

Welcome to Freiburg

Jewel of the North

Government and Other Important People

Victor II of the House of Loonacey holds Freiburg under charter as a semi-independent viscounty from the Duke of Moonguard. He rules with the advice of a cabinet headed by Chamberlain Marmaduke Lord Gibbering and Chancellor Sir Amaury Ludo. Neither of whom have officially confirmed or denied being Assassins or Head-Hunters, but Sir Sergei Buda, as Constable of the Militia and Priest of Than, proudly displays a ceremonial head on all state occasions.

Other persons of note include the Transylvanian Envoy and several wizards: Ludwig the Black, Norman the Orange and Tharg the Invincible.

Historic Sights

The statue in Moon Square of Ranulph III Lord Gibbering (Freiburg's greatest general and victor of many battles for Moonguard and Freiburg) is one of the best of its kind. If you dare, see the New Skull, best viewed from the fountain in Dark Square, with your back to the Envoy's Palace. The statues in the 'eyes' are of Sir Norman Tebbit, who built the New Skull, and Sir Albrecht Durer, commander of Freiburg's armies from the Timestop until his recent death in 592 TA.

Famous Legends

Ranulph IV Lord Gibbering (the infamous vampire killed 337 TA), haunts the graveyard of Gibbering Church.

Tales tell of an unspeakable tree with blood red leaves in the heart of Demontree Wood that will suck the blood from your veins and the marrow from your bones unless you chant the verse, 'Rufus Redleaf, demon tree; evil fingers can't get me.'

If you go into Hellwood on Godsdays of Darkseason, you'll find the Gates of Hell wide open.

In a secret tomb to the north, a vampire princess sleeps beneath the mountains of the West Walls, waiting for her handsome prince to wake her with a kiss.

A Dragon haunts the Moonblood Moors, as does the mysterious Moon Tower, sometimes seen in the mist.

Why not start your own legend in our legendary town?

Set in the wild north, nestling under the picturesque West Walls of Transylvania and located within a short ride of the Warpmarch, the border of the Chaos Zone; historic **Freiburg** is the perfect location for a holiday, be it a weekend break or month-long excursion.

A city of character, **Freiburg** prides itself that none need fear religious persecution; complete freedom of worship is enshrined by charter, the only such place in the world.

Many pleasures await intrepid visitors to our exotic city: As principal point of exchange for Transylvanian goods, **Freiburg** is the perfect place to find that unique gift: Transylvanian silks, wine, Messianic artefacts and many other esoterica can be found in our atmospheric markets. And **Freiburg's** food markets are famous for fresh chaos-game, the best east of Karnak, and readily available (season permitting) at very reasonable prices.

There's fun and adventure to be had for all in seeking the many buried and hidden treasures legend places around **Freiburg**: ancient dwarf mines; desolate haunted woods; entombed vampires; winged dragons and mysterious vanishing towers, they're all to be found within a few days' ride of the city.

North of the city, skilled guides can put you on the trail of weird beasts from the Chaos Zone as well as more ordinary game with extraordinary chaos features; hunting has never been so thrilling!

Despite its position on the fringe of the civilised world, **Freiburg** has excellent communications. The road east to Transylvania is well-kept by the Counts of Transylvania and a regular route for merchant caravans. Other roads lead west to Flamstead and Moonguard and south to Freetown, just a few days ride away. Barges cruise the River Slimestreet between Freetown and **Freiburg** daily.

Need help? At the **Inquisitorium**: our tourist information service is thoroughly comprehensive and our assistants helpful and informative. Remember, whatever your problem, two heads are better than one.

Famous Architecture

Freiburg is renowned for its unique architecture:

Castle Freiburg* has withstood several sieges, most notably that of Lady Melusine in 337 TA. It has been the home of the Viscounts of **Freiburg** from the birth of the city to this day. The epitome of rugged pragmatism, the Castle dates from 199 TA, with successive improvements every century since. The famous Firebird Guard displays its precision drill in the courtyard every afternoon.

The Envoy's Palace* is the official residence of His Excellency the Transylvanian Envoy to Moonguard and **Freiburg**. Built to typical Transylvanian plan 261–264 TA by Lady Melusine (infamous for the Vampire Wars of 337) it is the best example of Vampire architecture outside Transylvania. Known locally as 'The Envoy', the true identities of the envoys since 377 TA remain secret but this magnificent edifice is an eternal symbol of the myth and atmosphere of legendary Transylvania.

The Assassin's Guildhall was built in 304 TA in answer to the Envoy's Palace. Built of brick, it is widely believed to hold the record for the greatest number of secret exits from any building in the world.

The New Skull* of Thanatar was built of stone also in 304 TA to replace the 'Old' brick-built Skull. The New Skull is always open for business and visitors may view genuine Thanatari heads for a moderate charge, purchase a souvenir written answer to stock questions for just a groat, or alternatively may commission new research for a negotiated price. Old Skull ward marks the site of the original Thanatar temple though the building itself has long since vanished.

The Selene Church* is always open and is held to be a paragon of design, the current building dating from 481 TA, replacing the church damaged by Flamstead soldiers in 475.

Freiburg has many other notable temples, guild houses and statues. Comprehensive guidebooks are available from the Thanatari Inquisitorium at very moderate prices.

- *Guided tours available daily, on the hour, though please check it is not a Holy Day before arriving.*

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Places of Interest:

- 51 = Militia Guardhouse
- 52 = Thanatari Inquisitorium

Guild Houses:

- 20 = Scrivener' Guild
- 21 = Potters' Guild
- 22 = Masons' Guild
- 23 = Carpenters' Guild
- 24 = Smiths' Guild
- 25 = Hospital
- 26 = Armourers' Guild
- 27 = Apothecaries' Guild
- 28 = Leatherworkers' Guild
- 29 = Tailors' Guild

Temples and Shrines:

- 30 = Shadowjack Temple
- 31 = Demosthenes Library
- 32 = Phoenix Shrine
- 33 = Moonbeak Shrine
- 35 = Madonna Temple
- 36 = Neibelung Temple

Inns and Taverns:

- 1 = The Maiden's Fall
- 2 = The Pig & Whistle
- 3 = The Globes
- 4 = The Blue Boat
- 5 = The Green Feather
- 6 = The Drover's Rest
- 7 = The Brown Cow
- 8 = The Grey Quill
- 9 = The Gay Pole
- 12 = The Bloody Fang
- 13 = The Purple Moon
- 14 = The Black Rat
- 15 = The Troll's Head
- 16 = The Coffin's Nail
- 17 = The Skull & Claw
- 18 = The Slimy Toad
- 41 = The Freiburg Arms
- 42 = The Snake & Firebird
- 43 = The Raver's Return
- 46 = The New Inn
- 47 = The Blue Parrot

