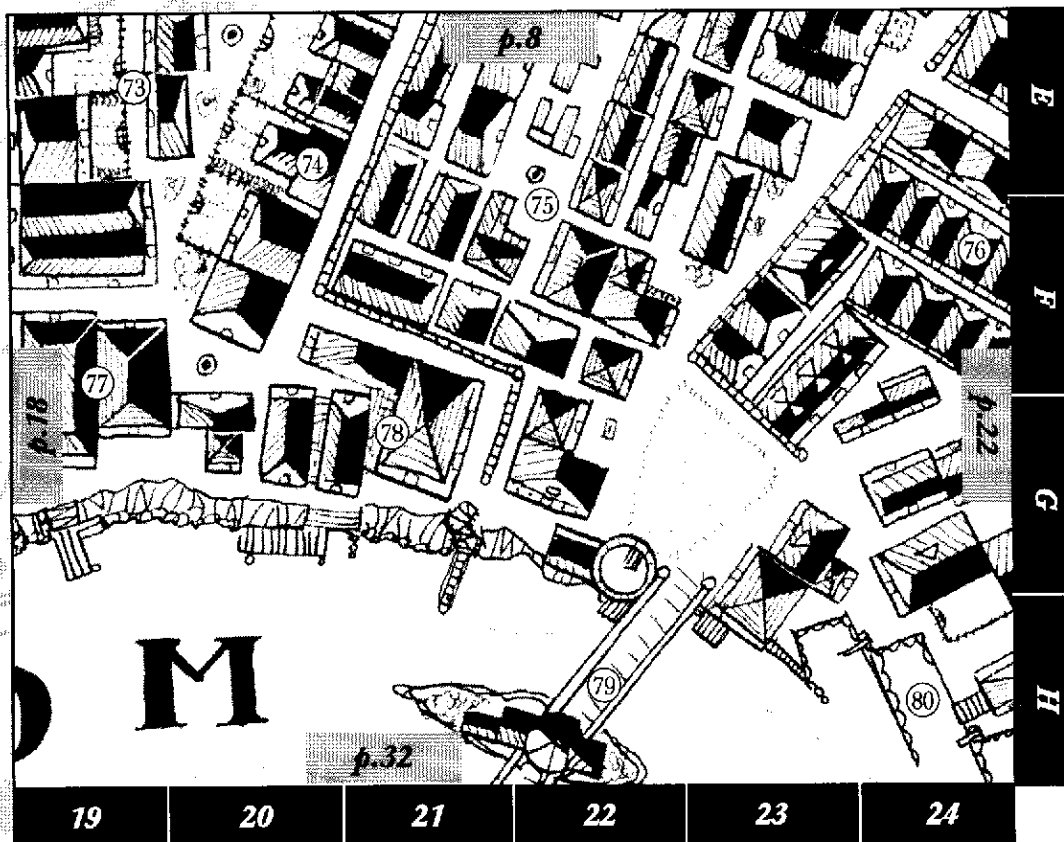
As an inn, The Fat Mug has rooms available upstairs for 1G per night; 2G if the guest wishes to take a jenny upstairs with him (and there are always a few jennys in the taproom ready to oblige). Rudy Zwimmer, the owner of The Fat Mug, brews his own beer in the adjoining building and is the life of the evening in the taproom. He is single and regularly pays a visiting jenny in beer for her services.

**Rudy Zwimmer (Hero):** Br 2, Fi 3, Wi 2, Re 2, Pa 3. Rep 20. Adv: Eisen (R/W), High Eisen, Montaigne, Membership: Merchant Guilds. Courtier (Diplomacy 3, Etiquette 4, Fashion 3, Mooch 3), Merchant (Appraising 2, Bartender 3, Hagglng 2, Steward 3, Vintner 4)

**72. Loading Docks (H16-H17)** — These docks are owned by The Waltzing Dice (#70) and are often used by nobles attending the club who wish to travel by rivercraft. They are kept up meticulously, and Herr Heigelstoffer of The Waltzing Dice pays a pair of private guards to keep riff raff off the facilities.

**Guards (Henchmen):** Br 3, Fi 3, Wi 2, Re 2, Pa 2. Rep 5. Adv: Eisen, Able Drinker, Academy, Commission. Hunter (Ambush 2, Fishing 2, Survival 2, Tracking 3), Servant (Drive Carriage 2, Etiquette 2, Gossip 3, Menial Tasks 3, Unobtrusive 2), Streetwise (Shopping 1, Socializing 3, Street Navigation 2, Underworld Lore 1), Athlete (Climbing 2, Footwork 3), Firearms (Attack 3), Heavy Weapon (Attack 3, Parry 3), Polearm (Attack 3, Parry 3, Set Defense 2), Rider (Ride 2)





*“Certainly, I can place Kjølīg on a bullet for you. Is it intended for anyone in particular?”*  
*— Oskar Dags*

## Section E19-H24


**73. Wealthy Houses (E19-F20)** — This well-to-do neighborhood features small but lavishly appointed homes, selling at around 25,000G apiece. Most of them have gated yards, and some come prefurnished.

**74. Home of Oskar Dags (E20)** — Dags’ stately townhouse is furnished with all manner of paintings, and sculpture. The fountain in the front yard has the appearance of a Vendel spring, and several runes have been carved into the walk. Dags is a Skjæren, a Vendel sorcerer using the magic of the rival Vestenmannavnjar. He studied under the infamous Boli Kollsson and now openly sells his services, placing runes on objects in exchange for a large fee (500G-2000G, depending on the circumstance). The practice has made him very rich but has also earned the wrath of the militant Vestenmannavnjar: he has received several death threats and is considering hiring a permanent bodyguard.

**Oskar Dags (Scoundrel):** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep -15. Adv: Eisen (R/W), Théan (R/W), Vendel (R/W). Courtier (Diplomacy 2, Etiquette 4, Fashion 2, Gossip 3, Mooch 2, Oratory 2, Politics 3, Scheming 3, Sincerity 3), Scholar (History 3, Law 2, Occult 3), Spy (Bribery 2, Conceal 2, Shadowing 2), Athlete (Footwork 3, Swimming 2), Fencing (Attack 3, Parry 3), Firearms (Attack 3, Reload 2), Rider (Ride 3), Lærdom (Fjell 2, Grenseløs 3, Kjølīg 3, Krieg 2, Kyndighet 2, Sterk 4, Styrke 3)

**75. Cockatrice Square (E21)** — This tidy public square is dominated by a large statue of a cockatrice: a creature composed of equal parts rooster and serpent with a gaze that turns men to stone. Popular legend holds that the creature once terrorized the area, petrifying countless local peasants and even threatening the soldiers of the Stein with its wickedness. A young sergeant finally defeated it by polishing his breastplate to a mirror shine, reflecting the monster’s petrifying gaze back at it. Since then, the square





## The Sights of Freiburg

has served as a gathering point for the entire neighborhood. Housewives gather there to gossip, children play around the statue, and even local merchants come in their off hours to barter casual deals.

In truth, the cockatrice story is purely bogus. A local sculptor abandoned the statue here some twenty years ago and the neighbors added the tale to give it some color. By now, everyone's forgotten the statue's true origins; the legend is more interesting.

**76. Alberto Costanza's House (F24)** — Alberto is a prosperous trader whose unusual home has become a local landmark. It stands three stories tall and is composed of gray stone, more like a tower than an actual home. Numerous entrances dot the exterior: twenty in all, leading to all manner of foyers and balconies. Costanza has not been seen in several weeks, and reports of strange lights and noises have come from his house. His neighbors believe he died and that his ghost now haunts the estate. For more information see "The House of Twenty Doorways" adventure on pages 63–66 of *The City of Freiburg*.

**77. Middle-Class Houses (F19–G20)** — Though larger than the more expensive homes to the north, these houses are of lesser quality and lack the amenities of their neighbors. Their most attractive quality is the view of the Rotstrom to the south and the stately Wachturm on the other side. Prices range from 5,000G–10,000 G. Lately, the area has received some unwanted criminal activity in the form of a vicious gang called the Mad Wolves. The residents have complained to the Guard, but for some reason no additional patrols have been assigned (see *The City of Freiburg* book for more on the Wolves).

**78. Manor of Baron Drachenheim (G21)** — The Drachenheims were a noble family who served as officers at the Stein for many generations. They were awarded this opulent mansion when the former owner, Lord Stapp, died under mysterious circumstances. The last Drachenheim died a few years ago and the home has bounced from owner to owner ever since. It is an opulent mansion, with numerous finely appointed rooms and a gorgeous view of the nearby Tutenberg Bridge. Its fine state is mostly due to

Armin Fauser, the resident butler who works hard to keep the building in good repair. Baron Drachenheim's manor plays a large role in the "Hammer and Tongs" campaign, located in *The City of Freiburg* book. More on Armin and the Drachenheim home can be found there.

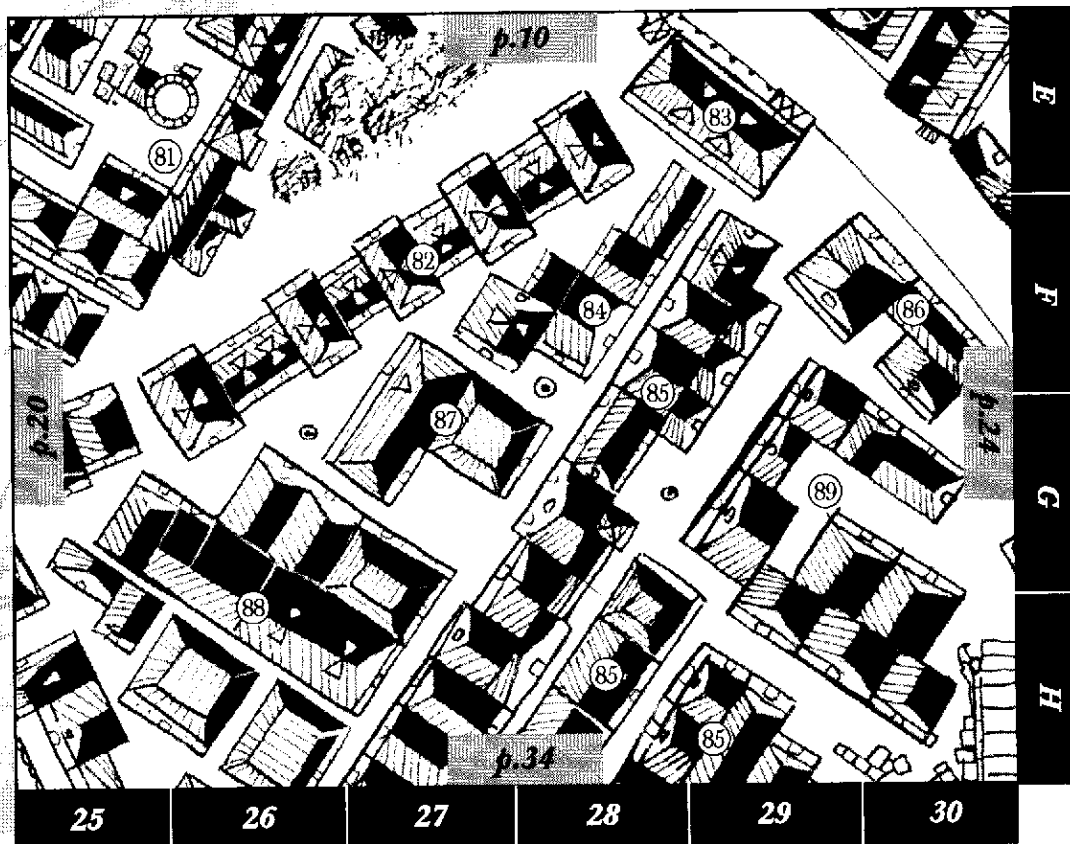
**79. Tutenberg Bridge (G23–I21)** — The Tutenberg was first built to ferry supplies out to a cannon emplacement in the center of the Rotstrom. When the emplacement was decommissioned, the bridge remained, and today it handles heavy traffic back and forth across the river. The south end lies directly between the Stein and City Hall, and is closely monitored by the Guard.

The bridge is named after Albert Tutenberg, a commander of the island cannon who foiled a pirate raid in 1478. The pirates had bribed a guard to allow them access to the fort. Albert was on night watch at the cannon when their ship sailed up; he saw the gates of the fort opening for them and knew that the fortress was being betrayed. He loaded a triple charge into the nearest cannon and opened fire. The overpowered blast sank the ship and all aboard, but also detonated the cannon, killing him instantly. The bridge was renamed in his honor and a statue erected on the cannon's emplacement.

History has clouded Tutenberg's true nature, however. He was a disgrace, an alcoholic lout despised by almost every member of the fort. His commander assigned him to the island to keep him out of trouble, and Tutenberg had just polished off a bottle of rum when the ship pulled up that fateful night. Afterward his commander was surprised, not that he overloaded the cannon, but that he aimed and fired it with such accuracy. He chose to keep Tutenberg's true nature a secret, and today the alcoholic lout is a civic hero.

**80. Docks (H23–24)** — These docks are among the largest and best-equipped on the Rotstrom, capable of loading and unloading tons of cargo in a comparatively short period of time. They are in high demand by fishing boat captains, barge owners, and even military vessels. Ships wishing to use them set up their appointments in advance and had better be on time, lest they lose their place in line.





“Two thousand Guilders, m’lord. For that, I’ll show you the face of Theus Himself...”  
 — Catalina Concorezia

### Section E25-H30

**81. Shops (D25-F26)** — The shops in this area are more exclusive (and permanent) than most in and around the Marcktplatz. Notable here is Questing Ink, a writing supply shop run by a nearly blind old Vendel cartographer named Kek Sussman. Kek squints at everything through spectacles with lenses so thick he has to tie the frames to his head to keep them on. Kek sells writing supplies — paper in several sizes, quills, nibs, map cases, blank books, etc. He can also copy nearly any document for the price of 2G per page. This is a high price for the service, but he writes with blazing speed. He can copy an entire nautical chart in a half-day, hunched within inches of his desk, pausing only to dip the quill. His skill with a pen is excellent, and he has copied official documents (*i.e.*, done some forgery) more than once. His fees for that service are much higher. Kek’s wife, Agnetha, takes care of most of the sales and stocking chores, since Kek can barely navigate the shop, let alone the streets.

Since fire destroyed the neighboring block, the business owners here have kept a watchful eye open. They are successful enough to be comfortable, but not successful enough to rebuild should they be burned out. Of course, this means they see nearly everything that happens in the area — but being good businessmen, they’re not liable to part with information for free.

**Kek Sussman (Henchman):** Br 1, Fi 3, Wi 2, Re 2, Pa 1, Rep 20. Adv: Avalon (R/W) Castillian (R/W), High Eisen (R/W), Eisen (R/W), Montaigne (R/W), Ussuran (R/W), Vendel (R/W), Vodacce (R/W), Membership: Merchant Guilds. Merchant (Appraising 2, Haggling 2, Scribe 5), Spy (Forgery 4, Shadowing 1, Stealth 1)

**82. Arnold Keller’s Rental Homes (G26-E28)** — Herr Keller is a devout Vaticine, but a mousy, shy man. He keeps his homes in fair shape, but both he and his homes are slowly failing. Keller’s wife died recently of a pox, and the loss has broken his will. He stays indoors most days.



now, praying for Theus to take his soul and reunite him with his beloved. His homes go for a middle-income rate (40G per month), but he has been forgetting to collect lately.

**83. The Gilded Lily (E28-E29)** — Madam Catalina Concorezia is every son's mother's nightmare, with an angel's beauty and Legion's eyes. She has been with men from every rung of the social ladder and knows that gutter sailor or strutting dandy, they are all the same. She simply cuts through the illusions and gives them what they really want — a vent for the darker, more sinister pleasures of the flesh. Catalina is a gorgeous Vodacce woman, discussed with near worship by men, and she has had to establish a waiting list for clients. She has taken on a small group of young women (and young men) who see clients Catalina cannot schedule. She keeps these "apprentices" under tight control; several are addicted to drugs only Catalina can procure, and others simply have nowhere else to go.

It is easy for her to get a man to acquire a taste for her peculiar brand of pleasure, and once she knows he's hooked, her prices rise dramatically. She has bankrupted merchants, and keeps several others on the threshold of the poorhouse. Catalina thinks that priests are all repressed men, secretly gaining lurid pleasure from pondering her activities. She is everything Eisenfürst Trägue predicted would appear in a city without limits. In Freiburg, little is out of bounds. At The Gilded Lily, nothing is.

**Catalina Concorezia (Villain):** Br 2, Fi 2, Wi 3, Re 3, Pa 5. Rep -40. Adv: Eisen (R/W), Montaigne, Vodacce (R/W), Stunning Appearance. Courtier (Dancing 4, Diplomacy 4, Etiquette 4, Fashion 4, Gossip 2, Oratory 2, Scheming 5, Seduction 5, Sincerity 4) Merchant (Accounting 4, Haggling 4, Jenny 5), Streetwise (Socializing 4, Street Navigation 2)

**84. The Blue Garter (F28)** — While the sign above the door depicts an obvious prostitute raising her skirt to reveal the tavern's namesake, The Blue Garter does not have jennys available (though a few usually loiter outside). The tavern is solidly mediocre, with fair food, fair beer, and fair prices. The owner and barkeep, Wulf Neumann, is a pleasant man, liked by everyone in the neighborhood.

**85. Rental Homes (F28-H29)** — No one landlord owns these — indeed, no one landlord owns more than two of these homes. They vary widely in quality and size, ranging from 20G-75G per month.

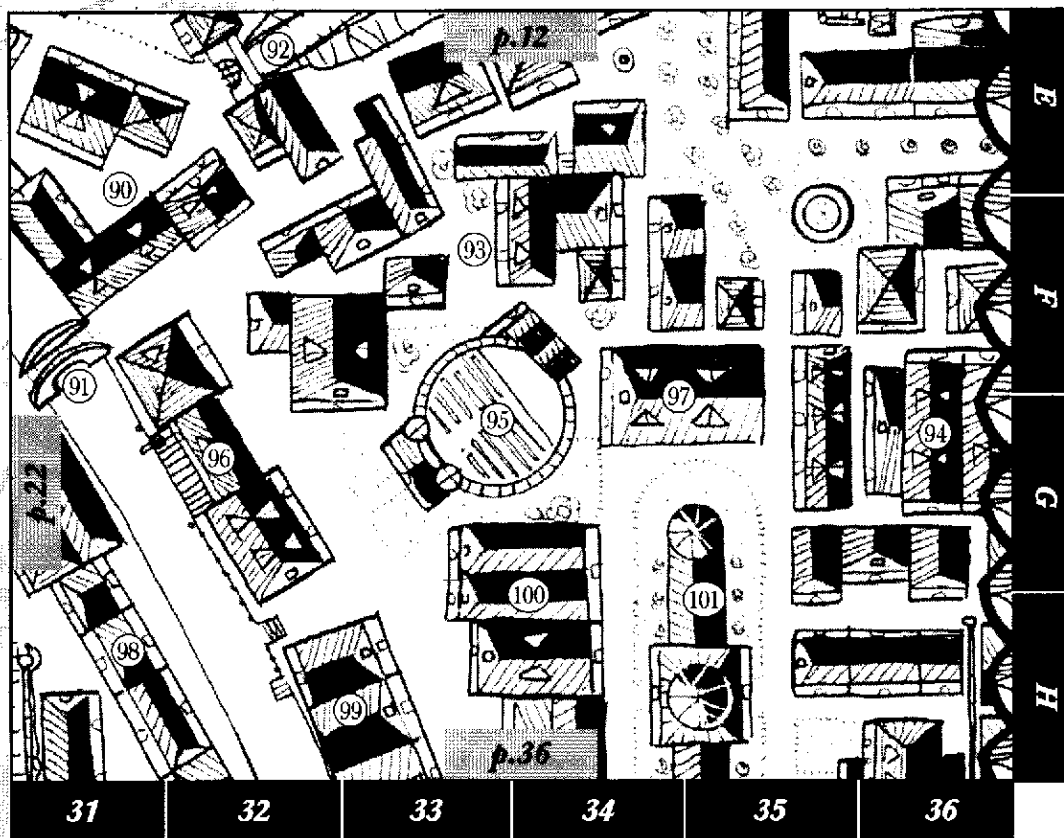
**86. Riverfront Homes (F29-G31)** — These homes along the river have an assortment of owners (see #85, above). Rents range from 30G-80G per month. The large residence on the west end is owned by Catalina Concorezia, madam of The Gilded Lily next door. She plans to open another business there eventually, and she is considering ideas even now.

**87. Bern Becker's Home (G27)** — Herr Becker is the manager of the Schaeferhaus next door. Originally a carpenter, he has made a good living as the manager, maintenance man, and part owner of the ramshackle playhouse. A grinning, mischievous man, "Bernie" is everyone's best friend.

**88. The Schaeferhaus (G25-H27)** — The Schaeferhaus was a group of shops whose landlord died. The tenants, rather than report this to the authorities, paid off the landlord's widow, knocked out all the shared walls, and opened a playhouse specializing in entertainment for the low-born masses. It was so successful that most of the original tenants could afford shop space elsewhere and only deal with the place now to collect their shares of the profits. The plays that run at the Schaeferhaus are generally parodies of more "upstanding" and better-known operas. The fare runs from lightly bawdy to downright scandalous, the acoustics are awful, and the people who frequent the place like it just fine. Of course, the "proper" entertainers of Freiburg consider the "Schaeferhäuser" (a term they use for both the artists who staff the house and the people who regularly attend the shows) little more than vulgar rabble.

**89. Shops (G29-H30)** — These storefronts are mainly food establishments serving the significant residential population of the area. Vacancies are rare here, as the nearby tenants frequent all these shops. Of note is a wienerschnitzel shop run by Dirk and Hedwig Lauter. The Lauters' wienerschnitzel is superb.





### Section E31-H36

**90. Shops (E31-F32)** — Small stores and pubs share space in these two buildings. Rent for these businesses runs from 20G to 40G a month, depending on how much space they require. The most popular pub here is The Brass Lantern. The pub's namesake is lit and hung outside the door at night to help people find it.

**91. Bridge (F31)** — This small footbridge is only wide enough for a single cart to cross at once; occasionally this causes problems, such as last year's Farmer's Riot.

**92. Guard House (E32)** — Two guards are stationed here at night to ensure that only wealthy-looking travelers are allowed into the high-class housing and shopping district just to the north.

**93. Farmer's Market (E33-F34)** — Farmers have set up booths and tents on the decrepit foundations of this once wealthy building. Fruits and vegetables of varying quality

are the standard products, but shoppers can also find quilts, furniture, and other items.

**94. Jacoby Shotfeld's Rental Homes (E35-H36)** — These middle-income homes range from 20G to 60G a month, depending on size and quality. Jacoby, the landlord, is a stingy, unhappy man who will not hesitate to throw a family into the streets if the rent is even a day late.

**95. Boneyard Theatre (F33-G34)** — Huge artificial drachen bones have been built over and around this amphitheater to protect audiences from the elements. The stage sees performances five times a week, the most common being operas and comedies. Freiburg's chamber orchestra also performs here (weather permitting) and the artificial bones provide exquisite acoustics. Child prodigy Wolffrond von Hazel held his last public concert here before traveling to Montaigne with his parents.

*"Now, now, my dear Mr. Weill. Although selling art takes time, the longer a painting sits, the less it's worth."*

*— Joseph Masterson*



**96. Hänbau's Brewery and Beer Garden (F31-G32)** — Otto von Hänbau is known for his rich beer, ale, and lager. His establishment is actually set up around its own brewery and, on crowded evenings, patrons regularly find themselves sitting with the gurgling equipment. Local wisdom holds that a pint of Hänbau beer will cure most illnesses.

**Otto von Hänbau (Henchman):** Br 4, Fi 2, Wi 2, Re 3, Pa 2. Rep 7. Merchant (Bartending 5)

**97. Town Crier's Station (F34-G35)** — Not every Freiburg citizen is literate, a fact *The Freiburg Gazette* has not forgotten. They employ thirty-five young men and women to walk the streets, calling out the latest news items. The criers do not have time to go into details, so they are also promoting sales of the *Gazette* to anyone who wants the whole story. Being among the public all day, they are excellent news gatherers in their own right, returning to the station every two hours to make and retrieve reports.

**98. Waterfront Pubs (G31-H32)** — Although not as nice as the pubs across the bridge, a thirsty soul is much more likely to find reasonably priced liquor here for the asking. The most popular pub here is the Cock and Bull, whose owner, Sean MacLeod, has a liars' contest every night, with a free drink going to the patron who can tell the biggest lie. Sean is a heavysset Highlander who is quite capable of using the claymore hanging above the bar if need be.

**Sean MacLeod (Hero):** Br 3, Fi 3, Wi 2, Re 2, Pa 2. Rep 25. Adv: Avalon, Eisen, Large. Merchant (Accounting 3, Bartending 4), Heavy Weapon (Attack 4, Parry 4)

**99. Waterfront Homes (H33)** — The northernmost of these homes is for sale at the price of 10,000G. It comes with its own private dock and a lovely view of the river here.

**100. Expensive Shops (G33-H34)** — There are two noteworthy shops here — Martha's Winery and the Masterson Gallery, with the Gallery being the northernmost of the two.

Martha's Winery sells many of the finest wines to be had in Théah, but the prices make even a noble hesitate. A delightful bottle of '32 Falisci, for instance, might go for up to 1,500G or more, depending on its condition and clarity. Such expensive wines must be bought on faith; under no circumstances will the staff allow taste testing.

As for the Masterson Gallery, fine works of art are offered for sale here by Joseph Masterson, an art dealer of some renown in the art world. However, in spite of his sterling reputation, he's actually something of a crook. Artists often see less than their fair share of a piece's sale price, and if Masterson has little hope of selling any more of their work, they may never see any of the money from the sale.

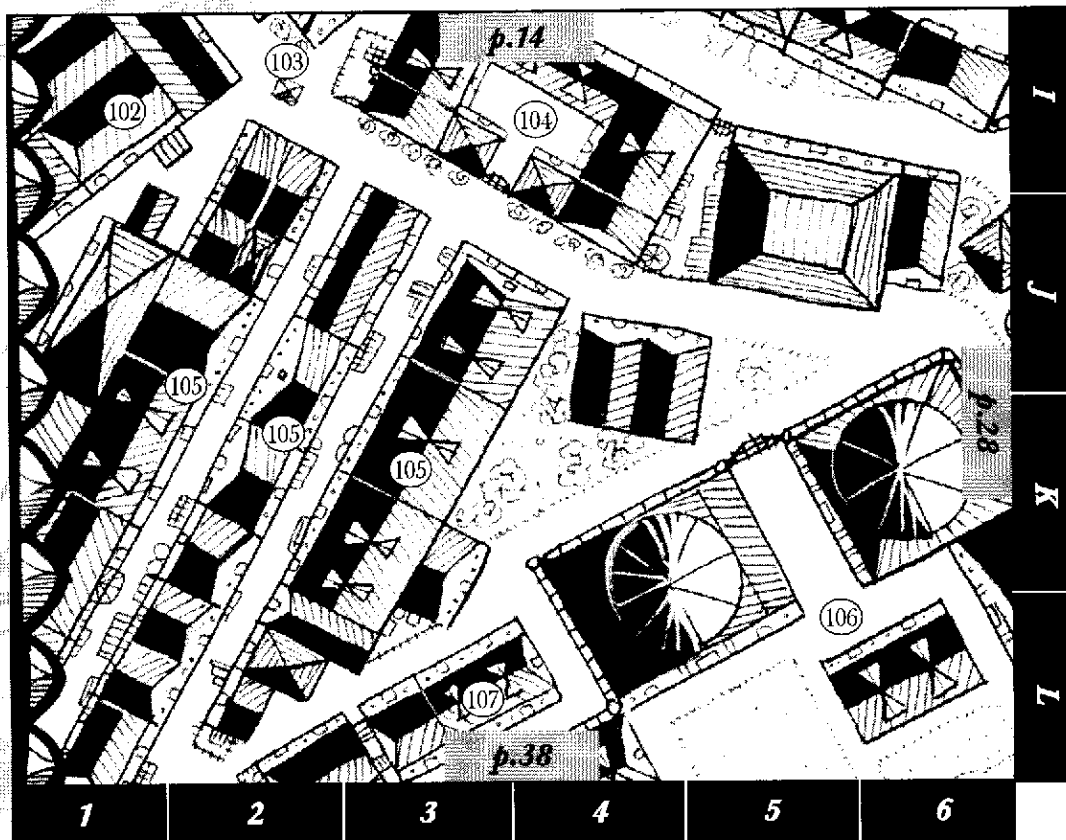
Currently, he is obsessed with the rumor that the statue of the Montaigne Imperatrice sculpted by Pascal Vestanzi has survived and somehow been moved to Eisen. Joseph so covets that particular piece that he would pay 50,000G for it, were it brought to him intact. Of course, due to the infamy of the piece and the likelihood that it's Vestanzi's last statue, it's actually worth much more than that to the proper buyer — a fact that the predatory Masterson is counting on.

**Joseph Masterson (Henchman):** Br 1, Fi 1, Wi 4, Re 1, Pa 3. Rep 13. Adv: Avalon (R/W), Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Théan (R/W), Above Average Appearance. Merchant (Accounting 5, Appraising 5, Hagglng 5), Fencing (Attack 2, Parry 2), Spy (Bribery 4, Forgery 4, Interrogation 3, Lip Reading 5, Sincerity 5)

**101. Tobacco Emporium (G35-H35)** — Behind the Crescent architecture of its storefront façade, the Tobacco Emporium is a world of floating smoke and exotic aromas. The owner, Romero Cavicci, deals only in the best imported tobacco, available in a wide variety of leaves, blends, and flavors. He rolls his own cigars and carves pipes and briars for special orders.

**Romero Cavicci (Scoundrel):** Br 2, Fi 2, Wi 2, Re 3, Pa 3. Rep -7. Adv: Eisen (ACQ), Vodacce (R/W). Merchant (Hagglng 4)





## Section I1-L6

**102. Orphanage Storage (I1-I2)** — This part of the orphanage (#56) mostly stores food and other supplies that the children need. In addition, there are laundry and kitchen facilities here. As the children grow older, they are expected to help with the cooking, cleaning, and care of the younger children.

**103. Children's Puppet Theater (I2)** — This small kiosk is the stage for Margo Struben's puppet shows. Although the children enjoy her plays, the plots are actually thinly disguised satires and parodies that advance her Rilasciare beliefs, to the amusement of unsuspecting parents and guardians. Margo is a favorite of the children in the nearby orphanage (#56), and she's well known to all the staff members as well, who relish the chance to distract the children and grab a few minutes of rest for themselves. As for Margo, she's just as happy to mold the minds of orphans as she is any other child.

**Margo Struben (Hero):** Br 2, Fi 2, Wi 4, Re 3, Pa 2. Rep 29. Bac: True Identity. Arc: Inspirational. Adv: Eisen (R/W), Montaigne (R/W), Stunning Appearance, Left-Handed, Membership: Rilasciare. Performer (Acting 3, Storytelling 4), Streetwise (Socializing 3, Underworld Lore 4)

**104. The House of Stone (I3-J6)** — This inn is named after an old Eisen children's tale in which the Schattenmann chases three children from a house of straw to a house of wood, and then finally into a house of stone, where he is unable to catch and kill them. The inn is built entirely out of fieldstone, like its namesake in the tale, and has actually survived two fires since its construction. Rooms are 3G per week, including meals that mostly consist of hunter's stew, bread, and cheese. A mug of beer is served with each meal, but more will run you 20c extra. The inn also has a stable for riding animals, but each horse costs 1G a week to stable and feed. Still, these are fair prices considering the good service and friendly staff here.

"You are forgiven. Now go, my son, and practice your foul sobriety no more!"

— Johann the Barkeep



One of the big draws for the tavern is the nightly storytelling session. Garret, the innkeeper, gathers around the fireplace those who want to hear his artfully told tales just as the sun goes down. He tells them terrifying folk tales that originated in Eisen — everything from “The Three Owls” to “The Schattenmann and the Willful Boy.” Then, with a feral grin, he pours a bucket of water on the fire and lets them find their way to their rooms by candlelight.

Those who attend these sessions appreciate the tingles of fear that Garret summons up and come back for more every time they’re in town. Garret, for his part, has an incredible memory for faces and a vast repertoire of stories to tell, so he seldom repeats a tale that any of his listeners have heard, except of course for “The Schattenmann and the Three Houses”, which he tells every night.

**Garret (Hero):** Br 2, Fi 2, Wi 2, Re 2, Pa 4. Rep 59. Adv: Eisen (R/W), Montaigne, Théan. Merchant (Accounting 2, Bartender 2, Hagglng 3, Innkeeper 4), Performer (Storytelling 5)

### 105. Jericho Volz’s Rental Houses (L1–J3) —

These are carefully maintained homes near the university, and as such the rent runs quite high — 150G to 200G a month. Still, they are so well kept up that none of the tenants complain about the prices. Landlord Jericho Volz is a pleasant man in his forties with a strong work ethic, and he’s happy to fix any problems as soon as they show up. He lives in the large house to the east of the other homes and can be reached there almost any time of day, although he prefers not to be awakened to deal with a problem unless it’s severe.

**Jericho Volz (Henchman):** Br 3, Fi 3, Wi 3, Re 3, Pa 1. Rep 14. Adv: Eisen (R/W). Merchant (Accounting 3, Carpenter 5, Hagglng 2)

### 106. North End of Breutzmann’s School for Young Nobles (K4–L6) —

Founded in 1605 by Leopold Breutzmann, a nobleman who lost his land to a rival, the School for Young Nobles is a finishing school. The children of minor Eisen nobles are sent here to learn manners, fencing, riding, and other topics that will help them become better political leaders.

The north end of the school is dominated by two large domed buildings. Classes of all sorts are taught in these buildings, and the younger students spend almost all of their time here. Professor Anje Sontheimer is typically placed in charge of these students in order to teach them manners, some elementary science, and a smattering of fencing moves. For more information on the school and its facilities, see (#141) and (#142).

**Professor Anje Sontheimer (Hero):** Br 2, Fi 2, Wi 3, Re 2, Pa 2. Rep 16. Adv: Eisen (R/W), Théan (R/W). Courtier (Dancing 4, Diplomacy 3, Etiquette 4), Scholar (History 3, Mathematics 3, Natural Philosophy 3, Research 3), Athlete (Climbing 2, Footwork 3, Side-step 3, Swimming 3), Fencing (Attack 3, Parry 3)

**107. Cup of St. Gregor (L2–L4) —** Of all the taverns in the area, the Cup of St. Gregor is perhaps the strangest. Its menu and customs are distinctive even in Freiburg, where anything goes. For one thing, the decor is sacrilegious to a devout Vaticine or Objectionist. Buying a round for the house is referred to as a “rosary.” At the end of the bar is a confessional that patrons can step into to order a drink from Johann the barkeep. A typical order might sound like:

*“Bless me, Father, for I have thirsted.”*

*“How long has it been since your last drink?”*

*“Three days.”*

*<Johann rings a bell three times and the other patrons boo.>*

*“How do you think you should atone for this sin?”*

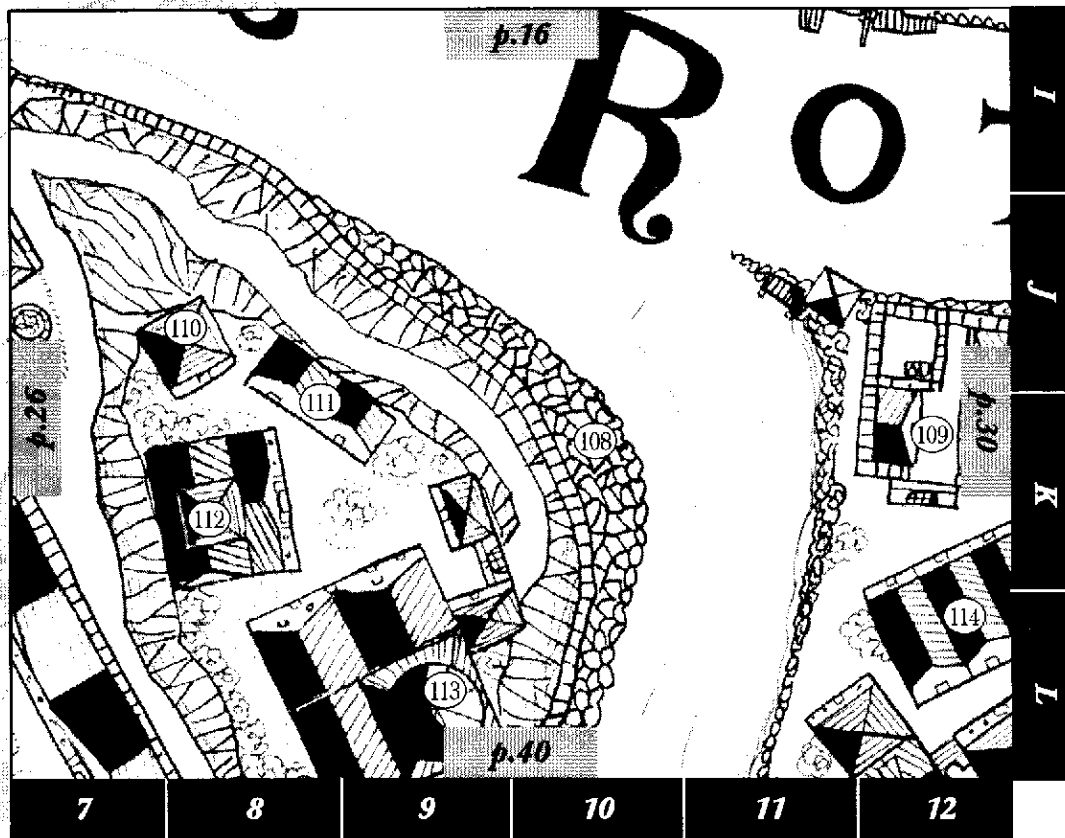
*“Two ‘Our Makers’ and a ‘Second Prophet’.”*

*“Go with Theus, my son. Here’s your penance.”*

Drinks here are named after common prayers, and the patrons are mostly atheistic and opposed to any organized religion — many of them follow Trägue’s philosophy.

There’s also a sign in the window saying “Clergy drink free”, but any priest who accepts the offer is seated in a special chair and has a bucket of water poured over him.





"The future of Eisen is in our hands. Unlike the old Théans, I don't believe in Fate. We get what we make."

— Brent Baugh

## Section I7-L12

**108. Shoreline (J10-K10)** — This rocky shoreline is a popular place for children from the surrounding area to play. There are nooks and caves where they can play hide and seek, and shallow pools where they can swim without their parents worrying about them too much.

Unknown to the adults, a young selkie girl named Gail has recently started playing with the other children. Gail is full-blooded Sidhe; her skin was stolen from her during one of her people's annual revels and she has come to Freiburg to recover it. When not entertaining the children, she scours the markets in search of the pelt. She's convinced it's here, but has been unable to locate it. Until she does, she can never return to her home in the Highland Marches. None of the children know where she lives, and they've never seen her seal form, but they all like her because she's such a good swimmer and so daring. More on the selkies can be found on page 62 of the *Avalon* sourcebook.

**109. Vollenweider & Daughter's Pistols (J11-K12)** — Sebastian Vollenweider makes the most elegant pistols money can buy. His weapons are not more accurate, nor do they have an increased range, but they are simply stunning to look at. His favorite motif is the drachen, an image he elegantly works into hammers, flash pans, barrels, and any other part a customer requests. He has such a backlog of orders (currently seven months) that he is teaching his only child, Zadara, his craft. A target range is located directly behind the shop.

**Sebastian Vollenweider (Henchman):** Br 2, Fi 3, Wi 2, Re 2, Pa 4. Rep 27. Adv: Eisen (R/W). Artist (Drawing 3), Merchant (Gunsmith 5), Firearms (Attack 5, Reload 2)

**Zadara Vollenweider (Henchman):** Br 1, Fi 4, Wi 2, Re 2, Pa 3. Rep 14. Adv: Eisen (R/W), Montaigne (ACQ), Dangerous Beauty. Merchant (Gunsmith 3), Firearms (Attack 4, Reload 3)



## The Sights of Freiburg

**110. Found Treasures (J8)** — A dark and cluttered shop, Found Treasures is the best place in Freiburg to buy curios collected from every corner of the world — at least according to its owner, Cade McQuaid. Cade says he is a retired member of the Explorer's Society and that every object in his store was collected during his many travels. In truth, he is a well spoken con man with a knack for attaching a good story to useless junk.

**Cade McQuaid (Scoundrel):** Br 3, Fi 2, Wi 4, Re 3, Pa 3. Rep -8. Arc: Greedy. Adv: Avalon (R/W), Eisen (R/W), Indomitable Will. Criminal (Cheating 3, Gambling 3, Scrounging 5), Merchant (Appraising 2, Hagglng 4, Jeweler 2)

**111. Baugh's Glassware (J8-K9)** — Brant Baugh constructed the large stained glass windows in his store by fusing together broken glass gathered from his travels across Eisen. Each window depicts a different scene from Eisen's past, save one, which is simply tinted gold to represent hope for Eisen's future.

**Brant Baugh (Henchman):** Br 3, Fi 2, Wi 2, Re 2, Pa 3. Rep 13. Adv: Large. Merchant (Glassblower 5)

**112. Bakery (K8)** — The scent of fresh baked goods drifts out this rock building's double doors from before sunrise until mid-afternoon. Rye and yeast loaves, gingerbread, and various rolls and cookies are all lovingly prepared by the perpetually cheerful owners, Hans and Kara Franken. The goods that do not sell during the day are freely given to the hungry children of Verzweiflung for supper, but many folks are willing to make the trek up the hill to purchase some of the Frankens' delectable goods.

**Hans and Kara Franken (Heroes):** Br 2, Fi 2, Wi 2, Re 2, Pa 2. Rep 45. Merchant (Cooking 5)

**113. Joan's Library Observatory (L8-L9)** — There are two telescopes mounted on the roof of this Natural Philosophy library. They are used to observe the moon and the stars at night, and several nobles pay to look through them on a regular basis, either out of idle curiosity or academic ambition. The caretaker of the library and observatory is an Eisen woman named Joan. No one knows what the rest of her name is, if there is indeed anything

more to it, but she is a gentle, softspoken lady, adored by all those who come here. She is assisted by her husband, Marcus, who also seems to lack a last name. He is an extremely strong man and skilled with a blade, so thieves are reluctant to try robbing the observatory or attacking Joan.

It costs 1G a day to use the library here, and no books may leave the premises for any reason. As for stargazing, 1G will secure an entire month's worth of telescope use, sharing the telescopes equally with the other astronomers who gather on the roof at night. It has become something of a social occasion, and two of these amateur scientists are even engaged to be married as a result of their nightly stargazing.

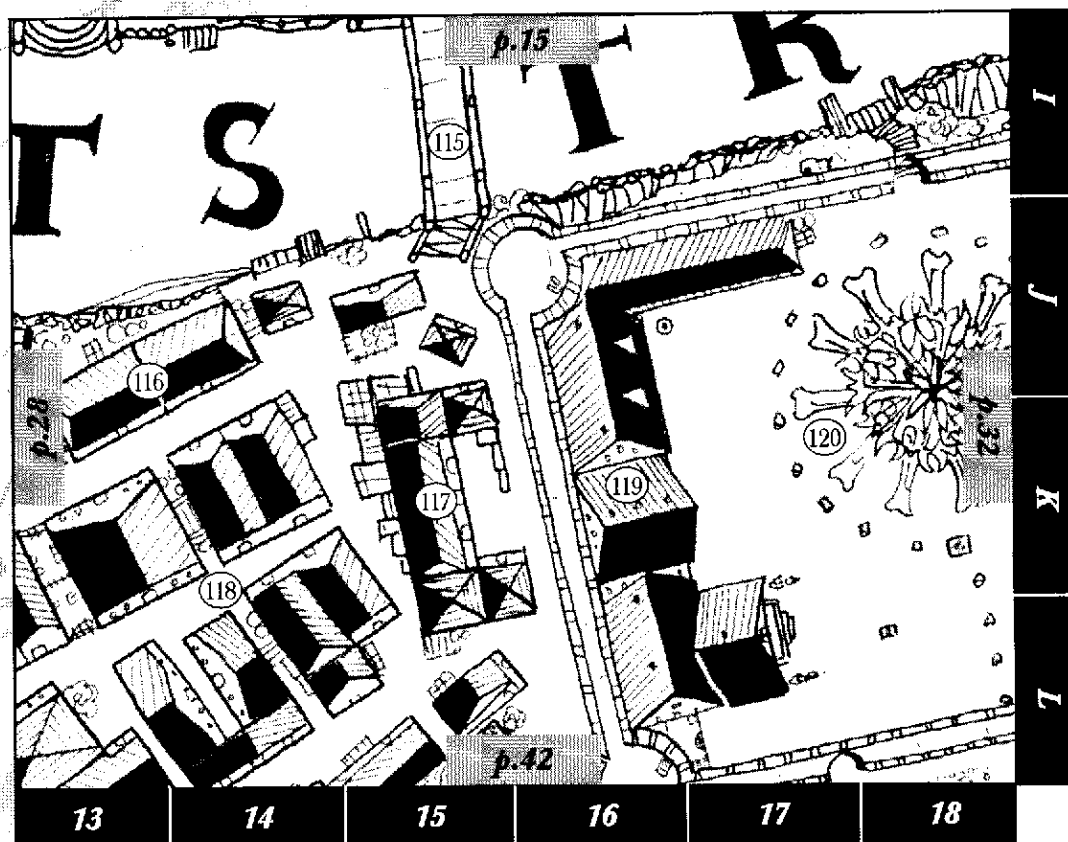
**Joan (Hero):** Br 2, Fi 1, Wi 4, Re 2, Pa 1. Rep 9. Adv: Eisen (R/W), Montaigne (R/W), Théan (R/W), Small Scholar (Astronomy 5, Natural Philosophy 5, Research 4), Servant (Accounting 3, Etiquette 3, Menial Tasks 2, Unobtrusive 4)

**Marcus (Hero):** Br 5, Fi 3, Wi 2, Re 2, Pa 2. Rep 11. Adv: Eisen, Large. Servant (Etiquette 2, Menial Tasks 5, Unobtrusive 2), Eisenfaust (Master)

**114. Summer Homes (K12-L12)** — These houses are rented out to foreign nobles for three months each summer. They are positioned carefully for a beautiful view of the river, and Freiburg is quite lovely in the summer. It costs anywhere from 500G to 1,500G to rent one of these homes for the season.

The home on the west rents for a mere 100G for the season, since the last family who rented it were all murdered brutally while they stayed there. The father was found on the stairs leading down into the cellar with his head missing and his heart ripped out of his chest. The rest of the family were found in various parts of the house, treated in a similar fashion. Neither heads nor hearts were ever found, although it was discovered that a fissure had opened up in the cellar leading into some previously undiscovered caves. As a safety precaution, the door into the cellar has been locked (TN 15) and anyone who rents the house is warned about going down into it, although a less sinister reason will be given, such as water damage or rickety stairs.





"Look, treetop,  
if you gotta  
stoop, you don't  
come in here.  
Get it?"

— Carla  
Tione

## Section I13–L18

**115. Twelve Salmon Bridge (I15)** — This bridge gets its name from an incident that occurred eight years ago. A young boy was fishing from the bridge using a line with a dozen hooks on it, all baited. As he dozed, a school of salmon swam beneath the bridge and attacked his line with a ferocity unheard of before or since. The boy, who had tied the line around his big toe while he slept, was nearly pulled into the river, but clung tenaciously to the railing, shouting for help. In the end, it took four stout men to help him up, carefully working the line free and tying it off so that his toe wouldn't be yanked off by the struggling salmon. After that, they helped the boy bring in his catch.

When they eventually managed to pull in the line, there was an enormous salmon on each of the twelve hooks, the smallest of which weighed over 10 pounds. In all, the boy had caught over 150 pounds of fish with the help of the four men — all on a single cast.

**116. The Little Dog (J13–J14)** — This establishment near the Wachturm caters exclusively to customers of shorter stature. Carla Tione, a former entertainer in *l'Empereur's* court, had her bar built with fellow little people in mind. Because of its location, patrons often get picked on by rowdy sailors, but it doesn't take long for these troublemakers to discover that the customers of The Little Dog are as vicious as any fighter twice their size.

**Carla Tione (Scoundrel):** Br 3, Fi 2, Wi 3, Re 4, Pa 2. Rep -4. Adv: Eisen, Montaigne (R/W), Indomitable Will, Small, Toughness. Merchant (Accounting 3, Bartender 3), Performer (Acting 3, Circus 3, Singing 4), Athlete (Footwork 5, Rolling 4, Side-step 3), Dirty Fighting (Attack 3, Attack Improvised Weapon 3, Parry Improvised Weapon 4)

**117. Freiburg Runners (J15–L15)** — This service employs young people to deliver packages and other items from one place in Freiburg to another. The life of a runner is not boring, for they never know what they will be



## The Sights of Freiburg

delivering next or to whom. The Runners are organized as a guild, so reneging on payment or harassing them in any way is a bad idea, particularly since they do frequent business with the Freiburg Guard.

**118. Middle-Class Housing (K13-L15)** — These houses are worth between 10,000G and 20,000G, depending on condition and proximity to the Stein. Currently, only one owner is looking to sell. The home just southeast of The Little Dog (#116) is for sale for 8,000G. The owner has decided that she's tired of living next door to the tavern — the constant noise at night and being pushed aside by bossy short people in the street has become too much for her to bear.

**119. West Stein Complex (I16-L18)** — This portion of the Stein serves as a Headquarters for the Freiburg Guard. While only the seniormost officers actually live here, it can house and supply up to 100 guards for as long as six months in an emergency. Captain Loring, the commander of the Freiburg Guard, can often be found here when he's not out patrolling the city. For more information on Loring, see *The City of Freiburg*, pages 24-25.

**120. The Wachturm (J17-K18)** — The most famous symbol of Freiburg, this bone tower rises nearly two hundred feet above the city — its bleached height visible for thirty miles around.

At its base is a single entrance that is always watched by two guards. These men are skilled veterans who ensure that only those who have an appointment to talk to Nicklaus Trägue are admitted.

Once past the guards, visitors have two options — either they can climb the 200' sloped incline spiraling up around the inside of the tower, or they can step through the Porté gateway right by the entrance and teleport to the top of the Wachturm in an instant. Most visitors the latter course, although many Ussurans visiting the city have chosen to make the climb themselves.

Nicklaus Trägue can usually be found on the top of the tower, generally accompanied by his personal scribe Logan Sieger. Often, they spend hours gazing out over Freiburg while discussing philosophy and Trägue's book.

Inside the top of the tower is Trägue's office. It contains all the things that he holds most dear in the world: the Emperor's gauntlet, the only existing copy of his book, a good supply of wine, and a cot that he sleeps in. Other objects are sometimes found here, but they change according to Trägue's latest topic of interest. He might have a copy of the Book of Common Prayers one week, and a sculpture of a nude woman the next.

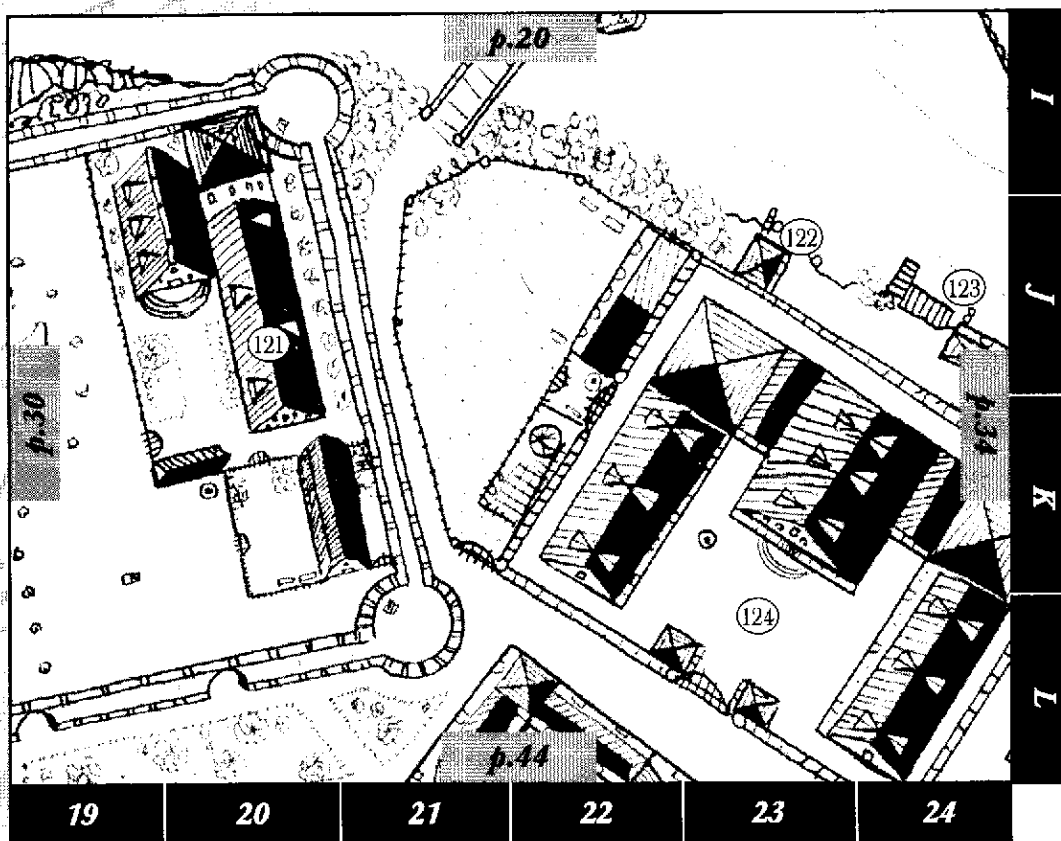
Of the objects in his room, Trägue only cares about two — the gauntlet and his book. The gauntlet was given to him by the Emperor when he was made an Eisenfürst. Emperor Riefenstahl, although he seemed misguided to Nicklaus, was one of the few men whom Trägue has ever admired. Because of this, he won't part with the gauntlet without an extremely good reason. As for his book, it is the sole reason he doesn't just kill himself and get it over with. He has devoted his life to the book because he desires to send several messages to the people of Théah. He wants them to know that Theus isn't the only reason to live life, and to make their own discoveries rather than scavenging them from the Syrneth. Whether these messages will do any good remains to be seen: Nicklaus still has one chapter to go in order to complete his book.

There is one final location in the Wachturm, unknown to any save Nicklaus and Logan. Just beneath the start of the sloped incline leading to the top of the tower is a secret trapdoor (TN 45 to find it unassisted) that leads into an underground chamber. In this chamber are several very important things.

First, this chamber is where Trägue keeps the dracheneisen from his mines. He had all the ore removed and brought here for safekeeping. There is a total of 380 units of dracheneisen, ready for use by the Nibelungen.

Additionally, this chamber houses a perfectly cut quartz crystal the size of a man's head. The crystal hovers in the middle of the room within a crystalline case. Trägue has learned that it keeps the Wachturm standing. Without its magic, the tower would simply fall down and shatter into thousands of pieces. More details on this crystal can be found in Hard Point 4.





"Quite witty,  
Sir, I'm sure."

— Rutger  
Kippenberg

## Section I19-L24

**121. East Stein Complex (I19-L21)** — The bulk of the eastern portion of the Stein has been given over to a stable and kennel. In the stable, heavy Eisen draft horses are trained for use as combat steeds. They are taught to kick and bite at anyone unfamiliar who tries to grab their reins, as well as to protect a fallen rider and to return to the stable if given their head. These horses are never sold, but they are frequently lent out to guardsmen whose patrol is liable to take them into one of the rougher parts of town. It is in these places, where the law barely reaches, that the horses show their true worth, both as a trusted companion and as a quick getaway when the situation calls for it.

In the kennel, hounds are trained to track, even through the acrid smells of the city. In addition, they are taught to heel and attack on command, much to the sorrow of more than one criminal who's decided to accost a guardsman. The man in charge of the animals' training is Burrich Mueller.

He is a strict man who never forgets a wrong done to him or one of the animals in his care.

**Burrich Mueller (Hero):** Br 3, Fi 2, Wi 3, Re 3, Pa 2. Rep 18. Arc: Stubborn. Adv: Eisen. Hunter (Ambush 2, Animal Training 5, Fishing 4, Tracking 4), Heavy Weapon (Attack 4, Parry 4)

**122. Complaint Box (J23)** — Located in the heart of the city, this large steel box is used by citizens to deposit written complaints or simply voice their opinions. The guards are not allowed to interfere with anyone placing a complaint in the box, but it is generally known that folks who complain about the Freiburg Guard eventually get accosted in a dark alley and thrashed within an inch of their life. Not many are brave enough to take on the Guard in this manner, so most complaints concerning them simply go unvoiced.



## The Sights of Freiburg

**123. Dead Man's Dock (J24)** — A Vendel merchant ship named *Svinda's Glory* caught fire and sank here two years ago, taking every hand on board down with her. Since then, the dock has remained out of service for fear of bad luck and spirits. Ghostly flames, flickering under the water, have been reported on moonless nights.

**124. City Hall (J22-L24)** — The city is truly run from this building. Wilma Probst, Nicklaus Trägue's chosen administrator, keeps things operating as smoothly as possible. This job is made much more difficult by the fact that there are few funds available for the administration of the town. This has led to a system where only those who can afford to pay for public services such as road repairs receive them. Everyone else simply has to make do without.

Oddly enough, the system has been holding together so far, although that's due more to Wilma's extraordinary political savvy than any merit to the system itself. Wilma knows almost everything that goes on in the city, and she doesn't hesitate to blackmail wealthy merchants if doing so means that a poor neighborhood gets some protection from the street gangs, if only for a week or two. For more information on Wilma Probst and the city's organization, see the write-ups on pages 8-10 and 13-15 of *The City of Freiburg*.

City Hall itself is composed of several primary sections: a stable, rooms for visiting dignitaries, an audience chamber, and a library.

The stable houses the horses that pull the carriages of visiting dignitaries. Wilma prefers simply to ride a horse most of the time rather than incur the expense of a carriage, but dignitaries often mean an influx of money for the city, so they get pampered while they're in Freiburg.

Part of this royal treatment occurs in the rooms set aside especially for such dignitaries. These chambers are richly furnished, and the lounging noble can have anything delivered to his room he desires, including those things that are illegal almost anywhere else in Théah: food, wine, drugs, or even jennys. Nothing is too good for the wealthy visitor, in the hopes that some of his money will find its way into a public education program, new housing, or even

repairs to a dangerously rickety bridge. This is the price that Wilma pays in order to keep the city running. The visiting rooms are overseen by Rutger Kippenberg, a skilled, professional butler who was trained in Vendel.

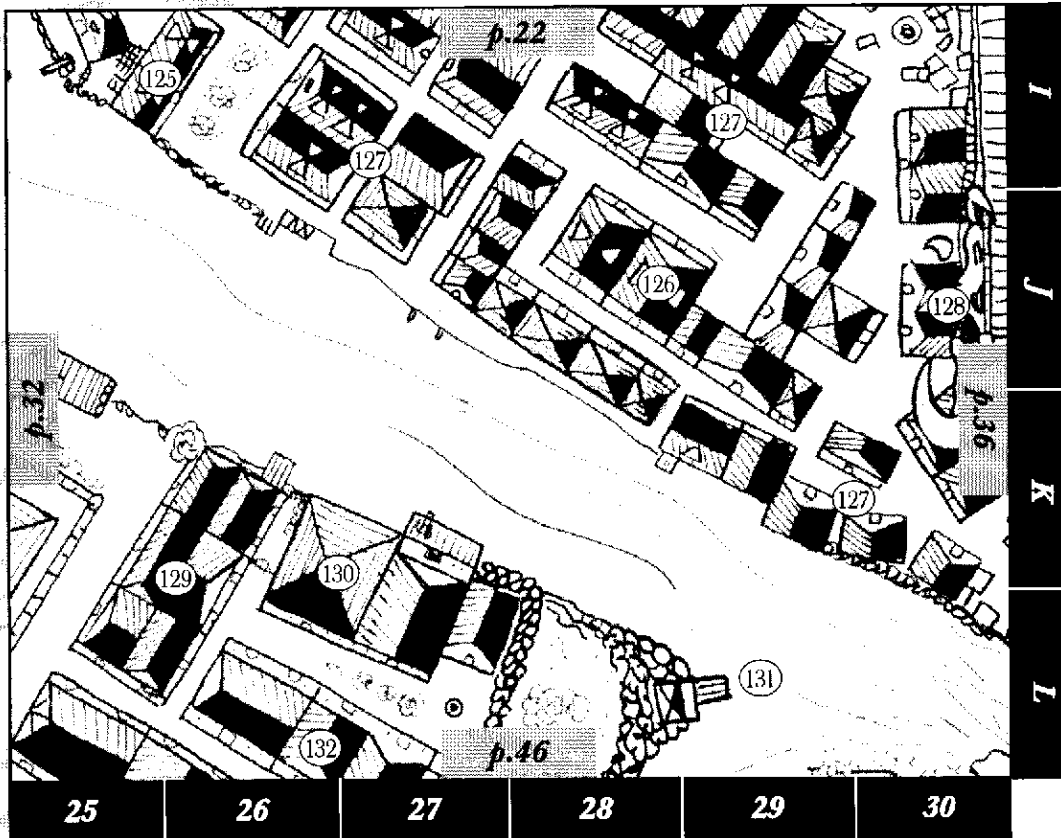
The audience chamber is a grand affair as well. Visitors who aren't wealthy nobles must schedule an appointment to see Wilma. Such an appointment can take up to six weeks to arrange, although the time can be cut to one week for a bribe of 10G. Typically, visitors who come to see Frau Probst in this manner are reporting the need for repairs to a road, or requesting the posting of guards to a particular neighborhood. In all cases, Wilma responds with a single question, "Are you willing to pay for it?" No excuses about poverty or inability to pay are accepted. Wilma simply wishes to know if the petitioner is willing to pay for what he's asking for out of his own pocket. If he isn't, then it's obviously not important enough to him to be worth her time. If the person is willing and Wilma thinks that the petition is worthwhile, she sets the price according to what the market will bear. A poor old woman once paid 1c to have a huge bridge built, while a desperate merchant who was being threatened by gangs wound up paying 1,000G for two weeks of guardsman patrols past his house and a single bodyguard.

The final important feature of the City Hall is the library. Every legal document ever written in Freiburg is housed here. Families can trace their heritage back to when the Stein was a military base, or they can investigate the specifics of a contract signed in 1455. Those who wish to use the library are charged 1G per day. The stacks are poorly organized, so Research TNs here are increased by 10 for everyone except for the librarian, Hannelore Urhoff. She's perfectly willing to help those in need find what they're looking for, but she charges 3G per topic to be researched.

**Rutger Kippenberg (Henchman):** Br 2, Fi 4, Wi 3, Re 2, Pa 4. Adv: Eisen (R/W), Montaigne (R/W), Théan (R/W). Servant (Etiquette 5, Seneschal 5, Unobtrusive 5, Valet 5)

**Hannelore Urhoff (Henchman):** Br 1, Fi 1, Wi 6, Re 2, Pa 1. Rep 15. Adv: Eisen (R/W), Montaigne (R/W), Théan (R/W), Legendary Trait (Wits). Scholar (Research 5)





*"I've brokered deals with the most dangerous men in Vodacce. Do you think a few overeager Vendel are going to scare me?"*

*— Timeo Veseffe*

## Section I25-L30

### 125. Fortunate Son Transport Services (I25) —

The nearby docks do huge business every day, sometimes necessitating lengthy trips throughout Freiburg to get the cargo to its destination. A Vendel teamster named Gustaf Jaerbin has set up a business here to provide exactly that. Using a small fleet of horse-drawn wagons, he quickly moves unloaded cargo to its attendant destination, whether it be a nearby warehouse or halfway across the city. He gets a commission from the dock owners for keeping the area clear, and also collects a small fee from every captain he helps unload. His business is stringently honest and he takes pains to ensure every delivery reaches its destination. Though available for private contracts, his wagons are prohibitively expensive (100G for half a day) and are usually kept busy by work on the docks.

**Gustaf Jaerbin (Hero):** Br 3, Fi 3, Wi 2, Re 2, Pa 2. Rep 20.  
Adv: Avalon (R/W) Eisen (R/W), Montaigne (R/W), Vendel

(R/W), Vodacce (R/W), Membership: Merchant Guilds. Merchant (Appraising 4, Hagglng 3, Sail Maker 2), Sailor (Balance 3, Climbing 1, Knotwork 3, Rigging 1), Servant (Drive Carriage 5, Etiquette 1, Fashion 1, Menial Tasks 1, Unobtrusive 2), Dirty Fighting (Attack 3, Throw Improvised Weapon 2), Pugilism (Attack 2, Footwork 2, Jab 3)

**126. Abandoned Carriage House (J28) —** This airy building once housed horses for patrons of the local inns and taverns. Its owner couldn't pay Redmund Erhart's rent and was found face down in the Rotstrom one evening. It has since been taken over by the Mad Wolves, who use it as a rallying point and headquarters. The doors and windows remain boarded up and huge flocks of pigeons roost in the rafters, but Wolves graffiti have been etched on the inside walls and broken bottles and other garbage mark the gang's occupation. Stats for the Mad Wolves can be found in *The City of Freiburg*, pages 34–35.



## The Sights of Freiburg

**127. Shops and Houses (I26-K30)** — The buildings here range in quality from very poor to moderately decent. They grow more expensive the farther one travels from the river side. The buildings belong to a variety of landlords, prices ranging from 5G-35G a month.

Almost every building along the waterfront houses a smuggling operation of one sort or another. Stolen goods pass through on their way to clients from all over Eisen, hidden from prying eyes by the blank facades of the waterfront. Three large operations (including Gearalt Gilbertine's; see *The City of Freiburg*, pages 23-24) run most of the smuggling here, though a few small-timers have managed to survive. While there's plenty of business to go around, the occasional conflict arises. Street fights are common and every now and then a shipment of cargo is mysteriously "lost." The three kingpins have a loose agreement to keep things civil, but that doesn't stop their underlings from tearing into each other. The local residents have learned to close their windows when sounds of fighting erupt from the streets.

**128. One-Eyed Rat's (J30)** — Referred to as "The Drachen's Arse" by Freiburg's more uncouth citizens, One-Eyed Rat's is a gambling hall catering exclusively to card and dice games. A nasty Montaigne named Carleman "The Rat" du Paix runs the place with all the class of an open sewer. The cramped confines hold a series of circular tables, plus a long bar at the end for serving drinks. Games can be had for 25c apiece, and the house regulates all bets. Beer is served at outrageous prices and a pair of large swordsmen stand ready to eject any customers who get out of line. Despite its oppressive atmosphere and high prices, Rat's remains popular for one important reason: patrons are allowed to bring their own cards and dice. Cheaters run the risk of being caught by their fellow players, of course, and the house has been known to place bets on which particular games are rigged. All fights must be conducted outside, by order of the management.

**129. Dockside Stores (K26-L25)** — These shops cater mostly to Guardsmen and bureaucrats from nearby City Hall. It includes a paper supply store, a blacksmith,

and a small restaurant specializing in fast, inexpensive stews. A quintet of overworked but well paid jennys has set up discreet quarters in the southwest corner of the block.

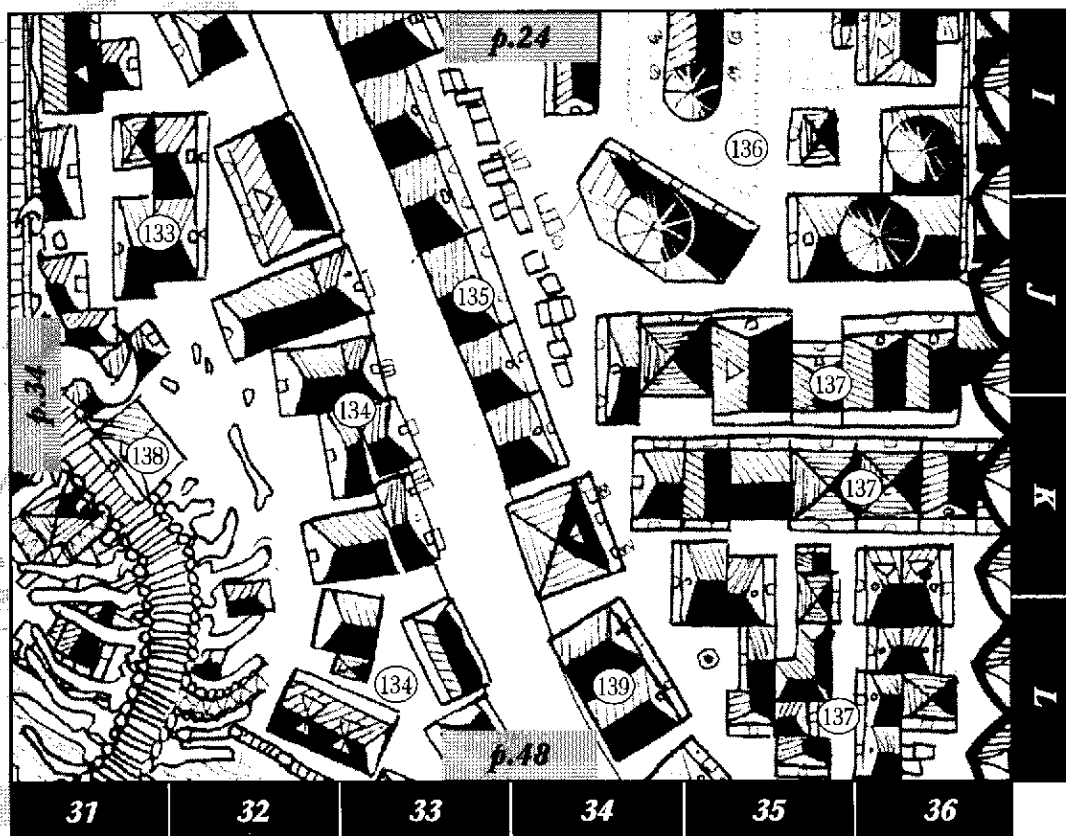
**130. Timeo Vesefe's Warehouse (K26-L27)** — Timeo owns both this spacious building and the one next to it. The Vendel guilds dominate most trade in Freiburg, but Vesefe has prospered since arriving from his native Vodacce. He owns four large trading barges with which he ferries goods up and down the Rotstrom. His success is hard-won: some of his less scrupulous competitors have threatened him with violence, and he once caught an arsonist trying to set fire to his warehouse. He beat the man unconscious and left him in the middle of the street.

**Timeo Vesefe (Hero):** Br 2, Fi 2, Wi 3, Re 2, Pa 2. Rep 15. Adv: Eisen (R/W), Vodacce (R/W), Membership: Merchant Guilds. Merchant (Appraising 2, Hagglng 4, Steward 2), Servant (Accounting 4, Drive Carriage 2, Etiquette 3, Gossip 3, Unobtrusive 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Ambrogia (Feint 2, Pommel Strike 1, Riposte 2, Exploit Weakness 1), Fencing (Attack 2, Parry 2), Dirty Fighting (Attack 2)

**131. River Patrol House (L28-L29)** — This reinforced stone building houses the Guard's intermittent river patrols. The dock can hold several swift longboats, and the patrol house is well stocked with muskets and lanterns (as well as a small barrel of ale). Regular river patrollers are called "Snapping Turtles" and wear green swatches on the shoulders of their uniforms. They mainly watch for instances of piracy, but also monitor the shoreline for signs of trouble and keep the shipping lanes free of debris.

**132. The Wounded Boar (L26)** — This prominent butcher's shop has earned a reputation for quality throughout the city. Wilma Probst often uses it for social occasions, and several noblemen regularly call upon its services. A stuffed boar's head, from an animal which the owner killed himself while hunting in the nearby forests, dominates the front room. The back room is a gruesome abattoir of blood and entrails, but the employees take care never to show it to the customers. A smokehouse for curing the meat stands next door.





### Section I31-L36

**133. The Numan Palace (I31-J32)** — Built around an indoor courtyard and fountain, this three-story bordello is lavishly decorated to resemble a palace from the Old Republic. The jennys wear revealing period costumes and treat every customer as visiting royalty. On the patios, clients can enjoy soft music, imported Vodacce wine, and fresh fruit to capture the “true” Numan experience.

**134. Lilith Spratt's Shops (I32-L33)** — These shops rent for 15G to 25G a month. The landlady, Lilith Spratt, is Hector Spratt's (#139) older sister. She actually owns his place of business as well, but she has given him the building as long as he stays sober and continues to work hard at his business. Lately, she's been considering taking it back from him, considering his erratic behavior. She's not aware of the effect the mercury he's been handling is having on him — she simply assumes that her younger brother has been up to his drunken ways again.

The most popular of the services here is Mathilda's Boarding House. Mathilda Simfendorfer pampers her tenants, fussing over each one with special treats, mended clothing, and unsolicited advice. She lost her husband and son in the War of the Cross and thinks of her boarders as her new family.

**Mathilda Simfendorfer (Henchman):** Br 1, Fi 1, Wi 2, Re 2, Pa 2. Rep 12. Merchant (Cooking 5, Innkeeper 4)

**135. More of Lilith Spratt's Shops (I33-K34)** — See #134 for more information. These shops range in rent from 20G to 30G per month, and the most popular by far is Just Like New. This hectically busy store polishes goods while the customer waits. Candlesticks, swords, and dracheneisen armor are just a few of the items the skillful staff revive on a daily basis. If a client cannot see his reflection in the finished work, there is no charge; otherwise a client can expect to pay from 10c to 50G, depending on the size and value of the item being polished.

*“You rotting, filthy little maggots! Back to work and not another word or I'll drown you in the Roth like rats!”*  
— Wieland Schmitz



**136. More of Lilith Spratt's Shops (I34-J36) —**

These are the fanciest shops that Lilith owns, and the rent runs from 45G to 60G per month. Only the poshest establishments can afford the rent at all. Lilith herself runs a small shop here known as The Lady's Boutique. From tempting window displays to continually restocked bolts of exotic cloth, The Lady's Boutique caters to women who like to be pampered when shopping. With a fresh-brewed cup of tea, ladies are encouraged to lounge on the numerous plush divans and browse through pages of the latest clothing patterns. Due to the nature of some of the outfits being designed and modeled, men are strictly prohibited from stepping inside.

**Lilith Spratt (Henchman):** Br 2, Fi 4, Wi 4, Re 4, Pa 4. Rep 33. Merchant (Accounting 4, Hagglng 5, Seamstress 5), Servant (Etiquette 5, Fashion 5, Gossip 5, Unobtrusive 3), Firearms (Attack 4)

**137. Shoddy Housing (J34-L36) —** Few places in Freiburg demonstrate the stark difference between poverty and wealth quite so well as this neighborhood. The least expensive item in any of Lilith Spratt's shops to the north (#136) costs more than any of these people earn in a year. This has created a great deal of resentment, and Lilith has her shops constantly watched by three guards.

Aggravating the problem, many of the wealthy people who shop in these stores look upon the trip past this poverty-stricken neighborhood as exciting, even titillating. One couple, Carmela and Friedrich Krause, even go so far as to stroll through here at night while richly dressed. Friedrich is a skilled Swordsman, and he has injured five men and killed two who were attempting to rob them. The couple enjoys the rush of fear that being attacked gives them, so they wave their wealth before these desperate souls like a red flag before a bull. It seems only a matter of time before something gives.

**Carmela Krause (Scoundrel):** Br 2, Fi 3, Wi 2, Re 2, Pa 3. Rep 5. Adv: Eisen (R/W), High Eisen (R/W), Stunning Appearance. Courtier (Dancing 3, Etiquette 4, Fashion 5, Gossip 3, Seduction 4)

**Friedrich Krause (Scoundrel):** Br 2, Fi 3, Wi 2, Re 3, Pa 3. Rep 7. Adv: Eisen (R/W), High Eisen (R/W), Left-handed, Swordsman's Guild. Courtier (Dancing 3, Etiquette 4, Fashion 3, Gaming 3, Gossip 2, Oratory 3, Politics 1, Seduction 3), Heavy Weapon (Attack 5, Parry 5), Panzerhand (Attack 5, Parry 5, Uppercut 5), Eisenfaust (Master)

**138. The Drachen Wing (K31-K32) —** Situated on the Bone Bridge, this small inn charges exorbitant prices because of its status as a tourist attraction. At 15G a night, the rooms are far too expensive to be rented by anyone but nobility and the wealthiest merchants. It might be expected that exquisite food and service would come with this, but that couldn't be further from the truth. The rooms are small, the servants are surly and uncooperative, and the food is bland and tasteless. Only the lure of getting to say that they've spent the night in the famous Drachen Wing Inn keeps customers returning here year after year.

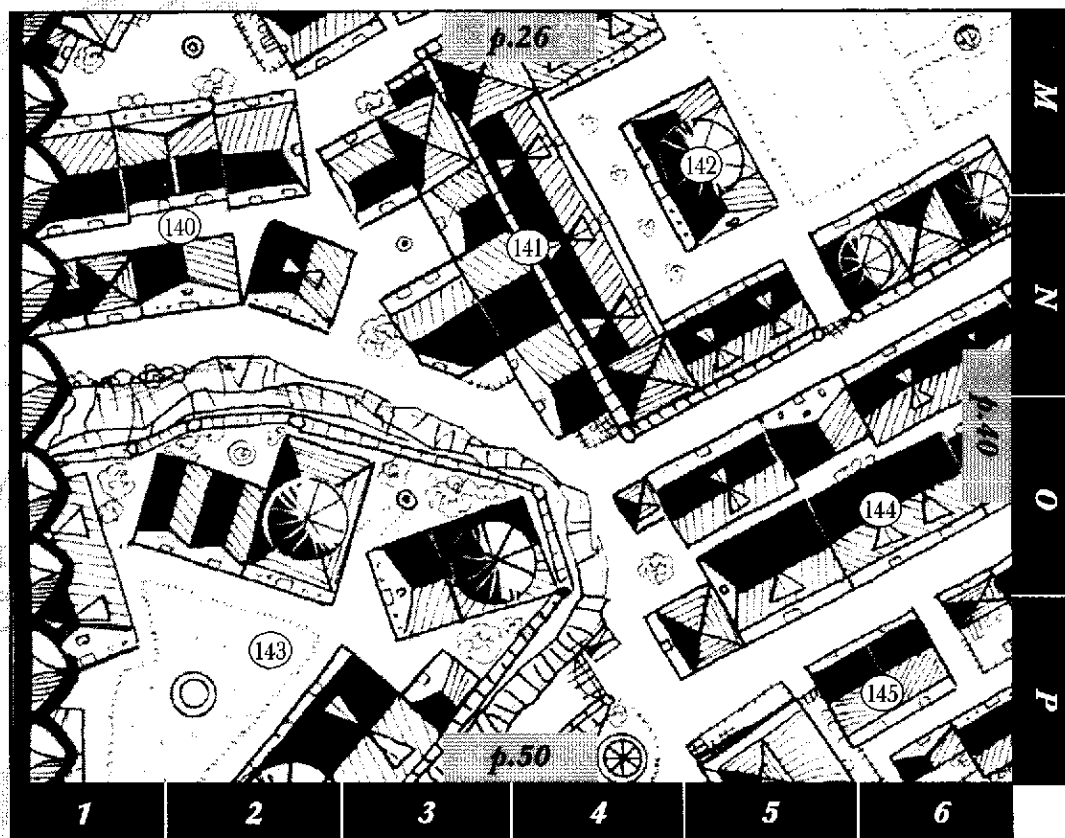
The owner of The Drachen Wing is Wieland Schmitz, a thoroughly detestable piece of work. Wieland is grossly fat and entirely bald. In addition, he has a terrible temper and has been known to throw vases and other objects at the help. Worse, he pays them a pittance, keeping most of the inn's profits for himself. More than one ex-employee has called him a pig with his head in the trough, gulping down anything he can reach before the other pigs get to it first.

**Wieland Schmitz (Villain):** Br 3, Fi 1, Wi 2, Re 2, Pa 2. Rep -62. Adv: Eisen, Théan, Large. Merchant (Innkeeper 2)

**139. Hector's Haberdashery (L34) —** Hector Spratt makes men's hats, using a wide variety of fabrics, dyes, and decorations to please even the most demanding of customers. No one questions his skill, but they are beginning to question his sanity. The mercury Hector employs to shape his creations is affecting his mind, the latest manifestation being shouted arguments with the sky over proper hat sizes for chickens and horses. Still, in times of clarity, he creates the best hats in Freiburg.

**Hector Spratt (Henchman):** Br 2, Fi 2, Wi 1, Re 1, Pa 4. Rep 18. Merchant (Haberdasher 4, Tailor 2)





### Section M1-P6

**140. Student Housing (M1-N2)** — This neighborhood hosts a large number of boarding houses for students of the nearby university, plus a few townhouses for instructors and other academics. Rooms here average 2G-5G a week, including meals and laundry in some places. The house of Ernst Bottenfeld — discussed in the adventure “The Nightbringer and Me” (*The City of Freiburg*, pages 76-80) — lies in this neighborhood, not far from the barracks.

**141. South End of Breutzmann’s School for Young Nobles (M3-N6)** — The southern end of Breutzmann’s finishing school has expanded beyond the walls which originally encompassed it to include the adjoining buildings. The buildings outside the wall hold classrooms for the older students, who can be trusted in the nearby neighborhood. The section within the walls holds dormitories where the students reside and the library where

they study when not in class. The central grassway plays host to riding lessons, fencing lessons, and gardening classes, as well as clusters of students at leisure. A small chapel has been built in the school’s southwestern corner, though it rarely sees use these days. The students have lately become enamored of Eisenfürst Trägue’s practiced atheism and are attempting to develop a formal school of philosophy around it. The movement appalls the instructors, but there is little they can do about it.

The school gates close every night at ten and a pair of guard dogs are released to patrol the grounds. Resident students out after curfew must take refuge in the nearby classrooms or sleep in the streets. For more on Breutzmann’s and its facilities, see #106 (page 27) and #142 below.

**142. Headmaster’s House (M4-N5)** — Breutzmann School Headmaster (and grandson of the founder) Berthold Breutzmann makes his home in a luxurious manor right in the middle of campus. Here, he entertains prospective

“A gentleman should know the sciences as well as he knows proper etiquette. Education is the mark of nobility.”

— Berthold Breutzmann



## The Sights of Freiburg

students and their parents, while throwing expensive parties to help increase funding. Once enrolled, students never see the inside of the place until graduation, when he leads an elaborate ceremony in the ballroom.

Breutzmann is a stiff, jowly man with a powdered gray wig and a clinical demeanor. He carries an ornate walking stick with him at all times, even though he doesn't need one. He treats his charges with distanced formality, but is rarely cruel or unkind.

**Headmaster Berthold Breutzmann (Hero):** Br 1, Fi 2, Wi 3, Re 2, Pa 2. Rep 37. Adv: Eisen (R/W), Théan (R/W). Courtier (Dancing 2, Diplomacy 4, Etiquette 4), Scholar (History 4, Law 2, Mathematics 3, Natural Philosophy 4, Research 4, Theology 2)

**143. Barracks (O1-P4)** — When Nicklaus Trägue first came to Freiburg, he bought the large estates which dominated this hill and walled them off. He intended the complex to serve as a headquarters for the City Guard and sketched out plans for a barracks, a mess hall, an administrative center, and a jail. The instant that construction on the complex finished, he stopped paying attention and allowed it to run itself. Since then, it has served primarily as a barracks for guardsmen who cannot afford to live elsewhere. The rooms are drafty and ill-kept, but they keep the rain off and most of the guards living there are too destitute to care about a little dirt. A central mess hall serves meals and there are even a few quiet rooms for reading or playing games of chance. The central square serves as a rough parade ground where the guards organize before reporting to the Stein.

In addition to housing the Guard, the barracks fills two other functions. The first is the Gaol, which developed out of the original prison complex (see entry #189 for details). The other is the city's only hospital, which Wilma Probst converted out of one of the barracks. Conditions here are terrible: most of the staff is overworked and has little surgical experience. The head doctor served as a field medic during the War of the Cross and has almost no knowledge of up-to-date medical practices. The floors are unwashed and dried blood spatters the walls. Still, for many

of the city's destitute, the hospital is their only option for medical care. Sick people with money usually go to Dr. McBride (#225) or other more reputable surgeons rather than trust their lives to this foul place.

The hospital also serves as a primitive morgue. Every day, a large group of grave diggers leave the barracks with hand-pulled carts to collect the latest casualties of Trägue's social experiment. If possible, they leave the bodies they collect with relatives for proper burial. Unclaimed corpses (the vast majority) are brought back here and either burned in the courtyard or buried in lime-filled pits outside the city.

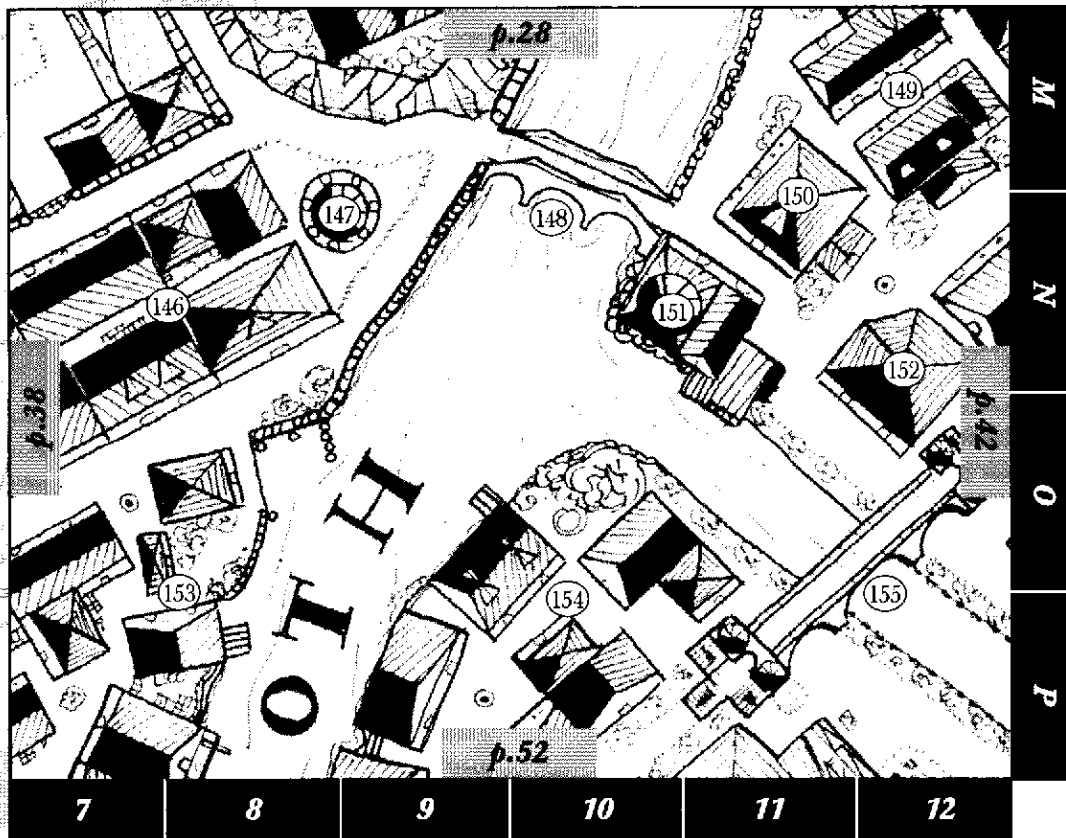
**144. Young Man's Fancy (O6)** — This large tailoring shop specializes in clothing for the nearby school. Boys can get their pants restitched while girls can peruse the latest dress fashions from Charouse. The head seamstress, Gwendolyn Vestra, actually belongs to Sophia's Daughters, and the store's basement serves as a safe house for women on the run.

**Gwendolyn Vestra (Hero):** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep 30. Adv: Avalon (R/W), Eisen (R/W), Théan (R/W), Noble. Courtier (Diplomacy 2, Etiquette 4, Fashion 2, Gossip 3, Oratory 2, Politics 3, Sincerity 3), Merchant (Accounting 3, Seamstress 3), Scholar (History 3, Law 2, Occult 3), Glamour (The Green Man 3, The Horned Hunter 2, Jack 3, Robin Goodfellow 2), Athlete (Footwork 3, Swimming 2), Fencing (Attack 3, Parry 3), Rider (Ride 3)

**145. The Heart's Quill (P6)** — Out of these rented quarters, Tomás Vasquez de Hinojosa offers a specialized ghost writing service: creating beautiful and passionate letters for infatuated souls who cannot find the words to express their love. The impoverished youth has no shortage of admirers, but shuns them all. His heart belongs solely to Cleo Bellini (#179), the only woman who has ever refused his advances.

**Tomás Vasquez de Hinojosa (Hero):** Br 2, Fi 2, Wi 3, Re 2, Pa 4. Rep 36. Arc: Star-crossed. Adv: Castillian (R/W), Eisen (R/W), Stunning Appearance, Dangerous Beauty, Indomitable Will. Artist (Writing 4), Courtier (Seduction 5), Fencing (Attack 3, Parry 2)





*"Look at me!  
I'm a pirate!"*  
~ Anonymous  
patron at the  
Captain's Cabin

## Section M7-P12

**146. Shops (N8-P5)** — The shops along these rows cater to the School for Young Nobles and are accordingly priced. There are a number of inns (for visiting parents) and eateries (for noble youths to spend their allowances), as well as a single brothel, called Feathers. The staff at the School for Young Nobles frowns on lasciviousness, so Feathers has adopted its own "coat code" of sorts. It is to all appearances another of the many restaurants on the street, but individuals wearing a certain color feather in their hat are approached by the manager and offered a jenny. The staff at the School are undoubtedly aware of the establishment's alternate menu, but as long as everything stays subtle there will probably be no intervention.

**147. Monument to St. Gregor (N8-N9)** — A wide pedestal holds a larger than life bronze statue of St. Gregor in an action pose, gloriously battling an unseen foe. Students from the School for Young Nobles often come here to tell the

tale and exhort each other to live lives as glorious and noble as St. Gregor's. The students share the chore of keeping St. Gregor clean. Although the statue is so old that none can recall the sculptor's name, it is nevertheless widely speculated that the shield in the piece is an actual representation of the Emperor's shield. Treasure hunters from across Eisen come here to sketch the shield for potential reference.

**148. The Rendezvous (N9-N10)** — This bridge is regularly used by stargazers too poor to use the services of the observatory up the hill (#113). Considered a romantic spot (and relatively safe), there are always a few couples here in the evenings.

**149. Rich Houses (M11-L12)** — These houses rent for 60G-90G per month, and are richly appointed and carefully maintained. Their proximity to the observatory (#113), the gun shop (#109), The Captain's Cabin (#151), and a reliable doctor (#150) make them prime real estate for adventurers.



**150. Doctor Udo Lieber (M11-N11)** — Doctor Lieber was a garrison doctor in Pösen before his retirement to Freiburg. He has a nostalgic bent and built his office (with his living space in the rear) entirely of stone — even the floors. The building is sturdy and clean, and Doctor Lieber has beaten up enough local toughs to keep it that way. Unknown to him, the stone flooring in the building goes a long way toward keeping things germ-free. Should anyone figure this out, it will contribute to explanations of Lieber's success rate. Lieber himself is a gruff, curt man with a distinct military bearing. He tolerates no arguments, whether about his diagnoses or his fees.

**Udo Lieber (Hero):** Br 2, Fi 2, Wi 3, Re 3, Pa 2, Rep 20. Adv: Eisen (R/W), Théan (R/W), University. Courtier (Diplomacy 2, Etiquette 3, Mooch 3, Oratory 3, Politics 2, Sincerity 4), Doctor (Diagnosis 4, First Aid 4, Surgery 3), Scholar (History 3, Mathematics 2, Natural Philosophy 2, Occult 1, Philosophy 3, Research 3, Theology 3), Pugilism (Attack 4, Footwork 2, Jab 3, Uppercut 3)

**151. The Captain's Cabin (N10)** — This tavern/brothel can be reached only from the river. There are back doors that exit onto the street, but the main entrance is a waterfront dock for river traffic. The interior is decorated to resemble a pirate ship. Much cleaner and cheerier than the interior of a real pirate ship, the owners of The Captain's Cabin have heard too many sailors' stories, and the decor is accordingly gaudy and overdone. Patrons can use stairs to reach the upper floors, or climb sets of rigging dropped from the upper balconies. Large swaths of sailcloth cover the walls. The serving girls all wear bright kerchiefs in their hair, loose linen shirts, and trousers cut off at the knee; all go barefoot while working. The place is mainly frequented by young nobles who have never been to sea but want to play pirate. The prices are set accordingly.

**152. Dr Arman Hessmann (N12)** — Doctor Hessmann is not a surgeon... at least, not a surgeon of the body. He calls himself a "psychic surgeon," one who uses the powers of the mind to cure the mentally ill and the spiritually troubled. He claims a whole host of extrasensory powers, including telepathy and limited clairvoyance.

Largely a cunning quack, he has made a small fortune bilking merchants' wives. Despite his deceptive nature, he legitimately believes he is helping people (if they think they feel better, they *do* feel better) and has recently begun cataloguing the mental problems people have come to him with. Given time to compile and study, Hessmann could probably do some genuine good someday. Until then, Doctor Lieber across the street has a very dim view of Hessmann's "abilities."

**Arman Hessmann (Scoundrel):** Br 2, Fi 2, Wi 3, Re 3, Pa 4, Rep -15. Adv: Eisen (R/W), Montaigne, Théan (R/W), University. Courtier (Etiquette 2, Mooch 3, Oratory 3, Sincerity 4), Doctor (Diagnosis 2, First Aid 1, Quack 5), Scholar (Occult 1, Philosophy 3, Research 3)

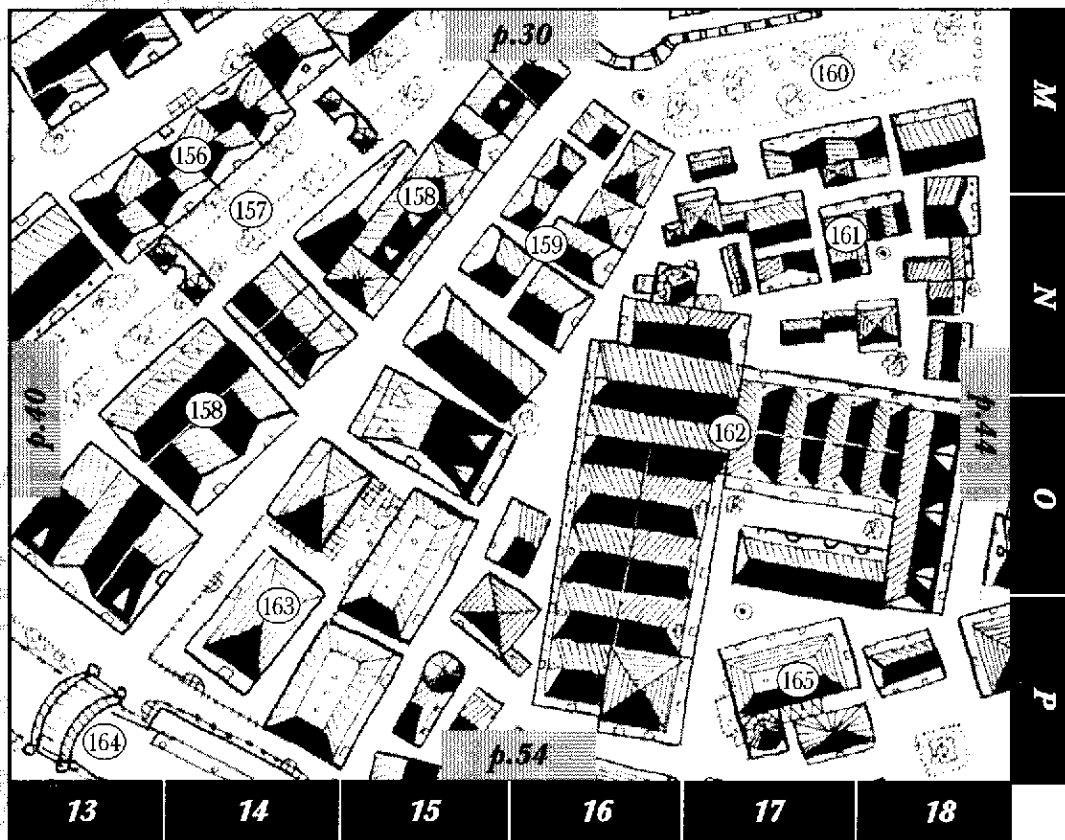
**153. Koch's Riverboats (O8-P8)** — Dieter Koch makes his living renting gondolas and other rivercraft to those wishing to take an excursion on the Roth or the Rotstrom. He charges 1G per day (the boat is due back at dusk), 2G per evening (the boat is due back in the morning), or 3G for noon-to-noon rental. He makes a killing renting to young nobles who want access to The Captain's Cabin (#151). He also makes good money smuggling — he has access to the river for legitimate reasons any time of the day or night, so no one questions him.

**Dieter Koch (Henchman):** Br 2, Fi 3, Wi 2, Re 2, Pa 3, Rep -5. Adv: Eisen, Membership: Merchant Guilds. Merchant (Appraising 2, Hagglng 4, Steward 3), Streetwise (Socializing 3, Street Navigation 2, Underworld Lore 3)

**154. Rental Homes (P9-O11)** — These homes rent for 50G-80G per month. They are sometimes rented by noble parents wishing to do business in the city and still keep an eye on their children at the School for Young Nobles.

**155. The Maingate (P11-O12)** — One of the more impressive bridges in the city, the Maingate is a sturdily built span that gives access to the Avenue of Arches, running toward the Stein. The Maingate and the Avenue are decorated for every holiday, and parades and processions are held along their length. A pair of city guardsmen staff each end of the bridge.





*"I can fix that,  
I think... do  
you remember  
where I put my  
tools?"*

*— Gottlieb  
Schnurr*

### Section M13–P18

**156. Shops (M14–N13)** — Small specialty shops line the Avenue of Arches. These buildings are almost showpieces: the storefronts are neat and clean, and the offered wares are some of the best in town.

**157. Avenue of Arches (M15–S6)** — The grand boulevard of Freiburg, "the Avenue" hosts occasional processions and parades, some of which run its entire length from the Citadel to South Bridge (#194). The grass and bushes along the Avenue are meticulously tended, and the City actually pays the ratcatchers (#195) a tiny stipend to work through the area once a week. The archways along the Avenue are decorated on holidays.

**158. Shops (M16–O14)** — The shops on the east side of the Avenue of Arches are larger than those on the west. They retain the same showroom air as their neighbors, however. Prices tend to be slightly inflated here, but the products are of good quality. Along this row is Eisen First,

a tavern frequented by rabid Eisen purists. Foreigners get treated roughly here and are not welcome.

**159. Shops (M16–N15)** — Small shops off the Avenue tend to be thought of as the "best kept secrets of Freiburg." People swear by the wares of these shops, and they are thought of by shoppers as somehow better for being removed from the glitz of the Avenue.

**160. West Garden (M16–M18)** — The gardens in front of the Stein are carefully tended and pleasant. Wealthy people with time to spare can often be found strolling the area. After dark, these gardens become hives of vice as jennys go on the prowl. Most jennys who work the gardens don't care for much privacy beyond a friendly shrub, and those who are offended by open displays of lust would be wise to leave the area at sundown. Eisenfürst Trägue views the after-dark goings-on as darkly ironic proof of his theories.



**161. Tinker (N17-N18)** — Located in a hodgepodge neighborhood of small homes and shops in the shadow of Freiburg's Citadel, Gottlieb Schnurr's shop appears to be three or four buildings that have sagged against each other for so long they've merged. The main building is crowned with a massive windmill-bladed weathervane atop a clock tower. This whimsical eyesore is visible for a good distance, and the clock's tolling can be heard throughout the neighborhood every three hours. The windmill blades turn a frighteningly complex series of gears and cogs that occupy better than half the complex. Schnurr uses the motion as a power source, and has a number of things connected to the works — drills, saws, grinding wheels, a primitive centrifuge, and so forth.

Gottlieb himself appears to be an unkempt, doddering fool. He supports himself with his clockmaking and repair business, and he can restore, rebuild, or resurrect all but the most brutalized timepiece, though his fees are high. He lives like a pauper, but everyone in the neighborhood is convinced he's got a huge nest egg squirreled away somewhere in the maze of his house.

**Gottlieb Schnurr (Henchman):** Br 1, Fi 3, Wi 3, Re 2, Pa 2. Rep 20. Adv: Eisen (R/W). Merchant (Appraising 2, Blacksmith 3, Ceramics 2, Cooper 2, Dyeing 1, Glassblower 2, Hagglng 2, Potter 2), Scholar (History 1, Mathematics 2, Natural Philosophy 3, Philosophy 1, Research 2)

**162. Berthold Hartmann's Rental Homes (P16-O18)** — Berthold Hartmann is one of the wealthiest property owners in the city, second only to Redmund Erhart. Though he owns other properties throughout the city, these homes are his pride and joy. Richly appointed and superbly maintained, they rent for 100G–150G per month.

**Berthold Hartmann (Hero):** Br 2, Fi 2, Wi 2, Re 3, Pa 2. Rep 15. Adv: Eisen (R/W). Courtier (Dancing 1, Etiquette 3, Fashion 1, Oratory 1) Merchant (Accounting 4, Hagglng 4, Steward 3)

**163. Blacksmith (P14)** — Leopold Schroeder operates a successful smithy here, with two buildings inside the fence. The larger of the two is his home, which shelters him, his

wife, and their six children. The smaller building is the smithy proper, which boasts large gates opening onto the street. Leopold's two apprentices sleep here, though they take their meals with the family in the house. The apprentices, Kurt and Johann, are up at dawn stoking the forge, and Schroeder never lacks for work. The smithy does all manner of metalworking, from horseshoeing to wagon and coach repair. Schroeder supplies gears and cogs for Gottlieb Schnurr (#161).

**Leopold Schroeder (Hero):** Br 3, Fi 2, Wi 2, Re 2, Pa 2. Rep 5. Adv: Eisen (R/W). Merchant (Appraising 2, Blacksmith 4, Hagglng 4), Streetwise (Shopping 2, Socializing 3, Street Navigation 2)

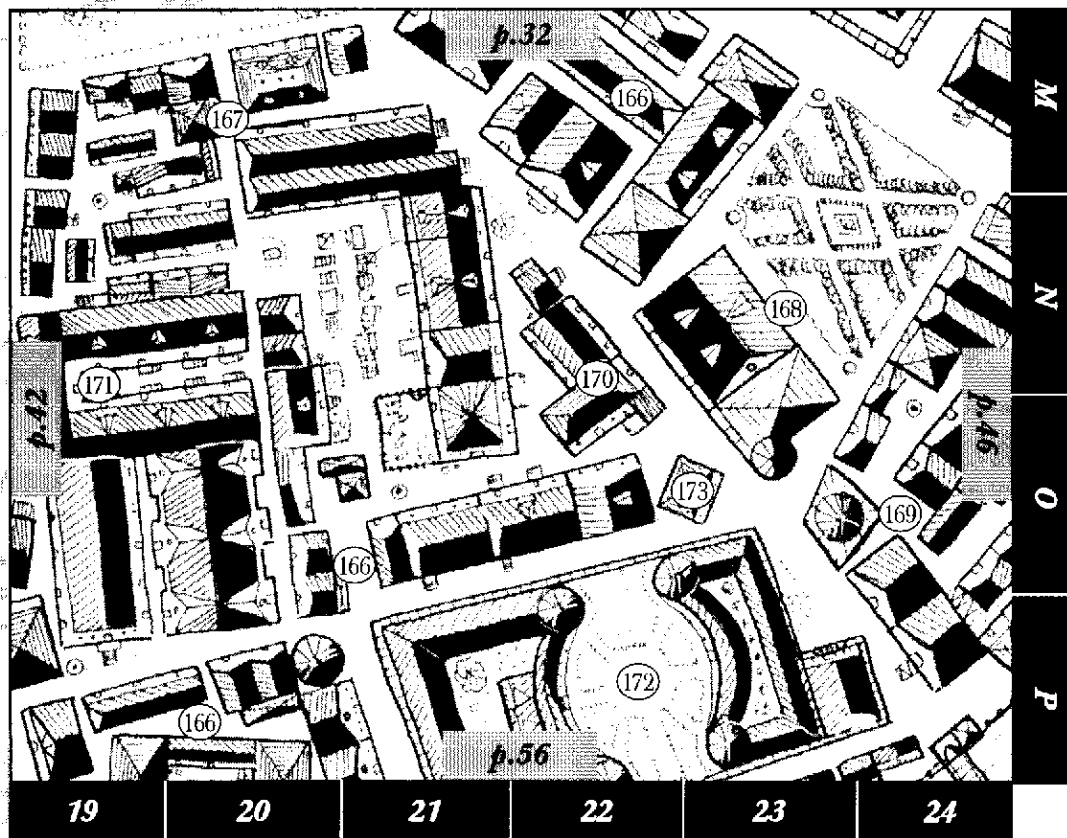
**164. Bridge (P13)** — This bridge offers access to the Avenue area with nearly as much efficiency as the Maingate (155), and so is just as busy as its larger neighbor. Since guards are not stationed here, more jennys frequent this bridge than the Maingate.

**165. Klein's Laundry (P17)** — A massive woman with a hairy mole on her face, Mathilde Klein takes in orphan girls to help with the washtubs. The work is hot and unpleasant and the hours are long, but Frau Klein makes sure the girls are well fed and taken care of. She values honesty highly; girls who work hard and do as they're told get treated kindly. Mathilde helps the "good girls" find better jobs as maids. She has even paid a few small dowries to help marry a girl or two off. Girls who are lazy or try to break their promise to "Auntie Mathilde" get bent over a barrel for a sound "character-building" strapping.

The laundry takes washing from the surrounding residences, several inns, and private merchants, and Mathilde sees to the city guards' uniforms as well. Private citizens can have washing done by the girls at the laundry for 25c per tubful. Mathilde's girls can get rid of all but the most stubborn stain. Mending costs extra.

**Mathilde Klein (Hero):** Br 2, Fi 3, Wi 2, Re 2, Pa 3. Rep 17. Adv: Patron, Eisen. Courtier (Dancing 1, Etiquette 3, Fashion 1, Mooch 1, Oratory 2), Merchant (Appraising 2, Hagglng 2, Seamstress 3)





“Werner Riven’s house? No problem. See that street there? Just follow it past the first bridge until...”

— Johann Grosskinde

## Section M19–P24

**166. Shops and Houses (M22–P19)**— These buildings south of the Stein sport an eclectic mix of noble houses and middle-class dwellings. Prices vary widely depending upon the landlord, with residences available both for sale or rent. The businesses tend toward the practical – grocers, furniture dealers, etc. – though the odd luxury item still appears from time to time. Along these streets, Freiburg’s cosmopolitan nature truly comes alive, as courtiers, diplomats, servants, and shopkeepers from every corner of Théah go about their daily business.

**167. Chapterhouse of the Knights of the Rose and Cross (M20)** — This squat stone building has been here since the earliest days of the Stein. It survived the War of the Cross untouched and remains much the same way today as it did when it was first built. The Knights of the Rose and Cross have always held it, though they didn’t always advertise the fact. Before the Last Battle of the Stein,

it was a blacksmith’s forge, creating weapons for soldiers from the nearby fort. The Knights used it to keep an eye on the Stein and hide fugitives in a hidden room beneath the anvil. Matthias Lieber hid here following his rescue from Castille and completed his treatise by the light of the forge.

Today the building’s true purpose is a matter of public record, though outsiders are still not permitted unless accompanied by a Knight. By tradition, no one who comes to the building in search of sanctuary can be turned away; the Order considers it sacred ground. The smithy still works, and Master Knight Dietrich Proust turns out his famous swords for the Order. Thirty-seven members of the Rose and Cross are stationed here, though most of them can be found walking the streets of Freiburg.

More on Dietrich Proust can be found in *The Sights of Freiburg* book, pages 26–27. More on the Freiburg chapterhouse can be found on page 43 of the *Knights of the Rose and Cross* sourcebook.



## The Sights of Freiburg

**168. Greenhouse and Garden (M24-O23)** — Freiburg's original terrarium burned down a year ago, the result of arson. Thanks to the efforts of a local duchess, however, this building was quickly converted to fill the same purpose. It houses a wide variety of plants from all over Théah, including some rare flowers from the Midnight Archipelago. The gardens in front are a popular tourist attraction and are tended year-round.

**169. Heaven's Lights (O24)** — The nobleman who used to own this building was an amateur astronomer and built a small telescopic array on the roof. When he died, the new owners decided to open a dining club there, but couldn't afford to tear down the array, so they merged it into the restaurant's design. The ceiling has been painted to resemble a starry night sky and the cutlery and dishes incorporate astronomical motifs (suns, moons, constellations, and so on). Membership is 20G a year and tables are by reservation only.

**170. The Empereur's Wings (N22)** — Like Paroisse Mercantile (#57), The Empereur's Wings uses Porté to deliver messages. Unlike Paroisse, it does not transport goods, only information. Using blooded objects in Charouse, Kirk, Carleon, and elsewhere, messengers deliver letters and news for a variety of clients. Six Porté Adepts work at the Wings, each responsible for a single area. They make trips once a week and can promise most deliveries within a fortnight. Though not as skilled as Yan Riché du Paroisse, they make up for it by working more cheaply (2G per message) and covering more territory. Needless to say, the two organizations are fierce rivals.

**171. "Embassies" (N19-O20)** — While Eisenfürst Trägue wants nothing to do with the outside world, his assistant Wilma Probst knows that the city must maintain diplomatic relations with its neighbors. She passed the hat and scraped up enough to purchase these expensive townhouses to serve as embassies. At the moment, only four are occupied — representatives from Fischler and Heilgrund königreichen, a member of the Vendel League, and a corpulent diplomat from Paix — leaving the rest to fall into opulent disrepair. The diplomats have little to do unless

Wilma needs them for something, and spend most of their time playing whist with each other.

### **172. The Freiburg City Courthouse (O21-P23)**

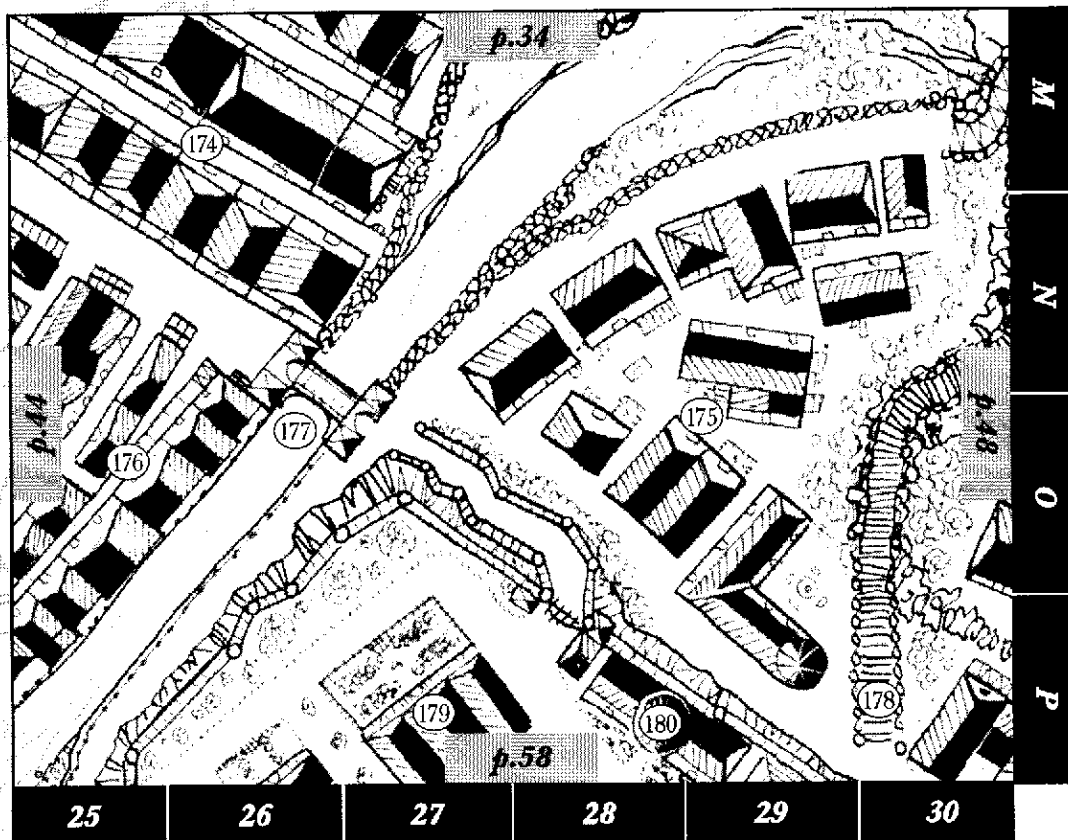
— This gorgeous two-building structure is misleading: it has nothing to do with Trägue's government or any official business of the city. A group of wealthy merchants founded it three years ago as a means of settling legal disputes. It has since expanded to house almost twenty judges, with an attendant number of clerks, lawyers, and bailiffs to keep things running. Merchants or businessmen with civil disagreements (property ownership, business grievances, etc.) can bring their cases here to be tried according to old Imperial Eisen law. The involved parties pay the necessary court fees, then plead their cases before a landed judge, who decides the case one way or the other. Though the bailiffs keep order inside, the court has no authority to enforce its decisions beyond the involved parties' agreement to abide by them. Still, Freiburg businessmen find it an easy solution to their petty disputes, and the courthouse continues to prosper. Of course, since only wealthy merchants can afford the fees, the court tends to favor their concerns over less prosperous businessmen.

The buildings themselves hold several large courtrooms, plus legal libraries and chambers for the judges. Every summer equinox, the courthouse sponsors an enormous game of Squares on the central lawn, with costumed humans serving as the pieces.

**173. The Map (O22-O23)** — Johann Grosskinde originally opened this establishment as a museum featuring maps and cartographic equipment. He soon found, however, that he could make much more money charging people for directions than for admission. Today, he stands at a kiosk outside the the front door, giving instructions on how to get to anywhere in the city for 20c a throw. He knows Freiburg like the back of his hand and keeps a supply of cheap paper nearby to draw quick maps for his customers. Admission to the museum is 50c, but it exists mostly for Grosskinde's amusement these days.

**Johann Grosskinde (Henchman):** Br 2, Fi 2, Wi 3, Re 2, Pa 2. Rep 13. Streetwise (Street Navigation 5)





"All praise be  
to the departed  
gods, whose holy  
essence we shall  
all share  
someday."  
— The  
Children of the  
Drachen

### Section M25-P30

**174. Houses (M25-N27)** — These ordinary dwellings mostly house clerks and shopkeepers: the burgeoning middle class of Freiburg. The residents are occasionally troubled by criminal activity, but the proximity of the Stein ensures that the Guard patrols here regularly. Rent ranges from 10G–20G a month, payable to a variety of landlords.

**175. Children of the Drachen (N27-P29)** — A strange commune of Drachen worshippers — throwbacks to Eisen's pagan past — has taken up residence here in the shadow of the Bone Bridge. They number about seventy-five, holding quiet services beneath the arc of the bridge, around Quarry Lake, and other areas containing drachen remains. They emphasize strength and purity in their dealings, hoping that if they can emulate the reptilian beasts, they will join the Drachen in the next life. The cult endures endless ridicule at the hands of local Vaticines and Objectionists, but their physical prowess keeps them free of

active harassment. They keep the spartan buildings fastidiously clean and free of material distractions.

**Average Child of the Drachen:** Br 4, Fi 2, Wi 2, Re 2, Pa 2, Rep 0, Scholar (Occult 4), Servant (Gossip 4, Haggling 2, Menial Tasks 4, Unobtrusive 3), Streetwise (Socializing 2, Street Navigation 1), Athlete (Footwork 1, Lifting 3, Sprinting 2, Throwing 3)

**176. Houses (N25-P26)** — These modest homes stand along the southern canal, where residents can watch the boat traffic. Some of the houses have become popular with young nobles, who come here for "romantic" trips to the rough-and-tumble city. Rent averages 20G a month, payable to any of a dozen different landlords.

One of the houses — a small cottage near the water — actually belongs to Los Vagos, who use it as a safehouse. It contains a secret room in the basement for hiding fugitives: Eduardo Manuel, the old Castillian fisherman who "owns"





## The Sights of Freiburg

it, moved here eighteen months ago specifically to provide Los Vagos with cover. He goes out fishing three days a week to keep up appearances, though he rarely catches more than dinner. See pages 73-76 in *The City of Freiburg* for further information on his cottage.

**Eduardo Manuel (Henchman):** Br 2, Fi 1, Wi 3, Re 2, Pa 3. Rep 3. Adv: Eisen, Membership: Los Vagos. Hunter (Fishing 4), Sailor (Balance 2, Climbing 3, Knotwork 5, Pilot 4, Rigging 4, Swimming 3, Weather 2)

**177. Guildsman's Bridge (N26-O27)** — The Guildsman sports twin guardhouses on both sides of the canal, manned twenty-four hours a day by a dozen stalwart swordsmen. The nearby Vendel merchants pay their salary, ensuring that they always have swift access to the Stein district from their nearby quarter.

**178. Southern Bone Bridge (N30-P30)** — One of Freiburg's most famous landmarks, the Bridge has lain across the Rotstrom since before the dawn of man. It formed from the skeleton of a drachen — one of the largest on record — which fell across the river when it died. The bones caused interminable trouble for ships traveling along the river, and remained a significant impediment until Stefan III had the skeleton elevated during construction of the Stein.

During the Last Battle of the Stein, Stefano Wulf's forces skirted the heavily fortified bridge and crossed the river to the east. Once they attacked, however, they swiftly seized the south side of the structure, encircling the northern fortifications and preventing the fortress defenders from crossing the river. Cannon marks from the battle can still be seen on the bridge's lower foundations.

Today, the bridge is the largest structure spanning the Rotstrom, wide enough for two carts to pass side by side, and can support huge amounts of traffic with little or no maintenance. The bones themselves are stronger than steel, and have never buckled or cracked in over four hundred years of continual use.

The southern side consists of the beast's tailbones, which wind through the nearby buildings before coming to a halt

several blocks away. Stefan III had a ramp built along the tail, allowing travelers to reach the bridge without having to clamber up the sides. The Stein used to charge a toll for travelers to cross the Bone Bridge, but that practice fell along with the fortress. Wilma Probst considered resurrecting a toll, but discarded the notion after one dark look from Nicklaus Trägue.

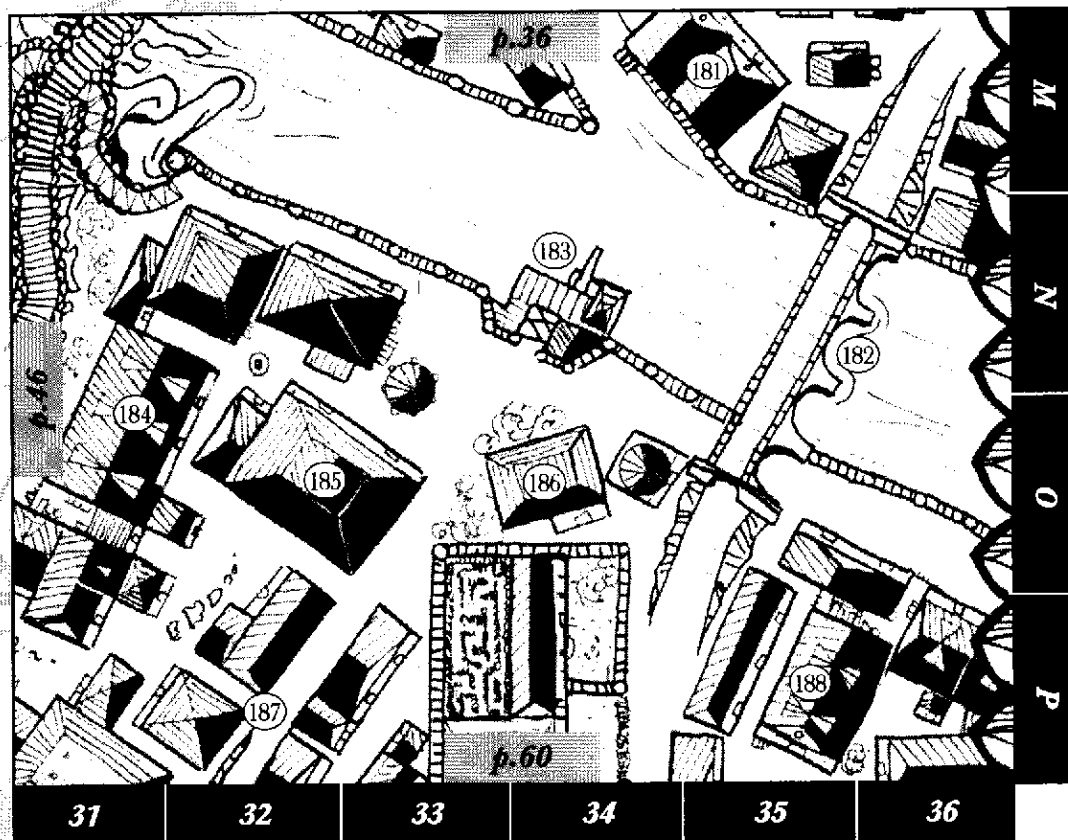
**179. Love's Apothecary (P27)** — Cleo Bellini was trained as a courtesan in Vodacce and quickly saw how foolish love makes even the most rational people. After she moved to Freiburg, she turned her observation into a financial windfall. She makes and sells love potions, aphrodisiacs, and charms. She is endlessly amused at how desperate her customers are to purchase her wares. She is personally doubtful about the existence of true love, and the persistence of Tomás Vasquez de Hinojosa (#145) has not changed her mind... yet.

**Cleo Bellini (Hero):** Br 2, Fi 2, Wi 3, Re 3, Pa 3. Rep 22. Arc: Self-Controlled. Adv: Eisen (R/W), Vodacce (R/W), Théan (R/W), Stunning Appearance. Courtier (Scheming 3, Seduction 3), Criminal (Quack 5), Servant (Gossip 2, Haggling 3)

**180. Library (P28-P29)** — The Vendel League established this library for the Merchant's Quarter so that its members would not have to travel anywhere else in Freiburg. Like everything associated with Vendel, it is expensive, tastefully furnished, and reeks of class. The reading rooms are paneled in oak and the stacks contain thousands of books on countless different topics. The map room holds topographical surveys of every nation in Théah and dozens of periodicals are available on demand. Usually, only residents of the Merchant's Quarter gain access to the library, though nobles are sometimes permitted in for a small "browsing fee" (2G-5G). Ilsa Sterk, the Head Librarian, runs the place like a military compound. The stacks are alphabetized to within an inch of their lives, and not a single cobweb mars the pristine hardwood walls.

**Ilsa Sterk (Henchman):** Br 2, Fi 2, Wi 3, Re 3, Pa 3. Rep 20. Adv: Eisen (R/W), Vendel (R/W), Théan (R/W). Scholar (History 2, Mathematics 3, Philosophy 2, Research 5)





*"Theus forbids me from using force, but for a scoundrel like you, I'm sure He'd make an exception."*

*— Abbot Allard Reichs*

### Section M31-P36

**181. Exotica, Ltd. (M35)** — This warehouse complex is owned by Dusan Burian and Kalman Elek, a pair of Ussurians who moved to Freiburg a little while ago to open an import business specializing in products of Ussura and Cathay. They are doing a booming business, as all the newly moneyed merchants of Freiburg are in the market for luxury goods. The square building between the warehouses and the bridge is their showroom, where they display samples of their wares for browsers. Contrary to popular opinion, Burian and Elek are not smugglers. Their legitimate business is doing well, and they don't have time for under-the-table bargains. Not that they wouldn't be open to such a thing, if it could be done quickly and quietly.

**Dusan and Kalman (Heroes):** Br 2, Fi 2, Wi 3, Re 2, Pa 2. Rep 12. Adv: Eisen (R/W), Ussuran (R/W), Membership: Merchant Guilds. Merchant (Appraising 4, Hagglng 4, Sail

Maker 3), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Firearms (Attack 2)

**182. Blacksmith's Bridge (N35-O35)** — This bridge was named for its heavy stonework and the iron railings which hold it in place. A tall bridge with wide spans, it can accommodate big barges on their way to the Explorers' gantry (#183). It is currently undergoing minor repairs caused by water erosion and the elements.

**183. Loading Crane (N34)** — Owned by the Explorers' Guild, this crane is solidly built and carefully maintained. It has a lifting capacity of just over two tons, and can reach out far enough into the Rotstrom to unload any size barge.

**184. Giovanni's Historical Weapons (O31)** — This large structure serves as a combination weaponsmith and museum. The interior contains displays of weapons and armor from the earliest days of the Old Republic to the



## The Sights of Freiburg

current war in Castille. Weapons of all sort are for sale, though most are purely decorative. Nobles often come to Giovanni's to get ceremonial swords for formal occasions, and the Freiburg Opera has an exclusive contract with them to produce their props. The fees are astronomical, of course.

**185. The Gilded Wheel (O32-O33)** — This huge building sells carriages to the rich and wealthy. Anything from a simple horse-drawn buggy to a coach worthy of an Eisenfürst can be purchased here. The owners build the vehicles on the premises, using an elaborate factory that takes up the rear of the building. The front serves as a "showroom" and includes a lavishly appointed chamber where the delicate matter of price is discussed. They employ over 40 qualified craftsmen from the poorer sections of Freiburg to build and commission the coaches. The craftsmen often arrive before dawn and leave after dusk, so as not to disturb the "exclusive" neighborhood with their presence. In exchange, The Gilded Wheel compensates them well and even tries to get some of them permanent positions with their clients as coachmen.

**186. Cup and Crown (O34)** — The Cup and Crown is arguably the best private club in Freiburg. It is frequented by the ultra-rich of the city: high-wagering merchants and nobles who like to win but can afford to lose. Sumptuously furnished, everything at Cup and Crown (not The Cup and Crown, just Cup and Crown) bespeaks exquisite taste and refinement. Cup and Crown does not offer jennys. Indeed, the term "jenny" causes raised eyebrows, and repeated use of the word may lead to revocation of membership. On the other hand, a member who arrives with a pretty young lady who is obviously not his wife will not be questioned.

The owner and proprietor of Cup and Crown is Ormond Lange, a dapper gentleman with graying hair, a seductive voice, and an eye for quality in everything. Herr Lange can be found in the club nearly every night, seeing that things run with quiet competence. The food is superb, the games are fair (and often high-stakes), and security is very tight. Card sharks, rowdies, and the poorly dressed are quietly but firmly ejected.

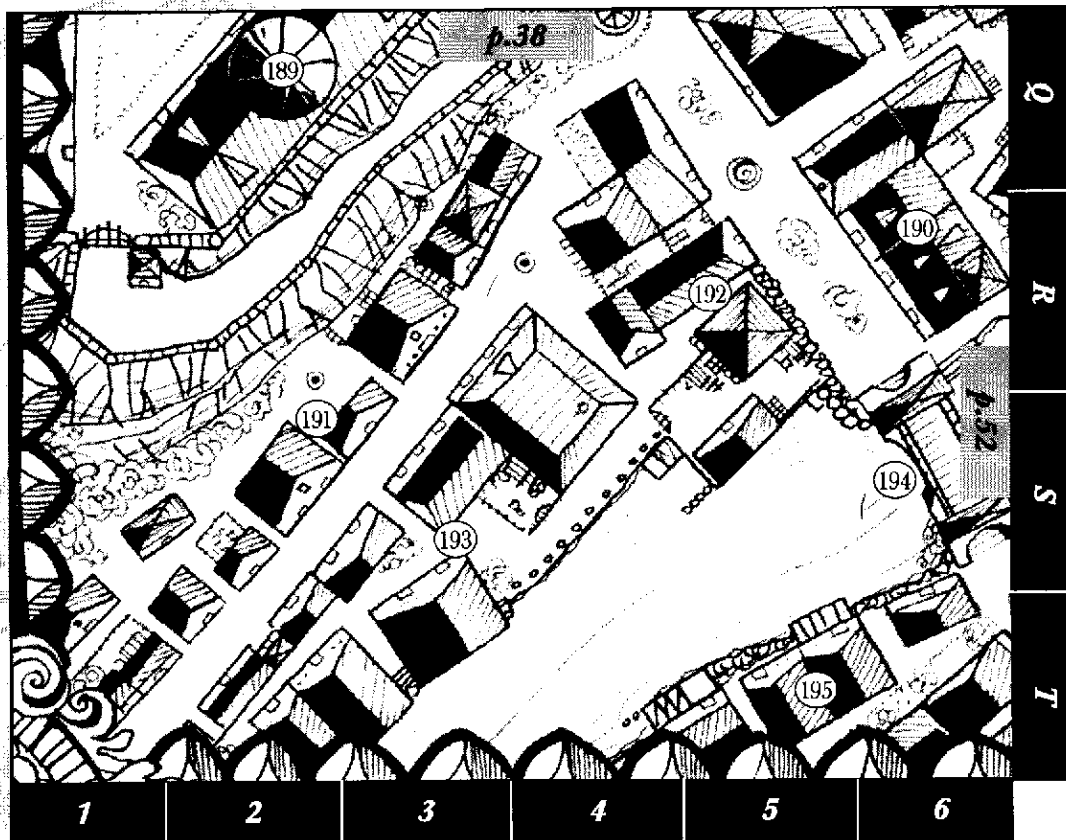
Membership at Cup and Crown costs 50G annually, subject to review and revocation at any time by Herr Lange. The complex is very large and has suites of rooms available to its members; this service is complimentary. The club also boasts banqueting facilities, including a good-sized ballroom, for those who wish to entertain without having to plan everything. Cup and Crown employs a staff of about two dozen, all carefully screened by Herr Lange, who brooks no nonsense from his employees.

**187. Exclusive Shops (P32-R33)** — In such close proximity to Cup and Crown (#186), these shops are dedicated to servicing the members of the club. Very exclusive and pricey, these shops include a tobacconist and a tailor known for quick service.

**188. Monastery of Holy Saint Gerda (P35)** — Holy Saint Gerda is the patron saint of widows and orphans, and the Tobians who run the monastery are always willing to help their charges. The Tobians are a militant order, typically sent by the Church into the most dangerous areas that need priests. Freiburg was a natural place for them to establish a monastery. They feed the homeless wretches that wander Freiburg, try to adopt and care for the *weisen* of the area, and constantly petition Eisenfürst Trägue for more human services. They have not yet been granted an audience with the Eisenfürst, though they request one weekly. Until they can prevail on the Eisenfürst to care for his people, they do the best they can.

There are 10 Tobian monks living at the monastery, and about 15 more laymen and servants. At 30 years of age, Abbot Allard Reichs is one of the youngest men to ever hold such a position. The highly charismatic abbot is a powerful orator. He is also a powerful fighter, and has had to defend his honor and the honor of the Monastery of Holy Saint Gerda on more than one occasion. Several Swordsmen have felt the sting of his staff, and more than one has been so moved at being defeated by the young man that he has sworn to defend the monastery. Reichs has a small cadre of Swordsmen he can now call on should his monks need to carefully apply some muscle.





*“Hey, Bruno,  
I found the  
nest! Bring the  
boar spear,  
would you?”*

*— Tab  
Traugott*

## Section Q1-T6

**189. Freiburg Gaol (R1-P3)** — The gaol is part of the barracks complex, detailed in entry #143. Originally intended as a jail, the city’s freewheeling nature transformed it into something else. Currently, only three kinds of people are incarcerated here. The first are criminals waiting for deportation; they remain here, packed into cells, until representatives from their home province arrive to collect them. Second are the debtors whom no one wants as indentured servants. The final, much smaller population is made up of people who are simply too dangerous to allow loose — the criminally insane. Most other crimes in Freiburg are punished with flogging (performed in the yard outside the gaol), maiming (done in the basement of the gaol), or execution (carried out here with little fanfare, though particularly notorious criminals are executed publicly at City Hall). The gaol is a forlorn place run by thugs and ruffians, its thick walls only barely stifling the screams of its inhabitants.

**190. Silversmith (Q5-R6)** — Master Adolphus Krause works the finest silver in Freiburg. His work is known all over the city, and merchants jockey to purchase his latest stuff. He has done all manner of stuff in silver — teapots, cups, platters, flatware — and some more exotic things, like false teeth, fingernail sheaths, cane shoeing, jewelry, inlay and so on. His work is on display or in use in the households of nearly every Eisenfürst. He is a master of his craft and currently has four apprentices whose skill is as good or better than any other smith in Eisen. He has recently been approached by several different merchants about exporting his wares in quantity to Vendel and Montaigne, and he is seriously considering the deal.

Adolphus is well fed, but not fat. His hands are stained black — a byproduct of working with silver. He owns all four buildings in this block, and lives in the one nearest the bridge; the others serve as storage, his workshop, and quarters for his apprentices.



## The Sights of Freiburg

**Adolphus Krause (Henchman):** Br 2, Fi 3, Wi 3, Re 2, Pa 2. Rep 35. Merchant (Accounting 4, Appraising 5, Blacksmith 3, Haggling 3, Jeweler 5)

**191. Zoellers' (S2)** — Hans and Sara Zoeller operate this tavern, though it has seen better days. Brother and sister, they took up the business after their parents died of disease, and it is clear to all that the pair have little skill or business sense. Zoellers' is dirty, the food is poor, and the ale rough. The prices are very low, however, and Sara sometimes gives food away to people who look appropriately pathetic.

**192. Shoemaker (R4-R5)** — Baldwin and Etta Huber have been making shoes their entire lives. They are mediocre crafters, but their business is good — they have an exclusive contract to provide shoes for the occupants of the gaol up the hill. They deal with Gardner Fuchs (#193) for their leather, and they have a standing deal with the big tanner — they shoe him, his apprentices, and his family in return for discount rates on material.

Baldwin and Etta are getting old. Baldwin has no hair left, and Etta has lost some teeth. Both have a pronounced stoop, earned from years bending over a workbench. Still, the pair are pleasant and the shop always has visitors, even if the visitors are just old friends come to chat.

**193. Tannery (T3)** — Gardner Fuchs' leather is good quality, and he takes pride in his work. His shop reeks of chemicals and urine (much of which is dumped in the river behind the shop when he's through with it), and the smell can be detected down the block; farther if the wind is right. Gardner and his two apprentices turn out mostly common items — horse tack, belts, jackets, and the like. They do not do shoes — for shoes, Gardner directs customers next door. He supplies Baldwin the shoemaker with all the latter's raw material, and the two do a good business together.

Gardner is a giant of a man, with a voice to match. Some speculate he's a little deaf and talks loudly because he has to, but no one has dared find out the truth. A hardened brawler, Gardner does not hesitate to punctuate an argument with his fist. He has a soft spot in his heart for

Baldwin and Etta Huber (#192), and will readily come to the aid of the old couple.

**Gardner Fuchs (Henchman):** Br 5, Fi 2, Wi 2, Re 4, Pa 1. Rep 20. Hunter (Fishing 1, Skinning 5, Tracking 1), Merchant (Accounting 3, Furrier 2, Haggling 5), Pugilism (Attack 5, Footwork 2, Jab 4, Uppercut 4)

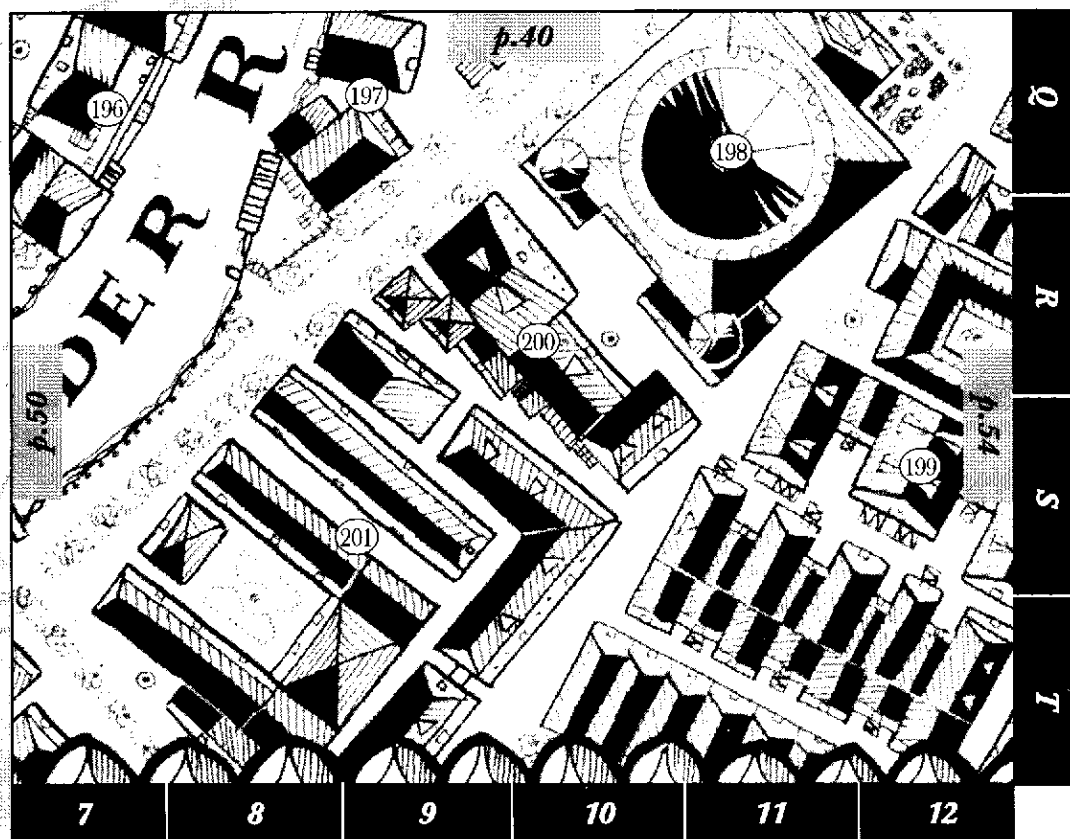
**194. South Bridge (S6)** — Squat and unassuming, South Bridge is an important piece of defensive work for Freiburg, as it represents the closest access from the gaol (#189) to the rest of the city. It can be completely sealed off via portcullises, heavy doors, and a chain drawn across the Roth beneath it to prevent river traffic. It is staffed with guardsmen at all times.

**195. Rat Catchers' Office (T5)** — Tab and Bruno Traugott are the head ratcatchers for the city of Freiburg. They run a network of pest controllers that move throughout the city keeping down the vermin. They catch and kill rats, cats, dogs, and the occasional kobold. All the animals are brought back to these buildings, where the (non-supernatural) kills are dressed. Tab has a deal with Gardner Fuchs (#193) for treating the rat skins, which he then sells to clothiers for use as an inexpensive trimming fur — though no clothier would admit to it, nearly all of them have used the ratcatchers' services from time to time. This business allows the brothers Traugott to actually pay the ratcatchers who work here, who otherwise must depend on the thanks of shopkeepers for their daily bread.

The ratcatchers can be a useful, if rather unrefined, source of information about the goings-on in the city. They can enter a surprising number of places unmolested, and they see and hear things most folk would never imagine.

**Tab and Bruno Traugott (Henchmen):** Br 4, Fi 4, Wi 2, Re 2, Pa 2. Rep 26. Hunter (Ambush 4, Skinning 4, Stealth 5, Tracking 2, Traps 5), Merchant (Accounting 3, Furrier 4, Haggling 3), Firearms (Attack 3), Knife (Attack 3, Throw 5)





"That mule's got a temper, she does, but her partner's gentle as a lamb. Sort of balances out, doesn't it?"

— Werner Riven

## Section Q7-T12

**196. Werner's Stables (Q7)** — This collection of buildings houses a fine collection of horses imported from all over Eisen. The owner, Werner Riven, deals mostly in draft horses, but also sells riding horses to young nobles and their kin. He moonlights as a riding instructor at the Breutzmann academy, though he has no official teaching status. His partner, Fritz Gottlieb, manufactures saddles and harnesses out of a nearby leather shop.

**Werner Riven and Fritz Gottlieb (Heroes):** Br 2, Fi 2, Wi 2, Re 2, Pa 3. Rep 25. Merchant (Accounting 2, Blacksmith 2, Hagglng 2), *Fritz*: Hunter (Animal Training 3, Skinning 4), *Werner*: Rider (Animal Training 3, Mounting 3, Ride 4, Trick Riding 4)

**197. Miller and Dry Goods (Q8-Q9)** — Jacob Schäffer originally set up this building to grind grain into flour, but when that couldn't pay the bills, he expanded the business to sell feed and dry goods. The nearby Roth is

usually sufficient to turn his large mill wheel, but he occasionally requires additional muscle from a pair of mules owned by Werner's Stables across the way. He does a brisk trade in livestock feed with the stables, and also works closely with Hanz and Kara Franken to get them the flour for their baked goods (see #112, above).

**Jacob Schäffer (Henchman):** Br 2, Fi 2, Wi 2, Re 2, Pa 2. Rep 23. Merchant (Miller 5)

**198. Freiburg Gazette (Q11-R11)** — In 1656, two brothers founded Théah's first published newspaper on this site. The *Steinhalt Weekly* featured news on the war, lists of casualties, and even discreet information from the Emperor's Court. Success came almost instantly, and the building soon came to house over fifty employees. With the coming of Nicklaus Trägue, the name changed to the *Freiburg Gazette*, but its prosperity remained constant. Today it competes with a host of imitators, from the *Luthon Weekly* to the *Kirk Reader*.



## The Sights of Freiburg

The building holds a business office, printing presses, and a stable house for holding wagons. Its employees scour the city for news and information, and the *Gazette* takes pride in reporting news from all over the world. They have contacts in City Hall and often pay The Empereur's Wings (#170) for news from abroad. Their central focus remains Freiburg itself, however, and they devote a great deal of copy space both to local gossip and to news from nearby königreichen.

The *Gazette* founders, Anton and Gilbert Rademaker, still run daily operations from a large office on the second floor. Lately, they have begun employing regular "columnists" who write on a range of topics, from the latest fashions to various archæological sites. Circulation has increased dramatically, and the brothers plan to add more columnists soon.

**Anton and Gilbert Rademaker (Heroes):** Br 2, Fi 2, Wi 3, Re 2, Pa 3. Rep 35. Adv: Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Théan (R/W), Noble. Artist (Writing 3), Courtier (Dancing 1, Diplomacy 2, Etiquette 4, Fashion 2, Gossip 4, Politics 3, Sincerity 4), Merchant (Accounting 2, Calligrapher 3), Scholar (History 3, Law 3)

**199. Green Leaves Inn (S12)** — Though not as famous as The Drachen's Wing, the Green Leaves has earned a quiet reputation for good food and friendly service. The food is standard Eisen fare with little variation or fanfare, but the staff prepares it carefully and works hard to ensure its quality. The serving staff is courteous and friendly, and the rooms are blessedly free of vermin. The innkeeper, Bertha Rigger, employs several runners for the sole purpose of acquiring objects desired by her customers. Slowly but surely, word of the Green Leaves is spreading; those in the know rarely look further than Bertha's smiling face.

**Bertha Rigger (Hero):** Br 2, Fi 2, Wi 3, Re 2, Pa 4. Rep 43. Adv: Avalon, Eisen (R/W), Montaigne. Merchant (Appraising 2, Hagglng 4, Innkeeper 5), Servant (Accounting 4, Drive Carriage 2, Etiquette 3, Gossip 3, Unobtrusive 2), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Firearms (Attack 2)

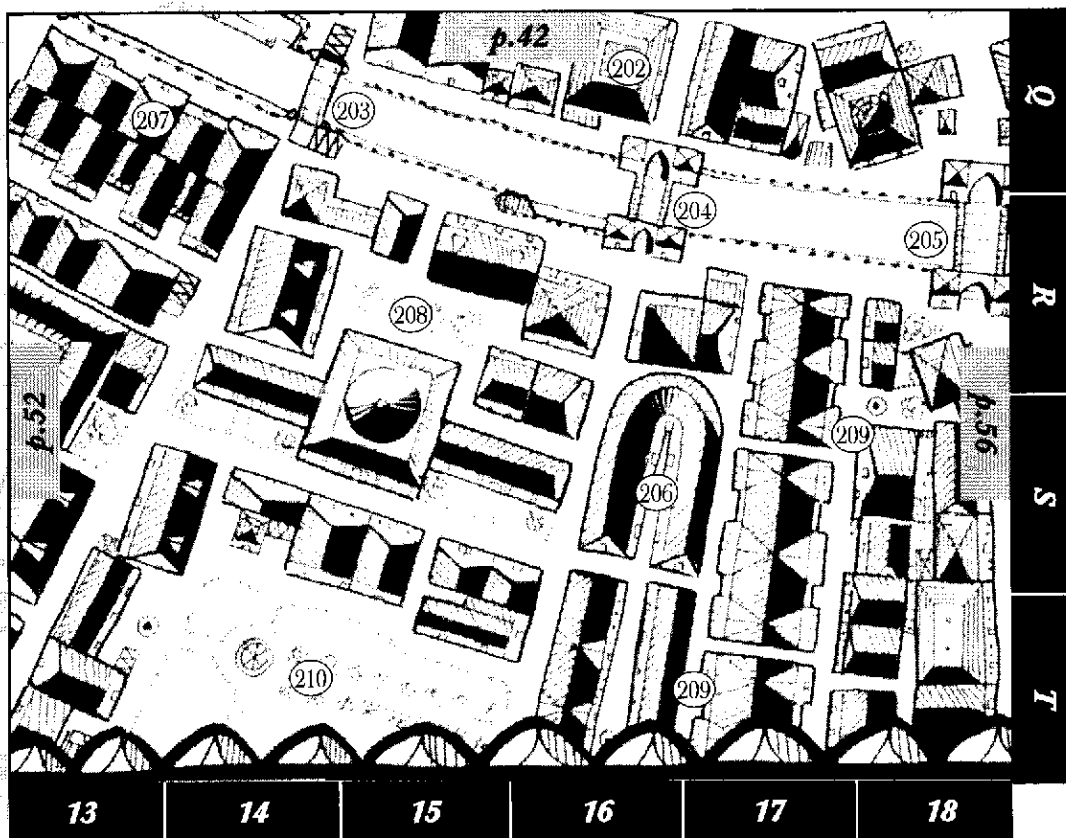
**200. The Drachen's Tooth (R9-R10)** — One of several Freiburg establishments with "Drachen" in the title, The Drachen's Tooth is a private drinking hall, open to members only. It consists of a long open room and several adjoining private chambers. Casks of beer lie stacked against one wall, along with a large shelf full of wine, ale, rum, and whiskey. Just about any alcoholic beverage in Théah is available here; patrons are expected to serve themselves. Membership at The Drachen's Tooth is by invitation only; its patrons turn away anyone they don't know.

In truth, The Drachen's Tooth has a much more important purpose than getting its members tanked: it serves as a headquarters for the *Wachhunde*. Wachhunde captain Kelby Loring purchased the building with funds from a grateful merchant he had rescued and converted it to a military-style headquarters. He and his men plan patrol routes here, discuss tactical matters, and identify difficult criminals. During their off hours, they come here to drink and commiserate, safe from retribution within its confines. More on Kelby Loring and the Wachhunde can be found in *The City of Freiburg*.

While most outsiders never get past the front door, writers for the nearby *Gazette* are sometimes allowed in for a drink, provided they keep quiet about the Tooth's true purpose. In exchange, the Wachhunde gets good press and can pick the reporters' brains for news of criminal activity.

**201. Fish Market (S7-T9)** — Every fish commercially caught within a fifty-mile radius eventually ends up in these long open-ended buildings, where they are gutted, cleaned, and sold by the hundreds. Merchants in stalls sell carp, perch, and more exotic seafood while customers clog the walkways in an effort to purchase the freshest catch. The market sells to almost every restaurant in Freiburg, along with untold numbers of private homes. It also attracts countless stray cats, who lurk in the corners waiting for discarded entrails and other delicacies. While they can occasionally be a nuisance, they keep the complex free of dirtier vermin like rats and carrion birds, so the fishmongers generally leave them alone.





“Keep him in the cellar. No visitors. I’ll tell you when it’s safe to let him out.”

— Reynaldo Nuñez del Torres

### Section Q13–T18

**202. Fox Den Club (Q16)** — A “Castillian gentleman’s club”, the Fox Den serves the refined needs of Castillian nobility in the city. More importantly, however, it hides a small contingent of Los Vagos. The Inquisition has no permanent presence in Freiburg (Trägue despises them), but Los Vagos need a place far away from Castille to do their work in safety. Members of the Fox Den work mainly to hide Castillian fugitives, using the city’s chaos to mask them from pursuit. Their leader, Reynaldo Nuñez del Torres, has established a few alternate hiding places but keeps most fugitives here, where he can keep an eye on them. He stays in touch with the Vagabond with carrier pigeons, which he maintains in large coops on the building’s roof. He’s found them more reliable than human messengers.

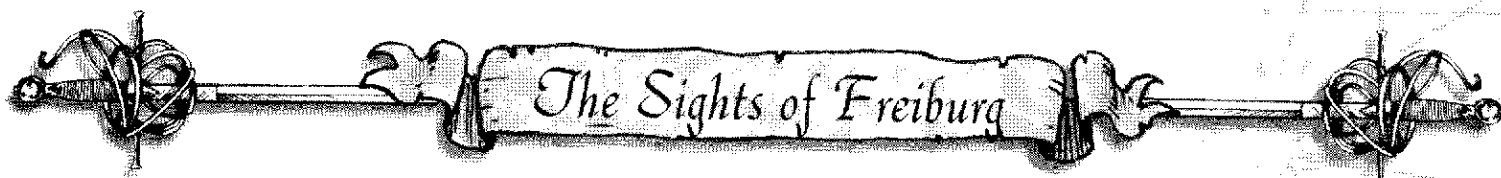
More on Reynaldo and the organization he serves will appear in the forthcoming *Los Vagos* sourcebook.

**Reynaldo Nuñez del Torres (Hero):** Br 2, Fi 4, Wi 3, Re 3, Pa 4. Rep 22. Arc: Self-controlled. Adv: Castillian (R/W), Eisen (R/W), Vodacce, Membership: Los Vagos, Noble. Courtier (Dancing 2, Etiquette 4, Fashion 2, Oratory 2, Scheming 3, Seduction 3, Sincerity 5), Spy (Conceal 5, Disguise 3, Shadowing 4, Stealth 4), Streetwise (Socialize 2, Street Navigation 3), Aldana (Feint 2, Riposte 3, Tagging 1, Exploit Weakness 3), Fencing (Attack 3, Parry 2), Firearms (Attack 3, Reload 1)

**203. Spiral Bridge (Q14)** — This narrow wood structure serves mostly pedestrian traffic; it cannot handle carts or other heavy transport. Children often fish in the canal off of its sides.

**204. Hour Bridge (R16)** — This bridge, and Minute Bridge to the east, were named for the promptness of the Guards watching either end: they relieve each other’s shifts promptly on the hour. The practice has become a point of





pride to the guards assigned there; anyone late for his shift finds himself scrubbing lichen off the bridge's foundation.

**205. Minute Bridge (R18)** — The guards here follow the same protocols as those at Hour Bridge to the west, keeping accurate time by their punctuality.

**206. The Lucky Coin (S16)** — The Coin is a gambling hall, serving nobles looking for a little "danger" without going too far out of their way. The slightly grimy exterior conceals a spacious and comfortable hall where tailored courtiers can indulge in cards, Squares, or even sailors' dice if the mood strikes them. The basement hosts games of a slightly earthier nature: boxing, cockfighting and rapping (betting how many penned rats a given terrier can kill in a set amount of time). Wagering is always fierce, and the basement fills much more quickly than the staid setting upstairs. The owner, Alena Vasilev, ran a successful gambling house in her native Pavlow before coming to Freiburg. Her intoxication with the high life combines with her uncanny knowledge of coarser delights to create the perfect hybrid: a "dangerous" business safe enough for the nobility to indulge in.

**Alena Vasilev (Scoundrel):** Br 2, Fi 2, Wi 3, Re 3, Pa 3. Rep -13. Arc: Self-controlled. Adv: Eisen, Ussuran (R/W), Stunning Appearance. Courtier (Scheming 3, Seduction 3), Criminal (Gambling 5), Merchant (Accounting 4), Servant (Gossip 2, Haggling 3)

**207. Boarded-up Store (Q13)** — Though clearly abandoned, this small building hasn't attracted any squatters or landlords interested in buying it for some reason. The store serves as one of several meeting places for the Freiburg branch of the Rilasciare. A group of about twenty Free Thinkers, members of the militant Guerrilla Alliance faction who seek to keep Eisen divided and prevent the Iron Princes from gaining any more power, meet here on a regular basis. The store contains a set of cots, a pot-bellied stove imported from Avalon, and enough fuel to heat the building for several weeks. Other hideouts such as this exist throughout the city; the Thinkers vary the times and places where they meet, using the coat code and other means of communication to keep each other

informed. There is no regular leader; the group makes decisions by vote as befits the Rilasciare philosophy. More on the Freiburg cell can be found on pages 47-48 of the *Rilasciare* sourcebook.

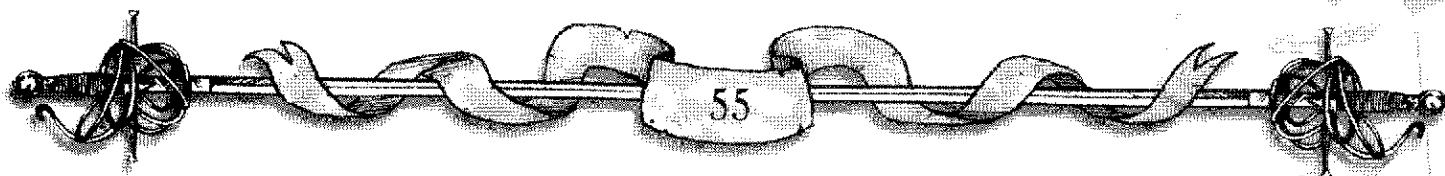
**208. Shouter's Square and Book Emporium (R14-S16)** — Shouter's Square has become a place where anyone can come and air his opinion. Street prophets, political agitators, and kooks of all varieties come to harangue passersby. A Guardsman in plainclothes always monitors the square for signs of real troublemakers, but otherwise leaves the shouters be.

The building in front of it sells books and periodicals of all varieties. It is almost a library unto itself, though all books must be bought before they are read. The Book Emporium also acts as the Freiburg headquarters for the Invisible College. Richard Mutz, the owner, keeps a set of printing presses in the back room for disseminating new scientific discoveries. He can then pass the information on to other Invisible College members by selling them books with the printed information hidden inside. More on Mutz can be found in the forthcoming *Invisible College* sourcebook.

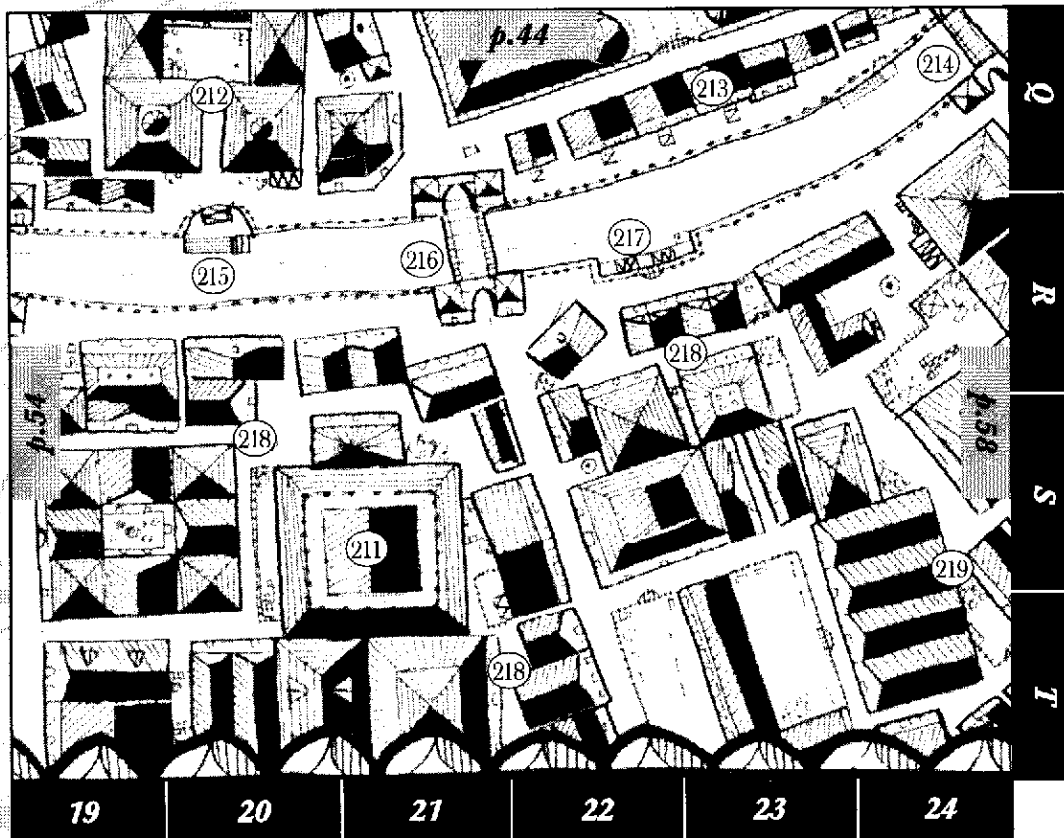
**Richard Mutz (Hero):** Br 1, Fi 2, Wi 4, Re 3, Pa 3. Rep 13. Adv: Eisen (R/W), Castillian (R/W), Théan (R/W). Membership: Invis. College. Merchant (Accounting 3, Calligrapher 2), Scholar (All Knacks 4)

**209. Rooms and Shops (R18-T16)** — An eclectic mix of business and residential buildings, this neighborhood features inexpensive real estate for sale or rent. The surrounding streets are grimy and crowded, but less crime-ridden than one might think.

**210. Hoffmann Park (T13-T15)** — A sparsely planted area of stone walkways and scrub, the park was once a series of houses like others in the neighborhood. When the landlord died, his will decreed that the buildings be torn down and a park be built "for all of Freiburg to enjoy." His tenants were forced to move while their homes were destroyed; they moved back the instant the park went up. Today the area hosts a series of squatters pitched in tents or huddled around fires to keep off the cold.







*"I didn't see nuthin'. An' if ye happen to find yerself at the Drachen's Joe next Redi night, ye won't see it neither."*  
 ~ Guy Regan

## Section Q19-T24

**211. Ruschenburg Delivery Service (S20-T21)** — Anton Ruschenburg started his business with a two-mule team and a broken-down wagon. Today he runs a huge delivery service out of these cavernous headquarters, running goods to all corners of Freiburg. He's rarely on the premises these days, busy securing orders from the Stein, the docks along the Rotstrom, and elsewhere. There are over a dozen wagon teams ready to go here, plus countless burly packbearers willing to carry items on foot.

Ruschenburg's delivery service isn't particularly fast — the street crowds make passage for his wagons difficult — but he take pride in keeping his charges secure. His wagons are all carefully padded and can carry fragile objects such as glass and mirrors with relative ease. Because of this, nobles and those with delicate packages tend to rely on him, allowing him to charge more for his services than most.

**Anton Ruschenburg (Hero):** Br 3, Fi 2, Wi 2, Re 2, Pa 2. Rep 19. Adv: Eisen (R/W), Able Drinker, Toughness. Servant (Accounting 2, Drive Carriage 4, Etiquette 1, Gossip 3, Menial Tasks 4), Streetwise (Shopping 2, Socializing 3, Street Navigation 2), Athlete (Footwork 2, Lifting 4), Knife (Attack 3, Parry 2)

**212. Chapterhouse of the Swordsman's Guild (Q19-Q20)** — Freiburg's rough-and-tumble nature makes the presence of the Swordsman's Guild a virtual necessity. They have set up shop in this small square in an effort to regulate the duels taking place in the city. The results have been less than encouraging. Technically, any visiting Swordsman must check in to the Chapterhouse and announces his presence. In practical terms, however Swordsman pretty much come and go as they please and unsanctioned duels take place here with frightening regularity (duels are legal in Freiburg, unlike most places in Théah). Coupled with pressure from the Vendel League



## The Sights of Freiburg

and Freiburg's general unruliness, it makes the task of "regulation" almost impossible.

Despite that, the Guild has still found it worthwhile to maintain a presence in Freiburg. Countless local clients desire their services and enough Swordsmen care about protocol to check in regularly. The buildings hold several offices, a small dorm for members, and even training facilities in the central square. The Guild employs several full-time clerks to make sure the books stay balanced. A governing council comprised of one member from each of the six principal swordsman schools (detailed in the *Players' Guide*) makes all decisions affecting the chapter as a whole. Most of their duties consist of collecting fees from customers and ensuring that visiting Swordsmen adhere to the Guild's rules. They also train apprentices in their spare time and keep an eye out for potential members amid the city's teeming masses.

**213. Bird in the Hand (Q23)** — This small pawnshop has seen better days. The shutters are holed and the front door sags under its foundation. The interior of the shop is threadbare and the goods are of a highly dubious nature. Guy Regan, an expatriate Avalon wanted in Canguine on a number of charges, runs the Bird with all the charm of a prison snitch. He does business with most of Freiburg's underworld — selling stolen goods, counterfeiting valuable objects, etc. — and lives in mortal fear of being deported to Avalon, where a lengthy jail term awaits him.

Regan is a small weaselly man with greasy hair and a pointed nose. He lives in a small room on the building's second floor, which he keeps barred at all times. An abject coward, Regan hates physical confrontation and rolls over with the slightest push. The Guard has found him an invaluable source of criminal information.

**Guy Regan (Villain):** Br 1, Fi 3, Wi 2, Re 2, Pa 2. Rep -28. Adv: Avalon, Eisen, Keen Senses, Small. Criminal (Ambush 1, Cheating 3, Gambling 2, Lockpicking 3, Pickpocket 2, Shadowing 2, Stealth 4), Fence (Appraising 3, Hagglng 4, Socializing 1), Merchant (Jeweler 4), Streetwise (Socializing 2, Street Navigation 4, Underworld Lore 4), Firearms (Attack 2), Knife (Attack 3, Parry 3)

**214. Helmsley's Bridge (Q24)** — This bridge is named after an infamous murderer, Bruns Helmsley, who lived here back in the days of the Stein. He strangled his family in their beds one night and hung their corpses along the bridge like landed fish. Despite numerous efforts to "officially" change the name, locals still refer to it as Helmsley's Bridge.

**215. Descending Stairs (R20)** — Marble steps here drop straight down into the canal; they used to be part of another structure and remained when the canal was excavated. Local boaters like to use it as a "romantic" embarkation point for tours along Freiburg's waterways.

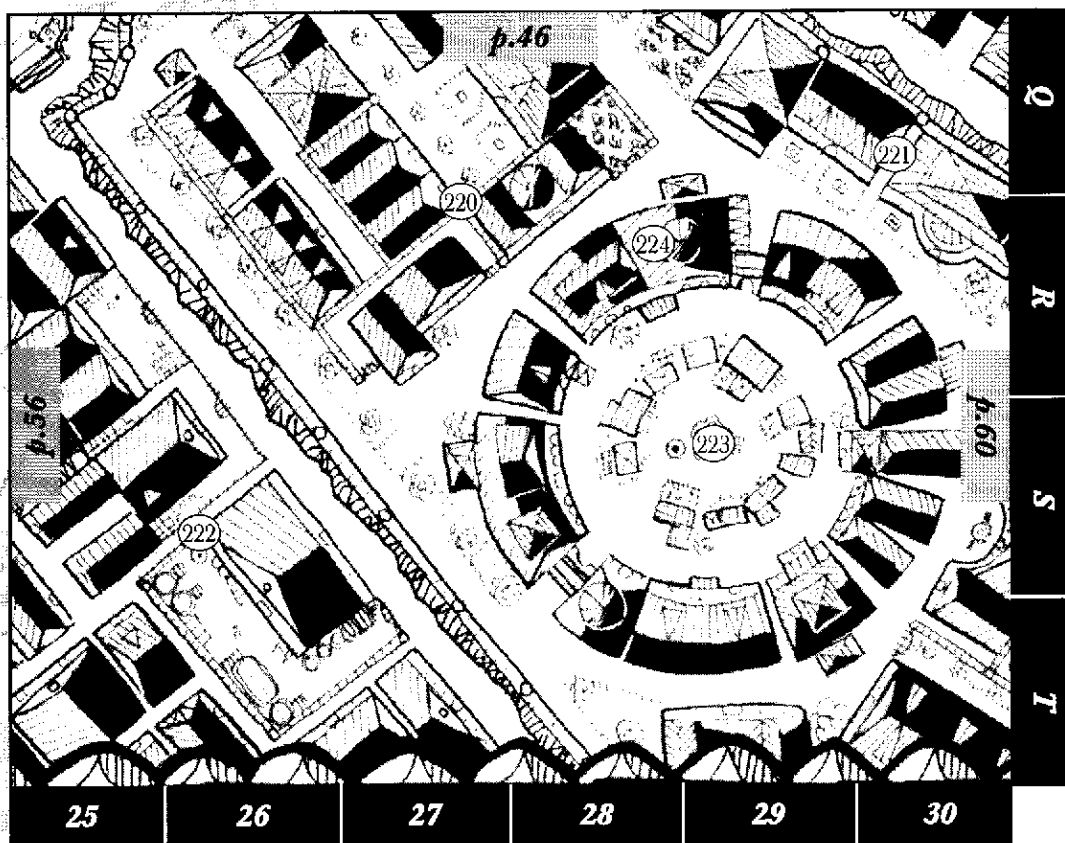
**216. Gatehouse Bridge (R21)** — The watch stations around this bridge serve as a central coordinating point for the local guard patrols. A sergeant is on duty here at all times, and iron stocks in the back hold captured criminals until they can be tried or sent to the gaol. The northern station contains a small arsenal of musket and powder, locked in a series of stout trunks; the watch sergeant on duty has the keys.

**217. Dock (R22-R23)** — This ill-kept facility serves local businesses, unloading supplies from barges small enough to get into the canal. It usually delivers raw materials to the ceramics factory (#219), though Anton Ruschenburg (#211) sometimes uses it for deliveries down the Rotstrom.

**218. Lower-Class Housing (R19-T24)** — These working-class dwellings vary in quality and are occupied mainly by fishermen, dockworkers, and employees of the ceramics factory (#219). Redmund Erhart (see *The City of Freiburg*, pages 21-22) owns a large number of them, and gouges his tenants however he can. Rental prices range from 5G-25G a month.

**219. Ceramics Factory (S23-T24)** — This cluster of buildings employs most of the nearby citizens, manufacturing pots, bowls, roof tiles, and other ceramic products. The ovens run twenty-four hours a day, and while conditions are bad, the workers earn enough to get by. The kind-hearted manager sometimes lets destitute employees sleep here if they have nowhere else to go.





*“Don’t touch that. I’m not cleaning your grubby little fingerprints off after I just got done scrubbing it.”*

*— Madeline du Bisset*

## Section Q25-T30

**220. Merchants’ Quarter (Q26–R28)** — The Quarter came about in part because the Vendel League wished to keep a close eye on Freiburg’s economy. The lack of tariffs here means a gold mine for Vendel investors, but the rollicking chaos means great risks as well. The League can’t hope to control all of the trade in Freiburg: the city is too big and Trägue too stubborn about his “No Questions” policy to facilitate a monopoly. They compensated by creating their own section in which they could exploit Freiburg’s economic value without falling prey to its darker side.

Once it had established a presence in the city, the League gradually purchased most of the buildings along this high ridge, then commissioned the building of a wall around it. Today the area holds a collection of tasteful mansions, storefronts for rent by League members, and expensive shops catering to the Freiburg elite. The city’s most

successful Vendel merchants make their homes here, where they can meet in relative security and discuss the League’s plans for the future.

The Quarter is easily the most cosmopolitan area of the city. Every day it hosts countless merchants, businessmen, and shadier characters looking for a bit of Vendel gold. Every nationality in Théah can be found on its streets, and even a few Crescent. Though the Quarter caters mainly to the rich, middle-class vendors and even criminals still find their way there. A private guard known as the “Kirk Irregulars” watches the merchants’ homes and ensures that thieves stay on their toes in the marketplace. Technically, the League can seal the gates shut and block off the Merchants’ Quarter, but they’ve never dared; their haven exists at the whim of Nicklaus Trägue and he would not look on it kindly if part of his city were suddenly rendered inaccessible. Most of the time the gates remain open, and citizens are welcome to come and go as they please.





## The Sights of Freiburg

Use the stats for the City Guard (*The City of Freiburg*, page 28) to represent the Kirk Irregulars. They act as regular police officers, though they tend to turn a blind eye to their employers' wrongdoings. The only punishment they can mete out is exile from the Merchant's Quarter; a squad of Irregulars stands guard at every gate to keep out undesirables.

**221. Vendel Businesses (Q29-R30)** — All of the buildings along this row belong to Vendel merchants, and all of them sell items unavailable anywhere else in the city. They include Boris' Delicacies (purveyor of rare caviar from Ussura), Little Worlds (a porcelain dollmaker whose creations fetch hundreds of Guilders apiece), and Stitch of Time (a clockmaker specializing in beautiful grandfather clocks). All of the shopkeepers are members of the Vendel League; some of them own mansions nearby.

**222. Cattle Yard/Slaughterhouse (R25-T27)** — The bulk of Freiburg's fresh meat comes from this large building. Cattle, pigs, and other species arrive from outlying farms only to leave as shanks, cutlets, and prime rib. Workers organize the livestock in the large pen out front and ensure that the owners can keep track of their particular animals. The building's understandably gruesome interior is washed down every night, but the stink of rotting meat has infested the very bricks of the foundation. Wilma Probst gave the owner permission to set up shop here after the Vendel had claimed the nearby Merchant's Quarter. The thought of sullyng their exclusive little neighborhood with the stench of dead animals always puts a smile on her face.

**223. Market in the Round (R28-S30)** — The heart of Freiburg's business (along with the Marcktplatz, #32) the Market in the Round sells anything and everything. Stalls hawking baskets, baubles, dry goods, and occult items crowd next to tiny shops selling all manner of objects. The constant crowds ebb and flow like the tide, assaulting passersby with a cacophony of arguments. The sounds of a half-dozen languages float through the area as merchants from every civilized country sell their wares. Tourists come just to watch the activity, and many stalls remain open late into the evening.

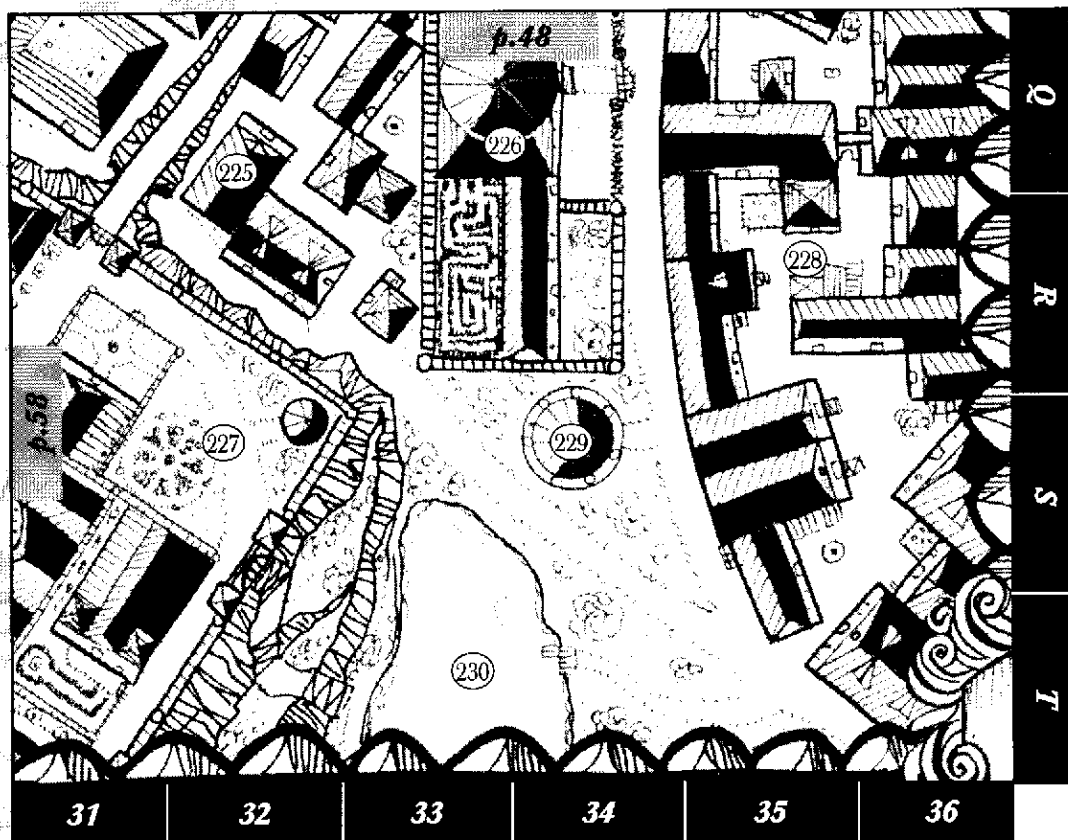
Merchants who wish to sell in the Market in the Round, must pay guild dues to the Vendel League. Non-League merchants may not set up shop, no matter how much money they have. In exchange, the League provides protection from competitors and allows vendors to operate their businesses as they see fit. While theft is a problem in the Market (the pickings are too fat to be ignored), extortion and other cutthroat competitive practices are unheard of. A squad of Kirk Irregulars moves through the Market at all times, watching for signs of trouble.

**224. Explorer's Society Chapterhouse (R28-R29)** — The Explorers gained the right to put up a chapterhouse here after extensive negotiation with the League. In the end, it took some saber-rattling from Wilma Probst to get it done. The large strange-looking house belongs wholly to the Explorers: it is the only building in the Merchants' Quarter that the Vendel League has no control over. It stands amid a bewildering array of merchants' stalls, lost in the bustle of buyers and sellers. A sign on the door reads "Closed: By Appointment Only." The Society doesn't go out of its way to advertise its presence; plenty of thieves would love to make off with the building's contents.

The house holds all manner of notes, books, and Syrneth artifacts, traveling from various archæological sites to other chapterhouses. The staff here carefully marks and catalogues all items; they also engage in brisk trade with black marketeers, attempting to outbid unscrupulous collectors for stolen Syrneth goods. While facilities exist for a permanent staff of twenty, most Explorers here are transients, staying for a few days while ferrying some trinket or another, then moving on when the next ship sails.

Madeline du Bisset runs operations here with fastidious order. She keeps careful track of the bewildering bureaucracy the house demands and ensures that its rooms are always tidy. Her efforts are invaluable to the Society; the Freiburg house is a major hub of their organization and seems to function by her will alone. More information on Madeline can be found on pages 20-21 of *The City of Freiburg*.





*"Save your fee,  
my good man.  
There's a family  
begging on the  
corner who could  
use it far more  
than I."*

*— Dr. Phillip  
McBride*

### Section Q31-T36

**225. Dr. Philip McBride (Q32)** — An Avalon gentleman, Dr. McBride is a highly respected citizen of Freiburg. His medical practice is thriving, and he is the doctor of choice for most of Freiburg's wealthy citizens. He is a kind man, with a heart that is perhaps too soft. He makes it a practice not to carry too much money with him, since he gives it to beggar children in the street. He went through eight coats last winter, as he kept giving them away. He is on excellent terms with the Tobian monks at #188, even though he himself is an Objectivist.

Dr. McBride is a slender, well-dressed man, with hair graying at the temples and a dignified aura. As one of the principal doctors to the wealthy of Freiburg, he moves in powerful circles and knows a good deal about the inner workings of the city's commerce and politics.

**Philip McBride (Hero):** Br 2, Fi 2, Wi 5, Re 2, Pa 3. Rep 35. Adv: Avalon (R/W), Eisen (R/W), Montaigne (R/W),

Théan (R/W), University. Courtier (Diplomacy 2, Etiquette 3, Oratory 3, Politics 2, Sincerity 4), Doctor (Diagnosis 4, First Aid 4, Surgery 5), Scholar (History 3, Mathematics 2, Natural Philosophy 2, Occult 1, Philosophy 3, Research 3, Theology 4), Fencing (Attack 3, Parry 2)

**226. Stout Manor (Q33-R34)** — Some of the less kind locals have referred to Stout Manor as "The Madhouse on Parade." The owner, a modest Eisen nobleman named Gerholt Stout, is quite mad. His family has a history of mental instability, heightened by the war and the gradual thinning of their bloodline. He opened his opulent mansion as a tourist attraction in order to pay off his debts, and the place has become quite popular. Anyone who pays the 50c fee can see how unstable Lord Stout really is.

Stout Manor's rooms are a bewildering array of dead ends, double-backs, and circles. Some of the rooms have been built upside down (with the furniture nailed to the ceiling), while elsewhere stairs lead up to nowhere and doors open





## The Sights of Freiburg



on brick walls. A fake drachen head (which Stout claims to have killed himself) is mounted over the mantle, grinning cartoonishly. Stout himself leads the tours with endless exuberance, telling fantastic tales about the mansion's past which he genuinely believes. The tales change with each new tour, leading to considerable repeat business.

The mazes outside are famously complex; only a handful of visitors have ever successfully solved them. Lord Stout awards anyone who completes both mazes with a medal in the shape of an aether compass. The medals are made of chocolate, prepared by a confectioner in the Merchants' Quarter. Lord Stout believes that they're made of solid gold and grows agitated if anyone suggests otherwise.

Despite his illness, Stout is genuinely harmless and can even charm visitors with his daft ramblings. Stout Manor has become a considerable tourist draw since opening; mad he may be, but Lord Stout is also becoming quite rich.

**Gerholt Stout (Hero):** Br 1, Fi 2, Wi 2, Re 2, Pa 3. Rep 56. Adv: Connections, Eisen (R/W), High Eisen (R/W), Montaigne, Théan (R/W), Noble. Back: Debt. Courtier (Dancing 3, Diplomacy 1, Etiquette 4, Fashion 2, Gossip 3), Merchant (Accounting 2, Steward 4), Scholar (History 3, Law 3), Fencing (Attack 2, Parry 2), Firearms (Attack 3, Reload 2)

**227. Merchants' Garden (R31-T32)** — The northeastern corner of the Merchants' Quarter (#220) holds a small garden where locals can come to unwind. Artists sponsored by the League sometimes come here to work, and the back wall sports a constant row of painters busy with their latest masterpieces. A pair of Kirk Irregulars stands guard here and keeps the garden free of squatters.

**228. Rich Houses (R31-T32)** — All of these houses are large and expensive, selling for 20,000G–50,000G apiece. The locals contribute large amounts of money to the City Guard, so the neighborhood is always patrolled. Merchants selling flowers and knick-knacks have carts up and down the avenue.

**229. Water Tower (S34)** — This tall brick structure hold emergency water for drinking or fighting fires. Wilma Probst pays a caretaker out of her own pocket to see that

the tower stays full and that the water never stagnates. The caretaker uses nearby Quarry Lake to replenish the water supply whenever it dips too far down.

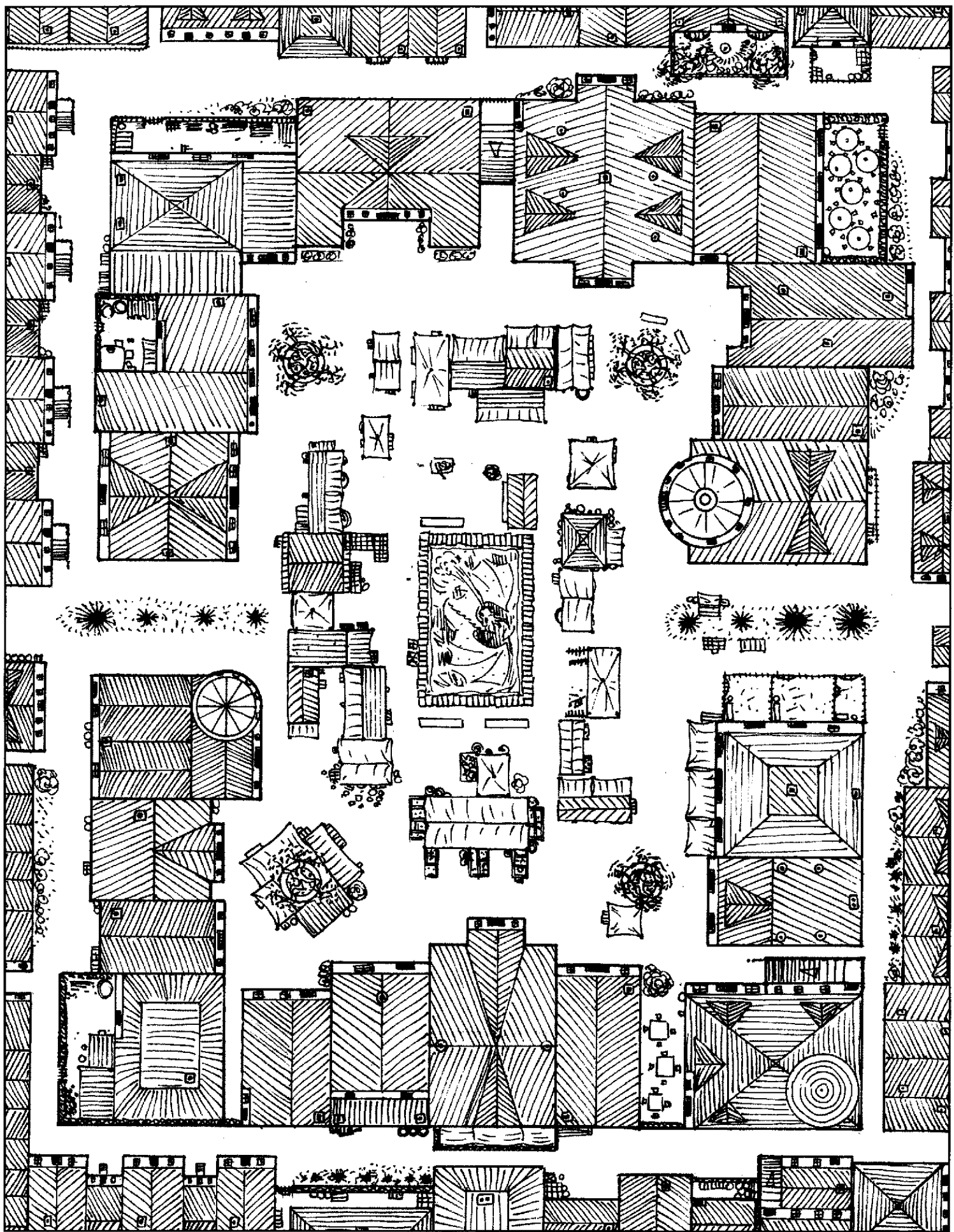
**230. Quarry Lake (S33-T34)** — This free-standing body of water is one of the most misunderstood and dangerous areas in all of Freiburg. The site houses a large number of drachen skeletons, though most of them can't be seen. Time and the elements buried them, where they lay until a few years ago. A mining company noticed high concentrations of quartz in the nearby soil and set about building a stone quarry. The tunnellers had dug down about forty feet when they struck an underground spring. The water flooded the pit, drowning about a dozen men and filling the quarry with water. The lake has remained there ever since.

The rush of water also dislodged several drachen skeletons, which drifted through the mud and settled on the bottom. Bits of drachen bone occasionally float to the surface, pushed by the currents being fed from the underground spring. Collectors gather the bones and sell them in the nearby markets for astronomical prices. There are even a few brave divers who plunge beneath the water in search of the prizes, although the bones are becoming rarer. The "Curse of the Drachen" has claimed numerous divers, who vanish beneath the waters and never return. The disappearances have lent the lake a haunted atmosphere.

In truth, the divers were killed by the animated skeletons of the original drowned miners. The drachen bones — aided perhaps by an unseen artifact — have permeated the soil with magic, which in turn has animated the bones. Perhaps a dozen skeletons lurk on the lake's bottom, waiting to claim new victims. Luckily, the skeletons rarely surface (their power grows weaker the further they travel from the site), and the magic isn't powerful enough to animate any of the drachen skeletons still buried on the bottom. If it were, Freiburg would face a threat of cataclysmic proportions.

**Miner Skeletons (Villains):** Br 4, Fi 2, Wi 1, Re 1, Pa 1. Attack Roll: 5k3 Claw, 5k3 Claw, or appropriate weapon. Damage 0k2 Claws, or appropriate weapon. Knacks: Grapple 4, Leaping 3.



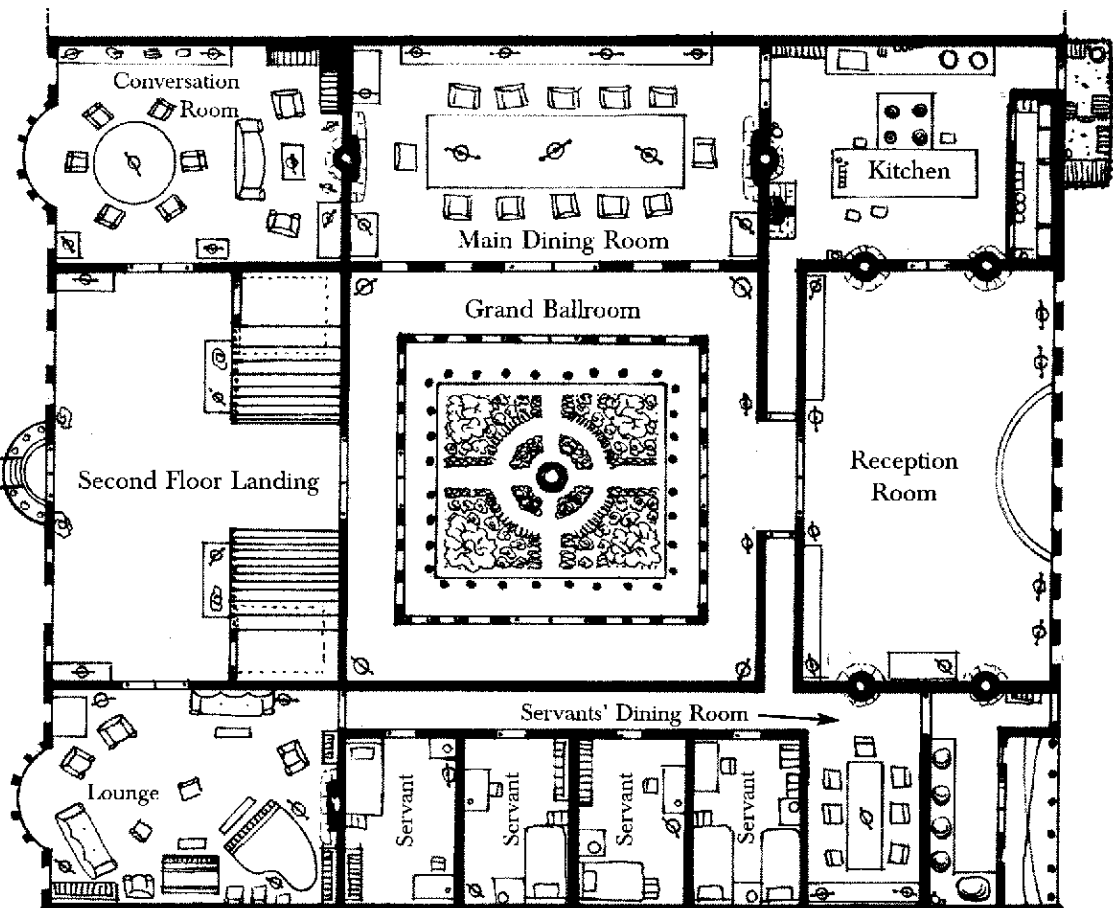


*Typical Freiburg Marketplace*



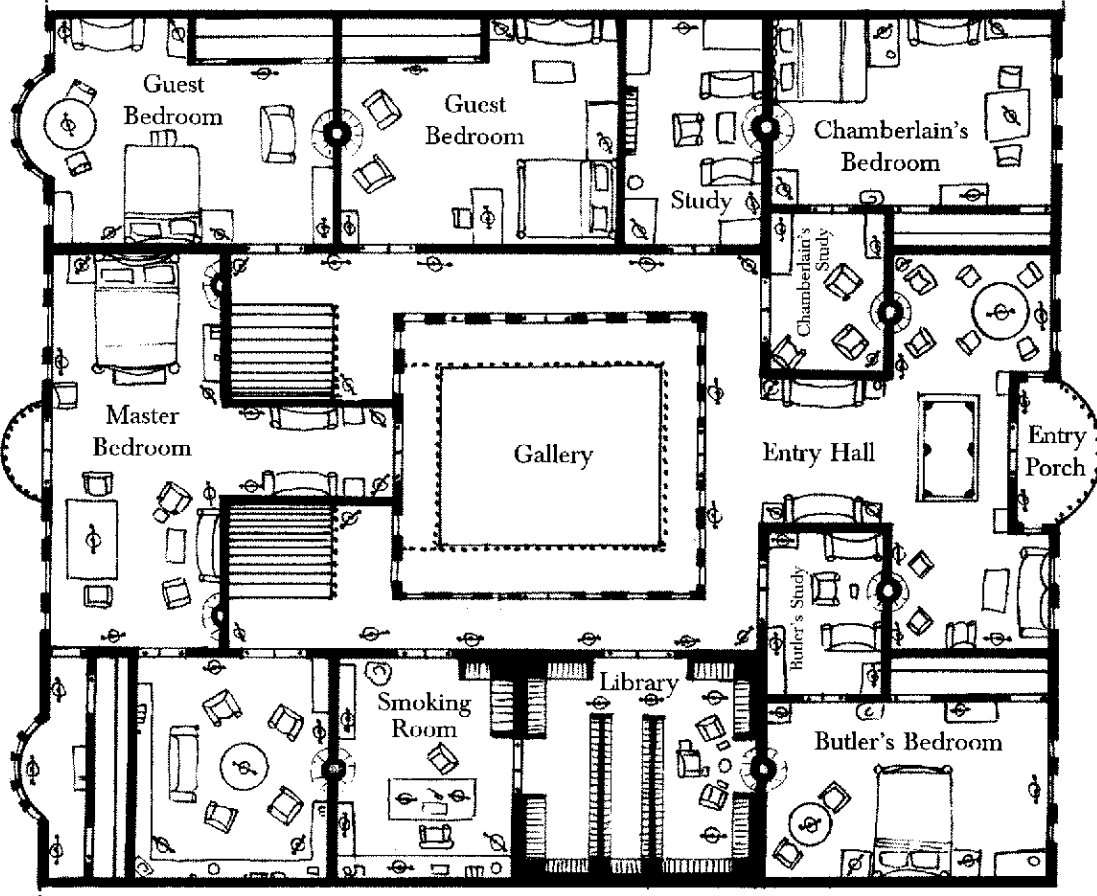
Second Story

Balcony



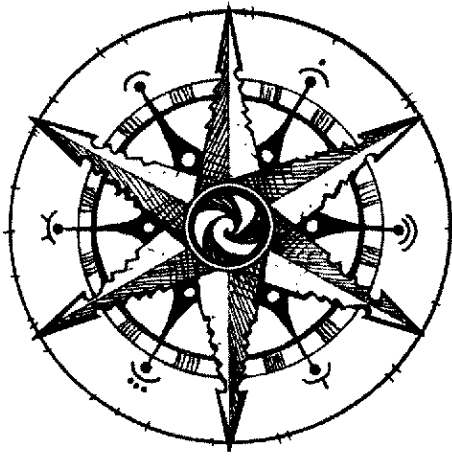
Rear Porch

Ground Floor

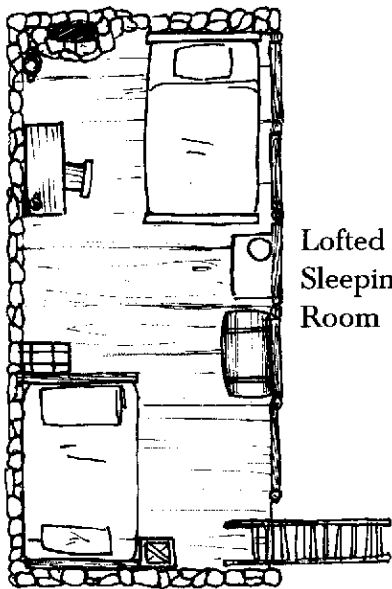


*Freiburg Townhouse*

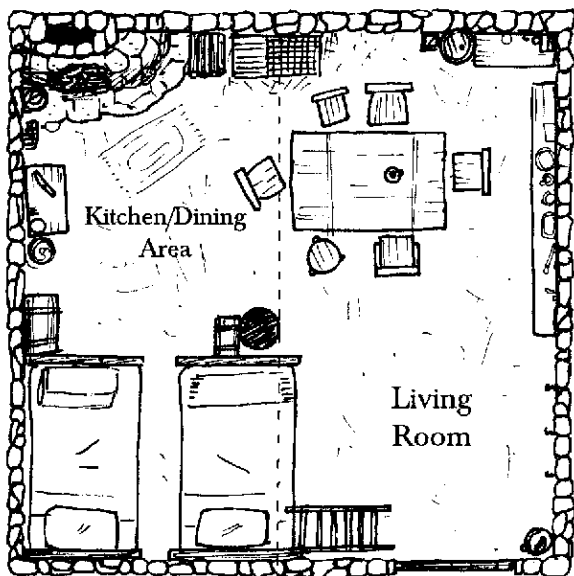




## *Peasant Hovel*

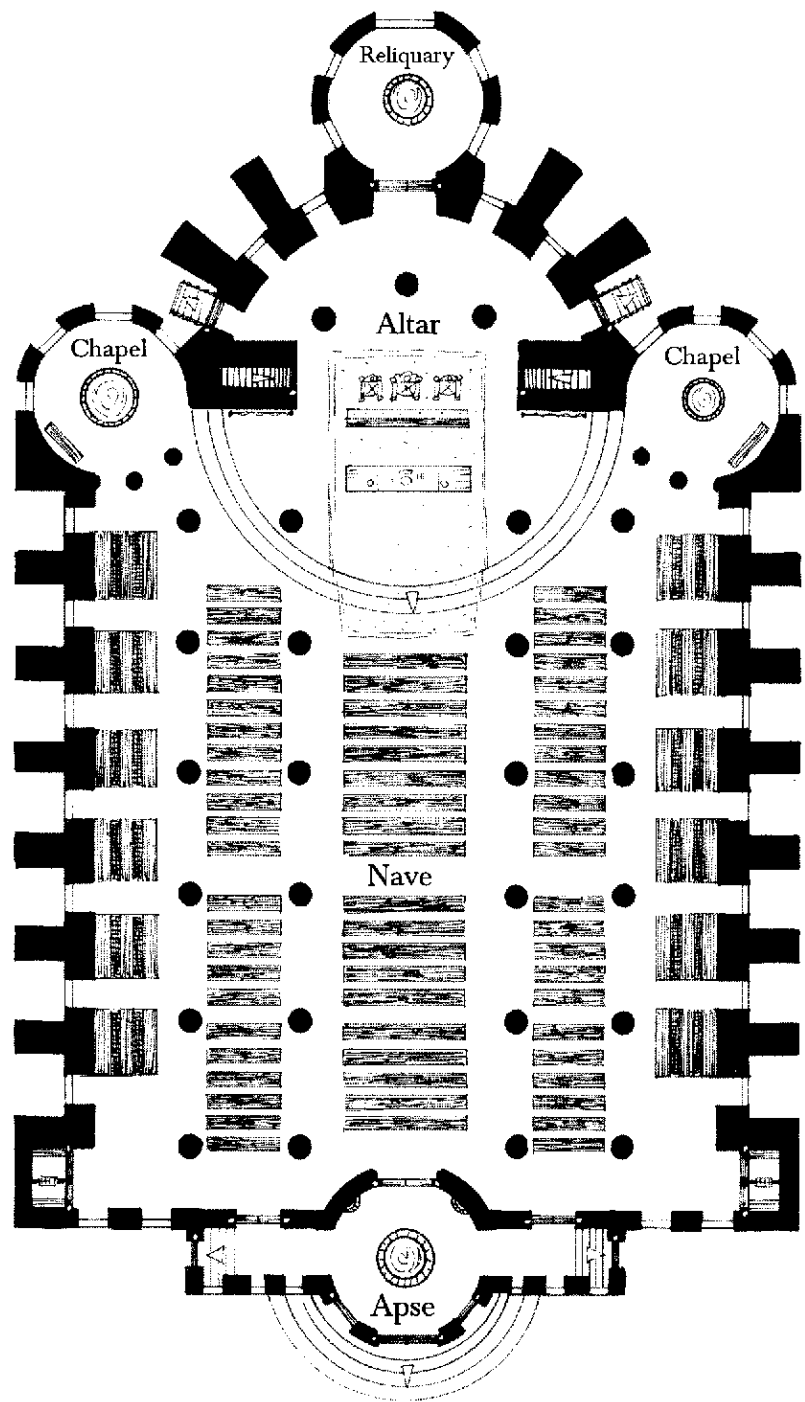


Lofted  
Sleeping  
Room



Kitchen/Dining  
Area

Living  
Room



## *Eisen Cathedral*





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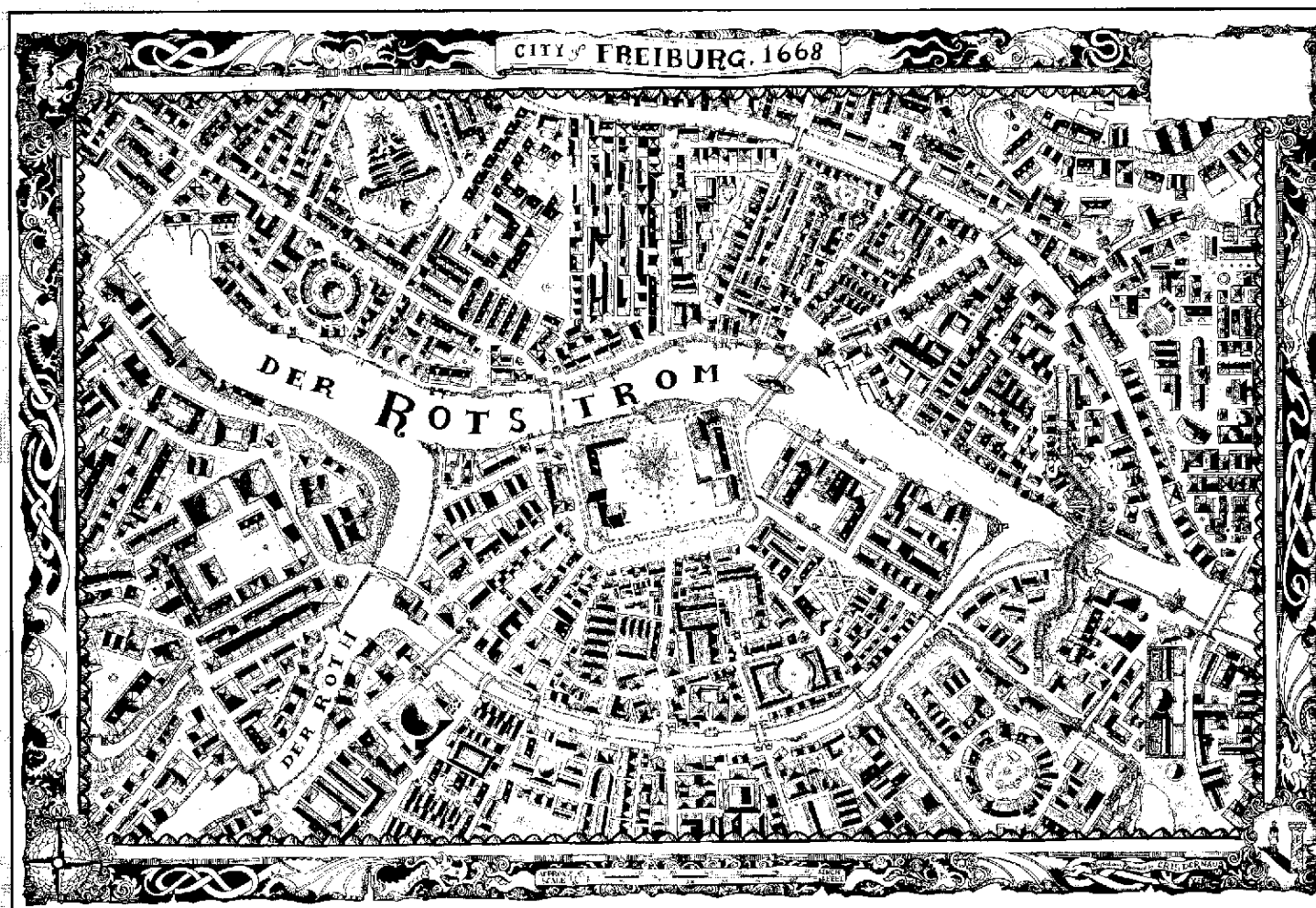


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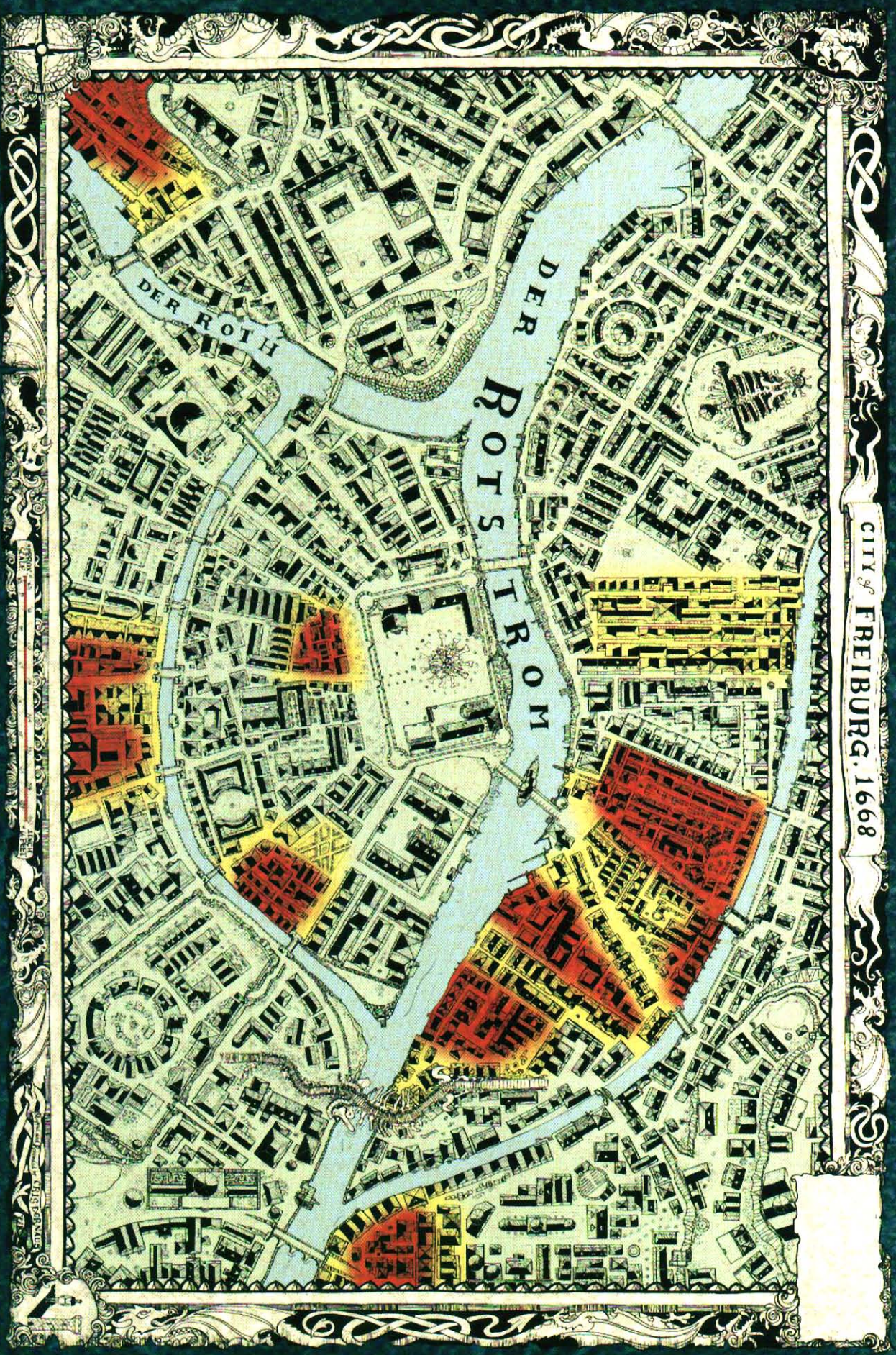


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CITY of FREIBURG. 1668



This map denotes the relative safety of Freiburg's various neighborhoods. The encounter charts in the back of *The City of Freiburg* correspond to the colors on the map, allowing you to create random encounters which match the area the Heroes are traveling through. For green areas, use the Green Encounter Chart; for yellow, use the Yellow Encounter Chart, and so on.



# Welcome to Freiburg

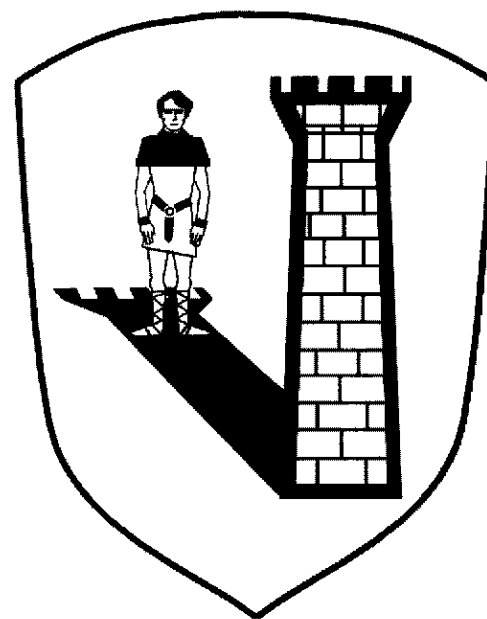


by Tobias Hawk  
English translation  
by Kevin Wilson



# Freiburg

## The Kingless Kingdom



"No Questions."

7th Sea, Avalon, Castille, Eisen, Inismore, Highland Marches, Montaigne, Ussura, Viodacre, Vendel, Vestenmannavígar, Knights of the Rose and Cross, Invisible College, Rilasciare, Vaticine Church of the Prophets, Explorer's Society, die Kreuzritter, Il Vago and all other related marks are © and ™ 2000 by Alderac Entertainment Group, Inc. All rights reserved.





One of the joyous impromptu celebrations that travelers to Freiburg are often so surprised to see. Why do we celebrate? Why shouldn't we?

## Welcome to Freiburg

Welcome and salutations, traveler! The volume you hold in your hands is the first comprehensive guide to the magnificent city of Freiburg. It takes you through the ins and outs, the dos and don'ts, and the must-sees of the greatest city in the world. My name is Tobias Hauk, and I will be your guide.

Happily, this is the third edition of Welcome to Freiburg and the demand doesn't seem to be tapering off. If anything, it's greater now than when I first began. Freiburg has become a popular destination for merchants and travelers from all over Théah, and all of them want to know the best places to eat and sleep and which sights to see on a trip to the City. Hopefully, this tome will help them in their quest.

Another author would lie, and tell you that their guide is a "definitive" source of information; that "no traveler should be without it." I make none of these claims. I have simply compiled a list of my favorite places and sights and attempted to explain why you should visit them. I hope that you find this list helpful, informative, and entertaining. If you do not find it useful, or you wish to report an inaccuracy in these pages, I can often be found at one of the taverns detailed herein. Failing that, messages can be left for me at the Freiburg Gazette; I sometimes write for that illustrious periodical and the staff will be more than happy to pass on a message.

The perceptive reader might notice that I speak of "the City" as if it's a proper name; to the natives of Freiburg, it truly is. For us, there is only one City — everywhere else pales in comparison.

Indeed, my enthusiasm for Freiburg truly knows no bounds. I have walked its streets for almost twenty years and still find new surprises and meet new people. There is a pulse to this city unlike anything I have ever experienced. It pounds with a life of its own, hums with life and vibrancy. Even if all the people left this place tomorrow, the City would still give the impression of bustling crowds and merchants straining to make themselves heard above the din.

Sometimes, however, when you sit still for a moment, you can see past the noise and the bustle to something magical. Here are men doing as they please, and answering to no one but themselves. Here are workers with jobs in a nation of drifters who must kill for their living. Here is a vision of what could be, where Man builds his own creations upon the ashes of the Syrneth; reaching to be more than that ancient race could ever dream.



Whether you share this vision of a better world or are simply looking for a place to get a decent price for your goods, you've come to the right city. Freiburg is a world of antiquity made new once more. It offers a future to a people trapped in the past. It brings freedom to a nation destroyed by tyranny. More cosmopolitan than Paix; bigger than Charouse; more beautiful than Carleon — Freiburg is all of these and more.

I could not call this work complete without thanking the individuals and businesses that made it possible. Whether they contributed a mug of ale while I sat in their tavern, or gave me a roof over my head after a particularly grueling day, dozens deserve my thanks: all the members of the Innkeeper's Guild; the staff of Exquisite Tastes; Silas Campbell, who helped fund this volume; and many more. They represent the lifeblood of the city that I love, and and it is to them that I fondly dedicate this work.

On that note, let me bring this introduction to a close. Should you see me in the street, wave this book at me, and I will join you for a drink or two. Who knows? Your words may even find their way into a future edition of this volume.

Let me leave you with these words from another author who writes of my native City:

**Gerald:** What, then, is this circus for the eyes, this fool's motley of a city that I see before me?

**Guard 1:** That is no city, Stranger. What you see there is the City Itself.

**Guard 2:** Aye, enter or not, as you please... or not.

**Gerald:** As I please? Is this a riddle you put before me?

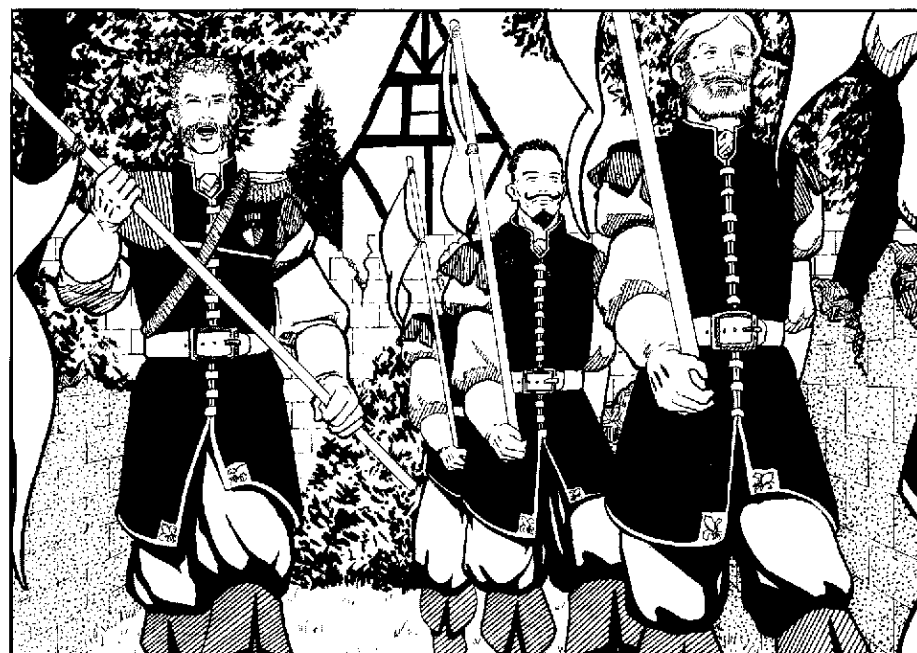
**Guard 1:** No, Stranger. All men do as they please in the City Itself. That is its purpose, and its promise.

— "The City Itself", by  
An Anonymous Author

## A Traveler's History of Freiburg

Freiburg's history begins with the Drachen, an ancient race whose extinct skeletons littered the area for centuries. No one knows why so many drachen skeletons appear here, nor what ancient force crafted the Wachturm from their bones, but their appearance has

unquestionably altered the course of human history. The early, superstitious Eisen who lived in the area strictly avoided the burial ground. They believed that the bones held a deadly curse that would bring slow ruin and death to anyone who came into contact with them. We can laugh at these quaint notions today: the bones are just bones, after all, and the spirits of the drachen rest peacefully beneath our feet.



An artist's depiction of the triumphant Objectionist army after the Last Battle of the Stein.



Matthias Stark was the commander of the Stein during its final battle. His first words upon sighting Wulf's approaching forces are legendary:

"You sly bastard. You've got me, haven't you?"

Stark's words proved prophetic: the invaders quickly outflanked the fortress's defense and threatened to breach its walls. When he saw what was happening, Stark put on his armor, mounted his horse, and rode out among



Matthias Stark

the enemy, killing dozens until they brought him down. "Poor fool," Wulf said following the battle. "He let his honor kill him."

We might never have seen a city here were it not for Emperor Stefan III. In 1267, he ordered the construction of a fortress around the Wachturm, and held firm against his subordinates' superstitions. The fortress, named the Stein, soon became the heart of Eisen's military. It stood like a rock in the center of the nation, guarding Eisen from harm for nearly 400 years.

During the War of the Cross, the Stein served as the linchpin for the Vaticine forces. The Objectionist General Stefano Wulf knew that he had to take the fortress if his cause was to prevail; without it, the Objectionists would be lost. Approaching under the cover of poor weather, Wulf's army launched a surprise attack on the fortress and conquered it in the Last Battle of the Stein.

The victorious Wulf could never truly take advantage of his conquest, however. The Vaticines hounded him so mercilessly that he could never make repairs to the fortress which would have assured his side's ultimate victory. Instead, he was forced to fight a number of ill-advised defensive battles, and eventually abandoned the area two years later.

His departure marked a new era for the Stein. The Vaticines bypassed the Stein in hopes of trapping Wulf's forces in the north. The Objectionist was too cunning for them, however, and the campaign settled into a lengthy game of cat and mouse. During that time, the fortress and surrounding buildings lay empty, unclaimed by either side. Then people slowly began moving back into the area, building new homes and turning the fortress into a crude trading post. This was a troubled time in Freiburg's history: leaders changed on a weekly basis and the people lived in constant threat of attack.

Eisenfürst Nicklaus Trägue had been a low-ranking soldier during the Last Battle of the Stein and continued to serve the Emperor after it fell. For years, he traveled across Eisen and fought in countless bloody battles. Then one day, he just quit; he refused to kill his countrymen any longer. He wandered into the nearby mountains, where a storm broke out, forcing him to take shelter.

The cave he choose to hide in concealed a rich dracheneisen deposit, one of only a handful in the nation. Filled with a new purpose, Trägue sought out Emperor Reifenstahl and asked the ruler for a barony, as dictated by Eisen tradition. The Emperor hesitated to create a new barony in the midst of the War, but Trägue eased his worries by asking only for "the land I can see from the top of the Wachturm." Eager to control the anarchy raging through the Stein, Reifenstahl gladly accepted.





Father Peissel

Father Peissel served as the spiritual leader of the Stein from 1373 to 1391. His decision to use a drachen rib cage as a church led to the

construction of the Heart of the Drachen Cathedral three centuries later. Here is an excerpt from one of his surviving sermons:

"Some of you may be filled with a sense of your own grandeur. You may believe that the world exists simply serve your appetites, but look hard upon the bones we sit inside. If Theus can bring low this beast, then how easily can He do the same to you? Do not be so concerned with yourself that you forget He who made you."

Frägue, however, had no desire to quell the anarchy at the Stein. Instead, he simply set himself up as the new leader, and allowed the citizens to run their own affairs without any interference from the government. To cement his decision, he renamed his new city "Freiburg" and gave it a new motto: "No Questions." Merchants flocked to it.

Certainly, the decision concerned Reifensahl greatly. Rather than stabilize the unrest in the heart of his empire, Frägue had legitimized it. Yet, somehow, the new city was just what the country needed. Those who were weary of the war could go to Freiburg and know that they wouldn't be drafted to fight once again. Frägue had no interest in the War and refused to assist either side in the conflict.

## An Overview of Modern Freiburg

Initially, visitors to Freiburg have difficulty understanding how the government works. Many of the services they've come to expect from other cities are not offered here. There are no business licenses, no real courts, and very little police protection unless you're willing to pay for it. Granted, this occasionally makes things inconvenient, but most of the time it's a blessing. You don't need the city's permission to start a business or earn a living. You don't have to bow and scrape before every petty noble who walks past, and most importantly, you don't owe fealty to anyone. Unless you're willing to let them, no one in Freiburg has the authority to tell you what to do. It is this freedom which makes the City so exhilarating and terrifying all at the same time. Those of us used to this climate find we cannot live without it.

Frägue is technically the ruler of Freiburg, but he has never made anyone bow to him, nor has he ever asked anyone to do anything against their will. Mostly he just sits in his tower and leaves everyone else alone. However you may feel on the matter, I feel blessed to live under such a man. No one tells me what god to worship, what clothes to wear, or how to run my life. If they tried, I would simply get some friends together and run them out of town.

You may think that the lack of police protection and government organization is too high a price to pay for this freedom, but I disagree. Until I came to Freiburg, I had to bend my knee every day to a man who valued his horses more than his men. He let a friend of mine die after a horse kicked him — he had his doctor tend to the horse's foot while my friend (who had served him loyally for years) bled to death.

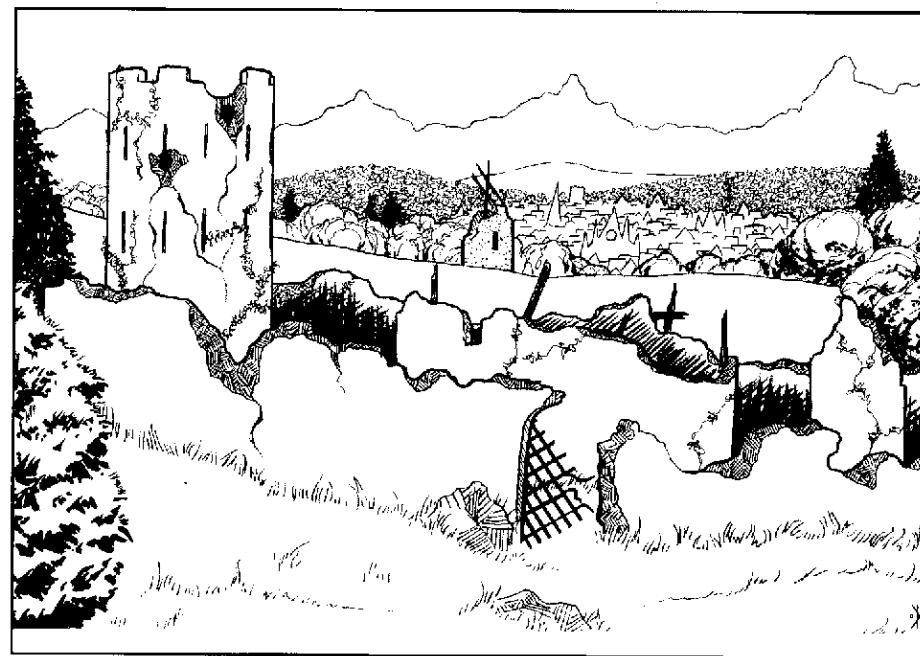


**I**n any event, the City is not a true anarchy. We have Wilma Probst, the city administrator and Trägue's right hand. She raises funds to pay the Guard, monitors the Hall of Records, and generally tries to make sure everyone is treated equitably. Should you encounter difficulties during your visit, Wilma will ultimately ensure that your complaint is handled.

**I**n addition to Wilma and the Guard, there are many private groups working to better the city. The most famous are the Wachhunde, a band of former Eisen warriors dedicated to protecting Freiburg from criminal depredations. They have forsworn the use of deadly force, but their panzerhands have convinced countless would-be criminals to think better of their actions. They number about fifty, and while they cannot be everywhere, their presence has made Freiburg a safer place to live. If you ever find yourself in trouble, look for their distinctive black and white shirts.

**I**believe that people like Wilma and Kelby — people who believe in the city's potential, who feel that men can coexist without killing each other — have allowed Freiburg to prosper. Without them, I fear this city would have collapsed long ago.

**T**here aren't many laws in Freiburg: those we have fit on three pages. However, the Guard doesn't tolerate threats to the City such as arson, inciting riots, or scheming to overthrow Trägue. In addition, murder and slavery are heavily prosecuted; Eisenfürst Trägue frowns upon such activities. Other than that, the Guards have the authority to arrest anyone who threatens public safety, which usually means that if you aren't bothering or attacking anyone else, they leave you be. Naturally, some Guards get a bit "enthusiastic" in their duties, but these men have a tendency to leave Freiburg after a month or two, and their fellows don't miss them.



An arsonist destroyed this unusual building in 1665, but he was quickly caught by a group of Guards who executed him on the spot. They were each fined 10c for overenthusiasm in the execution of their duty.

**E**ssentially, Trägue has created a self-perpetuating society here in Freiburg. He allows each man to accomplish out of self-interest what a government usually performs out of a lust for power. People don't want to be killed in their sleep, so they hunt down murderers; they don't want to starve, so they look for work; they want to be left alone to live their own lives, so they in turn leave everyone else alone.

**F**rom an objective point of view, Trägue's accomplishment is truly stunning. Self-interest is a constant trait in every human being, and Trägue has found a way to marshal it for the good of all. No one wakes up in the morning wishing for a mob of townsfolk to beat him within an inch of his life. By playing on that, Trägue has created a marvel. Self-interest is Freiburg's great strength... and the source of its success.



## The City Alive

A poem of Freiburg by Gerry du Paix

The road, it trembles 'neath my feet  
like the raven's wings.

The river's murmur is the pulse  
of granite taught to sing.

And in the breath of every man  
I hear the echoed ring,  
Of freedom wrapped around their hearts;  
the seat from whence Hope springs.

They've come to stand in tower's dusk,  
beneath the Drunkard's seat.  
There they'll toil and there they'll die,  
upon the Drunkard's streets.  
And yet they sing and yet they smile  
in midday's summer heat,  
For ne'er again wilt bow their heads,  
and gaze at noble feet.

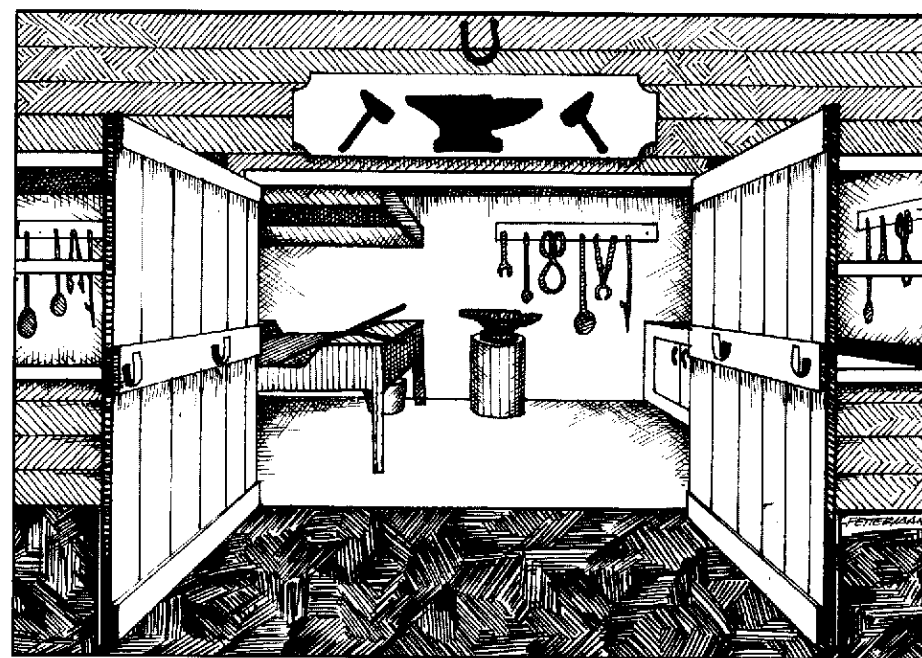
One day must come foul Reckoning,  
beneath the Drunkard's gaze.  
The City's flesh will writhe and twist  
burned by War's black haze,  
Pale Volta's skull; his scythe of blood;  
The price the Free Man pays.  
The drachen will lie in peace once more  
Their wings in sunset's blaze.

## City Guide

From this point on,  
*Welcome to Freiburg*  
becomes a tour guide  
to the city, examining the  
six distinct districts found  
in central Freiburg. Each of  
has its strengths and flaws,  
but that I love them all in  
their own unique way. The  
Shade has its strength of  
will, while the Greens has  
its picturesque beauty, and  
the Candlelit has its  
flowing, throbbing life. The  
Stein has its history and

beauty, while the Bones  
has its air of danger, and  
the Downs has its sense of  
community. Each district  
has its own unique  
landmarks, which I will  
direct you to as best I can.  
I hope that you, my dear  
readers, find just as much  
to love in your journey  
through Freiburg as I have.  
Remember as you stand at  
the gates, you gaze upon  
the City Itself. Go forth  
and experience it.

— Tobias Hauk



One of the many prosperous businesses to be found in Freiburg under  
Nicklaus Trägue's strangely wise "non-rule".



## The Drachen Curse

The land on which you stand supposedly carries a curse from the departed Drachen. Countless tales of "The Drachen Curse" circulate to this day. I heard the following tale from Seth, a blind storyteller who spins tales to children in the Downs:

"Back before time had been invented, when the last of the old Drachen lay dying, it placed a fearsome curse upon the land around it. But as with all curses, there eventually came someone who didn't believe in it. A primitive Eisen named Alex told the rest of his tribe that he would travel there and bring back some of the magic that the drachen had left behind.

"Not a single creature stirred among the ruins. Alex was afraid at the sight of the drachen bones, but he refused to flee. At the foot of the Wachturm, he found a golden crown; placing it upon his head,

he felt strength and power surging through him.

"He returned to his village and showed his fellows the crown, but they were afraid and told him to put it back. He laughed at them and called them silly geese. For many years, the crown's magic made him a fearsome warrior.

"Then one morning, he awoke with a great thirst. Rushing to the river, he gulped down water as fast as he could, only to find his thirst replaced by hunger. He pounced upon a deer that had come to the river to drink and ate it raw. At this, his skin split open, and thousands of lizards poured out.

"When his kinsmen came looking for him, they found only his empty skin and the crown he had valued so highly. They threw the crown in the river and swore never to approach the Drachen ruins again."



Should the unforeseen occur, find one of the local Freiburg Watchmen. In their distinctive black and white livery, these friendly and helpful men will be only too eager to assist you.

## The Shade

In the northwest corner of central Freiburg stands the Shade, home to some Freiburg's most dazzling sights. It gains its name from the fact that the shadow of the Wachturm passes over it every day. The area has acquired a sinister reputation, but don't let that mislead you. Culture, romance, and excitement all have a home within in its confines.

This doesn't mean that the Shade is perfectly safe. Certain rules should be followed in order to ensure a safe visit.

1. Do not journey in the Shade unless accompanied by a skilled Swordsman.
2. Do not offer alms to the beggars in the Shade. Many will repay your charity by robbing you or worse.
3. Do not stay after dusk.



The most important sight here is the Heart of the Drachen Cathedral, built from an actual drachen skeleton. Services here date back to 1367, when Freiburg was a military fortress, but it took Eisenfürst Trägue to build the cathedral itself. (Before then, people simply gathered between the rib bones to hear the sermons.) You haven't lived until you've sat within its holy walls as the lovely sunrise illuminates the windows.



The statue in Griffon Park. It is said that the statue will come to life and carry off any unattended woman who walks through the park while wearing gold jewelry upon her person.

Father Heinrich Wessels serves as the appointed caretaker of the Cathedral, along with a small contingent of acolytes and assistants. Although some call him stern, Father Wessels is dedicated to his faith, and serves in his position more admirably than many of his critics. He holds services in the Cathedral each Sabbath at dawn, and asks that those who attend tithe at least 50c for maintenance.

The curious but beautiful Griffon Park can also be found in the Shade. The park is small, but well-maintained, which makes it a favorite strolling place for young lovers. A statue of the mythical griffin stands at its center, providing the park with its name. Gentlemen beware! The statue supposedly comes to life and carries off any unattended woman who walks through the park while wearing gold jewelry. A tragic way to end an evening's tryst!

Never let it be said that Freiburg is an uncultured town. We host symphonies and operas on a regular basis, and several theatrical companies call the city home. Here in the Shade, the Reinhagen Amphitheatre provides a welcome forum for performers of all varieties. Singers, jugglers, and actors all vie for the audience's love — and money. After each performance, the spectators throw coins upon the stage to show their appreciation.

After the Bone Bridge, the Tutenberg on the eastern end of the Shade is the most unusual structure spanning the Rotstrom. An old cannon emplacement supports the center span, built to defend the Stein from shipboard attacks. The bridge gains its name from the emplacement's most famous commander — Albert Tutenberg.

In 1478 Albert singlehandedly sank a pirate ship attempting a nighttime raid on the fort. Midnight had just struck, and as Albert watched from his station, the gates of the fort opened and a ship sailed up beside it. The men on board looked vicious and cruel, and Albert deduced that the fortress was being betrayed from within. He loaded a triple charge of powder in his cannon, sighted, and fired. The ship sank instantly, but the overloaded cannon exploded, killing Albert in the blast. Today's visitors can view a statue dedicating the bridge to his memory.



Schmitz owns the Drachen Wing, one of the most famous inns in Eisen. Under his leadership, the Wing flourishes yearly. Famous nobles have traveled hundreds of miles to spend one evening there. Although expensive at 15G per night, the Wing is an unusual experience no one should miss.



Wieland Schmitz

"It would be a terrible shame to come to Freiburg and not enjoy the hospitality of the Drachen Wing," Schmitz once told

me. "You've never known true contentment until you've spent the evening on the Bone Bridge, with the soothing sounds of the Rotstrom beneath you."

Finally, no tour of the Shade would be complete without a visit to the Drachen Wing. Since its construction in 1612, the Wing has become the most famous inn in Eisen. It houses merriment and cheer every night, with some of the finest food and company anywhere in town. Your host, Wieland Schmitz, welcomes you with open arms and a smile upon his face. (A word to the wise — he's sensitive

about the scar on his face, so don't stare or ask rude questions about it.) Dark rumors sometimes circulate concerning the Wing and Herr Schmitz, but he refutes them with good humor, and often laughs at the "rakish" reputation they lend his establishment. One look at the Drachen Wing proves how unfounded those stories are. Its rich atmosphere makes the perfect conclusion to any visit of Freiburg's most mysterious district.

## Voices of the Shade

The following account of the Shade was written by Bernd Mueller, a member of the Wachhunde and hero to more than a few citizens. Let it be a lesson for those who would wander the Shade alone at night.

"The best tale I have of the Shade occurred not two months ago. I was out on patrol, and the evening dripped with sweat and stink, the sort of night that makes drunken men do stupid things. The moon above had narrowed to a thin sliver hanging in the sky, too afraid to open her eye and gaze upon the darkness of the Shade.

"In an alley, the rustling of trash and the stench of liquor caught my ear. I turned to find two inebriated sailors forcing their attentions on a lady who obviously wanted nothing to do with them.

"Let go of her, you filth," I said. They looked up at me dumbly, too drunk to even register what was happening.

"My father was a monstrous drunk, so I've always held a certain amount of disgust for drunkards. I picked the two men up, one in each hand, and slammed them against the alley until I thought I'd rattle the teeth right out of their skulls.

"Then I felt this burning sensation in my side, and I turned to see that the lady I'd been rescuing had stuck a knife in me. I was so startled that I dropped the two 'sailors' and let the whole gang of them get away.

"Just goes to show you. If you're going to play hero in the Shade, don't take things at face value, and never, ever, turn your back on the person you're rescuing."





Silas Campbell

Silas Campbell, one of the more respected residents of the Greens, often speaks of the district he calls home. He shares some of his thoughts:

"I love the Greens. Here Trägue's vision of utopia reaches its highest pinnacle, providing all beneath him with wealth and happiness. One look at our prospering stores, our fine estates, and our green walkways tells you how much Freiburg is thriving. When you compare what we have here — food, housing, jobs — to what the rest of Eisen has — mud, starvation, and disease — it's easy to see that a free government is the best."

## The Greens

**A**fter the stark poverty of the Shade, the northeastern corner of central Freiburg presents a lush, wealthy impression. Some believe that the Greens acquired its name from the lovely foliage of the area, but in reality it comes from the wealth of its inhabitants, referring to the color of the local Guilder notes circulated by the Vendel.

**G**uards patrol this part of Freiburg regularly, hired by the locals (who can afford to pay them). The Guards take their duties very seriously, and unwary strangers often find themselves expelled from the Greens for nothing more than looking the wrong way. Don't wander back and forth in front of the homes if you can help it, and avoid approaching anyone who is accompanied by an armed escort.

**F**or the discerning palate, the Greens offer numerous places to whet one's appetite. The Drachen's Toe Tavern stands at the forefront of these establishments, serving fine ale and even finer entertainment. I heartily recommend the fried sausages, which only cost 10c a plate. While you enjoy the heady elixirs supplied by your host, Friedrich Zahnarzt, be sure to hop down to the wine cellar and watch the pugilism matches held there. A word to the wise — Friedrich always gets his cut of the bets.

**T**he elegant Cafe Kaffee makes another irresistible stop. The cafe is known for its rich coffees and hot chocolate drinks, imported fresh from the Midnight Archipelago. The menu also includes succulent puff pastries, rich cakes laden with sugary icing, and other sweets. The servers are fast and courteous, making Cafe Kaffee one of the best spots to eat in Freiburg.

**E**ven those who have never been to Freiburg have heard of the famed Boneyard Theatre. Real drachen bones arc over the stage, bent to the humble task of protecting the audience from the elements while they enjoy plays, operas, and other performances. Freiburg's famed orchestra performs here regularly, as does the City Opera. The Boneyard Theatre was also the last place that child prodigy Wolfrond von Hazel played before leaving to perform for the Empereur of Montaigne.

**I**f food or entertainment is not to your liking, try Martha's Winery, home to some of the most famed vintages known to man. Martha herself often operates the store, congenially chatting with customers about the respective merits of rare vintages. Be warned, such gourmet treats are not for the stingy. The staff isn't about to open up a two-hundred-year-old bottle of wine just so you can smell the cork.



**M**artha's Winery shares its building with the Masterson Gallery, one of the best collections of fine art in Eisen. Joseph Masterson, the owner, supports the artists of Freiburg by selling their works in his gallery, taking only a nominal percentage of the fee for himself. Artists and sculptors who wish to display their works will find Masterson a willing patron.

**I**n addition to coffee and chocolate, the Midnight Archipelago offers rare "tobacco" leaves, unknown elsewhere in Théah. The Tobacco Emporium, located just across from Martha's Winery, has the most complete stock of this "tobacco" in Théah. Sporting unusual decorations from the Crescent Empire, the Emporium reeks of faraway sights and exotic locales. Romero Cavicci, the owner, sells the aromatic leaves in several flavors, and even carves pipes and other implements for smoking them.

**L**ocated on the northern banks of one of Freiburg's charming canals is Exquisite Tastes, one of the best — and most unusual — restaurants in the city. The decorations combine the simple and the otherworldly. Ornate Vaticine crosses hang next to elaborate clockwork devices, contrasting at once the priorities of the Syrnych and mankind. The restaurant features numerous pieces of art, many employing Syrnych artifacts to add a touch of surreality to their message. After I had ordered my first meal here — an unusual soup supposedly made from siren meat — I pondered a nearby painting and mused upon its meaning. It depicted a woman holding a baby, but her hand had been replaced with a silver clockwork claw that held the child as gently as any mother's. Such an unusual statement is typical of Exquisite Tastes. An evening of sublime tastes and thoughtful introspection await any diner who crosses its threshold.

**T**hese represent only a small percentage of the shops and sights available in the Greens. Some places must be experienced to be believed, and the Greens is one of them. Go there yourself, and then try to disagree with me. Until you walk down its shaded lanes and sampled its exotic cuisine, you cannot understand what you're missing. Cafe Kaffee and Exquisite Tastes alone are worth the trip, but countless stores and

emporiums here offer unforgettable experiences. The district's friendly and unusual people have created a true oasis in the war-shattered desert of Eisen. Those who want to see the gritty underbelly of the city should seek out the Shade, but if you prefer to experience the finest that Freiburg has to offer — if you wish to see the true potential of Nicklaus Trägue's vision — you need look no further than the Greens.



Otto Kovasch, a skilled chef at the famous Exquisite Tastes restaurant, poses for us in front of one of Freiburg's many picturesque fountains.



## Voices of the Greens

The following account of the Greens was written by Kenneth Thomas, a respected member of the Freiburg Guard for over ten years. Here, Kenneth offers some advice to would-be thieves looking to hit the Greens.

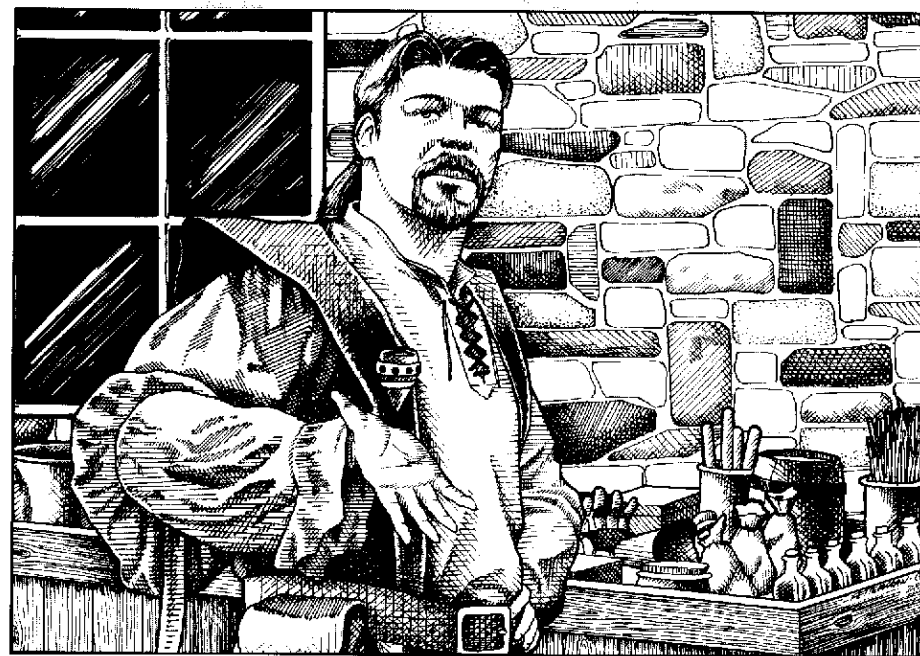
"The Greens is the worst place in town a thief could target. Much of the Guard's salary comes from the Greens, and they expect a return on their investment. Any criminals targeting that part of town will find themselves dealing with three to four times as many guards as elsewhere in Freiburg.

"The City Guards aren't the only ones watching the Greens, either. Everyone up there's got a swordsman or a gang of mercenaries on their payroll. Some folks might grumble about the Guardsmen and their

heavy-handedness, but believe me, they've never met some of those mercs in the Green. Tangle with them, and you're liable to disappear off the face of Théah.

"This one night, me and my partner, Jules, were on a private patrol past old Silas Campbell's place. Ever since his money got stole, he's paid this guard to skulk around the roof with a crossbow. The man's a crack shot, too. We were walking past one night when we spotted this skinny fellow climbing the wall to Mr. Campbell's manor. Jules and I moved forward, but no sooner had he topped the wall when *thunk*: the skulker dropped a bolt through the center of his eye.

"No, no one minds me talking about this. Truth is, the folks up on the Greens think this sort of thing is grand advertising — leave them and theirs alone, eh?"



In this etching, Van Riché du Patoisse shows off a Synchron toy recently imported from Montaigne. Van's business, Patoisse Mercantile, is fast becoming the most popular purveyor of foreign goods in town.

## The Candlelit

The third district on our tour gains its name from the large numbers of students who dwell there. At night, the entire district glows with the lights of students staying up late in order to finish their assignments. I'm told that the Candlelit makes a spectacular sight when viewed from the Wachturm at night: one of Eisenfürst Trägue's few privileges of office.

Never let down your guard in the Candlelit. The high percentage of youths here means that you could find any number of odd activities in progress. I once stumbled into the middle of a duel between four students who were all wooing the same girl. Happily, the duel ended without tragedy. Unhappily, one of the boys perforated my shoulder before he realized that I wasn't one of his enemies.



The district's main attraction looms over every aspect of life here — Breutzmann's School for Young Nobles. Although founded only 63 years ago, the impact it has had upon the area is tremendous. It serves as a finishing school for young nobles, who learn to ride, fence, engage in conversation, and other courtly duties.

Like the rest of Freiburg, however, the school is not limited to the elite. Anyone who can pay the tuition is welcome to attend. A tour is available to any parents who wish to enroll their children here. You will be taken to see the majestic halls, the beautiful gardens, and the inspiring sight of the young nobles at sparring practice. The Breutzmann students give the Candlelit its unique feel, and their needs have drawn businesses to the area that otherwise couldn't exist. Clearly, their presence has changed everything.

DISC JOY TEATR KURJELUD MARGO FREIBURG

For Freiburg's younger tourists, Margo Struben's Children's Puppet Theatre is not to be missed. Located just north of the Breutzmann School, it offers delightful entertainment for the young and young at heart. For 2c a head, tired parents can occupy their children here for at least an hour, a blessed relief any time.

Those who wish to purchase imported goods or send a message to far-off Montaigne should stop by Paroisse Mercantile. The owner, Yan Riché du Paroisse, uses his potent Porté magic for the good (and convenience) of all. Twice a day he delivers packages and letters to his agents in Montaigne, who pass them on to the proper recipients. He often returns with Montaigne goods such as wine, hot food, and even items that travelers have carelessly left at home. Obviously, there's no more reason for Montaigne travelers to be homesick as long as Paroisse Mercantile is here.

Why did I write *Welcome to Freiburg*? I've had to struggle long and hard to come up with an answer to that.

I can't honestly say that I decided to write the book at all. It happened more or less on its own. I began taking notes as I explored Freiburg on my evening walks. Then one day, I showed the notes to a friend of mine, and she suggested that I formalize them into a book. I went back over them, picked out the ones



Tobias Hauk

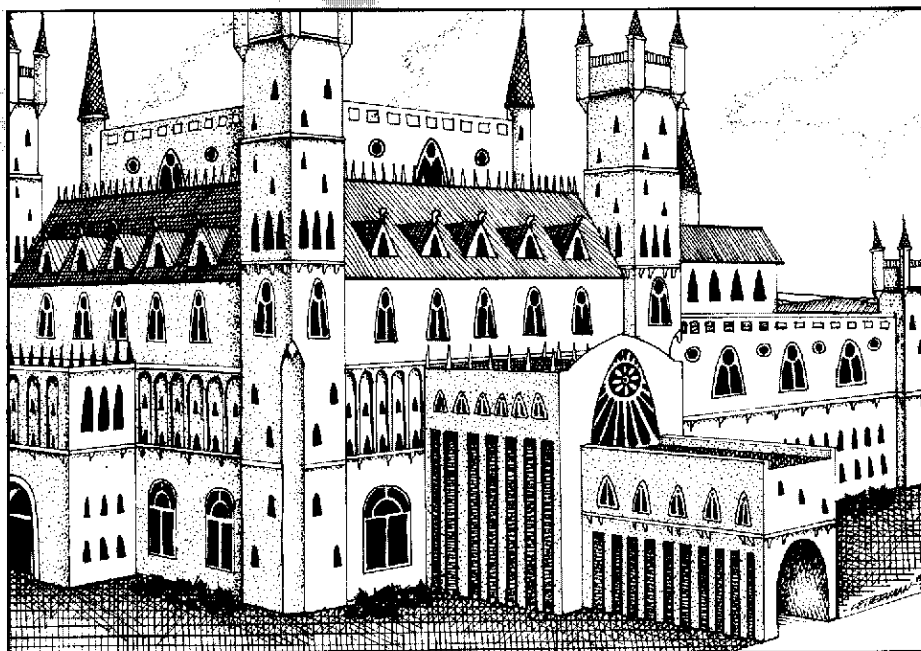
that I felt were most interesting, and talked to some business owners that I knew for funding. A short time later, the book you hold was born.

Rest and relaxation is always hard to find on the road, but weary travelers should try the House of Stone, across the square from the Breutzmann's north gates. Prices are low, the food and service are good, and the pleasant innkeeper tells scary children's stories to his guests every night. Those in the mood for a little nostalgic scare can find no better way to spend an evening.

No student district would be complete without a tavern, and the Cup of St. Gregor is the most unique you'll ever find. It caters to Nicklaus Trägue's disdain for religion and the young philosophers who emulate him. While no place for a devout Vaticine or Objectionist, others may find it quite enjoyable. A word to the wise: priests thinking of taking the owner up on his free drink offer — don't.

PACHAR SUELOS 6621 CORZA





One of the many fine examples of architecture to be found at Breutzmann's School for Young Nobles, this church was constructed and donated by a grateful parent.

The Candlelit contains numerous charms and eccentricities like the St. Gregor. Some people may prefer the more impressive districts of Freiburg, but I most enjoy the passions and quirks embodied by this district. Nothing is impossible for the young people here, and no cause is too hopeless to support. Certainly, they make mistakes, but they're young enough to learn and move on a little wiser.

The Candlelit seems to embody this vitality in its architecture and daily routine. The old merchant on the corner has an extra spring in his step, while the married couple sitting on the bench seems just a little more starry-eyed than they ought to be at their age. In the Candlelit, life is new and fresh once again. See it for yourself, and you'll understand.

## Voices of the Candlelit

The following account of the Candlelit was penned by Marta Wehling, the third daughter of a minor noble who attended Breutzmann's School until last year:

"You never really know what kind of friends you have until you get in serious trouble. A friend who turns tail and runs when you need him the most is no friend at all.

"I learned this lesson three years ago, during a night out in the Candlelit. I was accompanied by a young suitor — who had been quite affectionate of late — and several friends as chaperones. One of these friends was really more of an acquaintance; he frequently teased me at school, so I admit that I wasn't happy to have him along that evening.

"We were walking along the Rotstrom when we

encountered a group of drunken sailors staggering in the other direction. One of them called to me quite lewdly and made a crude gesture with his hands. My suitor ignored the insult and turned away as if he hadn't heard.

"Then the man lurched forward suddenly and grabbed my wrist quite painfully. I called to my companion for aid, but he took one look at the sailors and fled down the road. Most of my chaperones also fled, but the young man who had so often teased me drew his sword in a rage. I watched him fight off four of the louts all by himself before kneeling beside me and tenderly asking if I was all right. He himself was bleeding from several cuts, but he took no notice of them until convinced that I was unharmed. Needless to say, I have since broken off ties with my former suitor, and I now have a much more suitable escort."



## The Stein

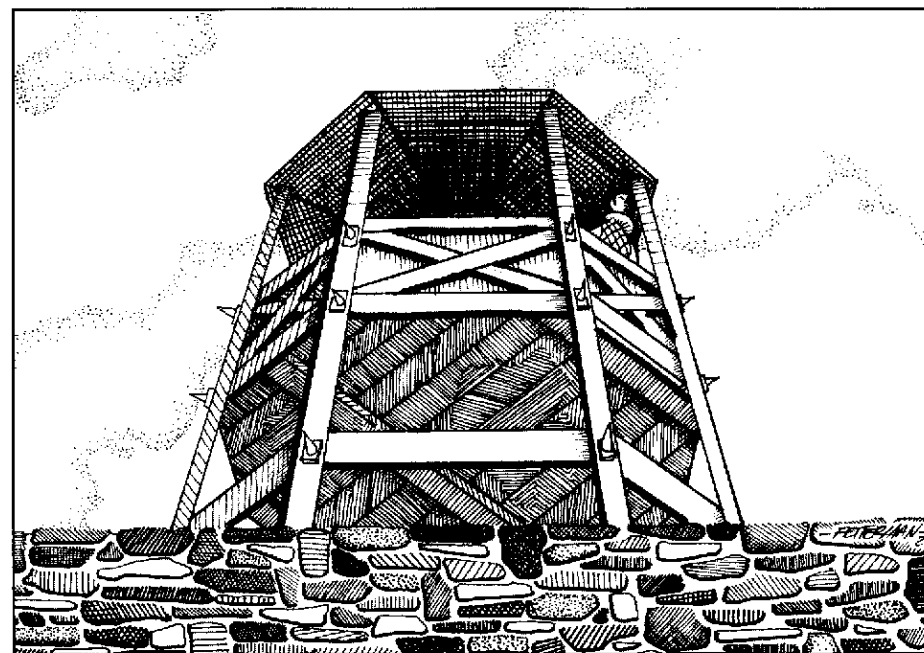
**I**mages of the fourth district have found their way into all forms of Eisen art. The Stein has stood since 1267, and its centerpiece, the Wachturm, predates man. The district houses the city government, such as it is, and serves as a visual reminder of all that Freiburg stands for. Visitors should remember to step lively and always be courteous to the Guards. Even the slightest insult or resistance has sometimes prompted harsh retaliation.

**N**icklaus Trägue can usually be found somewhere in the Stein. If he's not sitting atop the Wachturm tossing stones at passing priests, then he's usually in a nearby tavern replenishing his stock of wine. I have heard that he drinks nothing but the meanest, most fiery vintages, but this is mere rumor. I am not privy to our Eisenfürst's drinking habits, nor do I ever care to be.

**O**bviously, the Stein's chief attraction is the enormous bone tower known as the Wachturm. Over the centuries, it has become an artistic icon, symbolizing certain concepts the way the Reaper symbolizes death, or the sun represents the Empereur of Montaigne. Artists typically use it to create a sense of impending doom. Theatres often project a cutout of the tower onto the rear of a set to represent foreshadowing. Many Sorte decks depict the Wachturm on the Tower card, which signifies an approaching downfall or sudden destruction. Natives of the City believe that a vision of the Wachturm located anywhere but in its rightful place is a sure omen of death. Travelers who wish to view the tower should do so from a distance. Only visitors of great importance are permitted inside the Stein, and even fewer receive the full tour. Most should content themselves with the view from nearby Twelve Salmon bridge.

**T**he Stein serves as the headquarters of Trägue's government. Societies need organization, even one as loosely structured as ours, and Freiburg's City Hall fills that duty admirably. Although a beautiful structure, City Hall is mostly reserved for wealthy visitors. Wilma shows them around the City, discusses Freiburg's tax-free policies with them, and asks for a donation to help keep things that way.

**B**ut while City Hall mostly serves the nobility, even commoners can see Wilma Probst if they're persistent enough. They simply have to schedule an appointment (which takes about six weeks), and then show up with a clearly worded petition and the willingness to pay for their ideas. Wilma doesn't put up with disorganized people or those who won't put their money where their mouths are, so be warned.



"Ever vigilant" is the motto for those guards who protect what remains of the Stein and the Wachturm. Don't try breaching these walls without an invitation, or you might not live to regret it.





Gunda Shein

Gunda Shein is one of the most respected Guards in the city, and the first to ever volunteer for the position. Here's what she had to say about her job:

"The life of a Guard requires plenty of patience and a large degree of common sense. It isn't enough to catch the criminals; you have to learn what drives them. It's fine to arrest a man for stealing, but if he was trying to feed a starving wife and children, then throwing him in jail could kill them. You have to learn to see the entire problem and work to solve it. In the case above, I found him a job building roads, so that he didn't need to steal any more."

Just outside the fortress is a large steel box where anonymous remarks can be placed. The Complaint Box, as it's known, serves as an unfiltered conduit to the city's leaders. Wilma Probst personally reads every single comment on a weekly basis and acts quickly to correct any injustice. So if a particular guard insists on harassing you, just drop a note here.

SRDYNAL-LAR

Everyone in Freiburg needs a packages or messages delivered, especially the government. The Freiburg Runners, located just beyond the Stein walls, fill this need. These young men race around the town stopping only to eat, pick up new messages, or go home for the evening. It's a demanding job, but they're well paid for their effort and the Freiburg Guard watches out for them.

GOV. FREIBURG

## Voices of the Stein

The following account of the Stein comes from Andreas Hackl, a reformed burglar whom I spoke to in a local tavern:

"It were the night after me pal, Soot, got t'rown in da Gaol. I still had ta eat, so's I went on me normal rounds as usual. Only, when I got ta da spot me and Soot were plannin' ta hit, dere were some fellas dere already, and Soot was wit' em!

"Now, I din't like ta t'ink about Soot bein' no traitor, so I hid meself near 'em and lissened in.

"Get yer scrawny butt t'rough dat window, or I'll scrape da skin offa you!" hollered the fat one.

"I could see right quick what was happenin' dere. Dese guys had put da muscle to Soot, and were squeezin' him for alla our sweet spots for da next

week or two. Still, dese guys were big and dere swords wuz out, so dere were nutin' I could do. Or so I t'ought until I saw da flash o' a Guard's badge on onna dem. Dat's when I knew how Soot had gotten outta da clink.

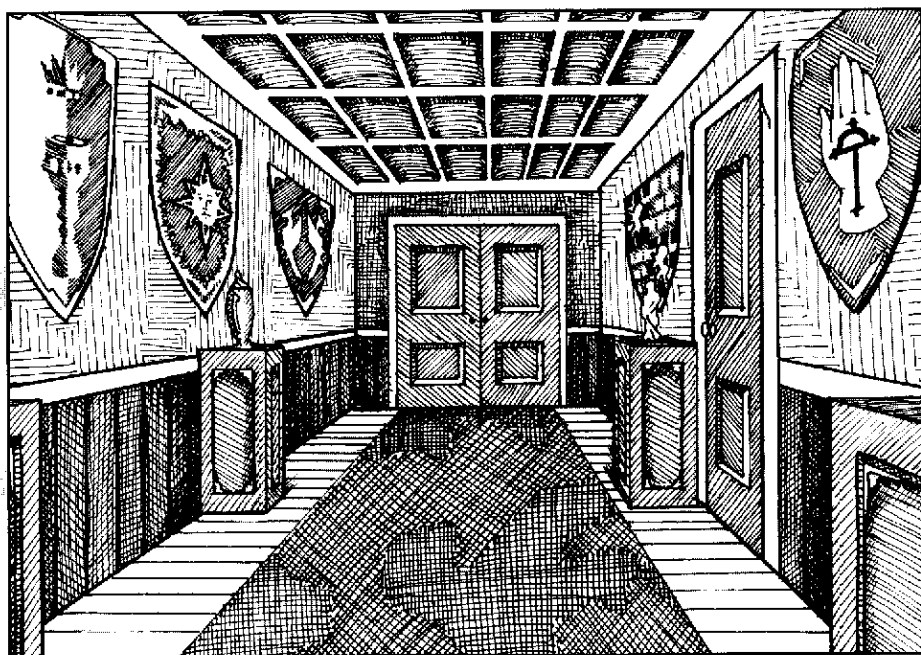
"It tore me up considerable ta do it, but I snuck off and found da nearest honest Guard I knew. Gunda 'er name iz; nice lady. Well, I told her what was goin' down, and she gets her buddies to go after dem other Guards.

"I don't remember none of da fight, as when I got dere I saw Soot wit' his t'roat gashed open, and I was too busy cryin' like a baby over me pal's corpse. When Gunda and her pals were done, dere weren't none o' dose boys left standin'. She came up ta me and said, 'Hack, I know we ain't been friends, but I say your past wit' us is over.' I went straight dat day and ain't never looked back."



The final building of note in the district isn't very pretty, or even noticeable. It's small and stony with a blacksmith's forge in the back. Only the symbol chiseled into the corner tells you its purpose: the chapterhouse of the Knights of the Rose and Cross. Led by the Knight Forger Dietrich Proust, this noble order upholds virtue and honor in our city, ensuring that all wrong-doers face justice. They face stiff

competition from the Guards and Wachhunde, but all are brothers under their tabards. The Knights have even cooperated with other orders in keeping our streets safe. Proust and his men don't allow visitors in the building, but just the sight of it is enough to fill your heart with pride. And of course, anyone who finds themselves in trouble should seek the Rose and Cross here. Honor and bravery are permanent residents within.



Visiting nobles often find themselves here, inside the waiting room in Freiburg's City Hall. Don't worry about the lack of seating, though; Wilma Probst, the City Administrator, seldom keeps anyone waiting very long.

## The Bones

Reputed to be the resting place of more drachen than anywhere else on Théah, the Bones offers an opportunity for antiquity hunters to collect the remains of a long-dead race. Most of these remnants lie beneath the surface of Quarry Lake, a large pond in the southwestern corner of the district. Lest you consider taking a swim for some souvenirs, however, you should know that numerous divers have vanished there over the years. Some think that the "Curse of the Drachen" claimed them, but most likely they met with some simple underwater mishap. In any case, Quarry Lake is not a place for the unwary. Travelers looking for a drachen bone or two may wish to purchase some from our local lake divers — who sell them at the nearby Market in the Round — rather than attempting the feat themselves.

The area hosts a brisk trade in counterfeit drachen bones, so buyers should watch themselves. In order to spot a fake bone, simply hit it with a hammer as hard as you can. A true drachen bone will not shatter even under the strongest blow, while most fakes crumble with a light tap of the mallet. You should *immediately* pick up any bone you have tested, then purchase it and no other. Some counterfeiters have quick hands and will switch the real bone for a fake.

Several warnings apply to those traveling in the Bones. First, beware of confidence men (such as the drachen counterfeiters above), who bilk tourists of their money with appalling regularity. Secondly, as I have said, do not swim in Quarry Lake. It is not safe, and several travelers have lost their lives diving for drachen bones. Finally, when walking here, keep one hand on your money purse — pickpockets abound.



**A**s dangerous as it is to divers, however, Quarry Lake holds tremendous appeal for the discerning tourist. The lake was formed when when miners struck water; their quarry rapidly filled up and has never been reclaimed. Ever since then, bits of drachen bone have washed up on shore and those brave enough to dive beneath the waters have reported whole skeletons lying on the bottom — apparently dislodged by the rush of incoming water.

**E**veryone who travels through the Bones should make a visit to the Market in the Round. Here, Freiburg's motto truly shines. Anything and everything can be bought, as long as you're willing to pay the price. As with everywhere else in the Bones, travelers should be cautious here. Many of the Market's sellers operate in smoky backrooms, and the guards can't be everywhere. If you're looking for a taste of the exotic, however, the Market in the Round is a must-see.

**O**n the Market's northern tip stands the local chapterhouse of the world-famous Explorer's Society. Here, Syrneth artifacts from all over Théah pass through on their way to the Society's headquarters in Carleon. The chapter head, Madeline du Bisset, makes her home here, and runs the chapterhouse like a well-maintained piece of machinery. When not working in her office, she can often be found out in the marketplace, haggling for the latest piece of the Syrneth puzzle. If you see her among the stalls, give her a wave; she's eager to speak with travelers.

**L**uck is with the traveler who passes through the Market on Primus 15: the anniversary of the Last Battle of the Stein. On this day, people gather for a tearful retelling of the epic fight, then sing Operkoff's "The Forgotten Soldier" to honor those who gave their lives that day. Though not a sentimental man, Eisenfürst Trägue attends the ceremony every year.



Although the bargains in the colorful "Market in the Round" may seem quite tempting, a smart shopper always checks the merchandise over carefully for signs of spoilage first.

**O**ne of the more unusual businesses in town sells love in a bottle. Love's Apothecary deals in charms and potions for the heartbroken lover or the worried wife. Many people swear by the tiny bottles of red elixir sold here by Cleo Bellini, a Vodacce woman of infinite charm. Cleo creates her potions using an ancient family recipe and herbs she grows in her backyard. Don't bother asking — the recipe isn't for sale.

**T**he famous Bone Bridge winds its way through the Bones: an awe-inspiring sight even for the most jaded visitor. This unusual structure is formed from the complete skeleton of a drachen lying across the Rotstrom. The bridge is wide enough for two carts to pass each other, and even supports an inn on its north side (the Drachen Wing, described in the Shade). Look closely when you come here: you may never see its like again.



## Voices of the Bones

I heard this account of the Bones from one of my readers who wished to remain anonymous.

While I do not entirely believe the story, the warning against diving in Quarry Lake is clear:

"I had chosen to dive at night because the real divers don't like other people getting bones for themselves. The moon shone bright as I crept up to the shoreline. I left my clothing bundled beneath a rock before swimming out into the cold, dark waters.

"I paddled out a bit before diving down to the murky bottom, where I began to feel about in the muck for bones. I felt I was growing close when a shock went up my arm: something grabbed my hand, and I nearly let the air out of my lungs.

"I struggled madly against whatever was clinging so tenaciously to my hand until the moonlight pierced the muck and illuminated my attacker. It was one of the miners who drowned when the lake first flooded, I'm sure. Time had stripped the flesh from its bones, leaving only a grinning skeleton dressed in rags.

"When I saw what had me, I nearly died of fright on the spot. But somehow I managed to keep my head about me enough to feel around for something to hit the miner with, and came up with a stone.

"I struck the miner's bony hand until it shattered, then shot to the surface in a panic, swam to shore, grabbed my clothes, and ran all the way home."

My reader then showed me the scars on her wrist where the skeleton's fingers had dug in, and I saw no reason to doubt her story.

I recently had the opportunity to speak with Cleo Bellini, owner of Love's Apothecary and purveyor of various potions and aphrodisiacs. When I asked her how her business was doing, she replied:



Cleo Bellini

"Splendidly. As ever, charms for the lovelorn and lonely are in brisk demand. I'm pleased to bring so many happy couples together in love. It's a shame that so often a young lady will overlook a man's obvious charms,

or a husband will develop a wandering eye, but this can be easily remedied by a few vials from my shop. One sip and he'll never go astray again, guaranteed."

Finally, no tour of the Bones would be complete with a visit to Stout Manor. Owned by a minor Eisen noble, Lord Stout has opened his home to visitors for two hours a day in an effort to pay off the debts incurred by his father. For 50c a head, you can attend a guided trip through the world of Eisen nobility, marvel at the drachen head mounted over the mantle, and hear the tale of the Manor

Phantom. Heartier visitors should pay the extra 25c for entrance to the two hedge mazes there. Lord Stout will personally present any intrepid explorer who solves both mazes with a medallion depicting the Syrnych's mysterious aether compass. Be warned, however: these mazes are difficult, and following the left wall doesn't work. Then again, at Stout Manor, the effort alone is worth the price.

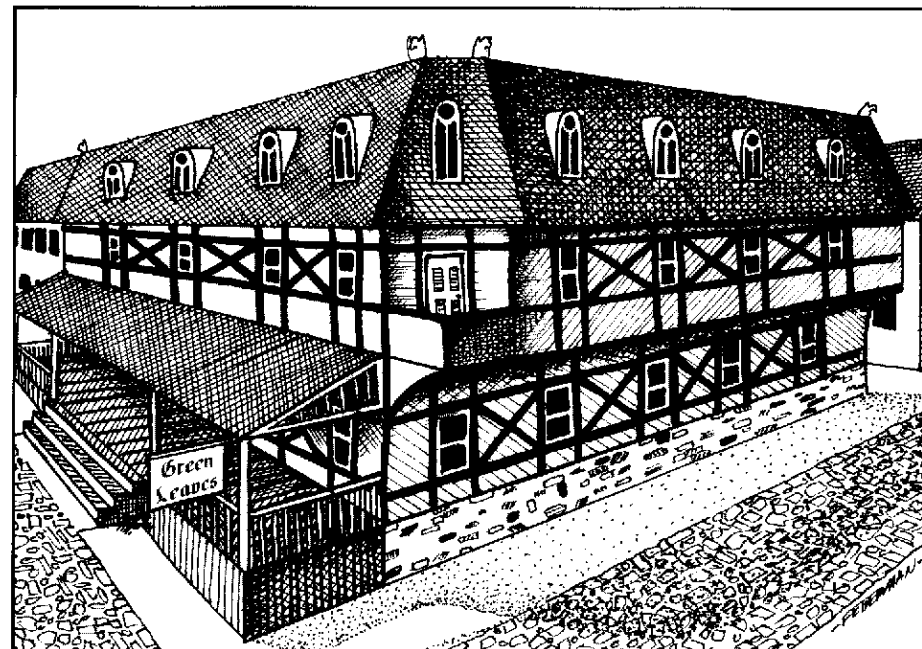


## The Downs

Supposedly one of the least interesting parts of central Freiburg, the Downs earned its name from its location: just downhill of the Stein. In spite of its critics, I've spent many pleasant evenings here watching boats float lazily past, or viewing the busy offices of the *Freiburg Gazette*. Perhaps those who dislike the Downs have not learned to see past its impoverished exterior to the good folk who live here. People watch out for one another in the Downs, and keep an eye out for their neighbors and fellow man. Few crimes take place here, and criminals caught in this part of town are brutally punished, often by their would-be victim. Between the strong feeling of community and the large number of retired Guards here, it isn't surprising that most criminals head for the Shade or the Bones to practice their craft. This makes the Downs a quiet neighborhood that a young lady can walk through at night without fear.

Travelers here can relax and let down their hair a bit. No one is likely to lift your coin purse here, or lure you into a dark alley for a bit of skullduggery. You can find nothing but smiling, friendly faces full of genuine warmth. Their friendliness can be contagious and despite the district's poverty, I have never felt more at home.

Once while I was enjoying myself at a local inn, a young girl came in looking for a lost puppy. The entire clientele turned out to help find the missing pet. Even Bertha Rieger, the inn's owner, simply closed up shop and went searching with the rest of us. When the puppy was found unharmed in a sewer drain, everyone pitched in to rescue the animal, and then returned to the inn, where Bertha gave out a round on the house and filled the pup with her fine venison stew. If all of Freiburg pitched in like this, it would indeed be utopia.



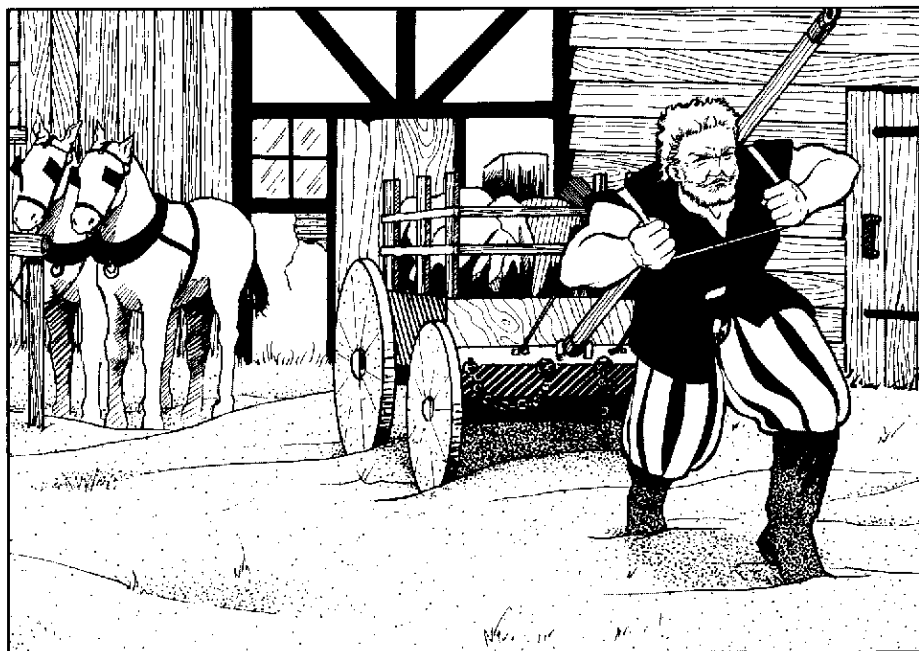
The Green Leaves Inn features authentic Crescent cuisine and entertainment. While you eat, let the beautiful dancing girls show you the forbidden dances of the Empire of the Moon.

Resting near the eastern shore of der Roth is the office of the *Freiburg Gazette*. This weekly publication has met with enormous success since its founding in 1656. It currently employs fifty workers who labor to put out the paper in a timely manner. The *Gazette* contains vital news from all over the world, plus the latest social gossip and information on the maneuvering of the seven Iron Princes.

One of the *Gazette's* highlights is the regular column of letters from David Green, an Avalon archaeologist sponsored by the newspaper. David explores Syrneth sites all over the world and writes up his experiences for the *Gazette*. His column is the most popular feature of the paper, and frequently describes his encounters with the terrible monsters that haunt the ruins he explores as part of his work.



Everyone who visits the Downs should eat at the Green Leaves Inn at least once. Although the food isn't unusual, it is meticulously prepared. Indeed, that care shows in every part the Green Leaves, from the impeccable service to the spotless rooms. Owner Bertha Rieger pays careful attention to any complaints voiced by customers, and her concerns have made her inn one of the best in the city.



It's not always fun and games in the Downs, as Anton Ruschenburg shows us. Anton hauls his cart out into the street so that he can hitch up the horses for a day of deliveries.

The Ruschenburg delivery service shares the Green Leaves' attitude: keep the customer happy at all costs. The owner, Anton Ruschenburg, makes all of his deliveries personally in his two-horse wagon. Fragile objects are carefully padded and secured for the bumpy ride, and he's never lost or broken a single item entrusted to his care. Whenever I ship things, I always use Anton's service.

## There and Back Again

(by David Green, reprinted here with the kind permission of the *Freiburg Gazette*)

*Sextus 25, 1667*

This day we chanced to land upon a small tropical island to take on new supplies and water, and I, being stricken with wanderlust, took it upon myself to explore this island, taking along a pistol and a walking stick.

After following a freshwater stream some ways inland, I chanced to look down at my arm and my very being quailed with horror. I was covered in black, shining leeches!

Quickly, I made my way ashore, so that no more of these filthy parasites could cling to me, and using the powder from my pistol, got a small fire going and commenced burning the leeches from my flesh.

Only when I was satisfied that they were all gone did I sit down to rest.

No sooner than I had done so than I heard the most terrible grunting noise in the foliage nearby. Starting in horror, I snatched up my staff, for I had used my pistol's only shot ridding myself of the leeches.

The beast that emerged from the jungle nearly unmanned me, though I was a veteran of thirty or more expeditions. It was covered in filthy black fur, and seemed much like a man, only grossly misshapen in the head and limbs. It had long fangs, and the muscles on its shoulders and arms spoke of a terrible strength. I looked down at the puny stick and feared this was the end..."

(To read more of David Green's adventures, see his column in the *Freiburg Gazette*, "There and Back Again".)





**Bertha Rieger**

I stole a moment to speak with Bertha Rieger, proprietress of the popular Green Leaves Inn, and asked her the secret of her success:

"The key to a successful inn is simply to make everyone feel at home. I do my best to make my customers feel welcome: we quickly address any complaints, offer refunds on demand, and take great care to keep the inn spotless. The customers appreciate all the effort we go to in order to keep them happy, and they come back again and again. Anyone can offer a one-time service. At the Green Leaves, we want our patrons to make a habit out of our services."

While the Downs might not be the most exciting place in Freiburg, it is certainly one of the safest and most comfortable. The people here always make you feel welcome, no matter how bad you look, and there are no guards telling you to move along. From the slow current of the Roth to the green trees of the Avenue of Arches, everything here speaks of quiet contentment. Everyone encourages you to

simply relax and be whoever you want to be. I can only liken it to the feeling of loosening my belt at the dinner table. There is always that moment of ecstatic relief as you sag back into your true self, with no expectations to fulfill, no reputation to live up to, and nobody to be but yourself. The shops and citizens of the Downs make you feel that way all the time, and Freiburg is all the richer for it.

## Outlying Freiburg and a Warning to Travelers

Generally, travelers enter the City by riverboat, but for those who plan to leave by overland route, a word of caution is in order. Because of the City's prosperity, a shantytown has sprung up around its outskirts whose inhabitants can be quite dangerous to merchants and others who display obvious signs of wealth.

Nicklaus Trägue has heard numerous complaints about these troublesome vagrants, but has not yet addressed the problem. Perhaps he feels sympathy for the poverty-stricken souls there: a dangerous belief. They create a health hazard as well as an obstruction to trade, which is the lifeblood of the City. Hopefully, he or Wilma will act soon: until then, watch yourself as you leave.

Some would call me heartless for this analysis, but consider — wages are good for now in Freiburg, but what happens when a desperate man comes in offering to do your job for half your salary? Unless your employer is very loyal to you, you will be replaced on the spot. As the number of people looking for work exceeds the number of jobs available, wages fall and working conditions worsen.

I believe we should send the Guard to disperse these panhandlers before they destroy the marvelous conditions of our fair City. If we allow them to remain, we doom the economic stability of our home, and risk the livelihoods of every man and woman gainfully employed here.

If you wish to help this cause, your complaints can be invaluable. During your visit, be certain to drop a note in the Complaint Box, asking to "clean up" the outlying vagrants.





The unwary traveler may find himself in any number of disreputable establishments. In these sordid places, jennys and watered-down beer compete to see which can steal your money first.

## And So, Good Traveler, This is Farewell...

**D**espite its problems, I hope that you have come to share my enthusiasm for the City while reading this volume. Freiburg holds limitless possibilities for a man to get ahead. Those in the City succeed or fail on their own merits rather than the nobility of their blood. That's why I love it here.

**R**egardless of who you are or where you're from, I wish you a fair journey through the streets of my home. Take the proper precautions, and be safe wherever you are. If something happens, don't be afraid to call upon the Guard, or the Wachhunde if one is nearby. They are good, honest men and women, and you can trust them to do anything within their power to help you out.

## The Forgotten Soldier by Hans Operkoff

Chorus:

"Oh, who'll remember us when we're gone?"  
the lonely soldiers cried.

"Oh, who'll remember us when we've all  
laid down our swords and died?"

"Oh, we'll remember you when you've gone,"  
cried their loving brides.

"You'll only remember us for as long  
as oceans have their tides."

(Chorus)

"Oh, we'll remember you when you've gone,"  
cried out their mothers dear.

"You'll only remember us for as long  
as moonlit skies are clear."

(Chorus)

"Oh, we'll remember you when you've gone,"  
cried out their children all.

"You'll only remember us for as long  
as mountains stand so tall."

(Chorus)

"Oh, we'll remember you when you've gone,"  
cried out their comrades true.

"We'll never forget you forever more  
while lying next to you."

(Chorus and repeat)



This volume has been  
hearth and home to  
me for several years.  
It has warmed me when I  
was cold, and filled my  
stomach when I hungered.  
Now that it is done, there  
is a hole within me, as if  
I have poured part of  
myself into its pages. Yet,  
at the same time, I feel  
light and free, for I know  
that the hole left by this  
book will eventually be  
filled by another. To him  
and to all who read these  
words, I thank you.

Farewell, gentle  
reader, and know that  
although we may  
never sail upon the same  
seas or share a glass of  
mead together, you have  
made the effort of writing  
this worth it for me.  
Whenever I see a stranger  
smiling while reading this  
book, or a group of friends  
arguing its merits, I have  
felt a deep sense of  
contentment that only an  
author can know.

—by the pen of Tobias Hauk



As the gleaming sun gently sets over the fair city of Freiburg,  
these two lovers share a quiet moment admiring the breathtaking view.



