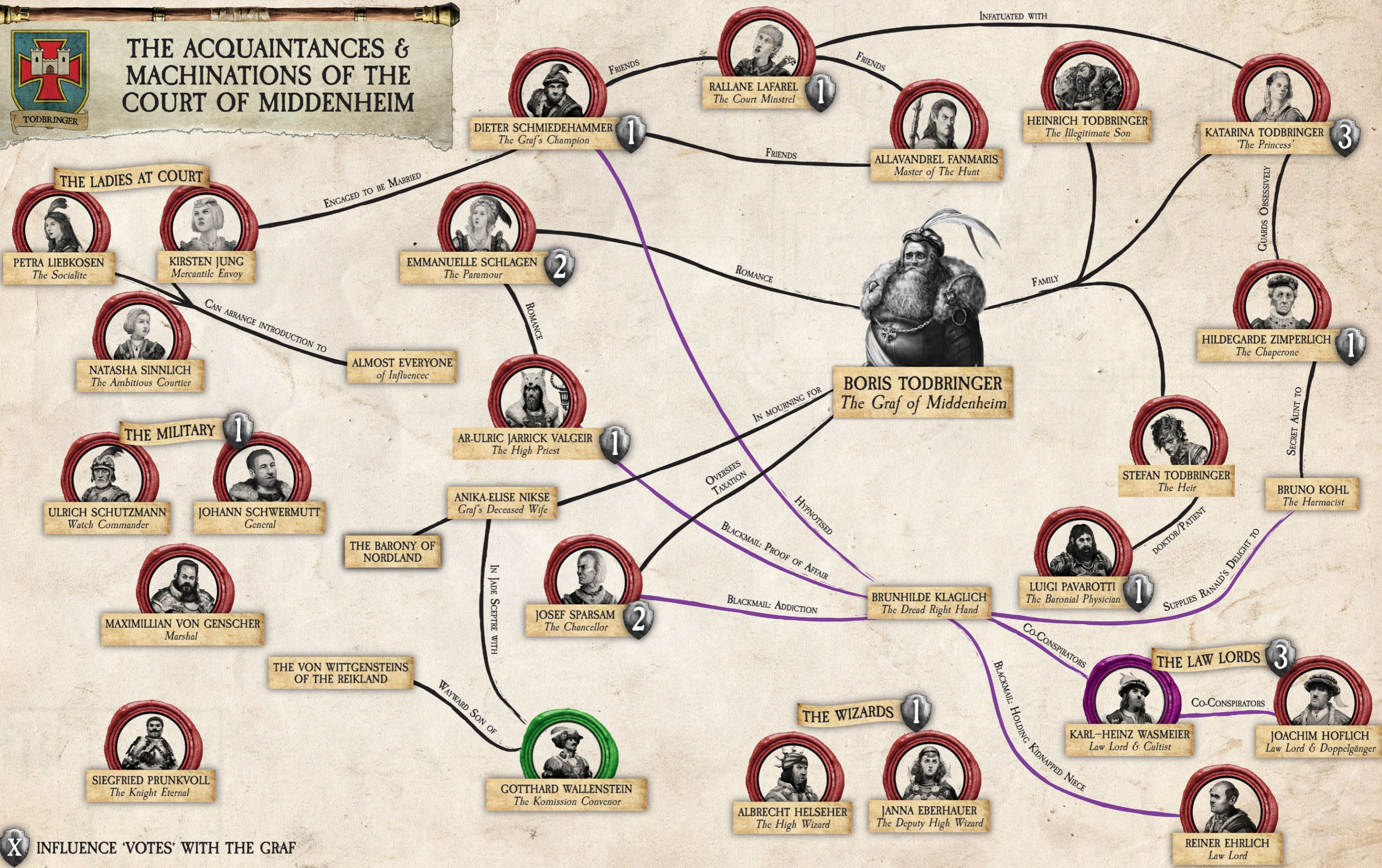


THE ACQUAINTANCES & MACHINATIONS OF THE COURT OF MIDDENHEIM



X INFLUENCE 'VOTES' WITH THE GRAF

ALTDORF TO MIDDENHEIM

by Fast Coach

Day	Stage
1	Altdorf to Kutenholz
2	Kutenholz to Bröckel
3	Bröckel to Mittelweg
4	Mittelweg to Sotturm
5	Sotturm to Grubentreich
6	Grubentreich to Middenheim



INFLUENCING THE GRAF

The Graf of Middenheim has the sole power to pass laws: the Law Lords advise him, but without his assent a law cannot come into effect. There are 11 individuals or groups that influence the Graf to varying degrees. These groups and the weight of their influence, expressed as 17 'influence votes', are as follows.

- ☠ Chancellor Sparsam: 2 votes
- ☠ Champion Schmiedehammer: 1 vote
- ☠ Court Minstrel Lafarel: 1 vote
- ☠ 'Princess' Katarina: 3 votes
- ☠ Chaperone Zimmerlich: 1 vote
- ☠ The Military: 1 vote
- ☠ The Wizards: 1 vote
- ☠ High Priest of Ulric: 1 vote
- ☠ Emmanuelle, Graf's Paramour: 2 votes
- ☠ Court Physician Pavarotti: 1 vote
- ☠ The Law Lords: 3 votes

There are, of course, other groups who can gain the ear of the Graf on occasion – the Cults of Ulric and Sigmar, the Merchants' Guild and other guilds, minor nobles, and so on – but this inner circle has the most influence, especially in the Graf's current condition.

Wasmeier has control of 9 of the 17 votes: enough to ensure success even if the others were all to object to the taxes. He has the support of Chancellor Sparsam (2 votes), The Law Lords (3 votes), Emmanuelle and Ar-Ulric (3 votes), and



THE GREAT PARK

Day	Time	Event
Wellentag	Noon-11:00 p.m.	Festival of Fine Ales
Aubentag	Noon-11:00 p.m.	Festival of Fine Ales
Marktag	Noon-11:00 p.m.	Festival of Fine Ales
Backertag	2-6:00 p.m.	Horse Fair
Bezahltag	3-4:00 p.m.	Flying Displays
Konigstag	2-6:00 p.m.	Pageants and Jousting
Konigstag	9-11:00 p.m.	Illuminations of the Black Pool
Angestag	2-6:00 p.m.	Pageants and Jousting
Angestag	9-11:00 p.m.	Illuminations of the Black Pool
Festag	2-6:00 p.m.	Pageants and Jousting
Festag	Midnight-2:00 a.m.	The Illuminations of the Black Pool (Grand Finale)

BERNABAU STADIUM

Day	Time	Event
Wellentag	4-5:00 p.m.	Minotaur Fights
Aubentag	4-5:00 p.m.	Minotaur Fights
Marktag	Noon-1:00 p.m.	The Fire-Breathers of Carroburg
Marktag	4-5:00 p.m.	Minotaur Fights
Backertag	Noon-1:00 p.m.	The Fire-Breathers of Carroburg
Backertag	3-5:00 & 6-8:00 p.m.	Snotball Quarter-Finals
Bezahltag	Noon-1:00 p.m.	The Fire-Breathers of Carroburg
Bezahltag	3-5 & 6-8 p.m.	Snotball Quarter-Finals
Konigstag	2-4:00 & 5-7:00 p.m.	Snotball Semi-Finals
Angestag	2-4:00 p.m.	Snotball Cup Final

ROYAL GARDENS

Day	Time	Event
Wellentag	2-4:00 p.m.	Elven Gymnasts
Wellentag	7-9:00 p.m.	Play, <i>A Knight's Midsummer Dream</i>
Aubentag	2-4:00 p.m.	Elven Gymnasts
Aubentag	8-10:00 p.m.	Elven Lightsingers
Marktag	2-4:00 p.m.	Pageant of Mummers Improvisational Theatre
Marktag	4-8:00 p.m.	Garden Party
Backertag	2-4:00 p.m.	Jade Life-Sculpting
Bezahltag	2-4:00 p.m.	Jade Life-Sculpting

ROYAL COLLEGE OF MUSIC

Day	Time	Event
Wellentag	2-5:00 p.m.	Matinee of Bards and Poets
Wellentag	7-10:00 p.m.	Operatic recitals
Aubentag	4-6:00 p.m.	Matinee of Bards and Poets
Aubentag	7-10:00 p.m.	Opera, <i>The Barbarian of Vessille</i>
Marktag	2-4:00 p.m.	Dwarven Valley Choirs
Marktag	4-6:00 p.m.	Matinee of Bards and Poets
Marktag	7-10 p.m.	Opera, <i>The Barbarian of Vessille</i>
Backertag	3-5:00 p.m.	Dwarven Valley Choirs
Backertag	7-10:00 p.m.	Opera, <i>'The Barbarian of Vessille'</i>
Bezahltag	3-5:00 p.m.	Elven Lightsingers
Bezahltag	7-10:00 p.m.	Opera, <i>The Barbarian of Vessille</i>
Konigstag	2-4:00 p.m.	Giuseppe Pastrami's Luccinian Liturgical Castrates Choir
Konigstag	7-10:00 p.m.	Opera, <i>The Barbarian of Vessille</i>
Angestag	2-4:00 p.m.	Giuseppe Pastrami's Luccinian Liturgical Castrates Choir
Angestag	6:00 p.m.-midnight	Opera, <i>The Ring of the Nibble Unger Lied</i> (Part 1)
Festag	6:00 p.m.-midnight	Opera, <i>The Ring of the Nibble Unger Lied</i> (Part 2)

SQUARE OF MARTIALS

Day	Time	Event
Wellentag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Wellentag	2–4:00 p.m.	Archery Tournament
Aubentag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Aubentag	2–4:00 p.m.	Archery Tournament
Marktag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Marktag	2–4:00 p.m.	Archery Tournament
Marktag	5–7:00 p.m.	Barnumble's Incredible Elephant Show
Backertag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Backertag	5–7:00 p.m.	Barnumble's Incredible Elephant Show
Bezahltag	11 a.m.–2:00 p.m.	Ice Dance Championships
Bezahltag	5–7:00 p.m.	Exhibition of Heraldic Arts
Konigstag	11 a.m.–2:00 p.m.	Ice Dance Championships
Konigstag	5–7:00 p.m.	Exhibition of Heraldic Arts
Angestag	11 a.m.–12.30 p.m.	Water Polo Tournament



TEMPLAR'S ARMS



Map I
The Templar's Arms

Ground Floor

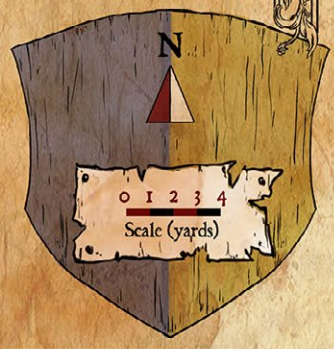


- a - Double Guest Room
- b - Single Guest Room
- c - Hall
- d - Konrad's Room
- e - Food Stores
- f - Store
- g - Tiasmara's Room
- h - Kitchen
- i - Main Bar
- l - to Cellar
- m - Beer and Wine Store
- n - Snug
- o - Walkway

First Floor



- a - Double Guest Room
- b - Large Guest Room
- c - Uli's Room
- d - Large Dining Room
- e - Small Dining Room
- f - Renata's Room
- g - Linen Store



Map 4 The Palace

Ground Floor

- a - Great Throne Room
- b - VIP Quarters
- c - Baron Heinrich's Room
- d - Ar-Ulric's Room
- e - Great Dining Room
- f - Sparsam's Room
- g - Guards
- h - Domestic Workroom
- i - Kitchen
- j - Food Store
- k - Pantry
- l - Hoflich's Room
- m - Ehrlich's Room
- n - Chambers of Law Lords
- o - Guard Room
- p - Wasmeier's Room

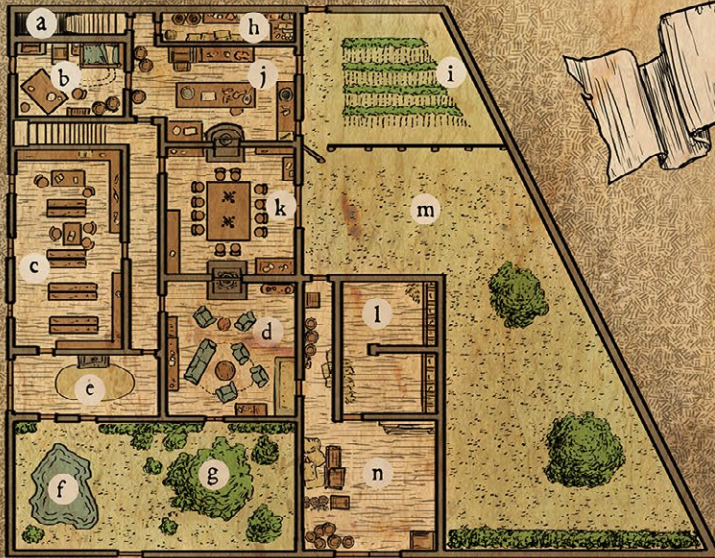


First Floor

- a - Domestic Dorm
- b - Trophy/ Guard Room
- c - Zimmerlich's Room
- d - Princess Katarina's Room
- e - Graf Boris Todbringer's Room
- f - Stores
- g - Balcony
- h - Great Lounge
- i - Smoking Room
- j - Guard Room
- k - Small Conference Room
- l - VIP Quarters
- m - Stores
- n - Baron Stefan's Room
- o - Pavarotti's Room



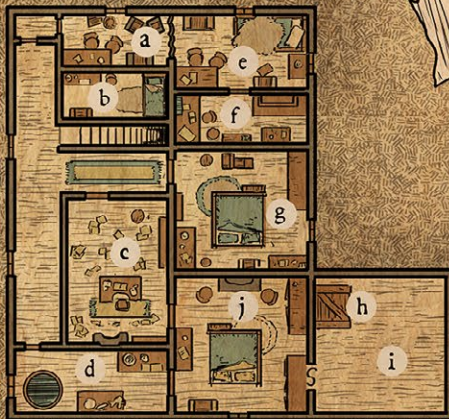
Map 5 Wasmier's Town House



Ground Floor

- a - To Cellar
- b - Swelt's Room
- c - Library
- d - Lounge
- e - Hall
- f - Pond
- g - Rose Garden
- h - Stores
- i - Herb Garden
- j - Kitchen
- k - Dining Room
- l - Stalls
- m - Garden
- n - Stable

First Floor



- a - Lurk's Room
- b - Gaston's Room
- c - Study
- d - Washroom
- e - Lurk's Bedroom
- f - Strong Room
- g - Guest Bedroom
- h - To Stable
- i - Hayloft
- j - Wasmier's Bedroom

