Appendix One

AltdorfThis appendix provides an index of the sites marked on the Altdorf map (except Mundsen Keep, see below). A more complete description can be found at the Strike to Stun website: http://www.strike-to-stun.com/WFRP/index.html

Western Districts of Altdorf

Obereik (Upper Reik) District

The Obereik district is an affluent residential district situated on the high ground along the northern end of the western bank of the River Reik. Many minor nobles from across the Empire, including those who have achieved substantial success as merchants, make their homes here. Some of the ambassadors to the Imperial Court have also found the Obereik district to their liking.

- Reichenhall Mansion [1]
- The Estalian Mansion [2]

Palast (Palace) District

The area to the west and south of Imperial Palace constitutes the richest district in Altdorf. Many of the Electors maintain their Altdorf residence in this district where their servants and retainers can also perform duties as their master's or mistress' spies. The more important ministries have their offices as close to the Emperor as possible.

- The Imperial Palace (Kaiserliche Palast) [3]
- Volkshalle [3a]
- Imperial Guard Barracks & Armoury (Hofgarde) [4]
- Imperial Chancellery (Kaiserliches Kanzleiamt) [5]
- Tower of the Amber College [6]
- Heldenplatz [a]
- Kaiserplatz [b]

Amtsbezirk (Civic District)

The Amtsbezirk runs along west bank of Reik from the Obereik District and north of the Emperor's Bridge to the Three Toll Bridge. A large number of governmental ministries and other bodies have their offices in this district. A number of influential nobles also make their residence among the few enclaves of townhouses found in this district.

- Tower Prison (Schuldturm) [7]
- Bitterhof [8]
- Judiciary Scriptorium and Secretarium (Magistratsamt) [9]
- The Imperial Courts of Justice (Kaiserlicher Gerichshof) [10]
- Hangman's Tavern [11]
- Emperor Karl-Franz Bridge [c]
- Judicial Square (Richten Platz) [d]
- Three Toll Bridge [e]

Domplatz (Cathedral) District

The Domplatz encompasses the area surrounding Cathedral of Sigmar. Most of the priesthood have their residences in this neighbourhood in order to be as close to the internal politics of the cult as possible.

- Great Cathedral of Sigmar [12]
- Chapter House of the Order of the Fiery Heart (Tempel Haus) [13]
- Priest's Rest [14]
- Vagr Breughel Memorial Playhouse [15]
- Geheimnisstrasse Theatre [16]
- Pious Pilgrim's Boarding House [17]
- Collegium Sigismundae [18]
- Tempelstrasse [f]
- Tempelgarten [g]

Reikmarkt

One of the smallest districts in the city, the Reiksmarkt is nestled on the west bank of the Reik between Domplatz and Süderich districts.

- Celestial College [19]
- Imperial Opera House [20]
- Reikmarkt [h]
- Sigmar Bridge [i]

Oberhausen

The Oberhausen district is one of southern districts on the west bank and stretches from the Reikmarkt in the east to the west wall. It borders the Domplatz in the north and the smaller Süderich to the south. Many affluent families, including a number of non-noble government officials, have townhouses in this district.

- Templeplatz Watch Station [21]
- Temple of Mórr [22]
- College of Heraldry [23]
- The Imperial [24]
- Royal Conservatory (Hof Konservatorium) [25]
- Ulthuan Embassy [26]
- Templeplatz [j]

Süderich

The Süderich is the southernmost district on the Westside and rivals the Reikmarkt in size. Some affluent merchants and scholars, mostly middle-class, make their residence in the few townhouses that can be found in this district.

- Collegium Medicinae [27]
- Graustein Keep [28]
- Hospice Priory of Shallya [29]
- Marketplatz [k]
- Mourners' Bridge [1]

North of the Talabec

Reikhoch

This district is a rather small one located in the nothernmost portion on east bank of Reik, west of University district. The houses here are old compared to other parts of the city and rather expensive.

Ruhstatt Cemetery (Burgher's Cemetery) [30]

Friedwang

Another small district, the Friedwang is located between the Northern gate and University district. A number of scholars from the University and successful merchants make their home in this quaint district.

- Temple of Verena [31]
- Public Library [32]
- Light College [33]

University District

The University district follows the east bank of Reik from Karl-Franz Bridge to Three Toll Bridge. It lies to the north of Street of a Hundred Taverns (see below) to Königplatz. Many minor nobles make their homes near the riverfront, while students of wealthy parents make their residences closer to the University. The district gets a bit more unsettled closer to the Docks.

- Temple of Shallya [34]
- University of Altdorf [35]
- Wizards' and Alchemists' Guild [36]
- Barbers' Guild [37]
- College of Noble Sorcery [38]
- Gold College [39]
- Jade College [40]
- Grey College [41]
- Königplatz [m].

Bankbezirk (Bankers' District)

The Bankbezirk is the centre of Altdorf's commerce and lies east of the Middenheim Road and the Königplatz. Not surprisingly, many merchants and traders make their homes in this mercantile district. Banking companies are also situated in the Bankbezirk.

- Association of Coachmen [42]
- Imperial Mercantile Bank [43]
- Altdorf Council Hall [44]
- Association of Financiers & Moneylenders [45]
- Merchants' Guild [46]
- Foogerhaus [47]
- Fuhrmarkt [n]
- Münzestrasse [o]

The Docks

The Docks is officially known as the Niederhafen district and a place where many visitors to Altdorf lose their wealth, their way, and sometimes their life. The neighbourhood is rather impoverished from the perspective of the locals, but through it passes much of the trade that is Altdorf's lifeblood. The Docks is also the centre of Altdorf's more notorious forms of entertainment and its dark and narrow alleys the scene of many crimes.

- Freudenhaus [48]
- Dock Watch Station [49]
- Harbourmaster (Hafenmeisterei) [50]
- Chapel of Manann [51]
- Rivermen's Association [52]
- Stevedores' and Teamsters' Guild [53]
- Reik-Talabec Trading Company [54]
- Street of a Hundred (sometimes "Thousand") Taverns [p]
- Volker Weg [q]
- Luitpoldstrasse [r]
- Fischmarkt [s]
- Old Emperor Bridge (sometimes called the Ostlander Bridge) [t]

Werksviertel (Niederwind)

The Werksviertel district lies south of the Bankbezirk district and between Metallschlack

and Niederhafen districts on the north bank of the River Talabec. This district is the heart of the manufacturing district of Altdorf and contains a number of working class tenements.

- Starr's Funeral Parlour [55]
- Hengt's Book Shoppe [56]
- Altdorf Press [57]
- Masons' Guild [58]
- Kürten's Leatherworks and Tannery (Lederei) [59]
- Reik Steel and Iron Foundry (Reiksstahl Giesserei) [60]
- Faltzer Metalworks [61]
- Schrägkruez Strasse [u]
- Schwarzwasser Strasse [v]
- Talabecplatz [w]
- Hammerstrasse [x]
- Eastender Bridge [y]

Metallschlack

The Metallschlack district is the easternmost north of the Talabec and borders the Bankbezirk district (north) and the Werksviertel (or Niederwind) district (west). The district is also referred to as the Dwarf Quarter for the number of Dwarfs living there. It is by no means an exclusive Dwarf district, though the Dwarfs run many of the taverns in the district. In fact, some of the best ale in all of Altdorf can be found in the Metallschlack district.

- Dwarf Engineer Guildhouse [62]
- Karaz Ankor Embassy [63]
- Imperial Engineer Guildhouse [64]
- Eisenschlacke Weg [z]

East End Districts

Reikerbahn

The Reikerbahn is the westernmost of the East End districts and one that has an ill-favoured reputation. The harbour on this side of Altdorf is in poorer repair than the one in Niederhafen. Most of the smuggled goods coming into and going out of Altdorf comes from this district. When night falls, the Reikerbahn becomes a very dangerous place to wander alone. One of the smaller streets in this district is Geblenz

Strasse, which is unkindly referred to by the locals as the Street of the Assassins.

- Altdorf Sanatorium [65]
- Necropolis [66]

Sindelfingen

Sindelfingen [A] district. It is both here and in the neighbouring Drecksack Slums where members of the Muckrakers Guild make their living. The Muckrakers gather up the contents of chamber pots to ferry down to the tanneries at night as well as remove other wastes from the streets. Most of the latter are dump a distance to the east near the borders with Talabecland.

• Bright College [67]

Drecksack Slums

The **Drecksack Slums** [B] is the easternmost of the East End districts. The people who live in the squalor of the Slums are the most wretched and desperate people in the entire city. Many of the derelicts here have no jobs and depend heavily on the Shallyan soup kitchens. Disease festers in this district and most people with sense shun the Slums as they would any warren filled with plague-infested vermin.

Morrwies

Morrwies is also known as "Mórr Town" as much for the large cemetery as for the Chapel of Mórr and the Crematorium. Few people, other than the priests of Mórr and members of the Mourners' Guild, make their residence in this district.

- Raven and Portal Tavern [68]
- Chapel of Mórr & Crematorium [69]
- Morrwies (Commoner's) Graveyard [70]
- Amethyst College [71]

Outside Altdorf

An old and dirty castle south of the city walls goes by the name of **Mundsen Keep**. It serves as the largest jail for the city of Altdorf, and is the home of all sorts of criminals serving long terms of imprisonment, from the tradesman gone broke to the worst of murderers. Those who go to their place of execution in the Königplatz do so bounded to a pole on a small skiff that is towed by a river barge down river. The barge is painted black so that all who see the condemned can hurriedly find their place at the square for the best viewing. From the docks, the condemned is placed on a small cart and led to their final destination.

Appendix Two – A Magic Touch

As written, <u>Empire at War</u> is a complex and challenging scenario that makes little use of magic. Some GMs may have opted for a style of gaming that is richer in magic than that presented above. In support of this alternative approach, a GM may the include the following magic items for Helmut Todbringer. As a scion of one of the premier dynasties of the northern Empire, and the leader of a well-established cult, he is likely to have found a few magic items within his reach, if the GM considers magic items to be available beyond the circles of Electors and the mightiest wizards and priests.

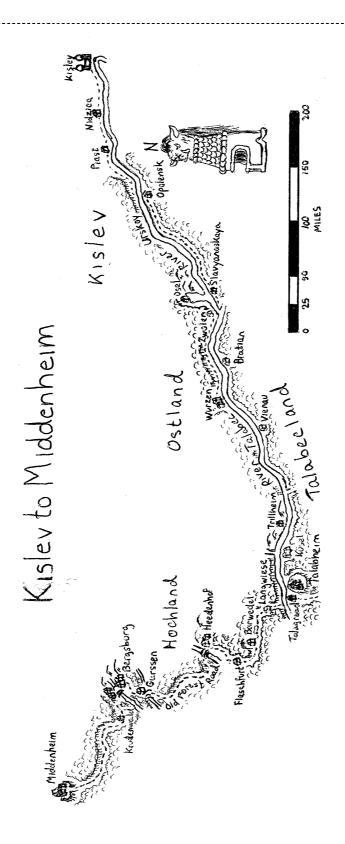
Eisnir: A blessed sword that has been with the Todbringer dynasty for as long as anyone can remember. It is mentioned the first time in the annals of Albert Grau in the twelfth century, and its perfect steel blade as well as the pommel with three diamonds and a wolf in

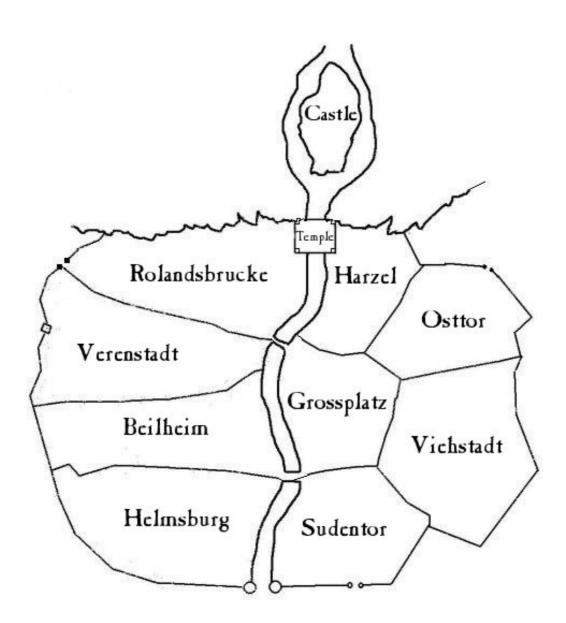
gold is well known amongst the armed men of Middenheim. The sword glitters with the icy fire of Ulric and causes D3 extra wounds on a successful hit, unless the victim is resistant to cold or passes a **T** test. Any PC who should obtain Eisnir must become its master in order to use it; this requires a successful **WP** test (devout Ulricans +20; characters with anti-Ulrican sentiments or religious indifference suffer a -10 penalty). Furthermore, PCs who somehow reveal their possession of Eisnir to nobles or military leaders of Middenheim may find themselves the target of suspicion and harsh questions.

Ulric's Ward: This simple, yet elegant silver ring with a square aquamarine is a Ring of Protection against magic. Its wielder has a +10 modifier to magic tests and suffers only half damage from magic attacks.

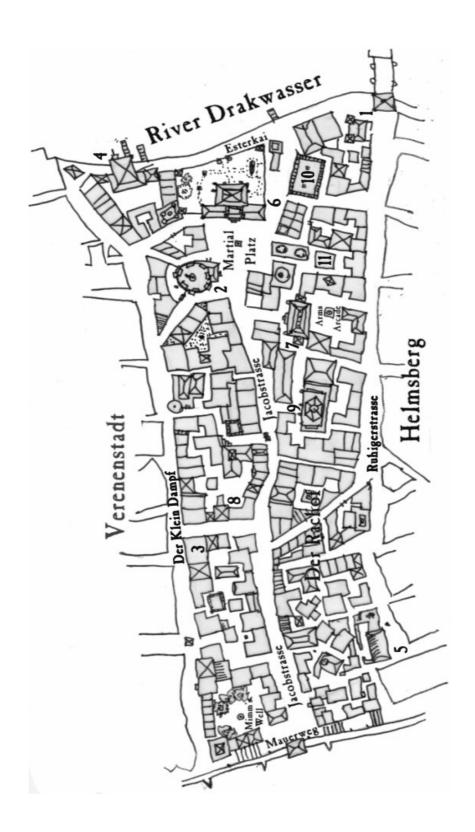
Maps

Map 1. Route to Middenheim

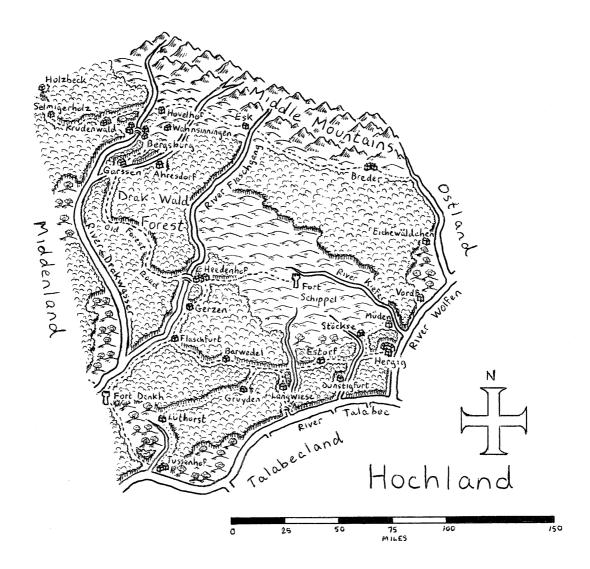




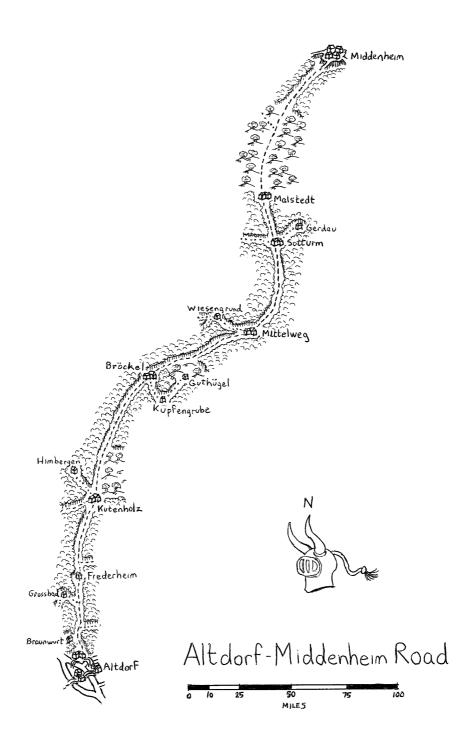
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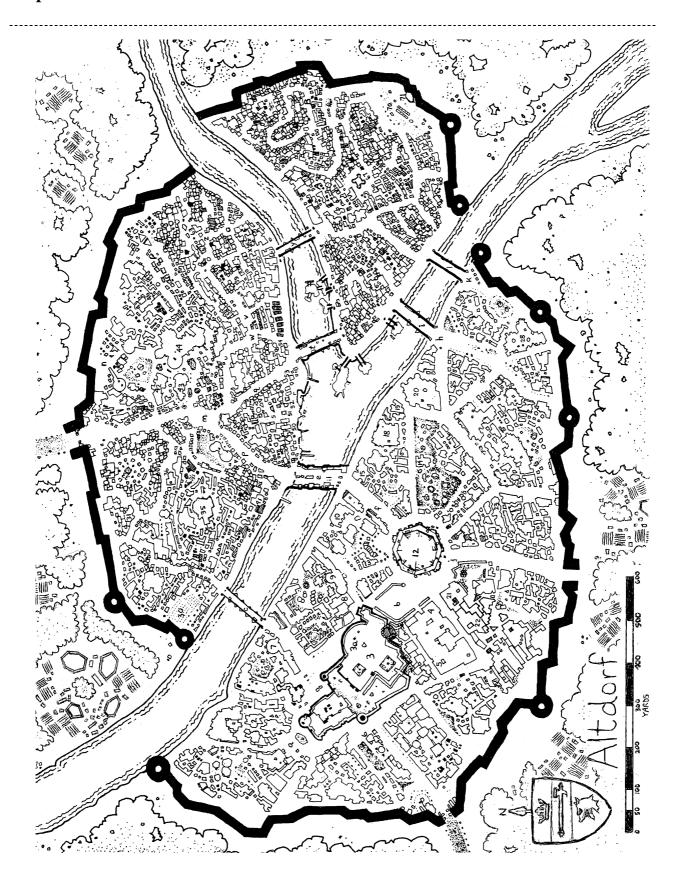


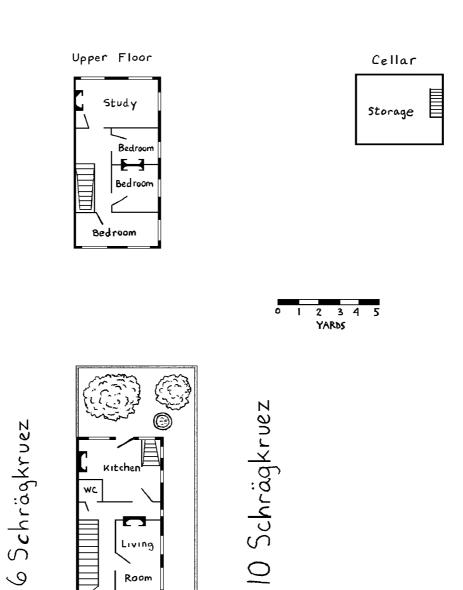
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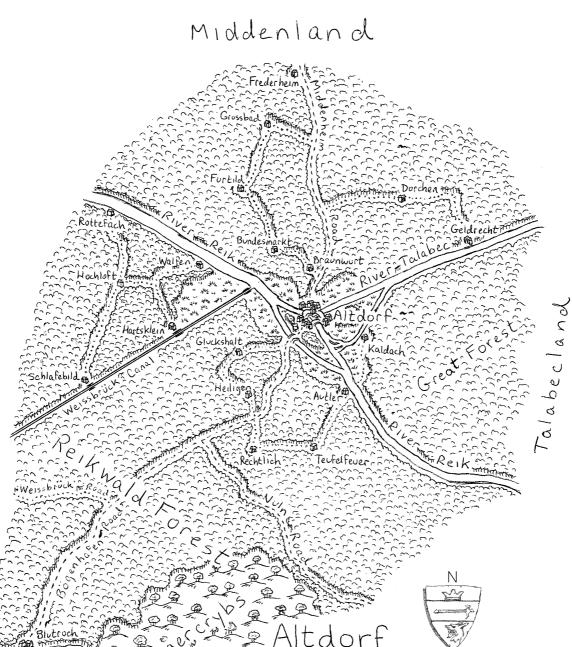




Schrägkruez Strasse

Garden Gate

Room



Altdorf to Castle Schloss