

# WARPSTONE

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## SCHOPPENDORF by John Foody

### Welcome to Schoppendorf

Famed for its woodcarvings, Schoppendorf is a rich timber town. Surrounded by twenty to thirty small communities of woodmen it acts as a central location for the timber trade. Trappers also come here to sell furs and often to wait out the winter. Timber is bought and traded at the famous Timberplatz in a frenzied series of auctions, held at twice weekly markets that last all through spring, summer and often well into autumn. It is then transported down river to Altdorf and beyond.

The town has often been the basis of regional disputes between Middenland and Talabecland authorities. Currently, it is officially located in Middenland but maintains a great deal of autonomy. The loyalty of the citizens is divided and some of the lower class districts have spilt upon regional lines with flags and banners marking boundaries. The sectarianism occasionally spills over into violence, although things have been quiet of late. The highest position of authority in the town is the position of Representative of the Crown, currently held by Lord Albers Wasserbad. This post is filled by order of the Grand Duke of Middenland, currently located in Carroburg, and is usually little more than a political backwater. However, Albers has got grand ambitions. After a number of political *faux pas* he was given the position just to get him out of the city and court. He plans to use his authority to make the town one of the foremost in The Empire and thus to make his way back to Carroburg in glory. The local nobility, previously relegated to the town's political sidelines, have formed a court around him and he is using them to fill positions of power. Sadly, this is not good for the town, as many of his favoured minions are completely incompetent: and that's only the ones that turn up to work.

Unfortunately, this does not please the merchants at all. They hold a lot of power in the town and are not happy with the current situation. Albers has got them worried and they are manoeuvring to have him replaced with one of their own. Until his appointment previous representatives had been firmly under their, money grabbing, thumbs.

Merchants hold six of the nine council seats, but the Crown Representative has the power of veto. This has led to numerous occasions where proceedings collapse. These six seats are voted for by house owners (those that pay the full house tax), while the others are historically held by the Crown Representative, Commander of the Garrison and the Cleric of Taal.

The third power in the town is held by the cults of Taal and Bauseele (a local god). However, in recent years they have not taken an active part in the politics of the town, much to the slowly increasing unhappiness of townspeople. With the resident Cleric Timm Berr does his best he is young and relatively inexperienced. A more senior cleric has been due for over three years.

### Getting There

Getting to Schoppendorf is not difficult by river or road. However, in winter the road to Delbrenz is usually impassable, washed out by heavy rain. Tunnelway coaches run a regular weekly service to Talabheim and Altdorf. During the summer months a service runs to Middenheim.

### **The People**

The people of Schoppendorf are a pragmatic people, a characteristic passed down from the hardy woodsmen that founded the community. Outsiders too not often feel welcome in what is quite a closed community but visitors who do not remain aloof from the populace will soon be accepted. There is a great deal of snobbery between the townspeople and the surrounding woodsmen. This has become institutionalised to the extent that should three townspeople assault a woodsmen, he will end up in jail on the charge of breaking the piece. Similarly the woodsmen dislike the 'soft' town dwellers.

### **Taxes & Economy**

The town's economy is strongly based around timber, and associated industries. Fur trading comes a distant second. The town imports a fair proportion of its food, and luxuries are harder to come by here. A tax of 1GC is levied on each person per year, with an additional tax of 10GC for each house within the town walls. Many houses now have a jagged hole knocked between walls, large enough for a halfling to crawl through and covered with a small door. In this fashion a line of house can claim they are in fact one dwelling and therefore subject to one tax.

Excise is also made on goods entering and leaving Schoppendorf. Although the Merchant's Guild has many exemptions in place 'to ease their burden and not put workers livelihoods at risk', the town makes a good profit on these. The Schoppendorf Excise Service is generally efficient and incorruptible. Rumour has it that they are paid a bonus on the amount of tax they collect.

Visitors are charged 3/- to enter the town, but will soon find that all services are 10%-20% higher than those given in the rulebook. Members of the various town guilds and numerous local nobility are excused this tax. Should PCs perform a good deed for the town they may be awarded an exemption.

### **Gazetteer**

The entire town wall is built from solid wood and attempts to rebuild with stone have been half-hearted. Nevertheless, it is a very sturdy defence, surrounded by a deep ditch, which often fills with rainwater. An earthen rampart leads to the 'Timber Gate', the only road entrance to the town. The garrison consists of 30 full time soldiers, who occasionally double as watchmen. In addition each male member of the population must spend one day a year training in the art of warfare. This gives the town a sizeable militia. Citizens may be excused this duty if they "are vital to Schoppendorf's interests", a term the well-to-do always apply to themselves. Punishment for avoiding this duty is three months hard-labour (i.e. cutting trees).

### **Timber Gate**

An impressive gateway, built under a tower. The gates are open from dusk to dawn and outside these hours only those carrying the Grand Duke's Seal are admitted.

### **Waterway**

[To be Done]

## **Low Class Residential**

### **The Woodcutters Tankard**

This huge alehouse is built in an abandoned warehouse. It is by far the most popular spot for the local woodsmen to spend their hard-earned money in town. Johann Wetterloffel, the owner, spent two decades among the woodsmen as a pedlar and is both liked and trusted by them. With his savings he bought the crumbling building and set about turning into his dream. Only on feast days and paydays is the tavern full and then it is full to bursting. Much ale is consumed and a fight an hour is not uncommon. In fact the Tankard came to being shut when a fight recently spilt out into the street. Three buildings were torched, two woodsmen drowned and a local farmer complained about his "worried flock". However, the council backed down in the face of much angry protest.

### **Mill 1**

[To be Done]

### **Mill 2**

[To be Done]

### **Teamsters & Stevedores Guild**

The most powerful guild in town, they count all the mills employees as members.

## **Timberplatz and Gottenplatz**

### **The Temple of Sigmar**

Until recently the temple was little more than a shrine but the cult have made a concentrated effort to establish a strong presence here. Currently a large building site surrounds the area. The building of the temple has upset a number of townspeople due to the fact it is being made of stone. The Senior Cleric Aldophus Polewanacracer has also brought his own masons with him and they have set up an outpost of The Guild of Masons.

After some early trouble a detachment of ten pikemen were sent to protect the area. However, most of the time Polewanacracer uses them as his own personal bodyguard. Rumours are rife that the Grand Theogonist himself will perform the first mass at the finished temple.

### **The Temple of Ulric**

A large circular building that has seen better days. Built of wood the design is said to be based on the huts of The Empire's early tribal chieftains. No full time Cleric is currently employed here and it is maintained by followers doing on the orders of Cult. Mostly this is a sentence for minor wrong-doings.

### **Taal Shrine**

Built onto the side of the Ulrican temple this is a popular location. Most of the locals, and the woodsmen, regularly place an offering here. It is maintained by Timm Berr, a young idealistic cleric who is also responsible for the nearby shrine to Bauseele.

### **The Merchants Guild**

The guilds huge townhouse, built entirely from oak, dominates Timberplatz. From the first floor balcony the guilds representatives officiate over the timber auctions. Buyers and sellers then pay their money or sign contracts to the officials working in the entrance hall of

the building. Auction days are hectic crowded affairs.

### **Shrine of Handrich**

Built in the grounds of the Guild this is maintained by various junior merchants.

### **Timbersplatz**

[To be done]

### **Commercial (heart of town) Marketplace**

Vegetable market in morn, changes to artisan market. [To be done]

### **The Manor**

[To be done]

Centre of civil work & lords home.

### **The Barracks**

[To be done]

### **Hofabuer-Bodelstein**

[To be done]

### **Other minor guilds**

[To be done]

### **Tunnelway Coaches**

[To be done]

### **Four Seasons**

[To be done]

### **Riverboat Stop**

[To be done]

### **The Rich Bit (Filthy rich way)**

### **Carpenters Guild**

[To be done]

### **Outside**

#### **Temple to Bauseele**

A local tradition maintains that offerings to Bauseele should take the form of twigs from the forest. Timm Berr is responsible for clearing the out each few days and make a large bonfire with them. This is lit in a pit outside the temple and the ashes are often taken by the woodsmen to rub onto new buildings, tools and even the heads of newborn to give them the god's blessings.

#### **Description of Bauseele**

[To be done]

**Shrine to Morr**

A small shrine outside the town. Brother Jarmusch, an aged Cleric, volunteered to serve here as felt he was getting too old for much else. A number of the Woodsmen act as gravediggers, although many locals prefer cremation. The shrine is centred around the crematorium, a large hole in the centre of the roof lets out the smoke.