



Talabheim Credits

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Thanks to: Ken Walton

Part One

- Introduction (JFF)
 - The Eye of the Forest (JFF, NW)
- Physical (JFF, NW)
 - Entering the City (JFF, NW)
 - Ulric Tor (JFF, NW)
 - Tolls (JFF, NW)
 - Taal Tor (JFF, NW)
 - The Wizards Way (JFF, NW)
 - Ostenstrabe (JFF, NW)
- Crater of the Sun (JFF, NW)
 - Magic in the Crater (JFF, NW)
 - The City Guard (JFF, NW)
 - The People (JFF, NW)
 - Climate (JFF, NW)
 - Compass Monoliths (JFF, NW)
 - Resources (JFF, NW)
- A Fireside Story (AN, AR)
 - Timeline (JFF, NW, NAD, AR, AN)
 - History (JFF, NW with NAD, AN, AR,)
 - Early History
 - Becoming a city
 - Civil War
 - Horde from the East
 - And Now
 - A small Enquiry into the Foundation of the Duchy of Talabheim (AN, AR, NAD)
 - The Talabheim Calendar (JFF, NW)
- Politics and Law (NAD)
 - The Duke and the Royal Chancellery (NAD)
 - Duchess Elise Krieglitz-Untermensch (NAD)
 - The Claimants and the Royal Families (NAD)
 - The Premier Families and the Peer House (NAD)
 - The Peer House after 2429 IC (NAD)
 - The Rural Families (NAD)
 - Guilds and Trade (NAD)
 - Law (JFF, NW)
 - Record Keeper (JFF, NW)
 - The Courts (JFF, NW)
 - Lower Courts (JFF, NW)

- High Court (JFF, NW)
- Peer Court (JFF, NW)
- Ecclesiastic Court (JFF, NW)
- Crime (JFF)
- Religion (AN, AR)
- The Creation of the Crater (AN, AR)
- The Gods (AN, AR)
- Spirit Worship (AN, AR)

Part Two

- The Dogmen (TM)
- Demi-Humans (Dwarves AN, Others JFF/NW)
- The Old City (JFF)
 - Temple of Ulric (JFF)
 - Tarnhelm's Keep (AR)
 - The Old Palace (JFF)
 - Old Peerhaus (JFF)
 - Shrine of Ranald the Protector (AN, AR, JFF)
 - Töpfer Pottery (JFF)
 - Kasper's Well (JFF)
 - St Tomas of the Snows (MB)
 - Johann Dister (NPC) (JFF)
 - Anya & Serge (NPCs) (AH)
- Ostenstrabe
- Field of Justice (JFF)
 - Barracks (JFF)
- Nyesnavistny (ZC)
 - Sisters of Shallya (ZC)
 - Doctor Mortmore Kinski (NPC) (ZC)
 - Theatre (Idea TM, JFF)
 - Watch Headquarters (JFF)
- Schaffenhorst (JFF)
 - Tunnelway Coaches (LT)
 - Hedric von Hasselbaink (NPC) (LT)
 - Shrine of Handrich (AN, AR)
 - Urine Collector (JFF)
- Cameos (Noble Privilege) (ZC)

Part Three

- Relations with neighbours and other cities (NAD)
- Relations with other Cities (NAD)
- How to get ahead in Talabheim [NW]
- Proscribed Cults
- Blutberg (RW)
 - Royal Palace (RW)
 - City Hall (RW)
 - Rudolf Unteilbar (NPC) (RW)
 - New Peerhaus (RW)
 - Courthouse (RW)
 - Spaltenskeller (RW)
 - Friedrich Spalten (RW)
 - Dieterplatz
 - Temple of Verena (AN, AR)
- Nordengatter (JFF)
 - Otilia Park (JFF)
 - Diszipunterr University [TM]
- Zeiterrase (ZC)
 - Friehof Abattoir (ZC)
 - Soap Factory (ZC)
 - Calp's Pottery (Idea LT, JFF)
 - Drumin Repairs (ZC)

- Debtors Prison (JFF)
- Barrer (JFF)
 - Royal Theatre (Idea TM, JFF)
 - Blumentopf Order, The (RW)
 - Great Northern Lodge (JFF)
- Talabheim Gazetteer (AN)

Part Four

- Sibertor (JFF)
 - Celestial Heavens (AH)
 - Hochland Crossing Coaches (LT)
 - Lukas Witger (NPC) (LT)
 - The Peacock (LT)
 - The Dwarfs of Iron Town (AN)
 - Skaldor Ironhelm (NPC) (AN)
 - Shrine of Grungni (AN)
- Eldenstadt (AH)
 - Round Market (AH)
 - The Liebig Vodka Factory (AH)
 - Heimer's Folly (AH)
 - Game's Field (AH)
 - Monastery of the Caves (AH)
 - The Eldenstadt Public Baths (AH)
 - The Nag's Head (AH)
 - Vasilia (NPC) (AH)
 - Jakob Lang (NPC) (AH)
 - For Your Own Protection: The Vory (AH)
- Steinhaus (JFF)
 - Hartwig's Sanctuary for the Mentally Destabilised (JFF)
 - The Association of Porters (JFF)
 - Gestank Markt (JFF)
- Federdorf (JFF)
- Ostenfeld (JFF)

Part Five

- Goldstrades
 - The Talabhiem Warrant Execution Company (ZC)
 - Guild of Mourners [To be Written]
 - Dead or Alive: The Talabhiem Warrant Execution Company (ZC)
 - Fat Sancho(NPC) (ZC)
 - Temple of Sigmar (AN, AR)
 - Wizard's School
 - Wizard's Court [JFF]
- Guild of Mourners (JFF)
- Suden Eldenstadt (RW)
 - Sergei Rahlov (NPC) (RW)
 - The Yellow Tatters (RW)
 - Hexenstrasse Pawnbroker's (Idea LT, RW)
 - Prächtigt's Pie Shop (RW)
 - The Tangled Skein (RW)
 - Chapel of Shallya (RW)
 - Dung Collector (RW)
- Talagraad (JFF)
 - Fort Lackey (JFF)
 - Will Sturdy (NPC) (AH)
 - Hindelin Lines (JFF)
 - The Bald Badger (LT)
 - The Pit (ZC)
 - The Brotherhood of The Pit (ZC)
 - The Hare & Hounds (ZC)
 - The Ten Tailed Car (JFF)

Surrounds

Shrine to Mórr (AN, AR)

Traitor's Copse (JFF)

Prison of the Magi [JFF]

Temple of Taal (AN, AR]

Temple to Karog (AN, AR]

Other Stuff

Talabheim PCs (JFF)