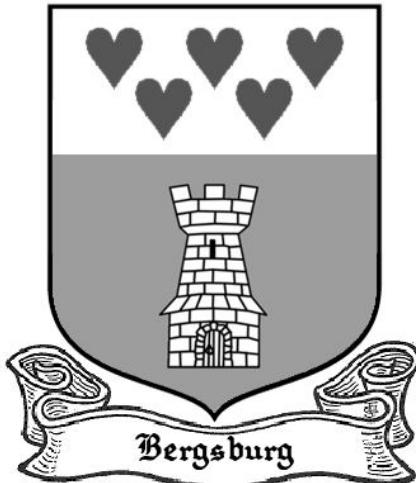


# Yellowed Pages



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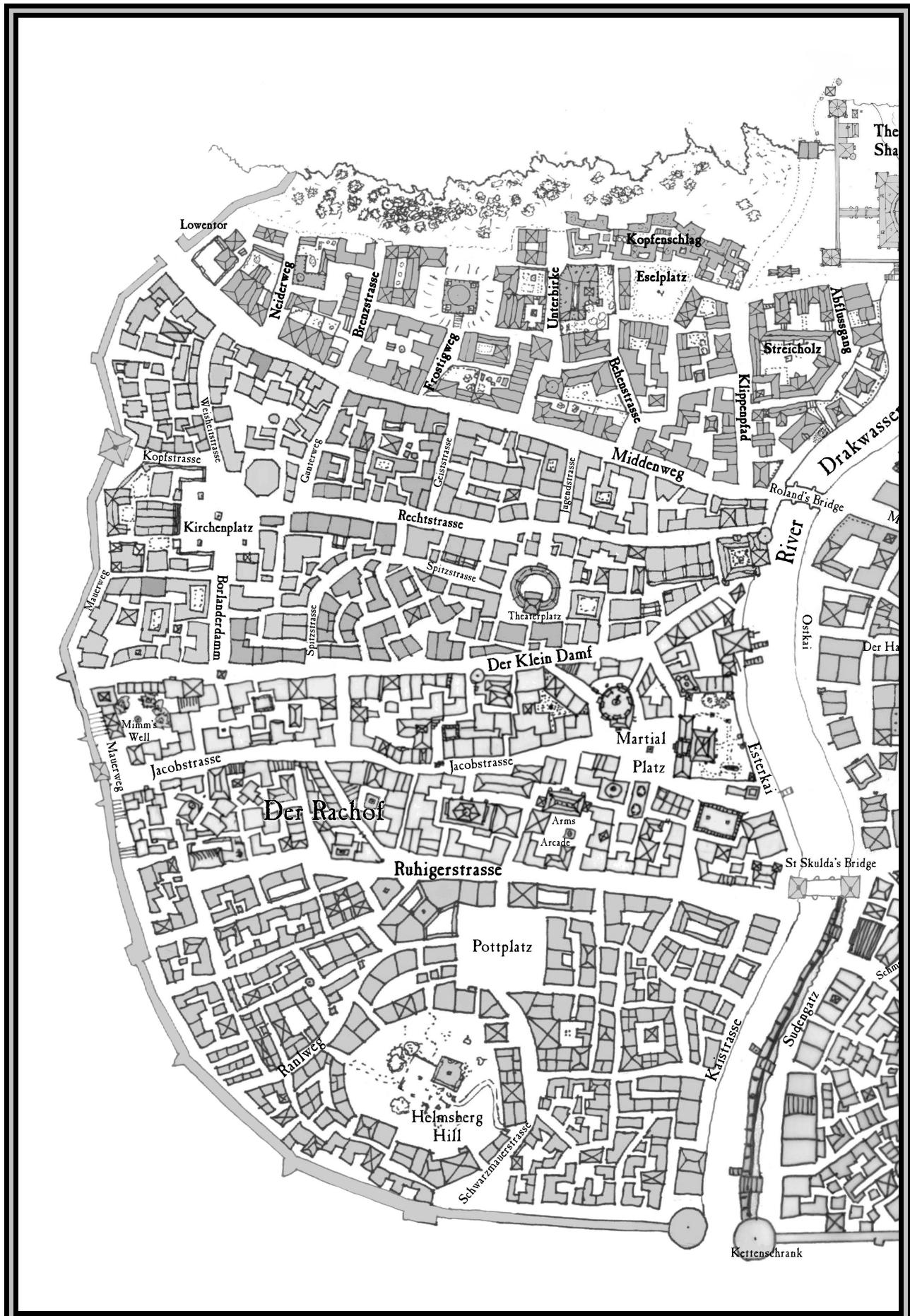
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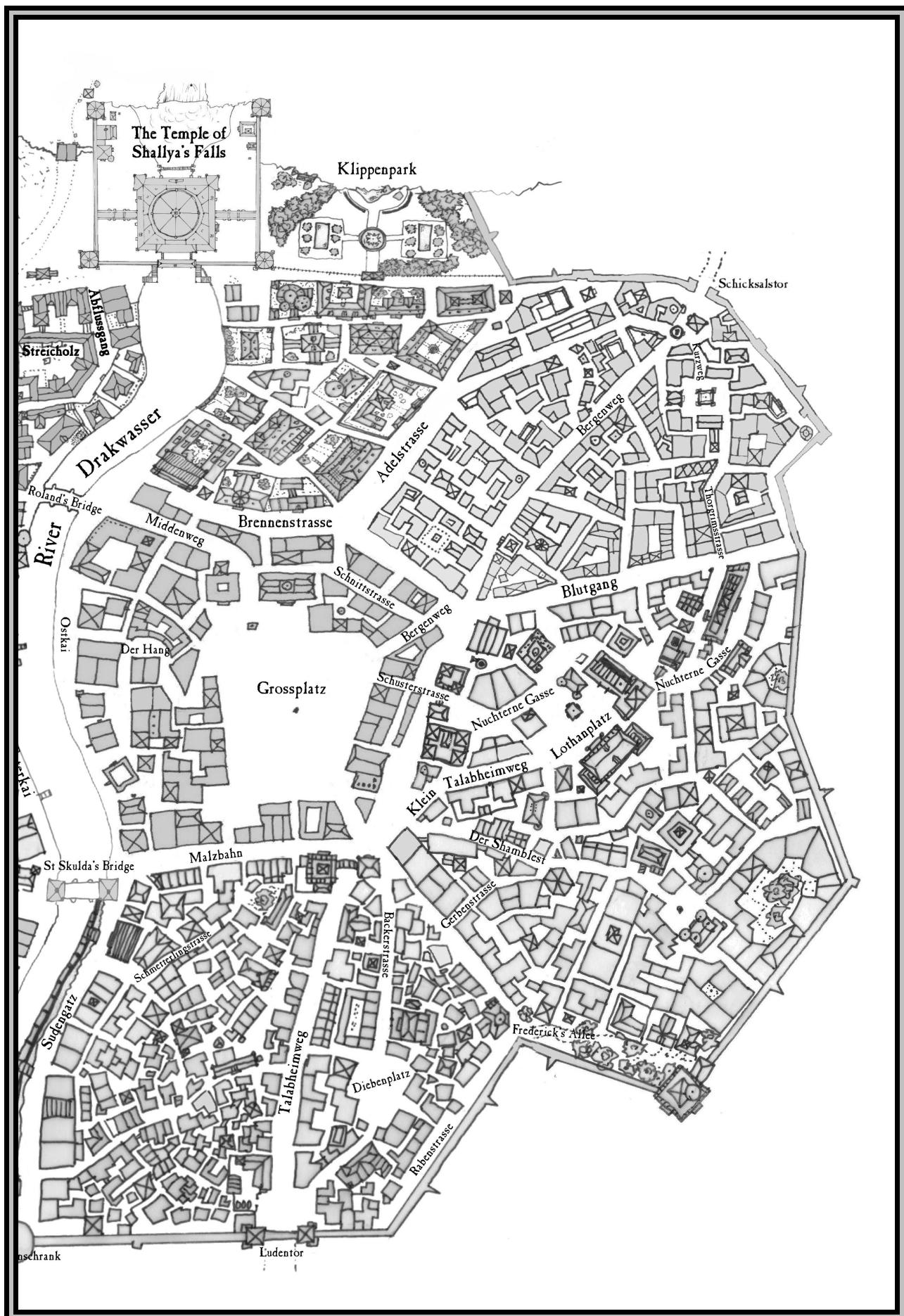
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## Articles by Type

### Shops

Bergsburg Municipal Baths..... Harzel 3

These heated pools are a great place for the well-to-do of the city to mix business with pleasure.

Berthold's Illuminations..... Sudentor 23

The finest chandlery in the city, it supplies the Temple of Shallya. The wife of the artisan is a sister of the Shallyan Orphanage.

Brombeer's Cartographia..... Beilheim 9

A curmudgeonly but skilful map maker and trader who has contracts to supply the Prospectors' Guild with maps, and is the official surveyor for the city.

Crystal Clear Glassblowers..... Viehstadt 10

An honest glassblower and his apprentice.

Hunter's Trophy..... Grossplatz 18

A hunting goods shop with at least one very interesting exhibit. The proprietor rose from being a common poacher to respected trader in mysterious circumstances.

Praxis Jewels & Glass Crafters..... Osttor 28

The strange brothers who run this shop produce glass jewellery and decorations of the finest quality. Some of the designs are distinctly exotic, some would say sinister. There are also some interesting exhibits on display.

Ragnar's Goldsmithy..... Osttor 20

A well respected dwarf craftsman who works mainly with gold. He also offers the service of storing and protecting any goods of high value you might have.

Reisen Wool Trading..... Osttor 34

A wool trader who used to be an infamous bandit. He has left his past behind and works, now, as an honest merchant.

Wertheim Gold Company..... Osttor 16

This company has a monopoly, arranged with the Prospectors' Guild, on all the gold that comes out of the Middle Mountains. The prospective heir to the company seems to have gone off the rails recently.

Weissfeuer Smithy..... Osttor 24

This is a shop with a good tradition in the city. The family connection has all but gone and it is now home to four very different artisans. The dwarf that works there is a source of amusement and bemusement for his community.

**Inns & Taverns**

Blue Oak Inn..... Sudendor 14

The tavern in which the Blue Oak Company of Mercenaries make their home.

The Dancing Landlord..... Verenenstadt 51

This tavern has a rowdy nightlife, full of actors, writers, celebrities and hangers on. The clientele will always be happy to hear a new song and the landlord likes to lead his customers in a good old fashioned Verenenstadt knees up.

The Gold Nugget Inn..... Beilheim 4

A tavern run by a wealthy ex-prospector, with one leg. Watch your step, here, as the bouncers can go about their work with enthusiasm.

The Last Inn..... Outside 2

The last sign of civilisation before the Middle Mountains. It is home to assorted failed, failing and hopeful prospectors. If you're feeling decadent they do great hot baths.

The Rat and Shovel..... Helmsberg 4

Grimy Helmsberg tavern used as neutral ground by the local gangs. Also a gateway to the dangerous world of pit-fighting.

The Rolling Stones..... Grossplatz 6

Tavern This inn is a favourite with merchants and gamblers alike. The merchants stay on the bottom two floors where their needs are catered for in a business like manner. The gamblers go upstairs to see the 'Accountant' and try to win enough to get a seat at 'The Big Game'.

**Temples & Shrines**

Chapel of Grungni..... Osttor 5

Dwarven shrine to their god.

Cro-Ach-Liea..... Outside 10

An Old Faith monastery in the forest, which can be hard to find. The weather always seems to be pleasant here, and they produce quality honey to sell in Bergsburg.

Shrine of Ranald..... Sudendor 6

A shrine dedicated to the well-being of the city's poor and the comeuppance of its pompous elite. The head cleric moonlights as a decadent fop.

Temple of Shallya's Falls..... Temple 1

The jewel in Bergsburg's crown is this temple that straddles the river Drak and affords spectacular views of the falls. Many people think the Shallyans run the whole city.

Temple of Sigmar and St Franz..... Verenenstadt 15

Named after an ancient martyr and anti-Ulrican fanatic, this temple tries to represent The Empire, so far from Altdorf. The exact incidents of the martyrdom have never been established.

Temple of Ulric..... Rolandsbrucke 7

Not always content to play a minor role in a city surrounded by Ulrican countryfolk, the temple has an ancient feud with the Temple of Sigmar which is never far from the surface.

Temple of Verena..... Verenenstadt 4

The intellectual heart of Hochland with its famous library. The crypt holds a mysterious tome and the High Priest is ailing.

The Verenan Monastery..... Verenenstadt 13

A well respected centre of learning for the youth of Bergsburg. They will accept the brightest kids, even if they have no money.

Temple of Mórr..... Verenenstadt 20

One of the city's key institutions, unassuming home of one of the most powerful clerics in the Empire.

Shrine of Handerich..... Rolandsbrucke 18

A small but important and ostentatious shrine.

## Organisations

Berenbergen's Pathfinders..... Beilheim 14

Those in need of a scout or guide to help travel through the dangerous mountains and forest that surround Bergsburg often seek advice and assistance from Berenbergen's Pathfinders.

City Watch..... Introduction 22

Those responsible for law and order inside the city.

The Common Assize..... Grossplatz 4

The law court for the commoners of Bergsburg. Although the verdicts dispensed here are often heavy or simply obtuse, the Shallyans and Verenans do their best to encourage justice.

Company of the Blue Oak..... Sudendor 19

A small band of casual mercenaries make The Blue Oak Inn their home. If you need anything guarded or just a bit of extra muscle, you could do worse than come here.

Council of Five..... Introduction 16

Nobody knows what goes on behind the closed doors of the Rathaus when the Council of Five are meeting.

Dwarven Engineers' Guild..... Osttor 9

The Bergsburg chapter of the world-renowned Dwarven Engineers Guild, responsible for maintaining the city's defences and various civic constructions.

Flaschgang Pass..... Outside 15

The dwarves who can provide a quick way to Wolfenberg, or sometimes a quick way to die.

Hofbauer-Bodelstein.....	Viehstadt 7
Trading Company A	A ruthlessly ambitious trading company which isn't afraid to bend the rules.
Innkeepers' Guild.....	Viehstadt 5
This strict guild regulates the many inns of the city. They also organise the famous 'Pie Week' celebrations.	
The Inquisition.....	Outside 32
The Holy Inquisition of Hochland	is dedicated to rooting out heresy and the worship of forbidden gods.
The Kin of the Tower.....	Adventures 22
A secret cult dedicated to the Horned Rat and the destruction of Bergsburg.	
The Landberg Building and Family.....	Osttor 15
A powerful but troubled merchant family.	
Prospectors' Guild.....	Rolandsbrucke 13
The guild have a monopoly on all the gold that is found on this side of the Middle Mountains. This has made it very rich, but the guildmaster is still very keen to see that any illicit gold trade is stamped out.	
Salzen Mines.....	Outside 26
Hochland's only salt mines, thriving on indentured workers and slave labour.	
The Schattentals.....	Outside 18
A once powerful noble family, their estate and the story of their decline.	
Skaven Observatory.....	Outside 36
The people of Bergsburg go on with their lives entirely oblivious to the fact that they are being watched.	
Three Kings.....	Grossplatz 13
Three scheming charlatans who wish to take Bergsburg for every penny they can get.	
Tiegel Theater.....	Verenenstadt 33
The finest company of players for miles around. Some of the stage effects are magical. The leading lady, Kirsten Schonheit, is the talk of Verenenstadt.	
The Tussen Hochens.....	Castle 4
Baroness Marta Tussen-Hochen is the ruler of Hochland and her heiress and daughter Simone sits on the Council of Five.	
Wizards' Guild.....	Verenenstadt 23
The regulators of magic throughout Hochland, their ramshackle guild hall is the object of much speculation. The guild has worked hard to maintain good relations with the other important institutions of the city.	

**People**

Joschka Barth.....	Rolandsbrücke 22
	Philanthropic newcomer, rarely seen outside his townhouse in Rolandsbrücke
Georg Beierle.....	Beilheim 25
	A stern patriarch and businessman who dominates his section of Beilheim. He donates to the temple, and is a devout Shallyan. However, the quality of mercy can be somewhat strained when it comes to members of his own family.
Ludwig Bildmayer.....	Castle 8
	The snobbish and corrupt Supreme Master of the Hochland College of Arms.
Albert Fikentscher.....	Sudentor 29
	A charlatan with a wealth of strange, and generally doomed to failure, get rich quick schemes.
Felix Foodwagon.....	Outside 31
	A halfling pedlar with a vicious streak.
Otto Globus.....	Harzel 6
	An Imperial exciseman.
Bernhard Hardtung.....	Viehstadt 13
	A physician who scorns the Physicians' Guild and gives much of his time to the service of Shallya. He has, however, been influenced by a very controversial Estalian medical school and some of his practices and beliefs are dubious, to say the least.
Gretascha Hegen.....	Temple 14
	Shallyan priest who is willing to help anyone. Some say she is simple. Some say she simply has a good heart.
Thomas Herford.....	Sudentor 30
	A nightman who has been so long in the business that he no longer knows that he reeks.
Jem Hollyburr.....	Rolandsbrücke 20
	A sick-making celebrity chef.
Boris Kaiser.....	Sudentor 26
	An unfortunate labourer who has turned to petty crime to support his family.
Oberon Klee.....	Helmsberg 7
	A religious fanatic who holds strange sermons in the street, and claims prophetic visions.
Annette Riedle.....	Rolandsbrücke 24
	An historian who has found a mysterious tome that seems to be affecting her work.
Albrecht Rutiger.....	Beilheim 26
	A famously unlucky prospector with a change of fortune. Has he finally found the rich seam that his reckless spending would suggest, or is there a more sinister explanation?

Florian Schröder.....	Beilheim 23
A quiet tailor who is being blackmailed over a mistake in his past.	
Elizabeth Siewieder.....	Verenenstadt 28
An illusionist who works for the Tiegel Theater. Outwardly charming, she is harbouring a dark secret and is wracked by terrible nightmares.	
Father Werberung.....	Verenenstadt 11
A widely travelled cleric of Verena who is searching for a way to defeat a mysterious disease, before it defeats him.	
Heinrich Witzenber.....	Beilheim 23
A watchman, who after many years honest, and thankless, toil for the City Watch, has turned to racketeering to provide for his old age.	
Toryiy Zaililin.....	Outside 29
A hunter who sells his wares in Trade Town. He belongs to a network of Wood Elf ex-pats. Most of the humans he meets find his manner annoying.	

**Legendary Spectral Beasts**

The White Hound.....	Outside 25
A legendary apparition that haunts the forests of Hochland.	

**Gates**

The Hoist.....	Rolandsbrucke 5
A magnificent Dwarven lifting device transporting goods and people between the city and the castle.	

Kettenschanke.....	Sudentor 5
The river gate guarding the Drakwasser as it flows out off the city.	

Löwentor.....	Rolandsbrucke 4
Bergsburg's western gate on the Middenheim road and a persuasive bawd.	

Ludentor.....	Sudentor 4
The entrance from the Talabheim road, and a heartless con artist.	

Schicksalstor.....	Osttor 3
Bergsburg's northeastern gate facing the Middle Mountains and a beggar and an officious guard.	

## NPC Directory

This is an A-to-Z listing of almost every NPC described somewhere in the Bergsburg project

Adler, Clarence .....	Snobbish employee of Wertheim und Sohnen
Agnetha, Sister .....	Priest at the Shrine of St. Urda, Verenenstadt
Ahresdorf, Jurgen .....	Head Priest at the Monastery of Cro-Ach-Liea
Aldenburg, Franz .....	Mercenary of the Company of the Blue Oak
Altfeld, Spalte .....	Runs the Altfeld Coopers in Helmsberg
Altwhistle, Tamara .....	Works at the Rat and Shovel
Amedius, Isobel .....	Maid at Praxis
Andreas the Elder .....	Father of The Verenan Monastery
Anstein, Marie .....	Barmaid at the Dancing Landlord
Asprill, Faustus .....	Captain of the City Watch
.....	Sits on the Council of Five
Änufson, Arek .....	Bouncer at the Rat and Shovel
Augsmann, Karl .....	Missing prospector, The Prospectors' Guild
Ashberry, Bella .....	Wife of Jem Hollyburr
Baal, Markus .....	Bouncer at the Rolling Stones Tavern
Balkan, Marius .....	Proprietor of Ostkai Imports in Grossplatz
Barth, Joschka .....	A wealthy mutant
Beierle, Georg .....	An influential merchant
Belerufin, Bruen .....	Wood-Elf Minstrel at The Dancing Landlord
Benz, Elna-Maria .....	Landlady of The Dagger's Slice
.....	Informant for The Inquisition
Berenbergen, Hannes-Peter .....	Owner of Berenbergen's Pathfinders
Berger, Jan .....	One of The Three Kings
.....	Frequents The Rolling Stones
.....	Player in House of Games
Bernstein, Marcus .....	Bouncer at The Gold Nugget Inn
Bildmayer, Ludwig .....	Supreme Master of the Hochland College of Arms
Black Maria .....	Assassin at the Bergsburg Municipal Baths
Blackanvil, Vomtrek .....	Master Engineer of the Dwarven Engineers Guild
Blank, Marko .....	Guard at Praxis

von Blaufontein, Helmut .....	Foppish gambler at The Rolling Stones Tavern
Blauschweig, Zinssan .....	Priest at the Temple of Sigmar and Saint Franz
.....	Informant for The Inquisition
Blausinger, Hans .....	Playwright of the Tiegel Theater
Bludkost, Gregor .....	Runs the Rat and Shovel
Blumenvasen, Ellard .....	Bouncer at The Gold Nugget Inn
Bodewig, Morton .....	Elementalist of the Wizards' Guild
Brauer, Gregor 'Grossbart' .....	The Braumeister at The Schattental Estate
Bremer, Natassia .....	Cleric of the Temple of Ulric
Brindal, Grash .....	Dwarf teamster of the Flaschgang Pass Caravan
Brombeer, Kurt .....	Cartographer and dealer, Brombeer's Cartographia
von Bruck, Bleich .....	Rat Catcher at the Temple of Ulric
von Bruning, Dieter .....	Owner and manager of the Tiegel Theater
von Bruning, Mattieu .....	Stage Manager of the Tiegel Theater
Brumme, Wolfgang .....	Middenheim contact of Heinrich Vosterkind, Crystal Clear Glassblower
Bueller, Gerd .....	One of The Three Kings
.....	Protagonist in Blue Lines
.....	Frequents The Rolling Stones
.....	Player in House of Games
Dietrich, Mathilde .....	Physician of The Temple of Shallya
Dreuval, Jorst Ulrican .....	Priest and outlaw, Reisen Wool Traders
Drivit, Grondon .....	Dwarf teamster of the Flaschgang Pass Caravan
Dursthal, Marie .....	An Actor of the Tiegel Theater
Durtz, Florian .....	Ascetic mage of the Wizards' Guild
Eisennagel, Sturmhart .....	Criminal court judge of The Common Assize
Elderflower, Gloria .....	Halfling housekeeper at The Last Inn
Emmanuel .....	Cellarer of The Verenan Monastery
Engelmans, Ronald .....	Black Powder expert at The Weissfeuer Smithy
Eponmal, Dolhuil .....	An elven minstrel with a secret role as a Schwartzmantel
Eulen, Andreas .....	Initiate at the Shrine of Ranald
Fikentscher, Albert .....	Charlatan and businessman
Filo three fingers .....	Halfling housekeeper, Reisen Wool Traders

Fink, Berthold .....	Proprietor, Berthold's Illuminations
Fink, Dagmar .....	Berthold's adopted son, Berthold's Illuminations
Fink, Irene .....	Shallyan Nurse, Berthold's Illuminations
Fluss, Otto .....	Runs the Blunted Quill in Verenenstadt
Foodwagon, Felix .....	Halfling Pedlar
Fuchs, Alexander .....	Mediator of The Temple of Verena ..... Verenan cleric at The Common Assize
Fuller, Beatrix .....	Bernhard's wife, Fuller's Cloth
Fuller, Bernhard .....	Proprietor, Fuller's Cloth
Fuller, Heinrich .....	Bernhard's son and apprentice, Fuller's Cloth
Gehrling, Leon .....	Priest of The Temple of Shallya
Geiger, Theo .....	Guard at Praxis
Geissmann, Lector Rudolf .....	Sigmarite Lector of Hochland. Temple of Sigmar and Saint Franz
Gerber, Stefan .....	Captain of the Company of the Blue Oak
Geres, Maximilan .....	Third Judge of The Common Assize
Gerta .....	Initiate at the Monastery of Cro-Ach-Liea
Gesucht, Brother Uther .....	Templar assigned to the Temple of Mórr
Glaublich, Stefan .....	Leading Man at the Tiegel Theater
Glauer, Helmut .....	A Helpful Local. Lowentor
Glommel, Grilnasir .....	Dwarf prospector and poet, The Last Inn
Gluck-Witt, Hans .....	Baron of Garssen, Hunters' Trophy
Glucklein .....	Lucky Snotling at The Last Inn
Goffman, Ernst .....	Head cleric at the Tiegel Theater
Graublatt, Luther .....	Beggar, ex-prospector near Schicksalstor
Gregor .....	Initiate at the Monastery of Cro-Ach-Liea
Grendl, Nathanael .....	Innkeeper of The Last Inn
Grundends, Manius .....	Bank Official. Blue Lines
Gutgenug, Ruprecht .....	Mayor of Bergsburg, sits on the Council of Five
Hagrardersson, Thys .....	Ex-prospector at The Last Inn
Hamm, Gunther .....	Nervous prospector at The Last Inn
Hanzi the Invalid .....	Stable hand, Reisen Wool Traders
Hardtung, Bernhard .....	Physician

Heather, Lucinda 'Lucky'	Halfling housekeeper, Joschka Barth
Hegen, Gretascha	An Independent Priestess of Shallya
Hempelmann, Erwin	Acolyte of The Inquisition
Herde, Father Johan	Leader of the Temple of Mórr
Herford, Thomas	A Sewerman
Hofler, Magnus	Missing prospector, The Prospectors' Guild
Holbein, Larris	A newly arrived official for Hofbauer-Bodelstein Trading Company.
Hollyburr, Aln	Halfling Gardener of the Wizards' Guild
Hollyburr, Pete	Halfling apprentice of Andreas Ober in Osttor
Hollyburr, Jem	A celebrity chef
Hugenhoven, Frieda	Chair of The Innkeeper's Guild Landlady of Under the Girl's Smile
Hyud, Johann	Mercenary of the Company of the Blue Oak
Ironhammer, Banetka	Guildmaster of the Dwarven Engineers Guild
Isolde	Initiate at the Monastery of Cro-Ach-Liea
Jaeger, Anna-Lena	Maid to Lady Isabel Schattental, The Schattental Estate
Jaquelin, Pietr	Scout at The Last Inn
Jinkers, Hubert	Housekeeper of the Wizards' Guild
Jinks, Anton	Lawyer of Heffelman, Bahnbaum, Jinks and Scharatt, Grossplatz
Joachim, Henri	Assistant at the Hunters' Trophy
Jugendhaar, Sascha	Elementalist of the Wizards' Guild
Jute, Widmar	Knight Hospitaller Captain, The Temple of Shallya
Kahl, Bruno	Mercenary of the Company of the Blue Oak
Kammer, Eli	Guide at Berenbergen's Pathfinders
Kant, Berthold	Head cleric at the Temple of Ulric
Kaiser, Boris	Labourer turned Burglar
Kaiser, Charlotte	Boris' Wife. Boris Kaiser
Kaiser, Eva	Boris' daughter. Boris Kaiser
Kaiser, Udo	Boris' Son. Boris Kaiser
Kargil, Orvandin	Dwarf teamster of the Flaschgang Pass Caravan
Kauffman, Ernst	Secretary of the Wizards' Guild
Kelden, Jakob	Physician, Alchemist. Piercing the Night

Kelsinger, Hans .....	Servant at The Schattental Estate
Kern, Oswald .....	Proprietor, Hunters' Trophy
Khalidjaffarali, Abdullah .....	One of The Three Kings
.....	Protagonist in Blue Lines
.....	Frequents The Rolling Stones
.....	Player in House of Games
Kilmann .....	Husband and wife printers in Verenenstadt
von Klapp, Dame Eleanor .....	Drama Queen at The Dancing Landlord
Klee, Oberon .....	Mad seer
Klein, Marthe .....	Scribe, Reisen Wool Traders
von Klincker, Baron Frederick .....	Semi-retired Banker. Blue Lines
Klugbreit, Matthias .....	Clerk of the Imperial Engineers Guild, Verenenstadt
Klumpf, Dieter .....	Versatile mage of the Wizards' Guild
Klutchens, Waldemar .....	Conman and Staff at The Last Inn
Kocher, Irina .....	Woman opposed to Hofbauer-Bodelstein
Konstanz, Georg .....	Lieutenant of The City Watch
.....	Informant for The Inquisition
Kramen, Heinrich .....	Outlaw leader, Reisen Wool Traders
Kramer, Johann .....	Grand Inquisitor of Hochland, The Inquisition
Kremel, Heidi .....	Runs the Shallyan Mission of Mercy in Helmsberg
Kreuzer, Hardi .....	Runs the Cross Hands in Helmsberg
Kreuzer, Magnus .....	Head of the Kreuzers, a gang in Helmsberg
Krieg, Hilde .....	Housekeeper of The Rolling Stones Tavern
Krieg, Stefan .....	Bouncer at The Rolling Stones Tavern
Krogsdottir, Helga .....	Foster-daughter of Donarm Thunderhammer
Kugelsturm, Erica .....	Librarian at The Temple of Shallya
Kuller, Hilde .....	Cultist of Slaanesh. Blue Lines
Lagweiter, Klaris .....	Charlatan of Ludendorf
Langreich, Olaf .....	Officious sergeant at the Schicksalstor
Lavoisier, Jules .....	Proprietor of Les Vins du Parravon in Grossplatz
Legendorf, Hans .....	Gold-Blinded prospector, The Last Inn
Leontal, Rudger .....	Muleskinner, Reisen Wool Traders

Lieb, Wilibald .....	Solkanite clerk to the criminal court, The Common Assize
Linkerand, Grumbald .....	Dwarf teamster of the Flaschgang Pass Caravan
Logan .....	Guide at Berenbergen's Pathfinders
Lucius .....	Tutor of The Temple of Verena
Mannlich, Adolfus .....	One-armed prospector, The Last Inn
Mantekdottir, Hemni .....	Initiate at the Chapel of Grungni
Maurer, Fritz .....	An actor of the Tiegel Theater
Matthias .....	Initiate at the Monastery of Cro-Ach-Liea
Meadowbank, Bilberry .....	Runs Bil's Bazaar in Helmsberg
van der Meer, Anders .....	Templar Lieutenant at the Shrine of Handerich
Meeria .....	Tutor of The Temple of Verena
Mendel .....	Initiate at the Monastery of Cro-Ach-Liea
Morgentau, Bianka .....	Head Priest of The Temple of Shallya
.....	Sits on the Council of Five
Mueller, Priest Dr. .....	Martin Priest at the Temple of Sigmar and Saint Franz
Muller, Udo .....	Abbot of The Verenan Monastery
Mundeln, Dieter .....	Landlord of The Rested Pedlar in Verenenstadt
Nemitz, Pavlo .....	Runs the Chapel of St. Gerris in Helmsberg
Niemens, Frederick .....	Silent partner of The Rolling Stones Tavern
Nils, Gustav .....	Head of the Hovenbachs, a gang in Helmsberg
Nitche, Luther .....	Glass Craftsman, Praxis
Nitche, Sabastien .....	Co-owner, manager, Praxis
Ober, Andreas .....	Goldsmith of Osttor
Olafson, Byjorn .....	Mercenary of the Company of the Blue Oak
Oln .....	Initiate at the Monastery of Cro-Ach-Liea
Onkling, Vlarin .....	Dwarf leader of the Flaschgang Pass Caravan
Ostertaun, Derrick and Wren .....	Work at the Rat and Shovel
Oswald, Anders .....	Stableboy at the Schattental Estate
Pflaubert, Malkus .....	Alchemist and member of the Wizards' Guild
Polberry, Rowan .....	Halfling comic actor of the Tiegel Theater
Potbelly, Dirk .....	Halfling Cook at the The Gold Nugget Inn
Pozendorf, Mathias .....	Stableboy at The Schattental Estate

von Praag, Emanuel .....	Landlord of The Wings of History, The Innkeeper's Guild
Purn, Karadin .....	Dwarf teamster of the Flaschgang Pass Caravan
Raefanson, Jotri .....	Secretary of the Dwarven Engineers Guild
Rasch, Matthias .....	Solkanite cultist at The Verenan Monastery
Reikhof, Holst .....	A calligrapher of Verenenstadt
Reisen, Udo .....	Proprietor, Reisen Wool Traders
Remajn, Truuusje .....	Merchant and smuggler, The Rolling Stones Tavern
Retrender, Rudolf .....	Proprietor of Der Bronze Gotze in Grossplatz
Riedle, Annette .....	Historian
Rotnarb, Alice .....	Bengt's daughter
Rotnarb, Bengt .....	Owner of the Blue Oak Inn
Rotnarb, Bertha .....	Bengt's daughter
Rotnarb, Brandt .....	Bengt's son
Rotnarb, Elise .....	Bengt's wife
Rotnarb, Hanna .....	Bengt's daughter
Rotnarb, Kasper .....	Bengt's son
Rotnarb, Matthias .....	Bengt's son
Rudbeck, Kerr .....	Armourer and Assassin, The Weissfeuer Smithy
Rutiger, Albrecht .....	Prospector, renowned for his bad luck.
.....	Frequents The Gold Nugget Inn
Salber, Englebert .....	Scribe and secretary, The Prospectors' Guild
Salzen, Father Albrecht .....	Head Priest at the Shrine of Handerich
Salzen, Clemons .....	Owner of the Salzen Mines
Schattental, Anika .....	Stable Master of The Schattental Estate
Schattental, Holger .....	Head of Schattental Trading Company, The Schattental Estate
Schattental, Karl-Werner .....	Owner, The Schattental Estate
Schattental, Lady Isabella .....	Matriarch, The Schattental Estate
Schattental, Waldemar .....	Noble, The Schattental Estate
Scheilser, Edvard .....	Battle Magician of the Wizards' Guild
Schilfgras, Helmut .....	Head of The Prospectors' Guild
Schilfgras, Mina .....	Helmut's daughter, The Prospectors' Guild
Schlock, Wilhelm .....	Physician at the Bergsburg Municipal Baths

Schlummberger, Otto .....	Proprietor and Armourer, The Weissfeuer Smithy
Schmelz, Greta .....	Runs the Shallyan Orphanage in Sudendor
Schmidt, Adolphus .....	Comic actor and clown of the Tiegel Theater
Schnoz, Ruthand .....	Dwarf miner and smuggler, Flaschgang Pass Caravan
Schonheit, Kirsten .....	Leading Lady of the Tiegel Theater
Schroder, Florian .....	Tailor
Schulden, Walther .....	Bankrupt merchant, The Rolling Stones Tavern
Schulten, Kasper .....	Landlord, The Rolling Stones Tavern
.....	Official of The Innkeepers' Guild
Senfelder, Jeremiah .....	Watchman and informant for The Inquisition
Siewieder, Elizabeth .....	Illusionist.
.....	Works at the Tiegel Theater
.....	Member of the Wizards' Guild
Sigmarson, Agnes A.....	ctor of the Tiegel Theater
Silent Max .....	Dumbstruck librarian of The Temple of Verena
Sonnenfeld, Katrin P.....	riest of The Temple of Shallya
Sparks, Alfred .....	Head bouncer, The Rolling Stones Tavern
Sparks, Bernadette .....	Chef, The Rolling Stones Tavern
Sparrows, The .....	Street gang, Shrine of Ranald
Spendelbach, Jurgen .....	Gold-Blinded prospector, The Last Inn
Spengler, Agnetha .....	Runs the Shrine to St. Urda in Verenenstadt
Spiegel, Katrin .....	Cleric of Ranald, Shrine of Ranald
Stark, Ulrik .....	Artisans Apprentice, Crystal Clear Glassblower
Stonehammer, Ragnar .....	Dwarf proprietor and craftsman, Ragnar's Goldsmiths
Straub, Hermann .....	Diseased Guard, Blue Lines
Strauch, Edgar .....	Chef at the Blue Oak Inn
Tardreksdottir, Tarni .....	Engineer at Berenbergen's Pathfinders
Tardreksson, Thoran .....	Guide at Berenbergen's Pathfinders
Taschentucher, Elsa .....	Wardrobe Mistress, Tiegel Theater
Thaddeus, Gebhart .....	High Priest of The Temple of Verena
Thomas .....	Brother of The Verenan Monastery
Thunderhammer, Donarm .....	Head Priest at the Chapel of Grungni

Tielbach, Henry .....	Struggling Playwright at The Dancing Landlord
Trautmann, Mattius .....	Visiting Scholar and Surgeon, The Temple of Shallya
Treman, Randolph .....	Lawyer for the Hofbauer-Bodelstein Trading Company
Tussen-Hochen, Eva .....	Gerhard and Hildegarde's youngest daughter
Tussen-Hochen, Hubert .....	Gerhard and Hildegarde's son
Tussen-Hochen, Hildegarde .....	Baroness of Hochland
Tussen-Hochen, Simone .....	Gerhardt and Hildegarde's heir and eldest daughter ..... Sits on the Council of Five
Ulgarth .....	One-Eye Ghost that haunts Trade Town, Ragnar's Goldsmiths
Vaksmann, Anton .....	Templar of the White Wolf, Temple of Ulric
Vaughn, Heinrich .....	Director of the Bergsburg Municipal Baths
Vierauge, Ralph .....	Civil court judge of The Common Assize
Vledermaus, Karl .....	Templar bodyguard of The Inquisition
Vogel, Erasmus .....	Member of The Council of Five ..... Head of the Wizards' Guild
Volker, Elsa .....	Head of The Guild of Scribes and Scriveners, Verenenstadt
von Pirkheimer, Gerhardt .....	Baron of Hochland
Vosterkind, Heinrich .....	Artisan Glassblower, Crystal Clear Glassblower ..... Lives on The Schattental Estate
Wagstann, Lena .....	Cook of the Wizards' Guild
Wannenburg, Anna C .....	Chief Mediator of The Temple of Verena
Warens, Johanna .....	Chief cultist of the Kin of the Tower
Wasmeier, Charlotte .....	Herbalist at Berenbergen's Pathfinders
Weiner, Helmut T .....	The Winemaker, The Schattental Estate
Werberung, Father Gianni .....	A well-travelled researcher into disease
Wertheim, Boris .....	Grandson of founder of Wertheim und Sohnen ..... Protagonist in Blue Lines
Wertheim, Franz .....	Founder of Wertheim und Sohnen
Wertheim, Karla .....	Granddaughter of founder of Wertheim und Sohnen
Wertheim, Otto .....	Head of Wertheim und Sohnen
White Hound .....	Legendary Spectre of Hochland
Wilhelm .....	Guardian of The Scrolls, The Temple of Verena

Winnithaum, Gaugas .....	Haunted Armourer at The Weissfeuer Smithy
Witzenber, Heinrich .....	Senior Watchman and Racketeer
Zaililin, Toryiy .....	An elven hunter in Trade Town
Zantner, Elsbeth .....	Landlady of The Dancing Landlord
Zantner, Rutger .....	Landlord of The Dancing Landlord
Zungenbrecher, Elsa .....	Landlady of The Gold Nugget Inn
Zungenbrecher, Emma .....	Landlord's daughter, The Gold Nugget Inn
Zungenbrecher, Hugo .....	Landlord of The Gold Nugget Inn

## Rumours

There's actually a seam of gold underneath the city itself! The Prospector's Guild have hushed it up, and no-one knows where it is.

There's a gold seam under the city but they can't get to it coz the whole undercity is riddled with Skaven.

The Bretonnian art dealer Henri D'Albusisse is secretly a wizard.

You can buy anything you want from the docks in Helmsberg, but they have their own special kind of 'tax'.

Malkus Pflaubert has discovered true transmutation, but it has driven him mad.

There's a blind beggar that's been cured up at the falls. They say his eyes grew back!

There is a ghostly city watchman that appears at midnight on the walls between the temple and the Lowentor. He is said to look towards the falls, cower and then disappear with a silent scream. If you see it, eat a whole onion that day, or you'll be dead within the year.

Helmsberg hill is haunted by hanged murderers, they will never find peace. The only way to get about there safely is to carry a copy of the laws of Verena. If you see them, eat a whole onion, that day, or you'll be dead within the year.

A spectral white hound roams the forests of Hochland. If you see it, eat a whole onion that same day or you'll be dead within the year.

The white hound is actually blessed by Shallya. It protects pilgrims travelling to and from the temple.

The council of Five is dominated by Erasmus Vogel, whatever he says, goes. Bianka Morgentau stood up to him once, and he turned her into a newt. He only changed her back when she promised not to interfere.

Ragnar Stonehammer has a huge magic gemstone that will bring wealth to whoever possesses it. A dwarven princess gave it to him.

The Nitche brothers at Praxis? Those boys aren't right. Their mother drove their father to suicide and they haven't been the same since.

The Baroness's Men are rubbish. They're only tolerated in a provincial backwater like this. If they were in Altdorf or Nuln, they'd get laughed off the stage.

The Baroness's Men are a wonderful troupe. Bergsburg is certainly blessed to have them. I saw 'The Estalian Tragedy' the other day. It moved me to tears. Stefan Glaublich's 'Asperro' was absolutely wonderful.

If you've got too many cats, Jakob Kelden will look after them for you. He loves cats.

One of the guys at the Weissfeuer Smithy, is a human that pretends to be a dwarf, or is he a dwarf pretending to be a human, either way it's pretty funny.

Everyone in Altdorf has to wear silk slippers, it's the law. They do that so no one damages the gold paved streets.

Fikentscher's Divine Healing Potion is the best thing ever. It will cure almost anything. I heard someone had scabies once.

Someone told me that you can tell if someones good or bad, just by measuring their head.

The watch in Beilheim are as bent as they come.

Bezahlenstrasse in Beilheim is full of ladies of ill repute. The Watch there take backhanders to turn a blind eye.

A huge army of greenskins is massing in the Middle Mountains. They're lead by a huge black Orc called Grobsnout who has his heart set on marrying Simone von Tussen-Hochen.

The sculptures on the Lowentor are not really lions at all, they're tigers and they'll come to life if they city is threatened with destruction.

Johann Sainzburg runs the best food stall in Grossplatz. Jem Hollyburr buys all his stuff there.

Sainzburg's food is rubbish. You need to try Hubert Tesskau's stall instead.

Heinz Sommerfeld has cheap but fresh vegetables and fruit for sale. You can't get better value, although you'll have to push through the rabble to get to it.

Don't trust the elves. They can see what you are thinking, and they steal human babies to feed to the trees.

Lothar swears that he saw something he called a 'monkey' scampering up the walls the other night. Mind you, he'd had a few...

That Wildfeuer woman that runs the brothel? She's actually a man.

If you look carefully, you can see the face of Taal in the cliffs to the left of the falls.

There's a tunnel leads from the palace down to the Temple of Shallya underneath the falls themselves.

There's a tunnel leads from under the Cathedral of Sigmar to outside the city walls. They were going to use it if the Ulricans ever attacked the city.

Have you heard? Joachim Faxenmacher's Fantastical Entertainment is coming to town! Apparently they have lions and clowns from Araby!

A dancing bear got loose in Grossplatz yesterday. It lumbered about a bit before being subdued by the owner. Still... could have been nasty.

The Council want to introduce a new tax on chimneys. Sounds like a good idea to me.

There are no rats in Bergsburg. They're too frightened of Shallya. (a rat should then scamper across the room behind the teller of this rumour)

An apple cart overturned on Roland's Bridge this morning. Spilled it's load into the river - you could see them trying to fish them out down by St. Skulda's bridge.

There's a dragon lives up in the Middle Mountains. Some drunken dwarf told me in the Pedlar's Rest the other night - apparently it's got more gold crowns than I've got grey hairs!

Some street urchins have taken to pelting passers by with eggs in Sudendor. Waste of good eggs, I reckon.

Old Otto Weber is sleeping with Einar Schlaghose's wife. Everyone knows it apart from poor Einar.

The Rolling Stones is the place to go for a good game of cards or dice. But the stakes are high.

Some noble lost his entire estate to a fishmonger, at The Rolling Stones. He was gutted. So was the fishmonger, a few days later.

All the gold that the prospectors guild get is transported around the empire by magical means.

The Bergsburg gold is transported in the dead of night under the new moon by mysterious cloaked figures. I've seen them.

They actually use a dwarven submarine to take the Bergsburg gold downriver.

The temple of Ulric is infested with rats.

Paul Rachov was a nutter. He tried to kill a load of Sigmarites just for the fun of it. Everything the church of Ulric says about him is simply made up to make them look good

St. Franz was a nutter. He tried to kill a load of Ulricans just for the fun of it. Everything the church of Sigmar says about him is simply made up to make them look good.

During Pie Week, in Erntezeit, everybody eats loads, except the cooks who don't eat at all.

Rudolf Geissman and Martin Mueller form the temple of St Franz are always arguing, they can't seem to agree on anything.

Albrecht Rutiger, a prospector, has found a load of gold, and is trying to keep it secret from the Prospectors Guild. He's not doing a very good job of it, coz he's spending like a nob.

Hugo Zungenbrecher's only got one leg. He chopped the other off coz it mutated into a cloven hoof.

Berthold Kant's only got one leg. He chopped the other off coz it mutated into a cloven hoof.

Kurt Brombeer's only got one leg. He chopped the other off coz it mutated into a cloven hoof.

Stefan Glaublich's only got one leg. He chopped the other off coz it mutated into a cloven hoof.

Check out Dirk Potbelly's chicken soup at the Gold Nugget Inn. It's the best meal I've had since I came here.

Have you ever tried snotling? It tastes just like chicken.

Do you like Snotling? I don't know, I've never Snotled.

Don't mess with the bouncers at the Gold Nugget Inn. The pair of them are absolute nutters.

You can get almost any map you need at Brombeer's Cartographia. They're not cheap, but usually worth every penny.

Brombeer's a charlatan, or just crazy. He thinks the world is round. He makes up fantastical maps from imaginary lands across the sea and he has maps of the stars, as if anyone could travel to the stars.

If you want to get to Wolfenburg quickly, go with Vlarin Onkling and his caravan. They'll get you there in no time. They're preparing to leave very soon.

Don't go anywhere with Vlarin Onkling. He leads you up into the mountains then murders you and takes all your stuff. I had a friend who went with him to Wolfenburg, never came back.

There's a shrine to Ranald in Backerstrasse.

Two elves walked into a bar in Osttor and said 'Ouch'. It was The Iron Bar.

Old Mother Winne had a dream last night. She dreamt the drak filled with blood and ran with the bodies of dead doves, their white feathers all stained red. Then a dragon flew down from the Middle Mountains and feasted on the cattle of Viehstadt.

Last time Old Mother Winne had a dream she said it was gonna rain for forty days and we'd all get washed down the river. We had some lovely weather after that.

Went to the Tiegel last night, Sigmar and Kargan. Those special effects were wonderful. The battle scene, it took me back to my time in the Hochland Free Company. If I didn't know better, I'd swear it was magic.

Went to the Tiegel last night, The Metamorphosis of Paracello, very good, I liked it a lot, reminded me of

something else though. It's on the tip of my tongue, I'll get it in a minute.

Went to the Tiegel last night, The Sultan's Lament. Not bad, I thought that schonheit girl was a bit overdressed though, after all its hot in Araby, isn't it. Those costumes though, reminded me of someone, can't remember who, it's on the tip of my tongue.

Went to the Tiegel last night, That Which Can Be. What a load of pretentious twaddle.

On Geheimnisnacht the ghost of Ulgarth One-eye appears in trade town. He's out to avenge his betrayal, by his fellow prospectors. If you see it, eat a whole onion that day or you'll be dead within the year.

If you want to do business in southern Beilheim, get in with Georg Bierle, he's got the place sown up. Half the people that live there are related to him in some way.

If you like a good knees up try The Dancing Landlord in Verenenstadt. They let me recite some of me poetry. It went down a storm I tell you.

Theres a magic glade down the river where you can get lost forever. If you run into by mistake then you'll never get out again unless you've been loyal to Shallya.

That looks serious. Goody Gretchen will sort that out for you. She'll help anyone. A friend of mine had pustules, she had him better within the week, didn't charge him a penny.

Old Wertheim is on his deathbed, one of the richest men in Bergsburg and no one to give it all to. One of his sons is never here, and he doesn't want to give it to the other in case his grandson gets hold of it.

The thing about the Kreuzers is, they only take money from the rich, and they're always ready to help anyone in real need.

Have you heard? There's a new tax on the way... the Town Hall want to levy a shilling on velvet hats!

There's an old woman that lives in Sudendor with about 100 cats! I think she feeds them on drunks that she finds in the street.

Did you see that? Just then! Some kids riding goats down Kurtstrasse... whatever next?

Hochland Crossing have a vacancy for a coach driver now that Erwin Zimmerman has run off to Middenheim with a stripper.

The present owner of the Last Inn, Hasselus von Fabibaink of Middenheim, hasn't ever visited Bergsburg, but made the purchase on the advice of his financial advisors.

Don't mess with the cat in the Gold Nugget Inn, I saw a guy shoo the cat away from eating his stew and a bouncer came over and broke his nose!

Have you seen that old druid that turns up in the trade town selling honey? He must be \*minted.\*

Br. Thomas from the monastery keeps asking weird questions to all and sundry in Helmsberg. It seems that the Kreuzers got scared about something and plan to stop his questions, if ya' know what I mean...

Thousands of years ago, The Last Inn used to be a temple of Old Faith. The Staff, and some of the customers, turn into wolves at night.

I have it from reliable sources that the dumb librarian at the Verenan library is hiding diabolic scriptures in there. I'm sure they would be worth a good deal of gold, if you find the right customer!

St Franz's pendant works miracles! My uncle's cousin kissed it yesteryear, and he singlehandedly struck down two bandits on the road to Middenheim in the following month!

If you want real miracles, you have to line up with the rest of them for the sacred waters of Shallya.

If you seek healing, you could try the Sacred Flame at the Ulrican temple. Pieter's father had his arm healed in the holy flames when I was a little boy.

The Schattentals have a secret, though nobody knows what it is.

The thing about Bergsburg is that during the Chaos Wars, this place was barely affected. You tell me why that was, then.

Don't bother going to Stubfoot's Instant Pawn, there's nothing there.

Apparently the architect for the Temple of the Falls was influenced by the mosques they have in Araby.

Hey! Are you... Is it... you're that bloke from the theatre, aren't you? That Blausinger one? Yeah, me and the wife love all your plays...Oh.. sorry. You do look like him though.

You look a bit peaky - go and get yourself some turnip soup from Helmsburg. That'll have you right in no time.

If you need Black Lotus, go to the String O' Pearls. Tell them Rutger sent you.

Someone said Brother Gianni Werberung of the temple of Verena has been to Lustria, but I don't think he has even been to Garssen.

Gerhart was held up by some mean looking guys with masks. They told him to stop his heretical preachings - Verena knows, what they are talking about; all he did was discussing some old Ulrican scriptures with Fr. Andreas from the True Light monastery - and just how did they hear about that?

Mind you, don't ever go to the Golden Boar - it's snobby, and the food isn't worth the silver.

Did you hear? One of the Councillors suggested they remove some tax or something... whatever it was, old Beierle was pretty excited about it!

See that up there, yes, that huge bird, off towards the mountains. That means someone's died, that does.

Remember that rich dwarf who arrived a few weeks ago with a small retinue and all? Well, my cousin is a servant at the palace, and she said he had long private talks with the Baroness yesterday. And that wasn't the first time, either!

Oh my, that rich dwarf from the Mountains is a dwarf all right! Me and them other beggars have been working him since he got here, and he hasn't given up a single penny yet.

There's a half-orc lives in Helmsburg. He's a beggar, but you can tell he's got goblin blood from his eyes.

One of the wharves at Ostkai is all rotten. It's going to collapse into the river any day now.

The Kreuzers have a problem with Marius Balkan, and they've sabotaged one of his wharves. It's going to collapse into the river any day now...

The Temple are giving away bread in the Grossplatz! Get yourself down there - I just got two loaves!

The main thing you have to remember about Bergsburg, is that the 'e' comes before the 'u'.

The Guldbergs, I don't like them. They've got their filthy little thieving hands all over this town. And they're taking our jobs.

If you touch the Scharfstein, you can say anything you like.

Around Schnittstrasse, there's too many young men with too much money, if you ask me.

'The Rolling Stones' expanded into the premises next door, but they forgot to tell the City Surveyor.

Have you noticed all that hustle and bustle at the Ludenhof mansion? Looks like the Count is coming to

town. I reckon there'll be money to be made in Harzel, then..The problem with the City Watch is that they're always late.

Need some gold jewellery? Avoid that Andreas bloke, he is overrated. I'd go to Ragnar.

I don't trust those priests of Morr. They're good at what they do and all, but they have a quota system. If they don't get enough bodies, well, you can imagine, can't you.

I hear there's a carnival coming to town next week, I hope they have some bearded ladies, they're my favourite.

That Spalte Altfeld guy is spreading bad rumours about the priests of Morr. I'd stick to my barrels, if I were him. I mean, before he knows it, he'll be at the gate of Morr himself, right?

Once, a long time ago, the whole of Hochland was under water, even the mountains.

There's a Necromancer staying at 'The Rolling stones'.

Young Terkel is training hard for the snotball game at the Rolandsfest. Seems he wants to make a good impression on one of the Beierle girls. Y'know, some one should tell him that he should rather suck up to the old Nutcracker if he wants one of them Beierle girls.

Rudolf Retrender has got some interesting stuff. You wouldn't want to be left alone with him though. He talks to his crossbow like it's his best friend.

That Judge Eisennagel, he ordered another torture today. He won't be happy till the streets are running with blood.

Them bureaucrats up at the Rathaus are just meddlers. They confiscated my cabbage barrow 'cos I couldn't pay the cabbage tax... Wait a minute... \*is\* there a cabbage tax?

I wonder what Pol von Ludenhof is up to these days? We don't see him in the Dancing Landlord any more.

The Wizard's Guild, they say it's twice as big on the inside as it is on the outside.

I heard that one of the scribes in the Rathaus spelled Heidi Beierle's name wrong on some official document, and two days later he gets the sack! They're a powerful bunch that family.

If you're thinking of a nice tasty blue cheese, which is crumbly but still has that creamy texture, you should try Grubentreich.

I heard that the Rathaus is looking for some people to go out and take a survey of Osttor for a new map of the city. Apparently it's a well-paid job, and they'll take anyone who knows how to use the right end of a quill.

I saw one of those Detlef Sierck plays in Altdorf. Gods, it was fantastic! They should do more of his stuff at Tiegel's.

I hear there's a carnival coming to town next week, I hope they have some three-legged goblins, they're my favourite.

There's a carnival coming to town! I hope they've got one of those singing donkeys - they're my favourite!

I was up by the Schicksalтор yesterday, and I saw a bunch of prospectors coming back from the mountains. They were carrying the body of some sort of monster that they'd killed... no idea what it was, but it didn't look natural.

I hear there's a carnival coming to town next week, I hope they have some Grubentreich, it's my favourite.

Grubentreich is the best bit of goat's cheese you can get this side of Parravon. Doesn't compare to the Bretonnian stuff, though.

They say the Duchess of Talabheim has a cottage near Bergsburg where she secretly meets her lover.

Eeh.. Franz Kobler's put on loads of weight.

I hear they are planning something big at the Rathaus. I don't know what exactly, but it should be ready within two months.

Did you see that big hairy Norseman arguing with the guards on Lowentor? He looked like he'd just stepped off the longboat from Olricstaad.

Sigmar knows why, but a barrel of Bugman's Troll Brew was delivered to Altfeld Coopers last month. Before the dwarfs from the Iron Bar found out, it had dissappeared. I heard it ended up at the Crossed Hands, but not even the dwarfs wanted to go there.

They say a prospector should always carry a snotling in a cage for good luck, or is that a miner?

I tell you, I've seen vultures descend on the dead. They don't mess about. They're straight in there, ripping and tearing with their dirty little beaks.

Red Moon at night, Rhya's delight. Red Moon in the morn, Verena be warned.

Apparently Faustus Asprill plays with toy soldiers, a man of his age, I wonder if he's losing his marbles.

That Inquisitor, Johann Kramer, has contacts all over the city. You couldn't eat a lump of Grubentreich without him knowing about it.

Have you noticed that old man that stands next to St. Skulda's Bridge all day looking serious? He used to be in the Blue Oak Company, but he went a bit funny, and now he's convinced that he's guarding the old river gate from beastmen!

That fat old dame in the Dancing Landlord has decided that wearing shoes 'saps her talent'. Those battered old carbuncles on her feet are putting off the customers.

The temple of Sigmar has St Franz's collar bone hidden somewhere in there. I wonder why they refuse to have it on display.

It's really hard to get real Grubentreich these days. Apparently all their goats were hit by a mysterious disease. I have to make do with Grevenfeld, now.

That Hubert Tesskau! He tried to pass off Grevenfeld as Grubentreich. Well, I went straight to the watch. They said they couldn't tell the difference.

This is the life. I signed on to guard the population from the grim perils of crime and other evils, and what happens? I spend all afternoon eating cheese!

That Helmut Schilfgras gave Maria a whole crown the other day. She wouldn't tell me why.

I met a watchman in Beilheim last week, and he was terrified! While watching the horizon from the tower over Schicksalstor, he spotted a giant figure with what appeared to be a bull's head feasting on a horse!

Oh, I'm so glad the Lord Mayor has recovered since that accident on the slippery cobbles of Middenweg. Work has been piling up at the Rathaus, y'know!

There's a nutter up at the scharfstein. Says we can take over the world or something. I think he's getting carried away...by the watch.

Judge Vierauge is getting too old for his job. We'll all be better off when he retires. Last week he fined a ratcatcher, seven rats.

You'll never break into the gold trade, son. It's all sen up between the Prospector's Guild and Werner and Sohnen. Even the Baroness doesn't get much of a look-in.

Eurgh! I just stood in something nasty on Ruhigerstrasse. Those dung-collectors can't do their jobs right.

That Adolfus Mannlich is a typical example of a failed prospector. Don't tell him that to his face mind you.

They do a lovely rhubarb pie at The Jolly Peasant. But, it was spoiled when that fat-tongued halfling chef came over and asked me if I was enjoying it.

I had that Mina Schilfgras in here today. It was all I could do, not to give her a good slap.

The Wizard's guild is slowly sinking into the river. It's only held up by magic. That's why you won't see any birds perched on the roof.

Did you hear what Helmut Schilfgras did to that trumpeter in Grossplatz? Apparently he made some comment about his daughter Mina and.. well.. he doesn't play his trumpet with his \*mouth\* any more.

Nobody knows exactly how many people actually live in Bergsburg. They use to employ someone to count us, but we just wouldn't keep still.

How do those halflings afford to live up in Rolandsbrucke?

They say the moon's made of cheese. But which moon? And which cheese?

There was a miracle in the market this morning. Some guy bought a bun that had the face of Goody Gretchen on it. They're taking it up the Temple to get it looked at.

Stupid haflings, coming here and taking our jobs. Dietrich, the chef at The Sun Resplendent, got replaced with a hafling just last month.

I saw a pair of halflings squabbling in Grossplatz the other day. It was quite comical really.

Some Rathaus clerk keeps writing Helmsburg instead of Helmsberg. HAHA, who can find a castle down there...

One of the watch has got the sweating sickness. Zinsser told him to go home and rub himself with pig fat and frogwort.

You can't believe a word you hear in the streets and taverns of Bergsburg. People think they know what they're talking about, but most of the time it's based on rumour and superstition.

## Credits

The Bergsburg project is indebted to everyone below. It has been a great, collaborative effort

Our Decade of Chaos has indeed been chaotic at times, and despite some effort, the bookkeeping has not always been impeccable. If some of the credits are inaccurate or people should be given credit that they haven't been, then please inform us (email address on the website) and we will be delighted to amend.

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PDF design and layout

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