

Player's Guide to Marienburg

permanent seats, the High Priests of Haendryk and Verena appreciate his pious gifts to the cults. Jaan van de Kuypers has never lost a vote on the Directorate.

House van Haagen: Led by 67 year old Leo van Haagen the house brokers in everything eccentric, luxurious and common. House van Haagen and Onderzoeker are in direct competition on many of their trading concerns. House van Haagen is the second largest Merchant Family and their rumoured ties to smuggling provide a great deal of latitude and influence when necessary but they have few allies.

Clan Fooger: The dwarven Fooger Clan controls several highly productive mines in the hills west of the Bitter Moors. Arkat Fooger, its head, is the Master of the Dwarven Engineers Guild. He has excellent relations with the labour guilds throughout the city and extensive connections both business and familial with the remaining dwarf holds. Recently he has started a new business - insurance, providing protection from losses such as fire, ship wrecks and other manmade and some natural disasters. Recent losses to wreckers and the storm have caused the new venture to be strapped for cash and it is rumoured that Arkat is offering a sizable amount of coin for information regarding those involved in the losses. Clan Fooger and de Roelf are in alliance and with Foogers influence they are a power to be reckoned with when it comes to voting in the Directorate.

House van Onderzoeker: Led by the 27 year old Thijs van Onderzoeker the family specializes in continental trade with the Empire, Kislev and Northern Bretonnia. About a year ago Thij's father Rembrandt was found dead from a Black Lotus overdose (though his son claims he did not even indulge in alcohol). Of late the House has been building relations with various communities of Imperial Dwarves in hopes of expanding into a lucrative market of Dwarven manufactured goods and raw ores. This expansion is causing animosity with House Fooger. House van Haagen and Onderzoeker are in direct competition on many of their trading concerns.

House de Roelf: Led by the only female House leader, Clotilde de Roelf is 47 years old and unmarried. The House specializes in luxury goods, exotic trade from Araby, Tilea and Estalia. The House exports Imperial cloths, liquors, and Wasteland lace. Her niece and the heir to the House is 15 year old Clara de Roelf who is always accompanied by a large swarthy Arab man rumoured to have been an assassin for a distant Araby King or some such. Arkat Fooger and Clotilde have strong business ties. Houses Rothemuur and de Roelf are in direct competition in many of their concerns.

House van Sheldt: Led by Wessel van Sheldt, a suspicious and paranoid old man with no heir who has survived to age 80. The House dominated the fishing industry controlling a vast fleet of fishing vessels and the largest packing houses in the city. They are the exclusive exporter of liquamen to Kislev and Tilia.

House van den Nijmenk: Sasha van den Nijmenk, at age 43 runs a banking and money lending organization. The house is also heavily involved in the fur, amber, gems and unique items trade from Kislev and Norsca. Their household staff are from the local Indie ghetto. The family hires almost exclusively Kislevite for their militia. The Kislevite community of Marienburg works almost exclusively for the van den Nijmenk family. These people are known for their drinking and fighting the family has established a relationship with the Black Hats to cover any damages or fines "in advance" so the watch will make sure their Kislevite employees are processed quickly through the legal system.

House dan Ewue: The House led by Karl dan Ewue, age 59, specializes in gems, precious metals, rare alchemical ingredients, diamonds, gold, rubies, jade, powders, and liquids of occult power. The House is closely affiliated with the wizards of Baron Henrik's College.

House Rothemuur: Maximillian Rothemuur specializes in trade from Araby and the New World. They are strong allies of the Sea Elves in

the city. Houses Rothemuur and de Roelf are in direct competition in many of their concerns.

House van Raemerswijk: Led by Luitpold, age 62, this house is more of an investment company having bought interests in many minor merchant and shipping concerns throughout the city. Luitpold is also the Stadtholder (effectively the head of state) of the Directorate - selected mostly because he is not as powerful in the city as some of the other Houses. So passive is the House on the Directorate that some wits have renamed it "House Raemerkuypers" as the Stadtholder has always cast his tiebreaking vote in Jaan's favour.

RELIGION

Manaan: Marienburg's patron god is Manaan and thus the Old World's largest temple to the God of the Seas is on the shores of the city. The temple, or Great Cathedral, is highly influential in the city's politics and trade, offers priest-navigators to ships, and oversees much of the city's nautically-related guilds and unions. The Arch-Priest of the temple is a ranking, permanent member of the Directorate. The cult of Stromfels, a violent aspect of Manann, is forbidden, while the church has absorbed the cult of Holy Olovald.

Handrich: Marienburg is also home to a great temple to Handrich, or Haendryk, as the locals call him, the god of merchants, prosperity, and trade. Marienburg is completely reliant on trade, and this god is quite popular with the upper and middle classes. The god's temple is ornate and gilded, and also operates as a bank and financial center.

Verena: The cult of Verena is powerful in Marienburg, owning many assets, primarily for the knowledge it holds and its influence over the Wasteland's legal system. Under its High Priestess, Director Leontine Tolenaar, Verena's cult has come to exert a subtle but powerful role in the city. It influences education at all levels, including Baron Henryk's College of Navigation and Sea Magicks, Marienburg's world-renowned university. The cult maintains a private collection in the Great Temple, a restricted library to which only those trusted by the hierarchy (or with a great deal of influence) may have access.

Shallya: The goddess of mercy is a popular goddess in Marienburg. The poor and the working classes pray to her for healing and the wealthy save their consciences by donating money to her charities or spend time working in her almshouses... or at least they instruct their servants to. The rulers of the city value the cult, for its teachings of peace and acceptance of one's lot in life have often kept the lid on the volatile anger of the lower classes. The High Priestess of Shallya is a Director.

Ranald: The lower classes tend to look to Ranald, the god of traders and sharp dealers, for aid in their transactions. Marienburg has spawned the sub-cult of the dealer. This aspect of Ranald embraces ruthless businessmen who will do almost anything to get to the top. Half-truths, lies, stolen information and outright swindling - all these things are fine by the cult, as long as there is no violence.

Lesser Cults: An unusual and very small cult to Olovald, god of the delta, remains in Marienburg and the Wasteland. The cult has a small church on the southside of the city. Morr, the God of Dreams and death is worshipped and his followers administer the overcrowded graveyards of the city. Tilean mercenaries have brought the worship of Myrmidia to Marienburg and a small temple has been erected to her. Lastly Sigmar's cult has lost much of its influence following an attempt to open the gates of the city for the invading Imperial army. The cult has shattered into two factions - those who accept Marienburg's independence and the orthodox church based in Kalkaat that are still loyal to the Grand Theogonist.