

southern city. This is not for a lack of funding—the Countess and nobles in the city are ardent supporters of the University, College, and Imperial Gunnery School. It is rather the classical mechanisms of study that are falling out of favour when compared to the progressive systems in the north. Nuln's student body remains considerable, and although the University itself is in decline, the Imperial Gunnery School is larger than ever.

CRIME FAMILIES

Where the Aristocracy and various interest groups control the city in name, the criminal organizations control the city in fact. As

— LIFE IN NULN —

Like any other city in the Old World, Nuln is crowded and dirty. It has debris-choked alleys, winding and seemingly random streets, and dilapidated buildings, all set against the splendour of the wealthy. The plumes of smoke and falling ash from the foundries only exacerbate the wanton filth.

Nuln is a riot of architectural styles, from the fortress-like palace on the hill to the ramshackle row houses that fill the Neuestadt. Its very appearance reveals the near constant reconstruction of the city through its long history. But one thing unites, and that's the soot covering just about everything north of the city. A glaze of ash stains the shingles of the roofs and smokes the windows. The winter months are the worst (Wissenland is famous for its cruel winters) and burning charcoal brought down from the forests shrouds the city in a haze of black smoke, blocking out the sun.

The locals are accustomed to the stench of the foundries working day and night, though the Aldig Quarter is spared the worst. In the Neuestadt, the streets are disgusting. People have a callous disregard for what they fling out of their windows, and heaps of waste fill alleys, sometimes spilling out onto the main roads. People rely on the rains to wash the filth into the city's elaborate sewers. In the meantime, rats fight with dogs over the choice bits buried under the mounds of offal.

Things are a little better in the Altstadt. There, Dung Collectors made their rounds, shovelling filth into carts to keep the main thoroughfares clean. But behind the clean and attractive façades, the servants' entrances around the backs of these buildings are just as foul as anywhere else.

Nuln is also loud. The Imperial Gunnery School fires rounds four to six times a day. Preceding each firing, the Gunnery School rings a bell as a warning (usually). In addition to the sudden and often unexpected explosions in the centre of the city, the hawkers and vendors fill the streets, as do their dubious counterparts: the thieves. Nuln is rife with pickpockets and con men, all lying in wait to take the naïve's purse.

In spite of the filth, squalor, and soot, Nuln is one of the most beautiful Human cities. The widespread ruin the city has endured claimed the poorer and older structures first, allowing the city to rebuild better and stronger buildings. Nuln's leaders have long paid careful attention to architectural aesthetics. Parks are scattered through the city. Graceful arches carved with historical scenes, imposing statues, and the Great Bridge itself all speak of Nuln's enlightenment and its appreciation for finer things.

a crossroads city, all manner of unsavoury types find themselves here; Nuln inherited something of the Tilean notion of a criminal underworld. Instead of one overarching crime guild, there are over a dozen crime families—some of whom hold seats on the council—who split their activities between legitimate business ventures and shady practices such as smuggling, black market goods, protection rackets, extortion, and worse. In addition, there's no shortage of gangs on the streets, especially in the Neuestadt, where they serve the various families struggling for control over the city's poor, one street at a time. Names like Schatzenheimer, Valantina, Sansovino, Huyderman and others still instil fear and respect among the lower citizens in this city.

PEOPLE

Nulners are intensely proud of their city and some of them boast they live in the "true" capital of the Empire. As a result, they have an intense rivalry with people from the Reikland, especially those hailing from Altdorf—Nulners are quick to remind Reiklanders of their city's importance at every opportunity.

As Nuln evolved from a simple trade centre to an important commercial capital, half the apparent population are not natives. Most residents came here from their native lands to start a business or a new life. These immigrants help to define the city's character. The people are notorious salesmen, selling everything and anything, and wheeling and dealing is part of what it means to do business here. Hagglng is also a big part of living here, and those who lack the skill find they'll pay upwards of twice what an item would go for elsewhere. Outsiders see Nulners as greedy and opportunistic, tight-fisted skinflints every one.

As for education, one cannot do much better than Nuln. Well-to-do people come from all over the Old World to study at the prestigious University of Nuln, and so the students are a cosmopolitan mix of Tileans, Estalians, Bretonnians, and even Kislevians. More than the University, Nuln also has arguably the finest schools of military training in the Empire, certainly rivalling those of Altdorf. Because of this, the city has one of the most professional armies in the Empire. A would-be soldier can find a good career in this city.

In broad terms, Nulners are practical and honest. The gentry, including those members on the Countess' Council, have large country estates in addition to their town houses on the hill overlooking the city. These nobles spend half their time or more beyond the city walls. On their estates, they manage commoners who rent the land for a portion of their harvest. Though similar in some respects to serfs in Bretonnia, the commoners are free to leave their lands whenever they wish—though few do, for life is good and these people gain the protection of their landowners. The commoners in the city are often fresh from the farms, having left to seek their fortunes in the fabulous city. Few of these rustics ever escape the worst parts of Neuestadt, condemned to tenement living or worse.

There is a growing division inside the noble class. A faction of the aristocracy does not depend on the outlying estates to fund their fortunes, instead having made their wealth through shrewd bargaining, trade, and by catering to the whims of the Countess. These nobles dismiss the "Farmer Barons" as yokels, unfit for

guiding the city in these modern times. The same derision extends to the merchants and even the commoners. City-dwellers, while dependant on the surrounding estates and villages for food, are quick to mock visiting farmers and their uneducated manner. Likewise, the outlying regions resent the people in the city for their soft lives and decadent ways.

The city is divided in other ways as well. The older gentry favour the Wissenlandish mien—they are dour, calm, and deeply religious. Contrasting the conservative ways of the old guard, the new aristocracy, many of which are their children, are dandies and fops, influenced by the growing Reiklander presence in the city. These effete nobles are decadent hedonists, and the most ardent supporters of Emmanuelle.

The same social divisions are emerging amongst the commoners. No longer is the commoner condemned to a life of menial labour. Where a man once may have looked after horses, served food, or delivered messages, he now can mix saltpetre, stoke furnaces, or sort ore and smeltings. As a result, there is a growing worker class that is unlike anything else found in the Empire. Unions of these workers have considerable weight when it comes to decisions about Nuln metallurgical industry.

When compared to other Wissenlanders, Nulners seem to be a breed apart. Nulners are more expressive and excitable, gesticulating in conversation, and adopting the customs and mannerisms of outsiders—especially the Tileans. Though the city's garrison is famous for its black uniforms, the locals are fond of garish clothing and jewellery—it's said the Countess has over 10,000 complete outfits in her wardrobe. Even their speech is different from the rural people; Nulners shorten vowel sounds and tend to end their sentences with an up-note.

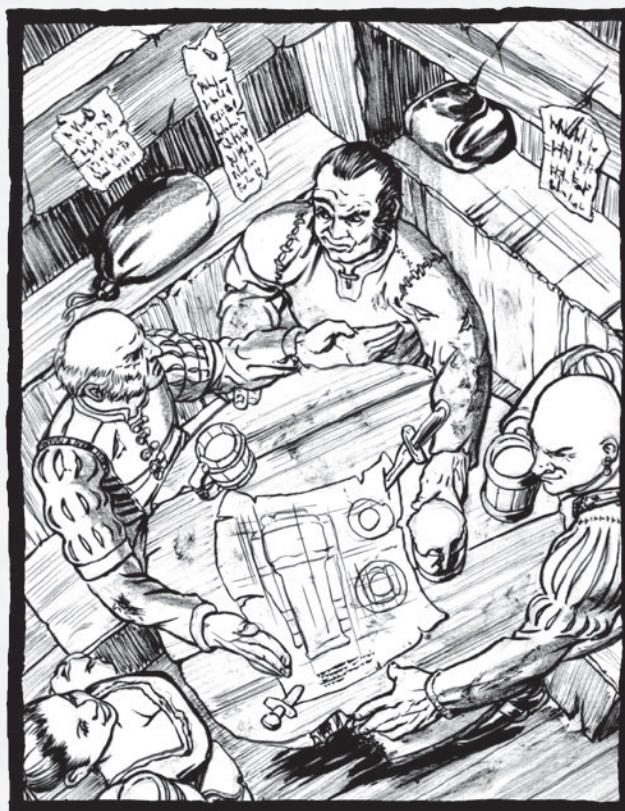
CULTURE

If not the heart of the Empire's culture and character, Nuln is certainly in the running. Home to great artists, including the much beloved Vespasian, a painter who captured on canvas the life and times of Nuln some three centuries ago, it is also home to great theatres, operas, writers, and more. This is a city that values the arts and pays heavily to support them. With its welcoming nature, Nuln attracts the good and bad, the hacks and the artistes. Few, though, recognize the good art and nearly every home features a grand painting or two commissioned by a local.

The city's attitudes towards aesthetics are evident in the fact that statues of great heroes decorate the main roads, and in the attention to detail in the gentle arches and imposing gates. From the gargoyles decorating the temple of Sigmar to the Benevolent Countess—a bronze statue some fifteen feet tall standing in the centre of High Gate, Nuln shines with soot-stained beauty.

Nobles often sponsor one or more artists, usually a painter, but often a poet or musician. The aristocracy invites their peers to sample the carefully constructed sonnets or the melody played on the Tilean harp by their pet budding performer. Of course, at these gatherings, whilst they politely listen to the performance, the guests are more concerned with passing notes and exchanging gossip rather than some deep-seated reverence for whatever new turn of phrase or clever use of alliteration may be found in a poet's wandering ode to the colour blue.

People prefer the theatre to individual performances. Acting troupes from Altdorf spend most of their tour in Nuln, assured of a full house regardless of the play. Nulners have little love for the sombre



dramas and tragedies popular in Middenheim, preferring comedies—especially the self-deprecating farces put on by Altdorf troupes.

The theatres in the Neustadt are far less impressive, little more than large open buildings with a raised platform at the end. Alcohol is served at these events and the place gets hot quickly with the press of the people. These shows are lewd and bawdy, featuring tales of cuckoldry and bigotry. On holy days, these playhouses feature morality plays sponsored by the cult of Sigmar. Attendance is always high for these events.

TRADITIONS

Nuln embraces many of the same traditions as are upheld elsewhere in the Empire. They celebrate Sigmar's birth, the day of Magnus' coronation, and many other imperial holidays. Nuln does, though, have its own customs, most of which involve the guns that form the spine of the city's economy.

Black Powder Week

One of the most popular events in the city is Black Powder week. The Imperial Gunnery School gives away fireworks to common folks, and children and adults come out to set them off in the streets. Although these are mostly noisemakers, those with money to spend can invest in displays that light up the night sky. This is always a big celebration and the villagers outside Nuln come to town for one or more days to take part in the celebration of Nuln's prosperity.

Feast of Verena

Once a year, to show her gratitude to the Mechanics Guild for their part in making Nuln one of the most important cities in the Empire, the Countess hosts the Feast of Verena, opening her doors

to the labourers toiling at the foundries and to those workers who assemble the weaponry. In her Grand Feast hall, she feeds them a sumptuous banquet and bottomless quantities of ale and beer. The revel keeps the Countess popular with the guild and all the mechanics look forward to the event every year.

Guns

With the completion of every gun, the Mechanics Guild and other people who worked on the weapon gather in a solemn event to name it. The weapon is carefully oiled and inscribed with its name, often determined by the Countess—usually after a person who currently stands in her favour. Queerly, Nulners tend to apply almost human characteristics to the guns they produce. Not only are they named, but they have a reputation—a supposed character, similar to those attributed to ships. And every Nulner male worth a whit knows the merits and flaws of guns of all sizes, and often argue about a particular weapon over draught after draught of ale at the local taverns.

Some people even go so far as to tally the gun's performance in war. The various guilds in the city adopt a gun as a mascot and even have their crests emblazoned on them, becoming something of a sponsor.

Iron Silence

It's said that when a cast gun cools, all should be silent lest the noise cause faults in the metal. Just before the gun is set to cool, special bells ring in the Industriepplatz and silence, for the most part, descends on the city.

Siege Parade

Whenever a Siege train leaves for war, the city has a parade. The train comes across the Great Bridge and into the Reik Platz where it travels either west or east, depending on its destination, along Commercial Way. Everyone turns out for these events, as the Siege train means a boost of income for the city.

NEW CAREERS

Nuln is a large city with large needs. The following new Careers are especially appropriate for a city like this one. The Sewer Jack from *Ashes of Middenheim* is also very appropriate.

Chimneysweep

The winters in Wissenland are especially brutal, to say nothing of the demands of the forges, so Nuln makes extensive use of charcoal brought down from Kemperbad and Grissenwald. Heavy use clogs chimneys with soot, resulting in an increased demand for chimneysweeps. A good many of these workers are children, but many are Halflings and particularly thin men. Working on the rooftops, they scrub out the chimneys to clear blockages—usually soot, but sometimes other, far stranger things.

Note: If you are rolling randomly for your Starting Career, you can substitute Chimneysweep for Charcoal Burner with your GM's permission.

—Chimneysweep Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+5%	+5%	—	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire), Consume Alcohol, Gossip, Haggle, Perception, Scale Sheer Surface, Search, Silent Move

Talents: Contortionist or Very Strong, Streetwise

Trappings: Brush, Grappling Hook, 10 Yards of Rope

Career Entries: Charcoal Burner, Miner, Peasant, Rogue, Thief

Career Exits: Cat Burglar, Mercenary, Militiaman, Protagonist, Rat Catcher

Dung Collector

Ensuring the streets are clean, these brave workers walk the alleys and thoroughfares with shovel and sturdy fortitude, pushing the worst of the offal out of the way to allow people to walk. Some are enterprising businessmen working the districts who can afford them, whilst others work for the city, patrolling the districts of those who pay them. While certainly not glorious, dung collectors often make do by selling dried dung as cheap fuel through the winters.

Note: If you are rolling randomly for your Starting Career, you can substitute Dung Collector for Bone Picker with your GM's permission.

—Dung Collector Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+10%	+5%	—	+5%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Common Knowledge (Empire), Consume Alcohol, Drive, Haggle, Perception, Search

Talents: Coolheaded, Fearless or Resistance to Disease

Trappings: Cart, Shovel, Bag of Maggots, Dung

Career Entries: Bone Picker, Camp Follower, Peasant, Rat Catcher, Vagabond

Career Exits: Bone Picker, Grave Robber, Rat Catcher, Sewer Jack, Thug