

The Free City of CARROBURG

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Pre-History

Prior to the coming of Man, nothing is known of the land upon which Carroburg now stands. No ancient race is thought to have settled there, and no existing Elf or Dwarf records hint at any special significance. The first to come to the area were the druids, who used the low hill now known as the Schlaefanstieg as a meeting place. Certain obscure druidic lore refers to 'the place where the waters are cleft,' and it is thought that the place held significance for many centuries before the druids abandoned it.

In the following centuries the area became populated by the human tribe called the Kruebi, early settlers of the lands that were to become the Empire. The tribe was smaller and less warlike than many of

their contemporaries such as the Teutogens to the north and the Unberogens to the south. They prospered in the fringes of the forest, fishing in the river and practising agriculture along its banks. Woodcarving became an important part of the material culture of the tribe, and the unique style that characterises Kruebi carvings lives on even today in traditional folk art. Some evidence of contact with the Gnomes of the Mirror Moors is apparent in certain carvings preserved in the city, although the nature and extent of the relationship is unknown.

The Kruebi did not settle on the site of Carroburg at first, rather it was used as a place of counsel for the chieftains of the tribe. At some point a large hall was constructed on the Schlaefanstieg, using stone from the abandoned druidic circle. A small settlement grew up around the hill, and by the time of the coming of Sigmar it was the location of a small hillfort.

History of the City

Eventually the fort became a permanent settlement. When Artur founded Middenheim, a number of dissident Teutogens moved south to the area. They formed a local alliance with the Kruebi, exchanging manufactured goods for furs and (to some extent) protection. Eventually the two groups amalgamated, but some distinctions remain in the local culture to this day, most clearly in the division of citizens into two broad classes. As the town grew, the heritage of the craft-orientated Kruebi formed the basis of the fledgling economy and the hunting/war-orientated former Teutogens had more influence on the rural surroundings. Carrolus was the leader of the Kruebi during the time of Sigmar, and it was he who led the local tribes alongside the founder of the Empire in his wars. His settlement took his name and he became the patron of the nascent craft guilds that emerged from the Kruebi artisans. Many guild rituals today reflect the link.

In more recent centuries the city and Middenland have changed hands between various noble families. This has led to a diminished respect and influence of the nobility, further undermined by the cosmopolitan nature of the city. Instead, the powerful craft guilds have dominated the running of the city, although they have always paid lip service to the ruling family.

The rise of merchants in Carroburg has been a product of a number of interrelated factors. The power of the guilds comes in part from the proximity of Marienburg - which offers both an easy source of transportation to other markets and an example of a city grown rich through commerce. Inconsistent nobility has proven able to offer little but crisis leadership and defence of the city, allowing the craft guilds and merchants to fill a power vacuum. Given their supposed tribal origins as Kruebi woodcarvers, the local

