



Hundsheimer Wald

A Warhammer Fantasy Roleplay Regional Guidebook

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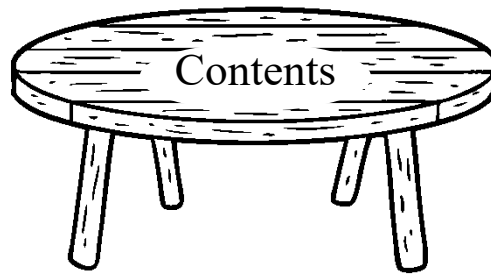
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Special thanks to Alfred@Welcome to Sunny Bögenhafen for his efforts in finding artwork illustrating The Empire in Pictures.

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Introduction

The **Hundsheimer Wald** regional guidebook is intended to provide a WFRP setting for those GMs who plan to centre their campaign in the remote and largely rural area around the Hundsheimer Wald in north-eastern Stirland as well as some locations in the neighbouring provinces of Talabecland and Ostermark. This regional guidebook was developed in conjunction with a WFRP campaign I quickly slapped together for my group. The information contained herein is set for 2513 when the Imperial Civil War as described in the first edition “**Enemy Within**” campaign (including my **Empire at War** finale) is starting to get heated.

This regional guidebook is written in a manner that will cover any version of **WFRP**: stats (profiles, trappings, etc.) and prices of items are excluded in favour of base NPC descriptions. As with other manuscripts I have written, I lean towards WFRP1e as it is the edition with which I am most familiar. It is possible that I might miss keeping the text “edition-free” in some areas. GMs may want to consider this tendency and adjust accordingly to suit their version / game. Maps are included for the use of GMs and players.

Hundsheimer Wald Region

The Hundsheimer Wald is a large mixed woodland of deciduous and conifers that dominates the north-eastern region of Stirland. The forest is bounded by the rivers Stir to its west, north and east, Steyr and Melk along the southern reaches to the Leithag Hills bordering the south. The Hundsheimer Wald is rough terrain and hilly until it reaches one of its main features, Steinbacher Berge. This low-lying forested mountain range has peaks ranging from 1200-1600 feet in elevation above the Stir. The Hundsheimer is a wild wood, particularly in its interior. It is rumoured that ruins of abandoned villages destroyed in the 21st and 22nd century can be found in its interior.



Roughly half of the eastern portion of the Hundsheimer was cleared for pasture land and farms in the past century. This effort was accelerated in the 2470s I.C. when Graf Albrecht Haupt -Anderssen (grandfather of the current Graf Alberich) authorised the extension of Praager Strasse (the trading route originating in the Stirlander town of Halstedt) from Zipf through the town of Steinbachthal and Rückers Gap in the Steinbachers to the Ostermarker town of Bissendorf. This effort involved widening the old road to Vorderbergen and then laying a new road from that village through the Steinbachers to the Raven Arms Inn (the latter lies across the Stir from Bissendorf).

The land clearing and road construction of the trade route extension separated the main woods from the remaining portions of it. The Pfaffenwald stands as an island amid farmlands and pastures, a tamer version of the wildwood and managed by the monks of Steinbachthal Monastery. Jägerforst is really only separated from the larger forest by a cleared stretch of land of several miles wide along the Praager Strasse near the village of Krispl. This portion of the Hundsheimer was given a new name as it has become the hunting preserve of Baron Eucken and the respective Abbots of the Monastic

Enclaves of Steinbachtal and St. Æhelbert (the seat of which is the town of Siegfriedhof. It is not described in this publication).

Many years ago, Hundsheimer Wald was home to the Painted-Face Goblin tribe, so-named for their practice of applying ochre to their faces in patterns denoting tribal rank. A concerted effort in 2464 I.C. by mercenaries in the employ of Graf Albrecht slaughtered many goblins and pushed the remnants through Leithag Hills and into Sylvania. Witches, mutants, restless spirits, and other dangers are still rumoured to inhabit the wild woods.

Many of the villages on the Stirland side of the Hundsheimer Wald region have chapels of Sigmar while towns have small temples, though some of the Stirlander villages have small temples to Taal/Rhya. The towns and villages on the Talabeclander side have temples to Ulric, some in combination with Taal/Rhya. Whatever the temple or chapel, all religious buildings have shrines to the other deities in the Imperial pantheon (except in Talabecland where there are very few shrines for Sigmar).

All settlements have cemeteries with a shrine dedicated to Mórr located some distance outside the gates of the surrounding wooden palisades. Given the region's past and fairly close proximity to Sylvania, the dead are generally buried face down with a large stone placed on the back of the corpse. All priests of Mórr in the area are affiliated with the High and Chivalric Order of Deserved Rest based in Siegfriedhof. The Order is commonly referred to as Raven Knights.

Some of the more isolated villages, like those in the remote Barony of Köpernick, are places where the Old Faith still holds sway.

Barony of Krebs

The Barony of Krebs straddles both banks of River Steyr from its confluence with River Stir to just beyond its confluence with River Melk. The northern portion of the Barony is roughly 20-25 miles up along River Stir, a short distance past the ruined village of Kutzdorf. The rural Barony claims a larger portion of the forest on both sides

of River Steyr and along River Stir than it can reasonably control. With the exception of Marburg, all settlements in the Barony are surrounded by a wood palisade and ditch.

Once prosperous and more populated with many more villages, the baronial seat of Marburg has fallen on hard times, particularly with the relatively recent extension of Praager Strasse which allowed the trade from the Stirland interior to by-pass sailing down the Steyr to Marburg before continuing to its destination. As a result, Marburg has become the terminus of the smuggler route that originates in Raab and passes through Gabritz in Leithag March and Schöllach in the Barony of Habersbirk in order to avoid taxation and officials on Praager Strasse. The Baron is said to turn a blind eye to smuggling as he and the town reap benefits from allowing smugglers some freedom to operate.

Baron Immanuel Krebs spends much of his time in Marburg and little as possible at Court in Wurtbad. This poor corner of Stirland is generally ignored by the powers at Court, which also means that there is little interference or oversight by the Graf's ministers and bureaucrats. The Baron lives with his wife (Elsbeth, estranged daughter of Freiherr Leopold Hockscharzer of Zipf), sons (Ewald and Leonhard), and daughters (Cloris, Eva, Irma, and Sigrun). The eldest son, Hamlin, is currently being fostered with the von Halstedt family.

Brother Johann Rabenklaue is the itinerant priest of Mórr for the Barony. When not on the road travelling from village to village administering funereal rites and tending to the gravesites, Johann can be found in his offices adjacent to the Shallyan temple or at the Waandering Priest in Marburg. He is often accompanied by his aide-de-camp, bodyguard and sister, Thorlein Bunsen.

Marburg

Population: 102 (Small town)

Ruling noble: Baron Krebs

Main sources of wealth: Market Town, agriculture, pigs

Government: Town Council

Notable NPCs: Erich Wassermann (garrison captain), Adrian Bürger (steward), Otis Wassermann (ferryman), Waldemar Braun (innkeeper/ brewer), Adela Braun (innkeeper/ cook/ herbalist), Teresa Bröhm (priestess), Johann Rabenklaue (priest), Thorlein Bunsen (templar), Bruno Silber (priest), Holger Grünwald (priest), Reinhardt von Wurtbad (templar), Edgar König (templar), Kiefer Lang (barkeep/ distiller), Mara Lang (barkeep/ cheesemaker/ cook), Dieter Klasen (barkeep/ brewer), Hazen Klasen (cook/ brewer), Frieda Klasen (cheesemaker), Delma Fähremann (ferryman), Kurt Fähremann (ferryman)
Inn or Tavern: Black Swan, Wandering Priest, Melanni's Rest

The seat of the Barony of Krebs and river port at the confluence of the Rivers Stir and Steyr, Marburg is barely larger than a village. It is located 118 miles upriver from Wurtbad, 56 miles downriver from Zipf, 56 miles downriver from Gersdorf, and 11 miles from Winhausen. The Baron Krebs resides in a small castle (**Schloss Marburg**) at the east end of town and overlooking the settlement. Captain Erich Wassermann leads the Baron's retinue of six men-at-arms and, in times of danger, the town militia. Adrian Bürger is the Baron's able steward who ensures that the Baron gets his cut from the smugglers.

Marburg has two waterfronts, one along the Stir and the other on the Steyr. The Stir docks are the larger and more active of the two as traffic on that river is greater. A couple of warehouses are available for river merchants to store their goods. Otis Wassermann, the older brother of the garrison captain, mans the ferry crossing the Stir.

Located near the main docks and *Stirtor* (Stir Gate), the three-storied **Black Swan Inn** caters to the riverman and merchants passing through Marburg. The establishment is run by Waldemar and Adela Braun with help from their teen-aged children: Philipp, Ralf, Cara and Elena. The Black Swan is known for its red-coloured lager and cherry cider.

The temples of Shallya and Sigmar stand between the two waterfronts. The **Shallyan**

Temple has an infirmary attached to it and both are run by Sister Teresa, who has been in Marburg since 2506. The cult of Mórr has an office near to the Shallyan temple, which also doubles as the centre of the **Mourners' Guild** in the barony. When they are not abroad on cult business or at the **Garden of Mórr** located south of Marburg, Mórrian Priest Johann and Raven Knight Thorlein Bunsen can be found in the office updating records and writing correspondence.

The **Sigmar Temple** is a modest affair given the population of Marburg. Father Bruno is the priest of the town's church and, when not conducting services, may be found at the small courtroom in the nearby **Town Hall** where he sits as judge for low level crimes and disputes. In the case of capital crimes, the Baron sits in judgement. Capitular Holger Grünwald ranks higher in the cult's hierarchy than Father Bruno and is responsible for supervising the village churches in the barony. When not on his semi-annual tour of the other villages in the company of his two Fiery Heart templars, the Capitular can be found in his office adjoining the temple.

The **Wandering Priest Tavern** is a favourite site for the various priests, particularly Father Bruno, and their escorts to gather for gossip, rumours, and news. Baron Krebs has been known to stop in from time to time to discuss worldly and provincials matters with the priests, sometimes seeking their advice in a comfortable setting. The common room is quite spacious with a private room in the back where weightier matters can be discussed in confidence. Kiefer and Mara Lang have a fine reputation as the tavern's owners and the schnapps and cider they serve further their reputation as distillers of quality.

The two-storied **Melanni's Rest Tavern** is located near *Steyrtor* (Steyr Gate) and the waterfront on the smaller river. The tavern is named after Melanni, the local river goddess of the Rivers Steyr and Melk as well as their tributaries. Like so many Imperial river goddesses, Melanni is believed to be the daughter of Taal and a mortal woman whose name is often lost in human memory. Melanni is often

portrayed as a winsome and capricious young woman who preys on the unwary and those who do not show her deference; sometimes luring them to their deaths in her waters. There is a **Melanni shrine** on the southside of the tavern nearest the river.

Melanni's Rest is owned by Dieter and Hazen Klasen. Their typical clientele are the boatmen, traders and travellers coming from upriver settlements along the Steyr and its tributaries, some of whom might be continuing on to Wurtbad or Bissendorf. Smugglers bringing goods from Raab on the Gablitz-Schöllach route also make a call at the tavern where they can make arrangements with the less scrupulous boatmen. Melanni's Rest is known for its ale pilsner and Marburger, a smoked cheese.

Coming from a long-line of ferrymen, Delma Fähremann actually inherited the business when her hard-drinking, abusive husband, Bernd, was claimed by Melanni some seven years ago. At least, that's the story she and her son, Kurt, tell anyone who asks. The fact that the two helped arrange the "meeting" of goddess and unworthy is something that just is not discussed.

Kutzdorf

Population: 0 (Ruins)

Ruling noble: Baron Immanuel Krebs

Main sources of wealth: None

Village Headman: Manfred Lang (deceased)

Notable NPCs: None alive

Inn or Tavern: Two Ravens (destroyed)

The once thriving village of 61 along River Kutz was destroyed by a mutant warband in Jahrdrung 2513. It is located 15 miles from Marburg and a mile from River Stir.

Unknown Ruins

Population: 0 (Ruins)

Ruling noble: Baron Immanuel Krebs (if he knew about its existence)

Main sources of wealth: None

Village Headman: None

Notable NPCs: None alive

Inn or Tavern: A couple rows of crumbled stonework

Located in a hollow roughly 14 miles as the crow flies from the ruined village of Kutzdorf, the forest-covered remains of the lost village of Asparn are little more than the barely above-ground crumbled stone walls that marked the inn, smithy, and other important buildings. The centuries-old settlement was destroyed in first Vampire Wars in 2010. Anyone stumbling into the ruins from the game trails that cross the area may well awakened two restless dead that had long lapsed into an inert state.

The first of the Undead to awaken is Johanna Hanau. The spectre's tale is the more tragic of the two. Johanna picked up her dead father's spear to try to hold off the zombies so that her family could escape but she was quickly overwhelmed and slaughtered where she stood. Worse, Johanna's sacrifice meant nothing as her family was killed within moments of her death.

Johanna's current role is to warn travellers about the real menace amid the ruins: the vengeful wraith, Klemens Zweig. Klemens was the commander of the village's defences who turned coward at the sight of the Undead army and ran without sounding the alarm. He was quickly slain as several arrows perforated his back. Klemens' body was buried under a collapsing wall.

There are other ruins of ancient villages that shared the same or similar fate as Asparn sprinkled throughout Hundsheimer Wald. Most do not have resident Undead.

Winhausen

Population: 42 (Village)

Ruling noble: Baron Krebs

Main sources of wealth: Subsistence

Village Headman: Olaf Riemann

Notable NPCs: Bartram Eiger (barkeep/ cook), Alfrida Eiger (barkeep/ brewer), Gunilla Riemann (wise woman), Wilhelm Riemann (blacksmith/ carpenter), Ludolf Riemann (assistant priest)

Inn or Tavern: Badger's Lair

Winhausen is located 11 miles from Marburg and 5 miles from Haibach. It has a small dock for river traffic should any boatman decide to stop by

to trade. Few do as the accommodations at Haibach are so much better.

Run by Bartram and Alfrida Eiger, the **Badger's Lair Tavern** is a low-ceilinged, smoky affair noted for its dimly lit common room and pervasive smell of urine. Belying its interior, the heavily malted beer is quite good. In contrast, the food is just passable. The oldest sons (Hilmar and Josef) and daughter (Isabel) help in the tavern as well as take care of their younger siblings.

Rumoured to be a witch, the village wise woman, Gunilla Riemann, is the older and unmarried sister of the village headman, Olaf. Gunilla still retains something of her former beauty and bearing, giving her a rather ageless quality. Her handsome son, Wilhelm, is the blacksmith and carpenter of Winhausen. He does not know his father's identity nor does he really care.

Brother Ludolf is Olaf's younger brother and lives in a small house near the **Sigmar Chapel** where he holds services. The white-washed chapel is located on high ground at the east end of the village. Shrines to the other major deities of the Imperial pantheon are found in a small stone building nearby.

Winhausen's **Garden of Mórr** lies on a small hill roughly 250 yards north of the village.

Haibach

Population: 37 (Village)

Ruling noble: Baron Krebs

Main sources of wealth: Subsistence

Village Headman: Lukas Hartlieb

Notable NPCs: Seitz Bootsmann (ferryman), Elsa Hartlieb (innkeeper/ brewer), Hedwig Bader (cook/ cheesemaker/ wise woman), Konrad Hartlieb (blacksmith/ carpenter), Hultz Bader (assistant priest)

Inn or Tavern: Badger and Partridge

Haibach is located 16 miles from Marburg, 5 miles from Winhausen, and less than half a mile from Oehling. A small stream, Hai Brook, passes through the northern edge of the village. Though small, Haibach has two docks on the Steyr, one for the few trading boats that stop between Zipf

and Marburg and the second for the ferryman, Seitz Bootsmann.

The riverside **Badger and Partridge Inn** is two-storied and painted light blue. It is run by Lukas Hartlieb and his wife, Elsa. Elsa's widowed mother, Hedwig Bader, is the main cook at the inn along with the Hartlieb's daughters, Bette and Klara. The inn is known for its Black Beer (*schwarzbier*) and cheese-filled sausages (*käsewurst*). As with most villages, the common room is not usually business until the late afternoon and early evening with the villagers gather to exchange gossip and news with arriving boatmen.

Lukas' and Elsa's eldest son, Karl is apprenticed to Lukas' brother, Konrad, the village blacksmith and carpenter.

The **Sigmar Chapel** is located on the east side of Haibach near the small gate leading to the forest. Brother Hultz, Elsa Hartlieb's brother, provides the spiritual guidance for the village and takes care of the shrines to the Imperial gods. These shrines stand in a small wooden building adjacent to the chapel.

The village's **Garden of Mórr** can be found in a forest clearing to the east of Haibach. A small lintel shrine dedicated to the God of Death lies at its centre.

Oehling

Population: 39 (Village)

Ruling noble: Baron Krebs

Main sources of wealth: Subsistence

Village Headwoman: Engelin Waldmann

Notable NPCs: Gerda Jäger (priestess), Ottmar Jäger (hunter)

Inn or Tavern: None

Oehling is located on the west bank of the Steyr, 16 miles from Marburg less than half a mile from Haibach and 11 miles from Wilkersdorf. The villagers are an insular folk and distrustful of outsiders (anyone not residing in the lower Steyr).

A small quay represents the only link the Oehlingers have with the outside world. Traders' boats rarely moor at the quay, but it is used by the

ferryman from Haibach. A small **shrine to Melanni** stands near the quay.

The **Taal Temple** dominates the village common and is the domain of Sister Gerda, a former huntress for the village. A village hall stands nearby and is used for communal meals and religious celebrations. The hall also contains shrines to Rhya, Shallya, Sigmar and Ulric.

The village's **Garden of Mórr** lies near River Steyr roughly 200 yards upriver from Oehling.

Wilkersdorf

Population: 38 (Village)

Ruling noble: Baron Krebs

Main sources of wealth: Subsistence

Village Headman: Ulbrecht Wilker

Notable NPCs: Hans Wilker (innkeeper/ brewer), Lucia Wilker (innkeeper/ cook), Selena Lilienthal (assistant priest), Lyssa Mahler (wise woman), Bernd Wilker (carpenter/ woodcarver), Barek Alriksson stonemason)

Inn or Tavern: Otter and Maid

Wilkersdorf is located at the confluence of Rivers Steyr and Melk, 27 miles from Marburg, 15 miles from Kalenzig, 11 miles from Oehling and Haibach, 21 miles from Neulewin, and 31 miles from Schöllach. Wilkersdorf has a sizable wharf that could accommodate several river barges given its location as the midpoint between Marburg and Zipf.

The two-storied, white-washed riverside **Inn of the Otter and Maid** is run by Hans and Lucia Wilker and their family. Eldest son, Fritz, assists his father with brewing the family's golden-coloured lager (a staple at the inn) while eldest daughter, Claudia, helps in the kitchen as well as serve in the common room. Claudia is of marriageable age and her younger sister, Karla, nearly so. Their protective father and brother are wary of outsiders trying to have their (dishonourable) way with the two young barmaids. A blunderbuss under the counter is used to dissuade the more aggressive "suitors."

An area of the common room of the Otter and Maid has a dart board and skittle table for those who like to partake in such activities when

drinking and socialising. The inn is known for its tasty sausages and berry strudel. A small **Melanni shrine** conveniently stands a few feet south of the inn near the river, enabling those travelling on the Steyr to make an offering for a safe journey.

The **Sigmar Chapel** is located in the village common. Holy day celebrations are officiated by long-time resident Sister Selena in the nearby village hall. She also maintains the shrines to the other Imperial gods located at the north end of the hall.

Wilkersdorf's **Garden of Mórr** is known for its elaborate headstones, thanks in large part to the town's long-time resident stonemason, Barek Alriksson. No one in the village can remember in living memory a time without the Dwarf's presence in Wilkersdorf. Barek is not really the social type, preferring to keep his own company rather than hanging out at the Otter and Maid. The cemetery lies in a clearing just off the path to Kalenzig about 300 yards from the Wilkersdorf.



Kalenzig

Population: 54 (Village)

Ruling noble: Baron Krebs

Main sources of wealth: Timber

Village Headman: Gunther Schliestein

Notable NPCs: Maria Schliestein (innkeeper/ brewer/ cook), Etta Schliestein (herbalist/ wise woman), Eckhardt Heidegger (assistant priest/ scout), Neidhart Wallerin (blacksmith), Uhler Kusch (carpenter/ charcoaler), Gustav Kusch (woodsman), Walden Mansfeld (hunter/ trapper)

Inn or Tavern: Woodcutters' Lodge

Within the confines of Hundsheimer Wald, the village of Kalenzig is located 15 miles from Wilkersdorf. The chief industry of the settlement

is timber and many residents are engaged in cutting and processing trees into timber.

The two-storied, timbered **Woodcutters' Lodge** is run by Gunther and Maria Schliestein with their eldest children – Anna, Rosa, and Ernst – helping in the common room, kitchen, and brew house. The inn is known for its dark-coloured lager (*dunkelbier*) and liver sausage (*leberwurst*). Gunther's mother, Etta, lives in a hut near the inn's garden where she tends to her herbs and meets with those seeking charms or potions.

The octagonal **Sigmar Chapel** on the north side of the village is built entirely of wood. Services and holy day observances are conducted by Brother Eckhardt, who served in the employ of Raven Knights for a few years in the mid-2490s on the Stirland and Sylvania border. The experience was a bit unnerving for Eckhardt, but he has used it to further his dedication in serving Sigmar. Eckhardt cares for the Imperial pantheon shrines within the chapel.

Neidhart Wallerin is the village blacksmith and former mercenary experienced in fighting in the frontiers of Ostermark. Uhler Kusch is the village carpenter and charcoaler while his brother, Gustav, fells trees for timber. Walden Mansfeld is the village hunter and trapper. Kalenzigers depend upon Walden to inform them of any danger in the immediate vicinity. All of these men can be found in the Woodcutters' Lodge common room in the early evenings.

A clearing in a hollow several hundred yards north of Kalenzig is the site of the village's **Garden of Mórr**. A large, weathered wooden statue of the God of Death watches over the cemetery. A dirt path leads from the village to the cemetery.

Barony of Habersbirk

The Barony of Habersbirk is a fairly small landholding centred on the village of Schöllach. It is bounded on the north by Rabewald (though the ruling Delbrück family claim hunting rights on the southern edges of the forest) and Rohrwald Forest to the east. The barony controls both banks of the Upper Steyr to a point roughly

30 miles upriver from the baronial seat. The land is largely rolling grasslands with occasional copses of trees in the hollows and along the river.

Many families live in farmsteads within five miles of the villages in the barony while a few live further out. These families tend to be strongly independent sorts and are known to resist the Baron's request for taxes if they feel such demands are too high. A number of these farmsteads breed and raise cattle and horses, which they sell directly to anyone with coin.

The biggest threats in Habersbirk are rustlers as well as the bandits who prey on the smugglers using the track connecting Schöllach to Gabritz. The boundaries of the four villages of the barony are marked by a low, three-foot tall dry-stone walls.

Baron Reinhardt Delbrück turns a blind eye to the smuggling as it is one of his family's sources of income in an otherwise poor rural barony. Baron Delbrück is grooming his oldest son, Georg, to take over rule of the barony, hopefully within the next six years, while Baroness Anna is seeking favourable marriages for daughters Hanna and Petra. The youngest of the Baron's children (Lena, Käthe, and Frederick) are still learning their lesson from their governess, Bette Münsterberg.

Sister Karlene Rabenacht is the travelling priestess of Mórr in Habersbirk. She is fairly new at her job having been ordained and assigned to the barony in 2510. Sister Karlene is escorted on her rounds by the much older and serious Raven Knight, Werner Keitel. The **Gardens of Mórr** of the barony are generally located on the west side of the villages, except Gorgast where the graveyard is located to the south. Farmsteads have their own family cemeteries which are generally several hundred yards away from their protective timbered walls. Sister Karlene lives in a cottage on the west end of Schöllach near the home of the templar.

Schöllach

Population: 89 (Village)

Ruling noble: Baron Reinhardt Delbrück

Main sources of wealth: Agriculture, fishing, smuggling

Village Headwoman: Gilda Haber

Notable NPCs: Helmut Bühren (steward), Barthelm Haber (brewer/ distiller), Frieda Haber (innkeeper), Fritz Haber (brewer/ innkeeper), Ingrid Haber (cook), Elisa Papen (herbalist/ cook), Ema Haber (barmaid), Gerda Haber (barmaid), Wilhelm Papen (blacksmith/ carpenter), Wendel Haber (artisan's apprentice), Kurt Papen (priest), Karlene Rabenacht (priestess), Werner Keitel (templar)

Inn or Tavern: Fawn and Fox

The most prosperous village in the barony, Schöllach is a small port on River Steyr and the edge of where the river is navigable. It is located 19 miles from Dalgetin, 8 miles from Gorgast, 12 miles to Hathenow, and 31 miles from Wilkersdorf. The baronial seat is dominated by the residence of the Baron, more manor house than castle, which is located by the village common opposite the docks.

Freiherr Helmut Bühren is Baron Delbrück's right-hand man and head of his small retinue of men-at-arms. His other duties include making sure that the Baron gets his cut of the value of smuggled goods. Such merchandise is kept at either of the two riverside warehouses controlled by the Baron under the smugglers can move the items.

The **Fawn and Fox** is a three-storied, pale-yellow riverside inn owned by the Haber family for generations. Barthelm has recently come into his inheritance when the patriarch of the family, Wenzel, passed away during the winter of 2512. As he is not terribly personable, Barthelm focusses on brewing beer and distilling cider while his wife (Frieda), eldest son (Fritz), daughter-in-law (Ingrid) and eldest daughter (Elisa) have taken over running the inn. Daughters, Ema and Gerda, work the common room and are of marriageable age. Frieda is hoping to find a suitable match for them, but is wary of sweet-talking outsiders.

Wilhelm Papen, Elisa's husband, is the village blacksmith and carpenter. Before coming to Scöllach as a child, Wilhelm's father, Erich, was a notorious Averlander highwayman who operated under the pseudonym "Red Mask." Elisa's younger brother, Wendel Haber, is his apprentice.

The **Sigmar Chapel** is located on the east end of the common. Father Kurt Papen, younger brother of Wilhelm, leads the congregation. He also tends to the riverside shrine dedicated to Melanni, the local river goddess of the Steyr and Melk, as well as the Imperial pantheon shrines within the chapel.



Dalgetin

Population: 44 (Village)

Ruling noble: Baron Delbrück

Main sources of wealth: Subsistence

Village Headman: Hultz Dalgetin

Notable NPCs: Wertha Dalgetin (wise-woman)

Inn or Tavern: None

Dalgetin is a fairly isolated village located 19 miles from Schöllach. There are no taverns or inns in the rustic settlement and outsiders are rare. Dalgetin has a village hall where the residents get together for communal meals every evening and sing their praise of nature's bounties.

Hultz Dalgetin is the druidic priest of the village, the latest in a long-line of Druidic priests from the family that gave the village its name. The folk of Dalgetin venerate the Earth Mother as well as the local stag-headed deity of the region, Orentil. Orentil is said to be a dark and moody god, especially prone to dark deeds on Hexesnacht and Geheimnisnacht. A **stone circle** lies on a small hilltop overlooking Dalgetin from the west.

Wertha Dalgetin is the village's wise-woman and wife of Hultz. The couple have a rather cool relationship with the Mórrian priestess, Karlene Rabenacht. The couple assume (wrongly) that she's a spy for the Baron.

Gorgast

Population: 48 (Village)

Ruling noble: Baron Delbrück

Main sources of wealth: Subsistence

Village Headman: Freiherr Ulbrecht Kusch

Notable NPCs: Gebhard Kusch (noble), Raimond Kusch (innkeeper/ brewer), Claudia Kusch (innkeeper/ cook/ herbalist), Bernd Kusch (priest), Ida Kusch (wise woman)

Inn or Tavern: Otter's Den

Built on the bank of River Steyr, Gorgast is located 8 miles upriver from Schöllach and 4 downriver miles from Hathenow. Most of the year, the river is easily forded in both directions of the village as the waters are fairly shallow with occasional deep pools. A dirt path on the far side connects the three riverside villages of the Barony.

The largest structure in Gorgast is the manor house of Freiherr Ulbrecht Kusch, Baron Delbrück's man in the village. The old veteran of the eastern frontiers of Stirland has become more recluse in his declining years with his oldest son, Gebhard, assuming more responsibility in running the village.

Unlike his father, Gebhard likes people and is very sociable. He is also freer with his money than his tight-fisted father, but cannot renovate and enlarge Kusch House until his otherwise healthy father passes.

The two-storied, beige-coloured **Otter's Den** is a fairly small inn with a large common room as visitors to Gorgast are infrequent, but locals from the surrounding farmsteads are not. The Otter's Den is owned by the Kusch family (cousins to the village headman) and currently run by Raimond and Claudia. The Kusch children help in the common room and kitchen. The hearty fare (generally, mutton and vegetable stew) and beer at Otter's Den are good quality.

The small octagonal **Sigmar Chapel** is located on the riverside next to the circular **Taal Temple**, the latter also containing shrines to the other deities of the Imperial pantheon and the river

goddess, Melanni. Taalite priest, Brother Bernd Kusch (younger brother of Ulbrecht), maintains both chapel and temple with his wife, Ida.

Other than normal family differences, the Gorgast Kuschs present a unified front when faced with threatening outsiders.

Hathenow

Population: 60 (Village)

Ruling noble: Baron Delbrück

Main sources of wealth: Agriculture

Village Headman: Hergard Diels

Notable NPCs: Elena Diels (barkeep/ cook), Martin Diels (brewer/ herbalist), Etelka Diels (brewer/ cook), Renata Zenger (cheesemaker), Maude Riemann (cheesemaker), Johann Zenger (blacksmith/ carpenter), Paul Riemann (priest), Anika Kalb (wise woman)

Inn or Tavern: Barley House

Hathenow is located on the Steyr, 4 miles upriver from Gorgast and 12 miles from Schöllach. The area around the village has an extensive irrigation system as many of the farmsteads along the river grow barley and hops for beer production in the region. Some of the products are taken by cart to Schöllach so it can be shipped by boat to other river ports on the Steyr.

Hergard and Elena Diels own and run **Barley House**, known for the various colours of the beer (ranging from pale amber to dark brown) served there. The couple's eldest son, Martin, works in the brewhouse with his wife, Etelka. Hergard's sisters, Renata Zenger and Maude Riemann, make a hard, mildly-aromatic white cheese known as Habersbirker, which is also traded with the other villages and farmsteads.

The **Taal and Rhya Temple** is located on the upriver side of Barley House and surrounded by several oaks. Rhyen priest, Paul Riemann, maintains the temple and leads the holy celebrations of the various Imperial gods. Paul's older sister, Anika Kalb is the village wise woman. Both can be found in Barley House enjoying a pint and gossiping during their free time.



Leithag Mark

Leithag Mark is a mixed of forests, river plain, rolling grasslands, and hilly country. It covers the southern area of the Hundsheimer region from Rohrwald in the west to the edges of Jägerforst in the east, the southern portions of Hundsheimer Wald on the barony's north to much of western and central Leithag Hills in the south. The overland trading route of Praager Strasse passes through the Mark, linking southern Stirland and the Moot to Ostermark. The Mark is also the richest land in the area.

Those settlements on the edges of the Mark's woodlands are protected by wood palisades and a ditch. Zipf has stone walls while isolated farmsteads use a mix of stone and timber to protect those within. Villages in more open country have low stone walls, ranging from three to four feet in height, coupled with a deep ditch.

Rustlers and bandits are a constant threat to the fortified farmsteads of the mark and merchants travelling through the land. Roadwarden patrols are the main source of security in the march and many a gibbet can be found on the crossroads. Goblin raiders from the Painted-Face Tribe are only a threat near the southern hills.

Margrave Otto von Mecklenburg's roots in Zipf runs rather shallow. His grandfather, Herbert, served with distinction as an officer in a mercenary company operating along the Sylvanian borderlands under Graf Geralt Haupt-Anderssen. Haupt-Anderssen then elevated von Mecklenburg to Margrave in 2442 after the death

of the old and ineffective ruler of the Mark, Merrick Siepf, conveniently died of indigestion (rumours claim poison mushrooms smothered in creamy bacon sauce [*pilze in sahnese*]).

Margrave Otto lives with his wife, Margravin Therese, and their youngest daughter, Marie. His other two daughters, Lucia and Erika, have found suitable marriages within the Stirland nobility. Otto's sons, Marius and Lorenz, are currently serving in Graf Alberich Haupt-Anderssen's personal guard in Wurtbad.

A large part of Rohrwald Forest has, for centuries, been set aside as the Margrave's private hunting reserve. The Local Law of the Forest has often times been more observed in the breach until roughly twenty years ago. Since then, the Margrave has taken a more aggressive posture towards suspected poachers. Hangings of hunters and their families suspected of perpetrating such crimes have become more commonplace.

Itinerant priest Brother Joachim Rabenkopf and his two Raven Knight escorts, Edmund Liebknecht and Nordika Mólhain, travel throughout the barony to perform funereal rites as well as renew protection rituals on the various graveyards. The three get along well enough and take their charge seriously. When not on the road, Joaquim has a private set of rooms at the Stubborn Mule, one of which houses the templars.

Neulewin

Population: 38 (Village)

Ruling noble: Margrave Otto von Mecklenburg

Main sources of wealth: Subsistence

Village Headman: Ewald Lugglins

Notable NPCs: Quintin Lugglins (barkeep/ brewer), Evonna Lugglins (barkeep/ cook/ herbalist), Dagna Lugglins (priestess), Frida Renner (wise woman), Prennes Renner (blacksmith/ carpenter), Uhler Renner (hunter)

Inn or Tavern: Pochard and Woodpecker

Neulewin is a small river port on River Melk 8 miles from Zipf and 21 miles from Wilkersdorf. The short quay can only accommodate two small river barges at any given time. The docks are located behind the **Pochard and Woodpecker Tavern**, which is owned by Quintin and Evonna Lugglins. The food and beer are fair in quality. Quintin's father, Ewald, lies in a modest cottage near the tavern.

Instead of a chapel to Sigmar, Neulewin has a **Taal and Rhya Temple**, which is also located on the riverfront and surrounded by Aspens. A small **Melanni shrine** is placed on the outside of the temple's circular walls closest to the Melk. Dagna Lugglins, younger sister of Quintin, is the priestess of town and leads the holy day ceremonies for the various Imperial gods.

Neulewin's **Garden of Mórr** lies at the edge of the forest, roughly 150 yards to the north of the village. A stone lintel shrine to the God of the Dead stands in its centre.



Zipf

Population: 280 (Small town)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Market Town, agriculture, timber

Government: Town Council

Notable NPCs: Berit Kreisky (brothel madame), Ivan Kreisky (pit fighter), Sergei Kreisky (pit

fighter), Lukas Ranke (innkeeper/ brewer), Isolde Ranke (innkeeper/ cook/ herbalist), Merel Brenner (barkeep/ distiller), Sophia Brenner (barkeep/ cook), Otto Kesselring (bouncer), Rudolf Geist (barkeep/ brewer), Astrid Geist (barkeep/ cook/ herbalist), Stephan Haber (troubadour), Bartram Kant (raconteur), Bernd Datz (cheesemaker), Cecania Datz (cheesemaker), Windell Neurath (priest), Wolfram Brecht (innkeeper/ brewer), Steffi Brecht (innkeeper/ cook), Kurt Brecht (blacksmith), Joachim Rabenkopf (priest), Edmund Liebknecht (templar), Nordika Mólhain (templar), Leuthold Hegel (roadwarden captain), Schaffer Veringers (roadwarden sergeant)
Inn or Tavern: Nieden's, Wheel and Mount, Journeyman, Golden Griffon, (the following are described below) Black Raven, Crow and Magpie, Three Foxes, Stubborn Mule

*[**Author's Note:** Many of the town locations for Zipf and descriptions of individuals within its walls were written by Henrik Grönberg. His manuscript "Zipf and the Leithag Mark" can be found along with maps at*

<http://www.liberfanatica.net/Apocrypha.html>.

The information below is intended to add to Henrik's good work. In addition, I have built on Henrik's brief descriptions of the villages of the Mark.]

Zipf is the barony seat located on River Melk 56 miles from Marburg, 8 miles from Neulewin, 18 miles from Drewitz, 28 miles from Krispl, 78 miles from Steinbachthal, 11 miles from Leogang, 22 miles from Thierbach, 40 miles from Enzesburg, 20 miles from Tamsel, 56 miles from Raab, 125 miles from Halstedt. The town is the last navigable port on the Melk with its docks on the deep pool (called Melanni's Swim Hole) located just to the north of the ford.

Zipf gets its wealth chiefly from merchant traffic travelling on Praager Strasse, which stretches from Halstedt – where the metalled road intersects the Moot Road – to Bissendorf in Ostermark (where it takes the name of Taalweg and continues to Bechafen and edge of Kislev). There is a tollhouse on Praager Strasse on the far side of the Melk for merchants to pay to cross the

ford into town. Merchant goods are stored for a fee in warehouses either on the river or on the other side of town near East Gate.

The **Good Wench Brothel** stands near *Furttor* (Ford Gate) and the southernmost part of the harbour in order to attract the most business. Still attractive in her late-30s, Madame Berit Kreisky runs a reputable establishment with two large and muscular Kislevite bouncers (her brothers, Ivan and Sergei) to ensure customers keep to the brothel's rules on conduct.

The three-storied, dark-blue **Black Raven** is the largest inn on the docks with a sizeable common room. Owned by Lukas and Isolde Ranke, the establishment is known for its cleanliness, dark-coloured lager (*schwarzbier*), and a pork belly dish with dried fruits and cinnamon. Daughters Claudia, Irina, and Mara help out in the common room while son Gerd works in the brew house.

The **Crow and Magpie Tavern** caters to the boatmen and stevedores working in Zipf's harbour. The patrons tend to be rowdy and brawls are common in the evening hours. Merel and Sophia Brenner run the establishment and employ Otto Kesselring as bouncer. The Crow and Magpie is known for its honey-flavoured, vodka-based liqueur (called *Bärenfang*), a regional spirit common in the eastern Empire, as well as apple cider (*Apfelwein*).

Owned by Rudolf and Astrid Geist, the **Three Foxes Tavern** is located closest to *Westtor* (West Gate) and tends to serve those travelling on Prager Strasse. The common room is sizable and the Geists generally have some sort of evening entertainment, generally the handsome troubadour Stephan Haber or the much-travelled (at least in his storytelling) raconteur Bartram Kant. A small private room has been set aside for card games for any looking to pass their time and, perhaps, get lucky.

A small **cheese shop** is located near Burgplatz at the town centre. Bernd and Cecania Datz are known for their weisslacker or beer cheese (*bierkäse*), a strong aroma yet mild tasting hard cheese that pairs well with beer. It is a favourite for travelling merchants and keeps well on the

road. The cheese is also served at all the inns and taverns in Zipf.

When not on the road inspecting the smaller chapels of Sigmar in the march, Capitular Windell Neurath can be found in his offices located at the back of the Temple of Sigmar.

The two-storied **Stubborn Mule Inn** and stables stands near *Osttor* (East Gate) just south of Shanty Quarter and serves travellers nearly arrived to Zipf from the east. Owned by Wolfram and Steffi Brecht, the Stubborn Mule has a large common room as well as private booths in a smaller, adjacent room. A forge is located on premise where Kurt Brecht sells horseshoes and makes repairs for merchant trains. The inn serves an exceptional pale-coloured pilsner and amber-coloured lager.

Captain Leuthold Hegel was once a man-at-arms in the Margrave's retinue and proved himself capable in more than one occasions. Von Mecklenburg recently promoted him to command the roadwardens of the Mark after his predecessor suffered a heart attack while being "entertained" at the Good Wench. Captain Hegel has an office at the Roadwarden Barracks. Sergeant Schaffer Veringers leads the four-man patrol that cover the road from Zipf to Krispl.

Tamsel

Population: 34 (Village)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Subsistence

Village Headwoman: Adriane Wehrmann

Notable NPCs: Sebald Wehrmann (druidic priest)

Inn or Tavern: None

The village of Tamsel lies on River Leit at the end of a small track from Praager Strasse in the northwestern edge of Leithag Hills 20 miles from Zipf and 37 miles from Gablitz. Due to its isolation, it is rare for any travellers to visit the settlement. As such, Tamsel has a village hall rather than a tavern where the locals gather at the end of the day.

The religion of Tamsel is that of the Old Faith and the nearby hills have many barrows and

menhirs. A **stone circle** lies roughly 200 yards south, and in full view, of the village. Villagers attend holy day ceremonies led by Sebald Wehrmann at this site. The dead of the village are still buried in communal barrows scattered in the hills, much to the dismay of the Cult of Mórr.

Red Deer Inn

Population: 26 (Fortified roadside inn)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Travelling merchants

Proprietor: Reiner Grünkohl

Notable NPCs: Margaritha Grünkohl (innkeeper/cook/ brewer), Wenda Grünkohl (wise woman/herbalist), Kurt Grünkohl (groom), Anika Grünkohl (barmaid), Frederick Braun (blacksmith/ carpenter), Paul Adler (artisan apprentice), Rickhart Braun (stableboy), Martina Böll (roadwarden sergeant), Hamlin Grünkohl (roadwarden sergeant)

The **Red Deer Inn** is located on Praager Strasse 22 miles from Zipf, 14 miles from Tamsel, 23 miles from Gablitz, and 34 miles from Raab. The defensive enclosure at Red Deer is large enough to accommodate several wagons and their beasts of burdens at any given time. The common room is rustic and comfy with a large candelabra made of red deer antlers (a gift said to have been bestowed by Emperor Magnus the Pious in his later years), as well as a stuffed head of red deer stag and several antler racks of various deer displayed on the walls.

The inn has been owned for generations by the Grünkohl family and recently taken over by Reiner and Margaritha when Reiner's father passed away. Reiner's mother, Wenda, is semi-retired, only assisting wherever she pleases. The eldest son, Kurt, is responsible for attending to any horses for the travelling merchants as well as those of the resident roadwardens. The Grünkohls' eldest daughter, Anika (also called "Annerl"), is responsible for managing her younger siblings in the common room and cleaning guest rooms. Anika is of marriageable age and her parents are looking for a good match to enhance their social standing. The fare at the inn is good and hearty and the lager cold. The

house specialties are smoked pork sausage and bacon with kale, pig knuckles with sauerkraut, and apricot dumplings.

Frederick "Freders" Braun is the smith at the inn as well as the carpenter. He has recently taken on an apprentice, Paul Adler from Zipf, to help with servicing the wagons that pass through. Frederick's son, Rickhart, helps at the stables.

The compound's **Garden of Mórr** is located on a hillslope at the end of a dirt trail roughly a quarter mile to the east. A low stone wall marks its boundaries.

Two three-man roadwarden patrols are based at the Red Deer: one responsible for maintaining the peace on the road to Zipf and the other from the Britz toll-house on the border with the County of Styrnau, just to the southwest of where the Gablitz Road branches from the Praager Strasse some 12 miles from the coaching inn. The first patrol is led by Sergeant Martina Böll while the second is led by Sergeant Hamlin Grünkohl (younger brother of Reiner).

The **Britz toll-house** is located on a part of Praager Strasse raised above **Terbenmarsch**, a small, marshland through which the trading route passes. Two roadwardens under Sergeant Grünkohl's command are stationed at the toll-house.

Gablitz

Population: 74 (Village)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Agriculture

Village Headman: Erwin Reuter

Notable NPCs: Freiherr Viktor Recke (warden), Gertrude Reuter (barkeep/ cook/ herbalist), Tobias Reuter (bawd/ hunter), Wilhelm Hohertrum (priest), Karla Hohertrum (wise woman)

Inn or Tavern: Huntsman

The village of Gablitz is located on the southern outskirts of the Rohrwald Forest 13 miles from Praager Strasse, 45 miles from Zipf, 37 miles from Tamsel, and 23 miles from Red Deer Inn. Not many outsiders visit Gablitz given its distance from the trading route. There is a

fifteen-foot, square stone tower on the north side of town where Freiherr Viktor Recke resides. The village has no walls enclosing it, only a remnant of a ditch.

Located at the western edge of Gablitz with the common separating it from the rest of the settlement, the **Huntsman** is its only tavern. It's a place where people gather whatever news and gossip the village has to offer. It is also a place where smugglers meet their contacts so goods could be either moved through the smugglers' route (referred to those in the know as "Smugglers' Run") to Marburg and River Stir or past the **Britz toll-house** at Terbenmarsch on its way to Raab. The tavern is run by Edwin and Gertrude Reuter who will take a cut for themselves (as well as for Freiherr Recke) to store the contraband until it can be moved. The Smuggler's Run cuts through the southwest corner of Rohrwald to the riverport of Schöllach on River Steyr roughly 21 miles away. The food and beer at the Huntsman are passable.

Other than smugglers, the only visitors to Gablitz are those rakes and other unsavoury sorts who have arrived to visit the Lodge. Edwin Reuter is more than happy to point the way. The Lodge is a former hunting lodge in the Rohrwald Forest near Smugglers' Run that has been converted into a "house of pleasure" by Edwin's younger brother, Tobias. Tobias leads hunting parties into the parts of the woods that are not part of the Margrave's preserve – at least officially – for those interested in such pursuits. The Lodge primary function is of a den of decadence. Such activities include pit fighting, drinking, gambling, whoring, ingesting of drugs, bear baiting, and cock-fighting.

The villagers tend to be outward friendly to strangers when they are encountered in the Huntsman, but the residents are always guarded. They also make sure their daughters are kept away from the tavern. The meagre income of the folk of Gablitz comes from their crops, small game hunted in the woods, and charcoaling.

The small **Sigmar Chapel** lies in the centre of the village. Father Wilhelm Hohenrum has

served as priest in the village for thirty years. His wife, Karla, is the village wise woman.

Gablitz's **Garden of Mórr** is located on a small rise at the edge of the forest to the north-west of the village. A short, white-washed picket fence surrounds the cemetery.

Drewitz

Population: 48 (Village)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Agriculture

Village Headman: Selig Kuefstein

Notable NPCs: Niesenn Kuefstein (barkeep/cook), Joachim Kuefstein (brewer), Rolf Kuefstein (brewer apprentice), Hette Franck (cook/ barmaid), Etta Kuefstein (cook/ barmaid/ herbalist), Holle Kuefstein (cook/ barmaid), Elrica Gärtner (wise woman), Georg Hofmann (priest), Lorna Gärtner (initiate)

Inn or Tavern: White Bull

Drewitz is an agricultural village located at the end of a track about 2 miles east from the Praager Strasse, 18 miles from Zipf, and 14 miles Krispl. Outsiders are fairly unusual in Drewitz, but many families from the local farmsteads gather into the village on Festag as well as on holy days.

The centre of social life in Drewitz is the **White Bull Tavern** where the spacious common room allows for the exchange of news, gossip, and rumours. The tavern has long been in the Kuefstein family and currently run by Selig and Niesenn as well as their children. Eldest son, Joachim has recently taken over the role of brewer and his assisted by his younger brother, Rolf. Kuefstein daughters – Hette Franck, Etta Kuefstein and Holle Kuefstein – assist in the kitchen and serve in the common room. Etta has also recently completed her training as an herbalist with her maternal grandmother, Elrica Gärtner, serving as her teacher. The sausages and lager are very good at the White Bull, but the apple strudel is superb.

The other prominent building in Drewitz is the whitewashed **Sigmar Chapel**. When constructed many hundreds of years ago, small translucent pebbles were embedded into the external walls so that they glistened during sunny days. This

lighting effect gave the chapel a shimmering appearance on the brightest of days. Father Georg Hofmann presides over services and religious observances. He is assisted by an initiate, Lorna Gärtner (Niesenn Kuefstein's younger sister).

The village's **Garden of Mórr** sits alongside the path to Praager Strasse about a half mile away. A standing stone marks the entrance to the cemetery.



Krispl

Population: 59 (Village)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Subsistence

Village Headman: Wolmar Lang

Notable NPCs: Harmon Lang (toll-keeper), Eva Lang (toll-keeper), Viktor Lang (toll-keeper), Oswald Lang (innkeeper/ cook), Hazen Lang (innkeeper/ brewer/ herbalist), Samuel Brecht (blacksmith), Wilmet Brecht (herbalist/ pharmacist), Esther Brecht (wise woman), Everet Cranach (carpenter/ wainwright), Andrea Lang (priestess), Wilhelm Brecht (groundskeeper)

Inn or Tavern: Spinning Spokes

Located on the north side of the Praager Strasse, Krispl is 28 miles from Zipf, 26 miles from Last Lantern Inn, and 50 miles from Steinbachthal. The village is also on the border of the Monastic Enclave of Steinbachthal with a toll-house and gate on its eastern edge. The toll-house is run by Harmon and Eva Lang as well as eldest son, Viktor.

The largest building in the village is the three-storied, light-green **Inn of the Spinning Spokes**, a natural stopping point for merchants as it is a

day out from Zipf. The inn, like much of Krispl, is run by the Lang family. The current owners are Oswald and Hazen Lang. The couple are assisted by their children as well as other kin. The house specialty is a hearty meat stew with pumpernickel bread and weisslacker cheese washed down with an amber-coloured pilsner.

The **roadwarden barracks** is located next to the Spinning Spokes where Sergeant Schaffer Veringers [see entry under Zipf on page 12] and his men stay when duty requires them to do so.

The blacksmith of the village is Samuel Brecht, brother of Eva and Hazen Lang. Samuel met his wife, Wilmet, when he was an apprentice in Zipf. She runs the apothecary shop in Krispl. Their eldest son, Ottmar, is Samuel's apprentice. Samuel's widowed mother, Esther, is the village wise-woman.

Everet Cranach is the new carpenter/ wainwright of Krispl, having taken over when his master, Franz Haber was murdered in a dispute with a merchant's escort (since hanged). There are whispers that Everet is the object of affection for Franz's widow, Lotte (sister to Harmon and Oswald Lang), while Everet is said to be sweet on young Etelka Haber, Lotte's daughter. Erich Haber, Lotte's son, is Everet's new apprentice.

The **Sigmar Chapel** lies on the far side of the village away from Praager Strasse. Mother Andrea Lang (youngest sister of Harmon, Oswald, and Lotte) was able to get this posting at the urging of her father Wolmar. Mother Andrea is something of a firebrand, which the villagers not named Lang find a little off-putting.

Krispl's **Garden of Mórr** lies at the edge of the Hundsheimer about a half mile to the north-west of the village. Wilhelm "Willy" Brecht, Samuel's idiot younger brother, takes care of the cemetery, raking up dead leaves and picking up fallen branches. Willy has been known to talk to the dead, though whether this is because he's a half-wit or gifted is opened to debate.

Leogang

Population: 42 (Village)

Ruling noble: Margrave von Mecklenburg

Main sources of wealth: Subsistence
Village Headman: Erich Kappelmuller
Notable NPCs: Raynor Blücher (innkeeper/
brewer), Brena Blücher (innkeeper/ cook), Karl
Fisher (priest), Nixie Reiter (wise-woman)
Inn or Tavern: Turtle Dove

Leogang is located on the Langwald Road 11 miles from Zipf, 11 miles from Thierbach, and 28 miles from Enzesburg. The village is essentially the personal domain of its headman, Erich Kappelmuller, who also owns a nearby vineyard along River Melk about 14 miles upstream of the village. The vineyard is known for producing a cheap, but barely drinkable, semi-sweet white wine that is commonly served as an alternative to weak beer throughout Leithag Mark. It is rumoured that the vineyard does produce a good riesling, but that effort only graces Herr Kappelmuller's table. Herr Kappelmuller's manor house is the largest building in Leogang, sitting on a rise on the east side of the village.

Owned by Herr Kappelmuller, the two-storied, rose-coloured **Turtle Dove Inn** is a fairly small inn run by Raynor and Brena Blücher along with their children. The food at the inn tends to be of average quality while the wine is from the Kappelmuller Vineyard. The pilsner brewed at the inn is a much better alternative.

The **Sigmar Chapel** sits near the village common, a rather dilapidated structure when compared to the other chapels in the Mark. Despite the protests of Father Karl Fisher to the Lector in Wurtbad and his local superior in Zipf, Herr Kappelmuller continues to seize a sizable portion of the funds allocated for the chapel's maintenance.

Strewn with wind chimes (said to keep bothersome spirits away) and charms on its porch, the hovel next to the Turtle Dove is home to the village wise-woman, Nixie Reiter. In addition to the normal devices used to divine the future (card reading, palmistry, and scrying), Nixie also utilises ornithomancy, reading omens from the action of birds.

The **Garden of Mórr** is located on a hillside near the Enzesburg Road about a quarter mile from the village. A large crypt to the Kappelmuller

family dominates the cemetery, dwarfing the shrine to Mórr. The crypt is well-maintained.

Thierbach

Population: 47 (Village)
Ruling noble: Margrave von Mecklenburg
Main sources of wealth: Subsistence
Village Headman: Wilhelm Schäfer
Notable NPCs: Rosa Schäfer (barkeep/ cook),
Hartwig Schäfer (brewer), Della Schmidt (cook),
Erwin Schmidt (blacksmith), Astrid Schmidt
(wise woman), Gretel Haushofer (priestess)
Inn or Tavern: Good Shepherd

Located in the northern part of the Leithag Hills, Thierbach lies at the end of a dirt track 22 miles from Zipf and 11 miles from Leogang. A small stream, Thier Brook, runs along the southern edge of the village and empties into the larger River Leit roughly eight miles downstream. Much of Thierbach is positioned on a hilltop and surrounded by a low and massive stone wall which provides some defence against bandits or Goblins. Sheep farming is the main business of the villagers.

Visitors are rare in Thierbach, so outsiders are generally distrusted by the villagers. In contrast, Thierbachers are certainly welcoming towards the itinerant Mórrian priest, Brother Joachim Rabenkopf, and his escorts as the three individuals are the only reliable source of news from the outside world. The **Garden of Mórr** is located 300 yards downstream from the village.

The white-washed **Good Shepherd Tavern** is the largest building in the village and stoutly built of stone. Each window has heavy wooden shutters. The tavern is essentially built as the last line of defence for villagers should the village be attacked by overwhelming force. A concealed door in the cellar leads to an escape tunnel several hundred yards in length and ending in brush-covered opening west of the village and near the cemetery.

The Good Shepherd is owned by Wilhelm and Rosa Schäfer. Wilhelm and his oldest son, Hartwig, brew the lager sold at the tavern while Rosa and eldest daughter, Della Schmidt, work in the kitchen. Younger daughters, Bianka and

Elena, work in the common room. The house specialty is mutton stew and rye bread with apple pie as dessert.

The village blacksmith is Erwin Schmidt, husband of Della. Erwin has two apprentices, Heinz Schäfer (brother-in-law) and eldest son, Rolf Schmidt. Erwin's widowed mother, Astrid Schmidt, is the village wise-woman and lives in a nearby cottage covered in various charms. Astrid is oftentimes found in the Good Shepherd's common room enjoying a tankard.

A small, round **Taal Temple** is located on the east side of Thierbach where a path leads to a small wood. Gretel Haushofer is the priestess of Taal and leads all the holy day celebrations, no matter which deity the specific holy day is dedicated. Sister Gretel is a young priestess, having been elevated to her post before her predecessor and mentor, Ephraim Schäfer (brother to Wilhelm), met a grisly end while praying in the wood two years ago. Rumour had it that Ephraim was killed by a werewolf.

Barony of Enzes-Eucken

Separated from Leithag March centuries ago, the small Barony of Enzes-Eucken is located in the northeast corner of Leithag Hills bounded by River Steinbach, the waters of the Upper Melk, the Jägerforst, and the borders of the Barony of Langetal. While the land along the Upper Melk is fairly fertile with occasional copses of trees providing relief from the harsh winds, the rest of the barony consists of mostly rocky ground, which makes any substantial fields hard to maintain.

The villages and farmsteads in the Barony are generally protected by deep ditches and five-and-a-half-foot tall stone walls. Militias and farmhands drill with their weapons (spear, shield, and bow) and tactics thrice a week. Triangles located near village and farmstead gates are used to sound the alarm should a sentry detect anything amiss.

Bandits and Painted-Face Goblins are constant threats to the villages and isolated farmsteads in Enzes-Eucken. Roadwardens patrol along the



Zipf-Langwald Road and track from Enzeburg to Warnick to keep the roadways clear of trouble.

Baron Leonhard Eucken came to power in 2506 having succeeded his father who was killed on the Langwald Road by Goblins when the Old Baron got separated from his hunting party while chasing after a boar. The old man gave a good accounting for himself by felling six of his attackers and three wolves before he was brought down. The Dowager Baroness Annecke still lives with her son at Schloss Enzes while causing some emotional distress to her daughter-in-law, Baroness Isabel. The Baron and Baroness have four children. The eldest son and heir, Dietrich, leads the Baron's retinue of five men-at-arms. The other three children – Martin, Alexa and Sigrun – are still in the care of their governess, Rachel Halder.

Sister Zelda Rabenfeder is the Barony's wandering priestess of Mórr, having held the position since 2502. She is escorted on her rounds by two Raven Knights: gallows-humoured Hildebrandt Klasen and easy-going Josef Riemann. Zelda treats the two as if they were her rambunctious younger brothers.

Steinbrücke Toll Station and Mill

Population: 19 (Toll-station)

Ruling noble: Baron Leonhard Eucken

Main sources of wealth: Toll from travellers

Proprietors: Johann and Willmar Mautmann

Notable NPCs: Jürgen Müller (miller)

As the name suggests, **Steinbrücke Toll Station** is located at the bridge over River Steinbach, 10 miles from Enzesburg and 18 miles from Leogang. Since its formation, the Barony of

Enzes-Eucken has the responsibility to maintain the bridge and the tolls collected at the station provides the funds to do so.

The brothers, Johann and Willmar Mautmann, have inherited the charter of running the toll-station from their late father, Götz. The Mautmanns live at the toll-station with their families. In case of trouble, the older sons of the two men – Jakob and Hans [Johann's boys] as well as Hultz [Willmar's] – help in the defence of the toll-station.

The mill just upriver of the toll-station is run by Jürgen Müller, which serves the nearby farmsteads. Both the mill and toll station share the same **Garden of Mórr**, which is located on a rise 150 yards downriver.

Enzesburg

Population: 88 (Village)

Ruling noble: Baron Eucken

Main sources of wealth: Agriculture, sheep

Government: Village Council

Notable NPCs: Freiherr Edmund Bader (steward), Dietrich Eucken (captain), Varick Fröbel (innkeeper/ brewer), Nadine Fröbel (innkeeper/ wise woman/ cook), Gerda Fröbel (cook/ herbalist/ hedgewizard), Ruthard Fröbel (blacksmith), Raimond Grätz (roadwarden sergeant), Ingel Müller (priest), Hals Eucken (initiate)

Inn or Tavern: Shepherd's Crook

The seat of the Barony, Enzesburg is located along the Upper Melk on the Zipf-Langwald Road 28 miles from Leogang, 10 miles from Batzlow, 21 miles from Gernheim, 23 miles from Warnick, and 35 miles to Langwald. Long ago, Enzesburg was once a small, fairly prosperous town. It was destroyed by Count von Carstein of Sylvania in 2010 and the town never fully recovered. The village was rebuilt on the ruins of the old town. **Schloss Eucken** is a squat, ugly stone building stoutly built to be an effective stronghold rather than a thing of aesthetic beauty. Grizzled veteran, Edmund Bader, companion of the Old Baron now serves as steward to the Young Baron.

The **Shepherd's Crook Inn** is a small two-storied, grey-stoned building with a good-sized common room as it is also the centre of social life in the village. The inn is owned by the Eucken family, but run by Varick and Nadine Fröbel. The elderly couple are assisted by their children and spouses, particularly Gerda Fröbel, wife of second son and village blacksmith, Ruthard. The Shepherd's Crook is known for its hearty mutton and turnip stew, bread dumplings and dark brown lager.

Sergeant Raimond "Big Ray" Grätz and his roadwarden patrol of four men are based in the barracks with adjacent stables near Shepherd's Crook. They are responsible for patrolling the road from Batzlow to the Steinbrücke Toll-Station.

The **Sigmar Chapel** stands upriver of Shepherd's Crook and roadwarden barracks on the banks of River Melk. Father Ingel Müller has been at the chapel for thirty years and is currently training his replacement, Brother Hals Eucken (younger brother of the Baron who spent a few years at Steinbachtal Monastery [page 24]. A **shrine** to the local river goddess, **Melanni**, is located nearby.

Enzesburg's **Garden of Mórr** lies a mile to the north-west of the village on a small hill overlooking River Melk. A small plaque commemorates those who died defending the town that once stood where the village now stands.

Warnick

Population: 42 (Village)

Ruling noble: Baron Eucken

Main sources of wealth: Subsistence

Village Headman: Neidhart Steinmann

Notable NPCs: Freiherr Strom Kreisler (warden), Donat Steinmann (roadwarden sergeant), Osana Steinmann (wise woman), Gerdrut Steinmann (barkeep/ cook/ cheesemaker), Dirske Steinmann (brewer), Jutte Steinmann (cook/ herbalist), Verina Sternenlicht (druidic priestess)

Inn or Tavern: Old Well

Warnick is a fairly isolated village in the north-eastern corner of Leithag Hills located on a small plateau at the end of a narrow, windy dirt path which connects it to Enzesburg 23 miles away. A

bank and inner ditch with standing megaliths surround and protect Warnick. Some practitioners of the Old Faith can feel the power of the Earth Mother within the **stone circle**. It is said that this locus of the goddess' power is such that it held the forces of Sylvanian darkness at bay during the Vampire wars. Kennet Brook passes just outside the western edge of the bank.

A fortified two-storied manor house is the largest building in Warnick and home to Freiherr Strom Kreisler, an old friend and man-at-arms of Baron Eucken's. Freiherr Kreisler and his wife, Dame Erika, recently moved into the manor house after the old warden and widower, Freiherr Adelbert Gauss passed away from a massive stroke. Dame Erika is said not to be pleased with her husband's posting and keeps to herself. In contrast, Kreisler is often seen around the village or taking his oldest son and heir, Erich, hawking.

Visitors are rare in Warnick, so the only reliable news from the outside world comes from Sergeant Donat Steinmann who patrols the track to Enzesburg with his patrol of three men. The roadwardens' horses are stabled in one of the outbuildings at the Old Well Tavern.

The **Old Well Tavern** is named after the 86-foot deep well that once belonged to the farmhouse that eventually became the tavern. It was said many centuries ago that the owner of the farmhouse returned from the First War of the Vampire Counts to find his wife, Flora, in the bed of another man. The lover fled the scene leaving the wife in the hands of her cuckold husband, who then proceeded to throttle the life out of Flora before dumping her body into the well. Later, the husband confessed to his crime and was hung. The old well is covered and located in a room near the kitchen.

With the passing of his father, Burgolt, and the withdrawal of his mother, Osanna, from the tavern in 2011, Neidhart (older brother to Donat) and Gerdrut Steinmann have run the Old Well along with their children. Oldest son, Dirske, helps with the brewing of a reddish-brown ale while his wife, Jutte, helps in the kitchen and common room. The Old Well is known for its goat cheese (Leithager Cheese).

Verina Sternenlicht is the druidess responsible for the well-being of the villagers of Warnick. In addition, she tours the nearby barrows with Mórrian priestess Zelda Rabenfeder of Enzesburg to ensure the long-dead remain undisturbed. Warnick has a **Garden of Mórr**, which is located within the region of ancient barrows.



Batzlow

Population: 74 (Village)

Ruling noble: Baron Eucken

Main sources of wealth: Agriculture, sheep

Village Headman: Lampert Ebing

Notable NPCs: Samuel Hartlieb (priest), Lorenz Ebing (innkeeper/ brewer/ distiller), Frieda Ebing (innkeeper/ brewer/ cook), Felda Amboss (cook/ herbalist), Gerd Amboss (blacksmith/ carpenter), Gitta Amboss (wise woman), Uhler Amboss (miller), Werner Ebing (roadwarden sergeant)

Inn or Tavern: Black Sheep

Batzlow is located on the Langwald Road 10 miles from Enzesburg and 11 miles from Gernheim. The tallest building in the village is the **Sigmar Chapel** on the east end of the village green. A retired veteran of the border with Sylvania, Father Samuel Hartlieb is well acquainted with the precarious position of the old Styrmark and the threatening children of the night from Sylvania. The Sigmarite priest makes a point of inspecting every home and hovel in the village to ensure that all the necessary protections are openly displayed and maintained.

Father Samuel works closely with Sister Zelda whenever the Mórrian priestess visits to ensure that the dead in Batzlow's **Garden of Mórr** remain in peace. The cemetery lies on a hill about half a mile to the east of the village.

The **Black Sheep Inn** is the social centre of Batzlow and the surrounding farmsteads. The inn is run by the Ebing family, currently Lorenz and Frieda. Eldest daughter, Felda Amboss, assists in the kitchen and garden. The Black Sheep is noted for its roasted mutton and stewed turnips, which is usually washed down with a red-coloured lager. The inn also has a skittles table for patrons to play and bet on.

Gerd Amboss is the village blacksmith and carpenter. His widowed mother, Gitta, is the wise-woman and lives in an adjacent hovel. Gerd's brother, Uhler, is the village miller.

Sergeant Werner Ebing (Lorenz's younger brother) and his roadwarden patrol of three are responsible for keeping watch over the Langwald Road from Batzlow to Gernheim and Frühbuss Pass. The roadwardens keep their horses at the stables located next to the Black Sheep.

Gernheim

Population: 44 (Village)

Ruling noble: Baron Eucken

Main sources of wealth: Subsistence

Village Headman: Fritz Hofer

Notable NPCs: Freiherr Johann Strucker (warden), Elena Hofer (wise woman/ cook), Günter Hofer (innkeeper/ brewer), Elsa Hofer (innkeeper/ cook/ herbalist), Klara Hofer (barmaid), Ulmann Mehlhorn (miller/ blacksmith), Rolf Hindenberg (priest)

Inn or Tavern: Windmill

Gernheim is located at the north end of Frühbuss Pass on the Langwald Road 11 miles from Batzlow and 14 miles from Langwald. A fifteen-foot tall stone tower at the summit of the pass (one mile from the village) is the residence of Freiherr Johan Strucker, warden of the pass, and his retinue of four men-at-arms. Baron Eucken allows Freiherr Strucker to keep a percentage of the toll collected in exchange for safeguarding Enzes-Eucken's link to neighbouring Langetal.

The **Windmill Inn** is located next to the village windmill on the eastern side of the settlement. The inn came under the control of the Hofer family years several decades ago when Fritz married Elena Langfurt, the sole heir to the

centuries-old family business. Both passed the business on to their oldest son, Günter, and his wife, Elsa, a few years ago. The Hofers are assisted by their children, chiefly eldest daughter – and of marriageable age – Klara. The Windmill is known for its hearty mutton and turnip stew and brown-coloured malted lager. The inn serves as the social centre for Gernheim and the surrounding farmsteads.

The Windmill is owned by Ulmann Mehlhorn, who also serves as the village blacksmith. Ulmann's forge is adjacent to the windmill on the opposite side of the inn.

The **Sigmar Chapel** is on the south end of Gernheim and stoutly built as it also serves as a refuge in case of any attack launched by the denizens of Sylvania. At closer inspection, the chapel has not been properly maintained for quite some time, particularly since it's been centuries since a sizable force erupted from the dark province. Father Rolf Hindenberg has shown little inclination to do anything other than hang out in the common room of the Windmill and conduct services at the chapel.

Gernheim's **Garden of Mórr** is on a hillside about three-quarters of a mile north of the village. A weathered sandstone statue of a raven dominates the centre of the cemetery. No one in the village can recall who carved the statue, which has stood there for nearly a century.

Monastic Enclave of Steinbachtal

The Monastic Enclave of Steinbachtal was granted to the Church of Sigmar 500 years ago by Graf Alfred von Krieglitz, shortly after the devastation of the east part of Leithag Mark during the 2010 invasion led by Count Vlad von Carstein of Sylvania.

The Enclave is technically within the Hundsheimer Wald, but has cleared a good portion of the old forest and left a tamer remnant in its centre. The Enclave is bounded by the larger forest in the west, Steinbacher Berge to the north and east, and Jägerforst to the east and south. The Pfaffenwald is actively maintained by the monks of Steinbachtal Monastery.

Praager Strasse is the major trade route through the region and Graf Alberich Haupt-Anderssen has spared no expense in keeping the route opened for merchants. The Schwanburger Hellbardiere is a combination mercenary and roadwarden band under the command of Captain Erich Drescher responsible for the security of the Enclave (a second roadwarden patrol outside Drescher's command patrol the northern portions of Praager Strasse). Bandits are the only real threat, particularly around Rückers Gap.

There are few settlements within the Enclave. Most of the people live in farmsteads within an eight-mile radius of the villages, town, monastery and roadside inn. The farmsteads, like the villages, have a surrounding dry-stone wall (roughly 3-4 feet in height) build more to keep livestock in than defend the settlement against danger. The old ditches have been allowed to decay over the years with little interest in reconstituting these defensive measures, particularly since the arrival of the Schwanburger Hellbardiere in 2506.

Under the command of Captain Erich Drescher, the Schwanburger Hellbardiere is divided into two groups of twenty, which includes two sergeants (Josef Brandt and Maximilian Hassler) and two scouts (Birk Forster and Erich Mansfeld) in the number. Half of the group is housed at the Steinbach monastery while the other half is quartered in barracks constructed a half-mile to the north of the village of Vorderbergen so as to be near Rückers Gap. The mercenary group also includes the roadwardens based at Steinbach Monastery under Sergeant Sieghart Kossel.

Abbot Hubertus von Lindenthal has ruled the Enclave since 2495 and splits his time between Steinbachthal where he lives with his mistress (and three children) and the monastery. There are rumours that Abbot Hubertus owes his position more to the influence within the church that he purchased by donating the lands he inherited in Talabecland to the Sigmarite church than any priestly work he accomplished. Though highly regarded by his superiors in Altdorf, the Lector in Wurtbad, as well as the monks, Abbot Hubertus'

rule is fairly standoffish. Should a crisis arise, the people should look elsewhere for leadership.

Even a monastic enclave of Sigmar has need of a travelling priest of Mórr to attend to the funeral rites of the newly deceased as well as care and maintain the cemeteries scattered throughout the settlements and farmsteads of the land. Konrad Rabenschnabel arrived a year ago to take over for his deceased predecessor, Dagmar Rabenklaue (whose funeral he presided over). He is accompanied by Raven Knight, Hans Schmeid. The cemeteries tend to be outside the village or farmstead walls.

Last Lantern Inn

Population: 34 (Fortified roadside inn)

Ruling noble: Abbot Hubertus von Lindenthal

Main sources of wealth: Travellers, merchants

Proprietor: Fritz Stabiler

Notable NPCs: Agnes Stabiler (innkeeper/cook), Ulla Kusch (cook/ herbalist), Hans Stabiler (artisan's apprentice), Joachim Stabiler (groom), Lora Stabiler (barmaid), Lotte Stabiler (barmaid), Adelbert Kusch (blacksmith), Della Kusch (carpenter/ wainwright), Heidi Kusch (cook/ barmaid), Sieghart Kossel (roadwarden sergeant)

Last Lantern Inn is located on the Praager Strasse 54 miles from Zipf, 26 miles from Krispl, and 22 miles from Steinbachthal. The roadside inn complex has seven-foot tall plank walls surrounding the enclosure in order to help secure goods, carts, and horses of merchants staying overnight (merchants are encouraged to have their own armed escorts guard the merchandise).

Franz and Agnes Stabiler run the two-storied, light-green Last Lantern along with their extended family. Agnes' mother, Ulla Kusch, assists her in the kitchen. Eldest son, Hans, is learning the arts of brewing and distilling from his father. Second son, Joachim, is responsible for grooming the horses and cleaning the stalls while eldest daughters, Lora and Lotte, help in the common room. The fare in the inn is quite good with roasted pork, bratwurst, and rye bread as house specialties along with fruit brandy

(*Obstwasser*) and amber-coloured lager to wash it down.

Adelbert Kusch, Agnes' brother, is the blacksmith of the inn compound while his wife, Della, serves as the inn's carpenter. The Kuschs' eldest daughter, Heidi, works in the kitchen and common room at the inn.

When not at their quarters at the monastery, Sieghart Kossel and his six-man patrol are stationed at the Last Lantern. The patrol is responsible for maintaining the peace from the border with Letihag Mark (the Krispl toll-station) to Steinbachthal. The men – and their families – live in separate quarters inside the compound. Many of the roadwardens' family members help tend the livestock (pigs, rabbits, chickens) and garden.

Shrines to the gods of the Empire are located near the inn's gardens, the one to Sigmar being the largest. A gate on the north wall opens to a path which leads one a half a mile to the inn compound's elm-covered **Garden of Mórr**.

Steinbachthal

Population: 163 (Small town)

Ruling noble: Abbot von Lindenthal

Main sources of wealth: Agriculture, timber

Government: Town Council

Notable NPCs: Hamlin Richter (magistrate), Richolf Heine (priest), Odo Kruder (innkeeper/ brewer/ distiller), Gilda Kruder (innkeeper/ cook/ herbalist), Johann Kruder (groom), Maria Kruder (groom), Erich Kruder (brewer/ distiller/ cook), Marius Kruder (bouncer), Wolfgang Kruder (bouncer), Gottfried Alder (roadwarden sergeant), Ewald Otterbein (barkeep/ brewer), Alexa Otterbein (barkeep/ brewer/ cook), Elma Brecht (cook/ barmaid), Manfred Brecht (bouncer), Carmilla Renner (priestess), Wilhelm Hahn (physician), Konrad Rabenschnabel (priest), Hans Schmeid (templar)

Inn or Tavern: Old Kruders, Three Pints and a Shot

The town of Steinbachthal is located on Praager Strasse 78 miles from Zipf, 28 miles from Vorderbergen, 38 miles from Wurzerln, 48 miles from the Steinbachtal Monastery, 32 miles (as the crow flies) from Siegfriedhof, and 54 miles from

Bissendorf. Steinbachthal is surrounded (except for along the river) by a wooden palisade maintained more to control the points of entry into the town than as defensive works. A close inspection reveals that sections of the town wall are in need of replacement.

One of the first thing visitors notice when entering town is that there is no castle within the walls. The two largest buildings in Steinbachthal are the two-storied blue-painted **Abbot House** and yellow-coloured **Town Hall** located on opposite ends of **Steinbachplatz** between the river and Praager Strasse. Konistag is a busy day in the Town Hall as it is the only day in the week in which the town council will consider and rule upon petitions from the townsfolk.

A small **Courthouse** displaying the scales of Verena above its double doors stands next to the Town Hall. The courthouse is the personal domain of Magistrate Hamlin Richter, a fair-minded man and layman of Verena. Magistrate Richter handles minor cases and holds those charged with capital crimes in cells below courthouse until Abbot Lindenthal, in his role as ruler of the Monastic Enclave, finds the time to sit in judgment. To assist the Abbot, Magistrate Richter prepares a report based on his investigations and citing of pertinent Imperial and provincial laws. A shrine dedicated to Verena is located in the lobby of the courthouse.

The whitewashed **Sigmar Temple** is the third largest building in town, just slightly smaller than the town hall. The temple is located on Steinbachplatz between Abbot House and Town Hall. Friendly and personable Father Richolf Heine has served as head priest in the chapel for over twenty-five years and presides over the religious observances in town.

Old Kruders Inn is located at the southern end of town on Praager Strasse. Owned by Odo and Gilda Kruder, the inn has an enclosed yard and stables large enough to accommodate up to four wagons and twelve horses. The Kruder twins, Johann and Maria, are responsible for the care and grooming of any horses in their care. The eldest Kruder son, Erich, assists his father in the brew house and his mother in the kitchen. The

younger Kruder daughters, Allyssa and Eloise, are not yet of marriageable age and serve as barmaids in the common room. Due to the transient nature of people staying at Old Kruders, Odo's younger brothers, ex-mercenaries Marius and Wolfgang, serve as bouncers. The roasted and salted pork dishes at the inn are very good as are the lager and cider. Wine from the monastery is also available.

Sergeant Gottfried Alder and his three-man roadwarden patrol are stationed at Old Kruders (when they are not lodging at the Monk in a Barrel in Wurzerln). The four men are responsible for keeping the peace on the road from Steinbachthal to Wurzerln. Sergeants Adler and Steinbagger (see description under Vorderbergen below) both report to Magistrate Richter.

For those looking for a drink and town gossip, there is no finer place than the **Three Pints and A Shot Tavern** located on the riverside edge of Steinbachplatz. Ewald and Alexa Otterbein own the establishment and are helped by their teenage and smaller children. Elma Brecht is the couple's oldest daughter and works in the kitchen as well as common room. She supervises the work of her siblings. The tavern's house specialties are cheese-filled sausages (*käsewurst*), roasted pork, malted lager, and apricot dumplings. They also serve beer and wine from the monastery. Elma's husband and ex-pit fighter, Manfred, is the tavern's bouncer.

The **Tears of Mercy Infirmary** is located on the west edge of town along Monastery Road. Sister Carmilla Renner leads the Shallyan mission, which includes two other priestesses, four initiates, four laymen, and one physician, Doktor Wilhelm Hahn.

The **Mourner's Guild** has its Steinbachthal chapterhouse conveniently located across the street from the infirmary. Mórrian priest, Konrad Rabenschnabel, has his offices within the chapterhouse and, when in town, can generally be found either there or at the Three Pints and A Shot sharing a pint with Hans. The town's **Garden of Mórr** is located one mile south along River Steinbach. A stone archway marks the entrance to the cemetery.

Wurzerln

Population: 45 (Village)

Ruling noble: Abbot von Lindenthal

Main sources of wealth: Subsistence

Village Headman: Paul Mahler

Notable NPCs: Martin Mahler (barkeep/ brewer), Anika Mahler (barkeep/ brewer/ cook), Sandra Jensen (barmaid), Reinwald Jensen (blacksmith/ carpenter), Elsbeth Jensen (wise woman)

Inn or Tavern: Monk in a Barrel

Wurzerln is located at the end of a track 4 miles south-west from Monastery Road. A roadside **Sigmar shrine** marks the intersection. The village is also located 38 miles from Steinbachthal and 18 miles from Steinbachtal Monastery. Wurzerln was once a sleepy, insular village off the beaten path, but the presence of the Schwanburger Hellbardiere at the monastery changed all that.

The **Monk in a Barrel Tavern** is owned by the Mahler family and currently run by Martin and Anika. The tavern was enlarged a few years ago to accommodate the increased patronage that the mercenaries brought with their presence at the monastery. The Mahlers have an agreement with Captain Drescher in which the Captain will immediately address discipline problems should any of the soldiers-of-fortune cause trouble. The huge oak tree outside the tavern has borne witness to the extent of Drescher's low tolerance for troublemakers within his ranks.

Anika's attractive and unmarried sister, Sandra Jensen, works as barmaid and supervises the work of the Mahler children. Sandra does not hesitate to use her sharp tongue and wits to stop any unwanted advances. She has also proven to be quite adept in using her dagger should she need more than words to quell a mercenary's "appetite."

The few rooms for lodgers at the tavern are kept clean with linens changed for new lodgers. The food at the tavern is average, but the amber-coloured lager and apple cider are good.

Anika's older and well-muscled brother, Reinwald, is the village blacksmith and carpenter. He is more than capable of defending his sisters should the

need arise. The Jensens' widowed mother, Elsbeth, lives in a cottage adjacent to the blacksmith where she dispenses advice and medicine to other villagers and the occasional mercenary.

Wurzerln's **Garden of Mórr** lies down a dirt path about half a mile west from the village on a small hill. The villages take pride in maintaining the cemetery and visit their ancestors at least once a month.



Monastery of Steinbach

Population: 63 (Monastery)

Ruling noble: Abbot Hubertus von Lindenthal

Main sources of wealth: Agriculture, honey, wine

Notable NPCs: Father Antonius Steinwender (archivist), Brother Wilhelm (cellarer), Brother Franticzek (gatekeeper), Brother Bertram (smith), Novice Martin (smith apprentice), Novice Peter (herdsman), Brother Friedolin (tailor), Brother Edgar (cook), Brother Josef (chief librarian), Brother Guldenkraut (herbalist/ physician), Brother Serverin (Abbot's butler), Brother Eberhart (gardener), Erich Drescher (Schwanburger Hellbardiere captain), Josef Brandt (sergeant), Birk Forster (scout), Sieghart Kossel (roadwarden sergeant)

The real economic centre of the Monastic Enclave, the **Steinbachtal monastery** is located at the end of Monastery Road 18 miles from Wurzerln and 48 miles from Steinbachthal. The Sigamrite Order of the Anvil monastery was founded around one thousand years ago during the Age of the Three Emperors. At the behest of the Margrave of Leithag, the first monks set

about clearing portion of the Hundsheimer Wald to their east of goblins, witches and other loathsome beings in order to gain direct control of the cleared woodlands. They renamed this portion of the forest Pfaffenwald and began to cultivate and manage it. As a result of controlling Pfaffenwald, the monastery has a number of bee colonies from which they gather honey for trade.

The monks rarely spend time away from their monastery. Rules and restrictions guide their lives of self-discipline and hard work. Prayers occur at scheduled intervals throughout the day:

- Matins/Lauds- the first of the canonical hours; early morning prayer, around 3 AM
- Prime- first hour of the day – either 6 AM or the hour of sunrise
- Terce- 3rd hour of day, around 9 AM
- Sext- 6th hour of the day, around 12 noon
- None- 9th hour of the day after sunrise, around 3 PM
- Vespers- late afternoon; a service of evening worship, around 6 PM
- Compline- night service, around 9 PM

Currently, half of the Schwanburger Hellbardiere mercenary band and the roadwarden patrol under Captain Drescher's command is housed at the monastery. One could hardly call the monastery a lively place for worldly men of fortune. Whenever they can, the mercenaries spend their free time in Wurzerln, at Last Lantern Inn or courting a farmer's daughter who captured their fancy.

The monastery has a secret known to only two of the brothers: deep beneath the monastery lies a hidden Ordo Scriptoris library. The Abbot is clueless to its existence, but there are rumours of a lost library in eastern Stirland.

As it is located within the monastery complex, the sanctity of the monastery's **cemetery** is the responsibility of the Church of Sigmar. The Cult of Mórr is still invited to conduct the funereal rites and burial of the newly deceased, but they have ceded the maintenance and protection of the graveyard.

The Heresy of Ordo Scriptoris

During the Dark Ages, the Ordo Scriptoris was founded as a secret order within the Sigmarite Order of the Anvil by a number of the member scribes and librarians with the intent to safeguard powerful tomes of ancient knowledge already in the possession of the cult. The Scriptori would also launch expeditions to scour ruins for arcane knowledge which, in times of crisis, could be used against the enemies of The Empire. Covertly, the Scriptori began moving these tomes from the great temples spread throughout The Empire into their new monastery at Tannbruck in Talabecland.

The wisdom of the hording of ancient books was initially demonstrated when such works were brought forward to assist Magnus the Pious to victory during the Great War Against Chaos. In gratitude, Emperor Magnus von Bildhofen issued the Codex Scriptoris, which granted the order a special status within the Sigmarite Church and The Empire. The Grand Theogonist and leaders of the Anvil were taken aback by this generosity. Fearful that the new status could lead the Scriptori to become too powerful, the head of the Sigmarite Church then set upon the Inquisition the task of investigating the Scriptori.

What the Inquisition learned turned the Emperor's magnanimous gesture into a scandal. Not only was one of the foremost Chaos-Sorcerers as former member of the Ordo Scriptoris, but the order had remained friendly with a powerful necromancer. The Scriptori had demonstrated that they were unable to secure the books in their possession and their thirst to possession proscribed knowledge led them to dubious alliances.

Without notifying the ailing Emperor, the Church of Sigmar excommunicated and proscribed the Ordo Scriptoris. Some of the contents of their library at Tannbruck was seized and carried off to the Great Cathedral in Altdorf before the monastery was razed to the ground along with the rest of the heretical works. The Inquisition hunted down the Scriptori and burned them at the stake as unrepentant heretics. The Order of the Anvil benefitted from the demise of the Scriptori and took possession of the proscribed order's lands and buildings.

Unbeknownst to the Inquisition, some of the lower members of the Order went about their business undiscovered by the authorities and scattered. Some of the works they rescued made their way to the cult of Verena while others were dispersed to secret Scriptori libraries in remote Sigmarite monasteries. Though outlawed, the Scriptori continue their work in secret...

Vorderbergen

Population: 26 (Village)

Ruling noble: Abbot Hubertus von Lindenthal

Main sources of wealth: Subsistence

Village Headman: Ehrhard Berg

Notable NPCs: Maximilian Hassler (mercenary sergeant), Renata Berg (innkeeper/ cook/ brewer), Fritz Berg (brewer), Aldhelm Berg (groom), Ralf Berg (stable boy), Adela Handel (cook/ barmaid), Harmon Steinbagger (roadwarden sergeant), Artur Handel (bowyer/ fletcher), Waldemar Handel (blacksmith), Vala Handel (wise woman)

Inn or Tavern: Hungry Boar

Located on Praager Strasse near where the road rises towards Rückers Gap, Vorderbergen lies 28

miles from Steinbachthal and 26 miles to Bissendorf. The hamlet itself is composed of ten houses and the Hungry Boar Inn. Barracks for the Schwanburger Hellbardiere contingent under Sergeant Maximilian Hassler's command have recently been built a half mile north of the settlement.

The centuries-old, two-storied **Hungry Boar Inn** is owned and run by the Berg family. The current innkeepers, Ehrhard and Renata Berg, run the large compound, which has an enclosed yard larger than Old Kruders in Steinbachthal. Rooms are always cleaned between lodgers and fresh sawdust sprinkled on the common room floor at least twice weekly. Eldest son, Fritz, assists with brewing beer and cider while middle sons, Aldhelm and Ralf, tend to the stables. Eldest

daughter, Adela Handel, works in the common room and supervises her younger sisters. The house specialties of the inn are braised duck with sauerkraut, carrots and onions; bratwurst with mustard, malted lager, and cider. Wine from the monastery is also available.

Ruggedly-handsome Sergeant Harmon Steinbagger and his six-man roadwarden patrol are based at the Hungry Boar. The men are mostly former mercenaries with experience on the Stirland borderlands with Sylvania or Ostermark frontier. They maintain the peace on Praager Strasse from the south of Rückers Gap to Steinbachthal.

Artur Handel, Adela's husband, is the village's woodcarver, bowyer and fletcher. His affable brother, Waldemar, is the blacksmith while widowed mother, Vala, is the wise-woman. All three live in separate cottages.

Vorderbergen's **Garden of Mórr** overlooks the village on a hill to the north, roughly 800 yards. A blackened-copper raven stands on a plinth at the cemetery's entrance.

County of Liebig

The County of Liebig is located at southwestern end of the Kölsa Hills along River Kulm and the adjacent areas of Lebuswald and Neumühl Wald in the Great Forest. The Kulm is navigable by small river barges only to the village of Säbritz, which allows logs to be floated down from Zellin to Gersdorf.

Most of the settlements in the barony are protected by twelve-foot tall palisades while the height of the timber defences of the fortified farmsteads vary between seven and ten feet. Fortified farmsteads are located near Ossino Road between Gersdorf and the Strutting Cock Inn as well as along the Dohna Road and River Kulm. Bandits and Goblins of the Cracked Skull Tribe are constant dangers to folk in Liebig and there are rising occurrences of Beastmen and Mutant attacks.

A man in his fifties, Count Gottfried von Liebig is an absentee ruler. He and his wife, Baroness

Irma, spend most of their time in their townhouse near Court in the provincial capital of Küsel (until 2515 when it moved to Talabheim after that city lost its Stadtstaat status as a result of its participation in the Civil War of 2513-2514. The von Liebig's followed the move of the Court). Von Liebig's sons, Barons Georg and Luitpold, are capable army officers in good standing. The two are good at following orders, but neither are terrible imaginative. The von Liebig daughters, Eloise and Thylda, are married to other Talabeclander nobles.

All settlements in the County have a small square temple surrounded by a stone circular wall with a central fire pit, the combination of which represents the divine trinity of Taal, Rhya, and Ulric. Small shrines to the other Imperial gods (Verena, and Shallya) are placed on the south side of the temple unless the settlement has a separate temple to the deity. Services in the temple are conducted by a priest of one of the three cults. Cemeteries (**Gardens of Mórr**) are located a short distance outside Gersdorf and surrounding villages. Elise Rabenklaue is the Priestess of Mórr long assigned to Liebig and she makes her rounds in the accompaniment of Raven Knights, Gisela and Gustav Renfeld (sister and brother).

Strutting Cock Inn [Talabecland]

Population: 27 (Riverside inn)

Ruling noble: Count Gottfried von Liebig

Main sources of wealth: Road and river traffic

Proprietor: Josef Haarig

Notable NPCs: Gilda Haarig (innkeeper/ cook/ brewer), Julia Haarig (barmaid), Ernst Haarig (groom/ fisher), Gerd Haarig (carpenter/ blacksmith), Leonhard Kurtz (roadwarden captain), Astrid Kurtz (cook/ herbalist), Holle Eucken (bawd), Vladimir Putinov (pit fighter)

Located 28 miles from both Marburg and Gersdorf, the **Strutting Cock Inn** is a fortified riverside inn. Its owner and rotund innkeeper, Josef Haarig, loudly welcomes any new faces once they have entered his establishment. He asks about their names and that of their village as well as their destination in order to judge whether

he is dealing with an honest traveller or a bandit. Josef does not care much for bandits and will willingly toss them into the lock-up – nothing more than a pit in the ground with an iron grate to prevent a prisoner from climbing out – in his yard.

Josef's wife, Gilda, is a polar opposite of her husband and tends to be quiet and kind. The Haarig's children help about the inn and are kept in line by the oldest daughter, Julia (common room), and son, Ernst (yard and stables). The Haarig boys also fish and tend to the fishing weirs in their spare time so as to supply the inn's larder. Beer-battered perch, apple tarts, and lager are the house specialties.

Josef's brother, Gerd, is the carpenter and smith at the Strutting Cock. He can also handle minor boat repairs. Gerd's eldest son, Dieter, is his apprentice.

Leonhard Kurtz is the captain of the roadwardens in this area and commands a four-man patrol responsible for patrolling the road to Gersdorf. He is also known as "Hanging Leo" for his penchant for lynching bandits, many of whom must endure a show trial in the common room before their inevitable conviction. The hanging tree (a large, old oak tree) is located fifty yards south of the inn near the Ossino Road with a nearby cemetery where those hanged are buried.

Leonard's wife, Astrid, lives at the compound and also works in the kitchen and common room. The couple have two daughters, Bette and Brena, both not yet marriageable age. The two girls help in the garden.

The Strutting Cock Inn does cater to travellers on Ossino Road as well as River Stir. Josef's younger sister, Holle Eucken, runs a small brothel located at the far end of the compound. Holle is not someone who tolerates abuse. The last person who did that to Holle, her late husband Kiefer, is said to have fled her wrath. The simple truth is that Holle killed her husband with a hammer blow to the back of his head when they were living in Gersdorf, then proceeded to cut up the body before dumping the pieces along the river.

Holle employs three fairly attractive women with pseudonyms of Rose, Lilie, and Iris.

Troublemakers can expect to be promptly and violently confronted by bouncer and ex-pit fighter Vladimir Putinov, a short but stout Kiselvite with a penchant for knives.

The compound's **Garden of Mórr** is located about 150 yards to the west at the edge of the forest.

Gersdorf [Talabecland]

Population: 425 (Small town)

Ruling noble: Count von Liebig

Main sources of wealth: Market Town, trade, timber, fishing

Government: Town Council

Notable NPCs: Elise Rabenklaue (priestess of Mórr), Gisela Renfeld (templar), and Gustav Renfeld Amschel Husserl (innkeeper/ brewer), Thorlein Husserl (innkeeper/ cook/ herbalist), Nadine Hesse (raconteur), Käthe Feuchtwanger (barmaid), Morgen Husserl (barmaid/ cook), Jen Jensen (ferryman), Vorster Zimmermann (merchant), Adela Herzberg (barkeep), Artur Herzberg (brewer), Edmund Herzberg (brewer/ cook), Otto Herzberg (distiller), Reiner Wolfshaut (priest), Hans Jensen (initiate), Torsten Bauholzmann (innkeeper/ brewer), Erika Bauholzmann (cook/ brewer), Ulla Bauholzmann (wise woman), Alicia Helmholtz (priestess), Hulbart Fischer (barkeep/ brewer), Isolde Fischer (barkeep/ cook), Rosamund "Rosie" Lanze (spy), Sigiwald "Siggy" Geissen (racketeer), Romhilda Mersch (ferryman), Kurt Waldmann (barkeep/ brewer), Katarina Waldmann (barkeep/ cook/ herbalist), Marlene Stern (barmaid/ cook)
Inn or Tavern: Fox in the Cups, Two Rivers, Timberman's, Lurking Pike, Sawmill

Gersdorf is located 56 miles from Marburg, 26 miles from Dohna, 8 miles from Ostra, 16 miles from Raxonkirch, 30 miles from Thalheim, and 52 miles from Krugenheim. The baronial seat has docks on both Rivers Stir and Kulm, the latter of which is much smaller than the former. Stone-built Schloss Gersdorf sits on a rise overlooking the town from the west. Steward Stefan von Volgen is generally the man in charge as his liege, Count Liebig, spends most of his time at court.

Gersdorf's two-storied **Mourners Guild** is located near Ossino Gate, on the west side of town. Sister Elise Rabenklaue has a room on the upper floor of the building. Raven Knights and siblings, Gisela and Gustav Renfeld, also have separate quarters on the top floor. The **Garden of Mórr** is located out Ossino Gate about 100 yards southwest of town.

The three-storied **Fox in the Cups Inn** is located near the Stir Docks where it caters to the travellers, traders and boatmen making their way along the river. Bought by Amschel and Thorlein Husserl in 2508 from the debt-ridden Feuchtwanger family, the Fox in the Cups has an in-house raconteur, Nadine Hesse, to regale patrons with stories ranging from myths of the gods to sordid affairs of the aristocracy (though changing the names to protect her neck) to the antics of everyday people. The common room is the province of Käthe Feuchtwanger, the vivacious daughter of the former owners, and Morgen Husserl, the innkeepers' oldest daughter. The Fox in the Cups is known for its pork roast, potato dumplings, and dark-brown coloured altbier (top fermented beer).

A small wooden shack stands a short distance from the inn on the waterfront with a signpost consisting of an old oar suspended on chains. This is the home of Jens Jensen, the ferryman of Gersdorf. Jens is a man of utmost discretion, depending on how much he has been paid to be discreet. This also means that anyone paying even more money to Jens than the one who was ferried across the Stir will learn of that traveller's name and business.

The warehouses along the Stir are owned by Vorster Zimmermann, a wealthy and influential merchant with a ruthless reputation of being someone who one should not cross. He also owns several sawmills on River Kulm. Vorster is a member of the town council.

Two Rivers Tavern is located at the eastern end of the Stir Docks nearest to the Kulm. Adela Herzberg is the owner and barkeep of the tavern after the body of her drunken husband, Swain, was found tangled among the horsetails on the bank of the Stir. Adela is assisted by her three

sons: Artur, Edmund, and Otto. Bratwurst with sauerkraut, lager, and cherry brandy (*kirschwasser*) are the tavern's house specials.

The **Temple of the Divine Trinity** (Taal, Rhya, and Ulric) is located within a small grove of trees near Stadtplatz. Brother Reiner Wolfshaut of the Cult of Ulric is the priest of the temple and assisted by Brother Hans Jensen, brother of the ferryman.

Located on **Stadtplatz**, the three-storied **Timberman's Inn** is owned by Torsten and Erika Bauholzmann. Two large, two-handed axes are crossed above the bar in the common room, both of which are more decorative than real weapons. Torsten keeps a loaded blunderbuss under the counter in case of trouble. The Bauholzmanns are helped by their children as well as Torsten's mother, Ulla. The house specialties are slow-roasted pork shoulder (*schäuferla*), buttery potatoes and broth, cider, and lager.

The **White Dove Infirmary** is led by Sister Alicia Helmholtz and her Shallyan initiates. Many of those involved in accidents at the sawmills along the Kulm are treated at the infirmary. Kind and compassionate Sister Alicia has been in Gersdorf since 2504 and is well-liked.

The **Lurking Pike Tavern** is owned by Hulbart and Isolde Fischer and located at the southern end of Kulm Docks. The common room is lively and there are private booths along the north end where one could conduct their business in private. The Fischers are assisted by their children as well as Rosamund "Rosie" Lanze. The flirtatious Rosie works in the common room and has an expert eye for interesting men who may have information or be of use to the local crime boss, Sigiwald "Siggy" Geissen. Rosie is quite skill at obtaining whatever she wants. The house specialties of the Lurking Pike are roasted perch, trout, or zander with turnips as well as a dark-red lager.

Siggy Geissen holds court in a private room at the back of the Lurking Pike. The Geissen gang is actually based in Krugenheim and run by Siggy's older brother, Moritz, with Gersdorf being a small satellite operation. The Geissen

gang runs the smuggling operations, prostitution, and racketeering in town.

Romhilda Mersch runs a ferry service from her home near the Lurking Pike, transporting fares across the Kulm. She is also one of Siggy's eyes and ears who report anything of interest to the gangster.

The **Sawmill** is a low-ceiling tavern located on the north end of Kulm Docks and catering to woodsmen felling the trees and working at the sawmills, as well as local woodcarvers and carpenters. Kurt and Katarina Waldmann own the Sawmill and run it with their children. Oldest daughter, Marlene Stern, supervises her younger siblings in the kitchen and common room. The Sawmill is known for its salted pork and dark-brown malted lager.

Howling Wolf Inn [Talabecland]

Population: 32 (Riverside inn)

Ruling noble: Count von Liebig

Main sources of wealth: Road and river traffic

Proprietors: Lukas and Anna Weiler

Notable NPCs: Hans Weiler (brewer), Sigrun Geist (cook), Stefan Weiler (roadwarden sergeant), Waldemar Geist (blacksmith/carpenter)

Located half a mile east of Gersdorf on March Road, the fortified **Howling Wolf Inn** welcomes visitors, so long as they enter the palisade before nightfall. The inn compound includes stables that can hold up to ten mounts, quarters and stables for the roadwarden patrol based at the inn, blacksmith forge, and shrines to the three principal deities of the County (Ulric, Taal, and Rhya). The inn's **Garden of Mórr** lies up a small rise about fifty yards north-east of the compound.

Lukas and Anna Weiler are the current owners of the Howling Wolf. The establishment has been in the Weiler family for many generations. Lukas has spent time in his youth in the Ostermark borderland and bears a scar on the right side of his face as a reminder of his fighting days.

Lukas and Anna are helped by their children, other than the oldest (see below). Second son,

Hans, has joined his father in the brewhouse, while his oldest sister, Sigrun Geist, helps her mother in the kitchen. The other children work in the common room and clear the guest lodgings.

Stefan Weiler, the oldest son of Lukas and Anna, leads the four-man roadwarden patrol, which covers March Road from Gersdorf to Teplitz Farm, the latter of which lies half-way (11 miles) to the border with County Schirach. Stefan is rumoured to be a favourite of Captain Leonhard Kurtz.

Sigrun's husband, Waldemar Geist, is the blacksmith and carpenter of the Howling Wolf. He is also a veteran of the Ostermark frontier and can be usually found in the inn swapping stories with Lukas.



Dohna [Talabecland]

Population: 88 (Village)

Ruling noble: Count von Liebig

Main sources of wealth: Agriculture

Village Headman: Elmador Ketilsson

Notable NPCs: Sifna Kadriddottir (barkeep/brewer/ cook), Grom Durinsson (blacksmith), Morna Grimsdottir (priestess)

Inn or Tavern: Lone Barrow

Dohna is located in the southern edge of Kölsa Hills at the end of a dirt track 26 miles from Gersdorf. The village is home to the Dwarfs of the Mightyhammer (*Mahtikgrund*) clan, a branch of one of the Dwarf clans based in Talabheim. Although the hills around Gersdorf are surrounded by ancient round barrows and the occasional dolmen, the Dwarfs have left the sites undisturbed in honour of the descendants of the Old Faith worshippers who have long departed this region of Talabecland.

Visitors are a rarity in Dohna and strangers are, at first, viewed with suspicion. Outsiders acting

with grace and modesty can win over the locals after several pints of beer, but any behaving in a haughty manner are likely to be ignored or, worse, ridiculed. Arrogant outsiders reacting poorly to their treatment need to keep in mind that lashing out against Dwarfs is not the best course of action.

The **Lone Barrow Tavern** is the largest building in the village and is where residents gather at the end of the day exchanging news, gossip and rumours. The tavern is owned by Elmador Ketilsson and his wife, Sifna Kadrisdottir. The Lone Barrow is known for the spicy cuisine of Dwarfs, generally meat (beef or pork) with plenty of family-grown Lustrian fire peppers, either ground into a powder or freshly sliced. The tavern also features hearty, dark-red beer, dark brown rye bread, and hard white cheese (sometimes with bits of fire peppers within) to complement the main dish.

One-eyed, peg-legged Grom Durinsson is a veteran of the Ostermark border wars and the head of Dohna's small militia. He is also the village blacksmith and owns an array of axes, swords and hammers. Grom is known for his acerbic tongue and morbid sense of honour. In the evenings, the blacksmith is often found eating and drinking in a corner in the Lone Barrow common room.

Dohna has a **Taal, Ulric and Rhya shrine** for the few Human provincial and baronial officials who periodically visit the village. There is also a small **Sigmar shrine** within the underground **Ancestor Gods Temple**. A passage from the temple leads to the **underground vaults** where the dead of Dohna are interred and protected by burial runes. All holy locations and burial chambers are maintained by Morna Grimsdottir, the priestess of Valaya, who also leads all religious observances and funereal rites in the village.

Ostra [Talabecland]

Population: 46 (Village)

Ruling noble: Count von Liebig

Main sources of wealth: Subsistence

Village Headman: Freiherr Heinrich Rosstal

Notable NPCs: Berthold Ostra (innkeeper/ brewer), Mathe Ostra (innkeeper/ cook), Markus Witt (priest), Etelka Witt (wise woman)

Inn or Tavern: Weeping Willow

Located on the east bank of River Kulm, Ostra is 8 miles upriver of Gersdorf and 9 miles downriver of Zellin. A stone tower stands at the east end of the village with a splendid view of Neumühl Wald and the approaches to the village. Freiherr Heinrich Rosstal is a veteran of the eastern border wars. He resides in the tower, which also has barracks for his retinue. Rosstal's men keep an eye out for possible danger.

The riverside **Inn of the Weeping Willow** stands near the village quay. The two-storied building is painted light blue, which gives the building its nickname of "Big Blue" (among the villagers, at least). Berthold and Marthe Ostra run the inn along with their children. Though there are a few private rooms available for lodging at the Weeping Willow, many visitors sleep in the spacious common room (can accommodate up to fifteen people) after business is closed for the night. The food and beer served at the inn are of average quality.

The **Temple of the Divine Trinity** was built at the north end of the village during the Age of Three Emperors, marking it one of the oldest temples in continuous use in the region. A former scout serving the Ostermark frontier, Taal Priest Markus Witt maintains the temple, tends the eternal flame, and leads the village in religious observances. His mother, Etelka, is the village wise woman. Villagers also believe she is a scryer.

Ostra's **Garden of Mórr** is located a few hundred yards to the north of the village on a wooded rise overlooking River Klum.

Zellin [Talabecland]

Population: 44 (Village)

Ruling noble: Count von Liebig

Main sources of wealth: Timber

Village Headman: Dalek Mikulov

Notable NPCs: Frieheer Helmut Weiss (warden), Anna Weiss (herbalist), Irena Mikulov (innkeeper/ cook), Tereza Mikulov (cook/ wise

woman), Petr Mikulov (brewer), Eckhart Zellin (priest), Anna Lisberg (initiate), Bernd Lisburg (blacksmith), Adelbert Zellin (miller)

Inn or Tavern: Grandfather Oak

Zellin is located on the north bank of River Kulm, just past a bend in the river. The village is 9 miles upriver from Ostra and 12 miles downriver from Sabritz. A stone gatehouse faces northward towards the forest. Frieher Helmut Weiss is Count Gottfried von Liebig's man in the village. Weiss resides in the gatehouse with his wife, Anna, and two young daughters. Barracks for Weiss' retinue of four men-at-arms are on the ground floor west of the portcullis while the Freiherr's private kitchen and pantry are to the east of the village entrance. A bell on the top of the gatehouse is used to sound an alarm in case of danger.

The two-storied, pale-green **Grandfather Oak Inn** stands on the bank of the river near the village quay. Dalek and Irena Mikulov became the owners after Dalek's father, Josef, passed away four years ago. Dalek's widowed mother, Tereza, remains at the inn where she works in the kitchen and garden during the day. The Mikulov children assist cleaning the inn's common room and private rooms as well as serving customers. The eldest son, Petr, has recently taken over the duties of inn brewer. The inn's specialty is a delicious thick soup of cooked vegetables, meat, and a touch of cream served with a pale lager.

Zellin's **Temple of the Divine Trinity** is across the village common to the east of Grandfather Oak. Brother Eckhart Zellin is the Taalite priest currently in charge of the temple. As he is old and frail, Brother Eckhart has been training his daughter, Anna Lisberg, to succeed him in leading the village in religious matters and keeping the eternal flame burning. Anna is married to the village blacksmith, Bernd Lisberg. A **shrine to Holda**, forest spirit of Neumühl and Hundsheimer Walds, stands near the village wall between the temple and gatehouse.

Water-powered sawmills are located on both sides of Zellin along the Kulm. The largest of these, **Zellin Sawmill**, have been owned by the Zellins for hundreds of years. The current owner, Adelbert Zellin, is the wealthiest person in the

village. Flax-coloured, two-storied Zellin House, second in size to Grandfather Oak, dominates the southeast corner of the village near the river.

The village's **Garden of Mórr** is located 150 yards to the east of Zellin at the forest's edge. A carved wooden raven stands on a short wood column near the graveyard's entrance.

Sabritz [Talabecland]

Population: 94 (Village)

Ruling noble: Count von Liebig

Main sources of wealth: Agriculture

Village Headman: Freiherr Karl von Liebig

Notable NPCs: Fritz Sabritz (innkeeper/ brewer), Eva Sabritz (cook/ herbalist), Joachim Sabritz (brewer), Agnes Hackmann (wise woman), Erich Katzmann (priest), Katrina Katzmann (augur)

Inn or Tavern: Shady Elm

Sabritz stands on the east bank of River Kulm, 12 miles upriver from Zellin. The village is surrounded by a palisade and ditch, the latter filled with water from the river. A large stone tower at the north end offers Freiherr Karl von Liebig and his retinue of five men-at-arms a fine view of the nearby edges of Neumühl Wald and Kölsa Hills across the river. Frieher Karl is the younger (and less capable) brother of ruling noble, Count von Liebig.

The **Shady Elm Inn** is the main gathering place for villagers. Almost everyone stops in for a pint or two at the end of the day to exchange gossip and news. Fritz and Eva Sabritz have owned the Shady Elm since 2495, the latest in a long line of Sabritz innkeepers. Eldest son, Joachim, has recently taken over the brewing duties from Fritz. The other five Sabritz children also assist at the inn, performing various tasks under the supervision of Eva's widowed mother, Agnes Hackmann.

A man in his late thirties, Brother Erich Katzmann is the Taalite priest who oversees Sabritz's **Divine Trinity Temple** and tends to the villagers' spiritual needs. His wife, Katrina, assists him around the temple and is an Augur. The couple take care of a semi-tamed Wild Cat they found orphan during one of their wanderings in Kölsa Hills. The Katzmann have named the

cat “Garfeld.” Katrina also tends to the **shrine to Holda** located near the temple.

The village’s **Garden of Mórr** lies in a wooded clearing 250 yards east of the settlement. Sabritzers do an excellent job keeping the cemetery cleared of weeds.

Stone Roses Inn [Talabecland]

Population: 22 (Riverside inn)

Ruling noble: Count von Liebig

Main sources of wealth: Road and river traffic

Proprietors: Martin and Käthe Steiner

Notable NPCs: Karolina Brader (innkeeper/cook), Adelina Steiner (wise woman/ herbalist/cook), Hanna Steiner (barmaid), Pieter Steiner (brewer/ stabler), Eduard Steiner (blacksmith/carpenter), Luana Steiner (priestess), Willmar Brader (roadwarden sergeant)

Located on March Road 21 miles from Gersdorf and 1 mile from Roth, the **Stone Roses Inn** is a fortified riverside inn on the north bank of River Stir. The palisaded inn complex contains stables, roadwarden barracks, smithy, and a small chapel. A small **Garden of Mórr** lies on a hillside 100 yards east of the inn complex.

The Stone Roses Inn is owned by the Steiner family, currently Martin and Käthe. While Martin attends matters in the brewhouse, Käthe and eldest daughter, Karolina Brader, run the inn and kitchen. Martin’s widowed mother, Adelina, sometimes works in the kitchen, but prefers to spend her days in the garden tending to her herbs and talking to herself. There are suspicions that “Adie” is slowly losing her reasoning, while granddaughter, Hanna, thinks her Oma might be communicating with the forest spirits. Other Steiner children assist running the inn. Eldest son, Pieter, assist Martin in the brewhouse while managing his younger siblings in other odd jobs around the inn and stables.

Martin’s younger brother, Eduard, is the inn’s blacksmith and most experienced warrior having served in Ostermark’s frontier for several years before returning home with a peg leg in 2506. Eduard does not like talking about his time fighting Orcs, particularly since he is periodically plagued by nightmares. His wife, Luana, tends to

the round chapel with a thatched roof wherein stand individual shrines to Taal, Rhya, Ulric, Karog, Karnos, Holda, and Sigmar).

Sergeant Willmar Brader and his three-man patrol are based at Stone Roses Inn. They are responsible for the safety of March Road from Teplitz Farm, 10 miles westward, and the border with the County of Schirach at Rothbach to the east. Initially, the once ambitious Brader loathed this assignment, but things changed when he married Karolina in 2509. Brader is now content with his lot.

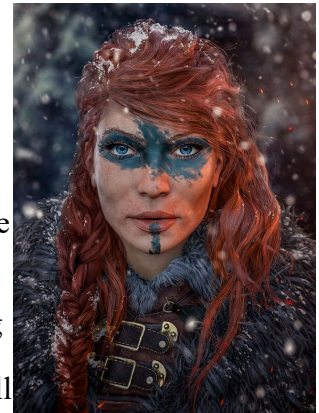
Barony of Köpernick

Nestled within the northern confines of Hundsheimer Wald, the Barony of Köpernick is the northernmost of Stirland landholdings and one of the more isolated. There are only four settlements in the barony, all protected by palisade and ditch, with many families living in nearby fortified farmsteads. Smoke is used to signal when a settlement is in danger and also serve as a warning to others. Many farmsteads have escape tunnels in case any attacks threaten to overwhelm a farmstead’s defences.

Bandits along or near the river’s edge are a constant threat with all the hiding places for such societal parasites to lurk. Mutant bands and hungry witches are rumoured to roam in the deep portions of Hundsheimer Wald preying on the unwary.

Led by Bianka Hirschsprung, members of the local chapter of the Society of the Bear keep watch along the secret paths for dangers lurking under the canopy of the forest. They have a small monastery located on a small track off the Thalheim-Zicher trail.

Outside Thalheim, the religion of Köpernick is mainly Old Faith. In addition to worshipping the Earth Mother, the people of the barony also venerate Holda, forest spirit of Hundsheimer Wald and Newmühl Wald across the Stir, and Bergmönch, spirit of Steinbacher Berge. The only thing Baron Rethenau insists upon is that



burial rites are conducted by the barony's priest of Mórr in accordance to that cult's practices. Memories of the wars against the von Carstein counts still haunt the barony.

Baron Helmut Rathenau is an old warhorse and former Raven Knight who has little care or patience for the self-absorbed and gossipy courtiers at Court at Wurtbad. He was ennobled and elevated to this post in 2498 by Graf Albrecht Haupt-Anderssen when the previous lord, Baron Heinz von Köpernick and his heir was mysteriously killed while travelling in the Hundsheimer. Baron Rathenau

married his predecessor's daughter, Elisa, soon after. When not in residence, Baron Rathenau can often be found on his pleasure boat on the Stir with a member or two of his retinue. Baron and Baroness Rathenau have three young children living with them: Siegfried, Astrid, and Wanda.

Based in Thalheim, Mórrian Priest Anton Schwarzerflügel and his two knight escorts, Edgar Schmidt and Hultz Lang, periodically make their circuit to the villages and farmsteads to perform funereal rites as well as tend to the cemeteries.

Society of the Bear

The Society of the Bear is a secret order of monks dedicated to Taal and his role of protector of the wild places. So completely at home in the wilds, their wilderness skills exceed that of most men. They meet in a previously chosen wilderness location on the chief holy day to Taal (Spring Equinox). At that time, they exchange whatever information they have learned over the course of the previous year and reaffirm their role in their lord's world.

Although they rarely divulge their membership in their order to outsiders, individual Bear members are often the best available guides to escort small and large parties (up to small armies) through the wilderness. Hooking up with Bear Society is rather difficult as those who wish to travel through the wilderness have to either stumble upon a member or make arrangement at their monastery. The standard term of the Bear Society agreements is that those who are being led do nothing to despoil the realm of Taal. Any group who fail to heed this requirement may unknowingly find themselves led to, and abandoned in, the deepest and most isolated part of the wilderness. There these offenders will face the displeasure of Taal.

The Society of the Bear is active in the Great Forest throughout Stirland and Talabecland where they have had little to moderate success in keeping the Beastmen population in check. The Society seems to be fighting a losing battle in the northern forests where the number of Chaos abominations seem to be increasing with each passing year.

In the Hundsheimer region, there are two monasteries: one between the villages of Thalheim and Zicher south of the Stir and the other in the County of Schirach north of Krugenheim.

Raxonkirch

Population: 24 (Village)

Ruling noble: Baron Helmut Rathenau

Main sources of wealth: Subsistence

Village Headman: Erwin Schmidt

Notable NPCs: Adali Schimdt (barkeep/ cook/ mazer), Sigiwiz Eichenblatt (druidic priest), Lora Eichenblatt (healer)

Inn or Tavern: Two Cubs

Raxonkirch is located on River Stir 16 miles from Gersdorf, 6 miles from Roth, and 14 miles from Thalheim. The village has a single dock, which is generally used whenever a river boat is

forced by circumstance (such as a sudden storm) to moor. Raxonkirch does little outside trading.

The **Two Cubs** is a riverside tavern, located near Raxonkirch's dock. The single-storied rough-timbered building has a few rooms in the back for the few who might need overnight lodging. The tavern is owned and run by the Schmidt family. The fare tends to be fairly basic and average in quality. Mead is the main beverage served at the Two Cubs.

Seen as the spiritual leader in the village, Sigiwiz Eichenblatt tends to the **sacred grove** on the south side of Raxonkirch as well as maintaining

the grounds of the settlement's **Garden of Mórr** 150 yards to its west. Her sister, Lora, is the village healer.

Thalheim

Population: 86 (Village)

Ruling noble: Baron Rathenau

Main sources of wealth: Market Town, agriculture, pigs

Village Headman: Hermann Sifrid

Notable NPCs: Franz Sifrid (innkeeper/ brewer/ distiller), Sara Sifrid (innkeeper/ cook/ herbalist), Gerd Sifrid (brewer), Merrick Schlegel (captain of the guard), Hals Giger (barkeep/ brewer), Eloise Giger (barkeep/ cook), Johann Sebastian Kant (troubadour), Bruno Schmidt (blacksmith), Elbert Willstätter (priest), Moritz Luggins (innkeeper), Karla Luggins (innkeeper/ cook/ herbalist), Han Luggins (brewer), Jens Luggins (brewer), Jenell Luggins (barmaid), Nadine Hammes (barmaid), Ulla Hammes (wise woman), Anton Schwarzerflügel (priest), Edgar Schmidt (templar), Hultz Lang (templar)

Inn or Tavern: Black Stork, Old Coot, Two Hares

The seat of the barony, the riverside village of Thalheim is located 30 miles from Gersdorf, 14 miles from Raxonkirch, 8 miles from Roth, 11 miles from Ysper, 16 miles from Zicher, and 22 miles from Krugenheim. The castle of Baron Helmut Rathenau is built on a rise on the Stir at the east end of the village and is the only significant stone structure anchoring the otherwise wood walls. A gate separates the Baron's personal wharf where he keeps his personal barge from the waters of the river.

The two-storied riverside inn of the **Black Stork** is the social centre of Thalheim. Owned by the Sifrid family, the inn is currently run by Franz and his wife, Sara. Their three teen-aged daughters – Adela, Berta, and Irma – work in the common room as barmaids and in the kitchen. Eldest brother, Gerd, helps keep an eye out for guests who seek to take advantage of his sisters. The rooms are clean with straw in the mattress changed every third or fourth day and the fare generally good with sausages the staple of the

Black Stork. Cider and a pale lager are the featured drinks.

If he is not in the Black Stork downing a pint, Merrick Schlegel, handsome captain of the Baron's retinue, can usually be found wandering around the village while keeping an eye out for troublemakers and an ear for gossip. Captain Schlegel is a friendly sort, but carries out his duty with stark efficiency.

The **Old Coot Tavern** is a few buildings downriver of the Black Stork. The common room is sizable in order to accommodate both villagers and visiting boatmen. There is usually a card game going on in the far corner of the common room and, occasionally, the local troubadour Johann Sebastian Kant, shows up to entertain for money. The two Giger daughters, Della and Joli, work in the common room along with Allyssa Schmidt, daughter of the town's blacksmith Bruno.

The lone **Sigmar Chapel** found in the barony is located in the centre of the village near the common. Father Elbert leads the services for the village as well as holy day celebrations. The Sigmarite priest would dearly love to go forth and convert the followers of the Old Faith in the surrounding villages and farmsteads, but Baron Rathenau has forbidden him from doing so.

The two-storied **Two Hares Inn** is owned by Moritz and Karla Luggins and is the choice of lodgers who prefer quiet instead of the rowdiness of the Black Stork. The common room is smaller, but the fare and beer of better quality. Karla's specialties are bread dumplings and roast duck. Moritz has turned over brewing duties to his eldest sons, Hans and Jens. The Luggins' daughter, Jenell, works the common room along with Nadine Hammes. Nadine's mother, Ulla, is the village wise woman.

The **Mourners' Guild** of Thalheim resides in a small, two-storied building near the south gate. Brother Anton Schwarzerflügel, Edgar Schmidt and Hultz Lang have separate private chambers on the upper floor. When not touring the cemeteries or performing their official duties, the

three men can usually be found enjoying a drink or meal at the Two Hares.

Thalheim's **Garden of Mórr** is located 50 yards outside of the south gate. The centre of the cemetery has a stone statue of three ravens perched atop a six-foot plinth.

Ysper

Population: 32 (Village)

Ruling noble: Baron Rathenau

Main sources of wealth: Subsistence

Village Headman: Sivert Gúzers

Notable NPCs: Zelinda Kalb (wise woman)

Inn or Tavern: None

Ysper is located at the end of a narrow track 11 miles from Thalheim. The villagers are an insular and independent people with a healthy distrust of outsiders. As visitors to Ysper are rare, there is no inn or tavern in the village. Communal meals and village meetings are held at the hall in the commons.

The religion of the village is that of the Old Faith, led by their druidic priest, Sivert Gúzers. He also tends to the nearby **sacred grove**, 100 yards to the southeast. Sivert also leads the villagers in the maintenance of their **Garden of Mórr**, which is located in a forest clearing 200 yards north of the village walls. He works with the travelling Mórrian priest, Brother Anton, to ensure the dead remain at rest.

The wise woman and healer of Ysper, Zelinda Kalb, is the second most important person in the village. She lives in a cottage protected by charms and ornate windchimes she creates.

Zicher

Population: 38 (Village)

Ruling noble: Baron Rathenau

Main sources of wealth: Subsistence

Village Headwoman: Ulla Lorenz

Notable NPCs: Ayla Staudinger (wise woman/hedgewizard)

Inn or Tavern: None

Zicher is located near the western edge of the Steinbacher Berge 16 miles from Thalheim. A fortified hunting lodge four miles to the

northwest just off the Thalheim trail has been converted into a small monastery for the few members of the Bear Society who have undertaken the task of keeping this stretch of Hundsheimer safe.

With few visitors, it is not surprising that Zicher does not have a tavern or inn. The village hall at the common is where the villagers gather for religious observances and communal meals. Ulla Lorenz is the druidic priest of Zicher and tends to the needs of the villagers as she does the nearby **sacred grove**, located west about 150 yards.

Ayla Staudinger is the village wise woman who has some ability to protect the village. She oversees the care of the village's **Garden of Mórr** whenever Brother Anton is not at the village. The cemetery lies a quarter mile east of Zicher on a small, forest-covered hill. Several charms hang from the graveyard's entrance.

County of Schirach

The forest-covered County of Schirach claims as its western boundary the area about 30 miles west of Krugenheim, north to the southern portions of Kölsa Hills and Gundel Plain, then east to the border with the League of Ostermark (which runs generally 5 miles of the confluence of River Bissen with the larger Stir) and stretches in a straight line north-northeast. The rolling land tends to get rougher as one moves away from the Stir northward towards the hills.



The Neumühl Wald, which encompasses both the whole of Schirach and eastern Liebig, is part of the larger Great Forest. River pirates are a threat to traffic on the Stir, but the greater threats to the county are Beastmen, Mutants, and Crow-feathered tribe of Goblins. Roadwarden patrols

on the Krugenheim-Hazelhof Road tend to be large in number for better protection. Warrior-monks from the Ulrican Order of the Fangs of Winter and the Taalite Society of the Bear are also active in Schirach in an effort to safeguard the people in the county.

Fangs of Winter

The Fangs of Winter are fanatical followers of Ulric whose goal is the eradication of Chaos. These black clad monks dress as mercenaries and patrol the forests of the Empire and Kislev. The Fangs of Winter actively hunt Chaos Beastmen and warbands, engaging them in combat until one side or the other are annihilated. Not surprisingly, the life span for a Fang of Winter is rather short.

While viewed as protectors by most in the areas they patrol, the Fangs of Winter are known for having a rigid view of the world. They are strictly Ulrican in belief and have a number in their ranks who support the Sigmarian Heresy. Attacks on Sigmarite shrines are not unusual in the northern Empire, often being dismissed as “unavoidable collateral damage.”

Their monastery in the Hundsheimer region lies in the forests of the County of Schirach north of Krugenheim.

The von Schirach family has ruled Krugenheim and the surrounding lands for centuries. Count Manfred von Schirach succeeded his father, Count Bernhard, in 2488. The wealth of the county has grown considerably under Manfred’s rule as he greatly favours and fosters trade in this region. While sabres rattle at Court in Küsel, Count Manfred keeps his own counsel and works diligently at keeping war away his corner of Talabecland. He is helped in his endeavour by the relative isolation his County has from the centre of Talabeclander politics.

Count Manfred is married to Baron Krebs’ sister, Magdalene, with whom he has six children. Baron Leopold is the oldest son and heir; whom Count Manfred hopes to foster soon. The two younger sons, Barthelm and Ruprecht are still

being taught by their governess along with daughters Claudia, Rosamund and Dagmar.

Temples to both Ulric and Taal/Rhya are common for all settlements in the county with the priests of the first cult active in the defence of the villages. A number of villages also have a chapel dedicated to Sigmar and each has its own priest of Mórr to attend to their respective cemetery as well as an accompanying Raven Knight to guard him. The presence of so many priests of Mórr has a lot to do with the County of Schirach’s proximity to Sylvania. Fortified farmsteads tend to be fairly close to the villages with many having escape tunnels in case of attack by large forces of Beastmen and other fell creatures.

Roth [Talabecland]

Population: 42 (Village)

Ruling noble: Count Manfred von Schirach

Main sources of wealth: Toll

Village Headman: Torsten Roth

Notable NPCs: Eduard Roth (toll-keeper), Fritz Roth (toll-keeper), Reinhold Roth (innkeeper/ brewer/ mazer), Karin Holtz (innkeeper/ cook/ herbalist), Hilda Grünfeld (priestess), Erich Wolfsversteck (priest), Elsbeth Rabenklaue (priestess), Lukas Erlenmeyer (templar), Wolfgang Holtz (roadwarden sergeant)

Inn or Tavern: Two Crows

The village of Roth is on the eastern bank of the stream (Rothbach) marking the border of the counties of Schirach and Liebig. A small stone bridge spans the brook with a toll-house forcing travellers to pay for the maintenance of the bridge and the road connecting the two county seats of Gersdorf and Krugenheim. Roth is located 22 miles from Gersdorf, 6 miles from Raxonkirch, 8 miles from Thalheim, and 30 miles from Krugenheim.

The village is defended by a palisade and ditch on its north and east with gates near River Stir and Rothbach. The top of the gatehouse allows sentries to keep an eye out for danger with a nearby bell to sound the alarm. The gates are usually open from dawn to dusk allowing villagers to tend to the surrounding cultivated fields.

The **Two Crows Inn** is attached to the tollhouse, both belonging to the Roth family for whom the village is named. Torsten is the family patriarch who can often-times be found tending bar in the common room. The widower's eldest son, Eduard and Fritz, collect the tolls and open the gates for travellers. Reinhold Roth (Torsten's middle son) and Karin Holtz (Torsten's oldest daughter) manage the inn, its kitchen, and brewing while the younger siblings assist in other tasks at the inn. The food and beer at the Two Crows are good and honey mead available.

A small **Rhya Temple** sits in the village common surrounded by several birch trees. The temple is round in the manner of Taal temples, but with dried sheaves of wheat mounted above the entrance. Priestess Hilda Grünfeld is usually found at the Rhya Temple, but does spend some time caring for the small **Taal Temple** within the edge of the woods north of the village along Rothbach.

The **Ulric Temple** stands at the northeast corner of the village where Priest Erich Wolfsversteck tends to the eternal flame. The grizzled Erich is a veteran of the border wars in eastern Ostermark and keeps the blade of his battle-axe razor sharp in case of need.

Roth's **Garden of Mórr** is outside the eastern gate of the village on a small rise overlooking the Stir. The **Mourners' Guild** of Roth sits within the palisade near the east gate and has an office for Sister Elsbeth Rabenklaue and quarters for her Raven Knight escort, Lukas Erlenmeyer.

The five-man roadwarden patrol is led by Sergeant Wolfgang Holtz and they are responsible for the stretch of road to Raven's Roost Inn, just west of Krugenheim. The stables for the roadwardens' mounts are located near the Two Crows.

Krugenheim [Talabecland]

Population: 4,500 (Town)

Ruling noble: Count von Schirach

Main sources of wealth: Market Town, trade, agriculture, fishing

Government: Town Council

Notable NPCs: Lorenz Coburg (steward), Walter Merten (barkeep/ brewer), Heidi Merten (barkeep/ cook), Eduard Geissen (crime lord/

fishmonger), Ernst Rödentel (ferryman), Hans Rödentel (ferryman), Pavel Ruda (river patrol captain), Markus Hermsdorf (river patrol sergeant), Michal Kryry (river patrol sergeant), Frederick Vohburg (priest), Mandol Grimsson (master engineer/ gunsmith), Algrim Stonehelm (barkeep/ brewer), Hegni Stonehelm (barkeep/ brewer/ cook), Kraglin Ironsides (master smith), Konrad Schmidt (weaponsmith), Helga Weisserkopf (smith journeyman), Johann Meeder (innkeeper), Elsa Meeder (innkeeper/ cook), Lukas Töpfer (brewer), Anna Töpfer (brewer/ herbalist), Hans Braun (brewer), Karel Jince (bookdealer), Rebeka Jince (bookdealer), Frederick Klasen (innkeeper/ brewer), Erika Klasen (innkeeper/ cook/ herbalist), Maria Riemann (cook/ herbalist, barmaid), Erich Klasen (brewer), Magdalene Stark (priestess/ librarian/ archivist), Eva Lilienthal (priestess), Hamlin Lilienthal (physician), Heinrich von Ahlbeck (garrison captain), Konrad Welleborn (garrison sergeant), Ruprecht Brenner (garrison sergeant), Modra Kraglinsdottir (merchant), Franz Kahlerberg (barkeep), Natascha Kahlerberg (barkeep/ baker/ herbalist), Josef Klasen (innkeeper/ brewer), Bette Klasen (innkeeper/ cook), Viktor Stäbler (groom), Anna Stäbler (cook/ herbalist), Marek Abertamy (innkeeper/ brewer), Katica Abertamy (innkeeper/ cook), Lubor Abertamy (brewer), Pavla Abertamy (cook/ barmaid), Ernst Kotten (roadwarden sergeant), Zdena Weisswild (priestess), Denisa Weisswild (initiate)

Inn or Tavern: Three Pikes, Cannonball, Craftsman's Rest, Silver Marten, Raven Roost, Plough Horse



Krugenheim is the largest town and manufacturing centre in the Hundsheimer Wald region. The town is on the north bank of River

Stir located 52 miles from Gersdorf, 22 miles from Thalheim, 15 miles from Kreuma, 36 miles from Hazelhof, 16 miles from Queis, 27 miles from Hälse, 44 miles to Aufsess, and 54 miles from Bissendorf. The major industries in Krugenheim include the manufacturing of a type of green glass known as “forest glass” (*Waldglas*), bricks, pottery (particularly pitchers and jugs), firearms and gunpowder.

Krugenheim is divided into four districts, each with its own alderman who is elected to the Town Council: *Flussviertel* (River Quarter), *Fertigungsviertel* (Manufacturing Quarter), *Handwerksviertel* (Craft Quarter) and *Handelsviertel* (Merchant Quarter). In addition to the river port, visitors to Krugenheim can enter through any of the town’s four gates (clockwise from the west): *Rabentor* (Raven Gate), *Greiftor* (Griffon Gate), *Bärentor* (Bear Gate) and *Hirschtor* (Stag Gate). Visitors are expected to pay a gate or dock tax before entering town.

Schloss Steinadler, home of the ruling von Schirach family, sits atop Lautenberg and overlooks Krugenheim from the northwest. A road from Greiftor winds its way up the Count’s castle. The Count’s steward, Lorenz Coburg, serves as an advisor to the town council and attends their bi-weekly meeting.

Flussviertel

Running along the north bank of River Stir from Rabentor to Hirschtor, Flussviertel is the heart of Krugenheim’s trade. The district is full of warehouses, granaries, taverns, brothels, boatmen, fisherfolk and the town’s abattoir. In 2390, engineers built a stone embankment was built on the waterfront to limit flooding. The Harbourmaster oversees the excisemen who collect the dock tax from anyone mooring his boat.

The **Three Pikes** is a typical Flussviertel tavern with its large common room and offering a few private rooms for lodgers. Walter and Heidi Merten run the establishment having inherited the tavern from Heidi’s father, Hermann Braun, when the old man suddenly died in 2510. Like other tavern owners, the Mertens brew their own lager. The fare served at the Three Pikes is basic: sausages, cheese, rye bread and fish (particularly

eels). The Three Pikes is also one of the few taverns with a large cellar where patrons can bet on such activities as cock fights, bear baiting, and pit fights.

Most of the fish served in the common rooms of Krugenheim’s inn and taverns are purchased from **Geissen’s Fischmarkt**. The owner, Eduard Geissen, is more than a mere fishmonger. He is also the current leader of the Dockers Gang of smugglers and thieves. The fish market provides Herr Geissen with the right cover to deal with snitches, snoops, troublemakers and traitors. The remains of the gang’s enemies are usually dumped in the river with the fish offal. A **shrine** to **Karog**, God of Rivers, is located outside the fish market where the local fishermen make offerings to gain the deity’s favour.

Ernst Rödental and his son, Hans, run the ferry across the Stir. Both have an arrangement with Herr Geissen to keep an eye on those members of the River Patrol who have not yet corrupted by the crime lord. The ferry service only runs during the day (especially when Ernst handles the ferry as his eyes are starting to fail him) and connects the fortified farmsteads on the southern bank with the Krugenheim market.

The main **River Patrol** presence is located in a two-storied, red-brick building where Captain Pavel Ruda has his offices. Captain Ruda’s primary concern is eliminating pirates and provide safety for merchant boats. The good captain has no interest or time to deal with smugglers. Of course, the stipend he receives from Herr Geissen provides Ruda the extra incentive to ignore that aspect of the crime lord’s business. Sergeant Markus Hermsdorf usually leads the six-man patrol westward of Krugenheim to the border with the County of Liebig while Sergeant Michal Kryry leads his company of five eastward to Hälse. Neither Sergeant is aware of their Captain’s ties to Herr Geissen.

Krugenheimers are a pragmatic lot, not a people to let religious spats get in their way. A **Sigmar Chapel** was erected in 2306 to commemorate Magnus the Pious’ victory in the Great War Against Chaos which enables Stirlander

merchants and visitors a place to offer their prayers. Father Frederick has served as priest of the chapel since 2505.

Fertigungsviertel

Covering the western portion of Krugenheim between Rabentor and Greiftor, Fertigungsviertel is the industrial heart of town. The air in the district is hazy from the many fires used in the smithies and kilns scattered throughout the area. When not manufacturing goods for use in Krugenheim or trade, many of the people in Fertigungsviertel can be found cleaning the buildings.

The largest enterprise in the district is **Grim's Foundry and Guns**. The foundry was established in 2310 when Grim Borginsson, an ex-Dwarf Engineer guildsman from Nuln, decided to make his fortune elsewhere. There were rumours of scandals that led to Grim's departure, but the old Dwarf was very closed-lipped about what happened. He and other family members dug an underground channel to bring water for nearby Linden Brook to the foundry in order to facilitate the manufacture of cannon and round shot for the Count's use. In 2362, business was expanded to include the production of handguns, pistols, and gunpowder. Grim's Foundry and Guns is currently owned by Grim's son, Mandol, an unusually jolly Dwarf who takes pride in the garrison cannon cast for Krugenheim's defences as well as the field cannons sold to those of whom Count von Schirach approves.

The **Cannonball Tavern** is representative of the taverns in the Fertigungsviertel, generally quiet and slow except around lunchtime and in the evening after work when it is raucous with flowing pints of lager (or Dwarf beer for stouter constitutions) and sizzling roasts of meat. In particular, the Cannonball is the gathering place for most of Krugenheim's small Dwarf community – numbering around 160 individuals – and serves typical hot and spicy Dwarf cuisine. Decades-long, customer-friendly owners Algrim and Hegni Stonehelm brew their own beer, especially a heavy, fortifying, dark-coloured variety called "Grungni's Elixir" which powers Dwarf smiths in their efforts.

Kraglin's Ironworks is the largest metalworks in Krugenheim where a number of products are manufactured: iron balls used in handguns and pistols, tools, ploughs, horseshoes, knives, forks, spoons and cooking pots and pans. Gruff-mannered, plain-speaking Kraglin Ironsides is a master smith and employs both Dwarf and Human smiths as well as several apprentices. By charter, Kraglin is not supposed to work on armour or weapons, but for a fee he is willing to repair such items for discreet customers. Kraglin is also the Count's personal armourer and weaponsmith as well as the Elder of the Dwarf community.

Schmidt's Swords and Axes is owned by Konrad Schmidt, the weaponsmith chartered to supply arms to Krugenheim's garrison and Count von Schirach's men-at-arms. The stern, large man is all business when at work. He becomes more outgoing after hours when enjoying drink at the local taverns. Konrad is assisted by a journeyman, Helga Weisserkopf, and two apprentices. Helga's artistic etchings on some of the axe heads she produces are beginning to get noticed.

Handwerksviertel

Handwerksviertel covers the eastern portion of Krugenheim from Hirschtor to Bärentor. The district is home to the town's craftsmen (potters, jewellers, silversmiths, goldsmiths, cobblers, tailors, etc.). Its buildings tend to be less sooty than those in Fertigungsviertel. Communal kilns allow the many potters to finish their products while limited the amount of soot that would otherwise be emitted if each owned their own kiln.

The **Craftsman's Rest** is one of the many inns and taverns scattered throughout Handwerksviertel. Its common room is busiest during the evening hours, but there is generally some business throughout the day. The Craftsman's Rest is owned by Johann and Elsa Meeder, who took possession of the inn from Johann's late mother, Bette Meeder, who passed away in 2511. The rooms at the Craftsman's Rest are very clean and comfortable, though linens are only changed after a guest departs. The inn is also known for its roasted meat and bread dumplings.



Established in 2382, **Töpfer Brewery** supplies many of the inns and taverns with amber-coloured (“Töpfer Gold”) and red-coloured (“Töpfer Red”) lagers as well as residual “weak beer.” Lukas and Anna Töpfer are the current owners and brewers and are assisted by Anna’s younger brother, Hans Braun. The sociable and gossipy Töpfers also sell small kegs to many of the townsfolk who prefer to keep beer in their cellars. Unbeknown to the Töpfers, Hans’ gambling addiction has rendered him indebted to the Geissen Gang.

Jince Books is a small shop hidden in a narrow alleyway and is more than a book store. Karel and Rebeka Jince are members of the secret Society of the Light in Darkness. In addition to being bookdealers, the reserved Jinces sell relatively common magical ingredients from their cellar to those who can produce a letter of introduction or referral from a known licensed wizard or magic college.

Society of the Light in Darkness

The Society of the Light in Darkness is a secret society of wizards loosely affiliated with the cults of Verena and Mórr based in Wurtbad. The primary task of the Society is to identify and record wizards travelling in the direction of Sylvania and southern Ostermark, particularly in the latter case to the ruins of Mordheim. Encrypted information is sent by way of a boatman employed by the Society to Wurtbad in case the wizard in question is believed not to be a danger. If the wizard is accessed to be a danger, then carrier pigeons are sent with an encrypted message to Siegfriedhof in order for the suspect wizard to be discreetly dispatched.

Handelsviertel

Handelsviertel is the largest district in Krugenheim stretching from Krugenplatz at its southern edge and covering the area between Greiftor and Bärenator. Most of the temples are located in this district and it is home to many of the wealthiest citizens of the town. Baumring Allee encircles the great mansions of the most affluent of Handelsviertel’s residents. The walled townhouses have pooled their monies to finance a private Watch to light the street lamps and patrol the surrounding avenue.

The centre of Krugenheim life is **Krugenplatz**, the large town square where the **Temple of Ulric**, the **Townhall**, and **Justice Hall** stand on the north side and the **Guildhall** on its south. The market on the square is open daily from 7 AM to 1 PM, including the festival days. To the east of Justice Hall is the **Galgenplatz** where public executions take place on the first day of each month – assuming, of course, there is someone imprisoned in the cellar of the Hall of Justice awaiting this fate.

The western portion of Justice Hall has been set aside for the **Temple of Verena**. Priestess Magdalene Stark is the ranking clergy of the Temple and Chief Librarian. She is known for her patience and wisdom and is assisted in her labours by a number of lesser priests and initiates. Given her position, Magdalene is well-acquainted with the work being done by the Jinces and will alert them should she become aware of a wizard passing through town. The priestess is not a member of the Light in Darkness Society.

The **Silver Marten Inn** is one of the finer lodgings in Krugenheim where visitors of means stay while in town. Frederick Klasen and his wife, Erika, run the Silver Marten along with their children: Maria Riemann, Erich, Frieda, Sigismund “Siggie”, and Rosamunde “Rosie.” The Klasens pride themselves on the cleanliness of their establishment. The fare at the inn is good and the family’s pale lager is very good.

The Shallyan-run **Sacred Heart Infirmary** provides care for the ailing and frail residents of Krugenheim. Sister Eva Lilienthal is responsible

for the administration of the infirmary along with her husband and resident physician, Hamlin Lilienthal. Those of means are expected to pay for their own care and donations cover the care of the less fortunate. Sister Eva supervises two lower ranked priests, four initiates, and generally six to eight non-clergy.

Krugenheim does not employ watchmen as such, preferring to have the town garrison of men-at-arms provide whatever policing the town requires. The primary duty of the garrison is to protect Krugenheim by patrolling the walls and manning the gates. The **Garrison Barracks** is located near Bärenator and includes a stable for several horses. Self-assured to the edge of cocky, Captain Heinrich von Ahlbeck has his office in the barracks nearest the stables. His two very able subordinates, Sergeants Konrad Welleborn and Ruprecht Brenner, share a second office close to the gate on Hazelhof Strasse.

The **Schirach Mining Company** is run by Modra Kraglinsdottir with a staff of six clerks and several armed guards. The Company coordinates the shipping and security of processed ore and uncut gemstones from the mines in the northern part of the County to craftsmen and smithies in Krugenheim. Modra does the initial hire of armed escorts for the mining caravans, but the final approval of any hirelings is held by the Mine Overseer. By charter, the Count of Schirach receives 25% of the profits.

Once an unremarkable tavern in Handelsviertel, **Kahlerberg Coffee House** is Krugenheim's response to a recent craze that has come out of Nuln in the last decade. The choice of drink is coffee, a hot beverage that came out of Araby and perfected in Tilea before arriving at the Court of Grand Countess Emmanuelle von Liebewitz. Owners Franz and Natascha Kahlerberg, then newly arrived from Nuln, made the switch in 2510 after purchasing the Badger's Lair tavern from the elderly and sickly Elbert Harden (who is now being cared for at the Sacred Heart Infirmary). In addition to coffee, the Kahlerbergs serve pastries and biscuits.

Outside Krugenheim

For mounted travellers to Krugenheim, horses are banned from the town unless these are draft horses pulling carts, the garrison's horses, or Count von Schirach's entourage. Horses can be stabled within the town walls at the Wayfarers' Inn (near Rabentor) or one of the inns outside Krugenheim on March Road.

Locate a quarter-mile west of Krugenheim on March Road, the two-storied **Raven Roost Inn** has a large stable and paddock to accommodate mounted travellers and the roadwarden patrol that regularly rides up from Roth. The inn is owned by Josef and Bette Klasen. The Klasens and their children are assisted in running the inn by Bette's younger brother, Viktor Stäbler, and his wife, Anna. The common room is quite spacious and comfortable with several private booths available for the discreet. The food and beer are good. A small room in the rear near the kitchen houses shrines to each deity in the Imperial pantheon (except Ranald and other proscribed cults).

The two-storied, pale-blue painted **Plough Horse Inn** is located across River Rezat to the east of Krugenheim on March Road. The inn is run by Marek and Katica Abertamy with their children, particularly eldest son, Lubor, and daughter, Pavla. The specialty of the inn is roasted pork and pale lager. The Plough Horse also has barracks for Sergeant Ernst Kotten and his four-man roadwarden patrol. Kotten and his men are responsible for March Road from the inn to Hälse in the east.

The **Taal Temple** sits amid a small wood just north of Plough Horse Inn. It can be reached by a small path that follows the east bank of River Rezat for about sixty yards before bending east into the trees. Sister Zdena Weisswild is the ranking priestess of Taal and keeper of the sacred grove. She is assisted by her daughter and initiate, Denisa.

Kreuma [Talabecland]

Population: 36 (Village)

Ruling noble: Count von Schirach

Main sources of wealth: Subsistence

Village Headman: Freiherr Marius Hofer

Notable NPCs: Hans Klein (innkeeper/ brewer), Maria Klein (innkeeper/ cook/ herbalist), Hilmer Poganatz (priest), Izabela Chrudim (priestess), Rudolf Steinbrenner (roadwarden sergeant), Petra Steinbrenner (hedgewizard), Erich Nachtschwinge (priest), Johann Richter (templar)

Inn or Tavern: Lumbering Bear

Kreuma is located on Gundel Road 15 miles northeast of Krugenheim and 21 miles south of Hazelhof. A stone gatehouse stands over Krugentor on the south and houses Freiherr Marius Hofer and his five-man retinue. The rotund Marius is well past his days as a warrior, but his mind remains sharp. Marius can oftentimes be seen looking out the window at travellers passing into the village when he is not in the common room with his wife, Lady Bette, at the inn.

The two-storied, brick **Lumbering Bear** is a fairly large inn near the village common with stables that can accommodate two roadwarden patrols should both be in Kreuma at the same time. Hans and Maria Klein run the inn with their six children. The rooms at the Lumbering Bear are fairly clean and the common room spacious. Food and drink are of average quality.

A small **Ulric Temple** stands to the north of the inn close to the wooden Hazeltor gatehouse. Brother Hilmer Poganatz, like many Ulrican priests, is a veteran. Hilmer did not fight along the borderlands, but he spent years hunting Beastmen in the Great Forest and Drak Wald. Hilmer's shield arm is fairly useless after sustaining several significant injuries to it over the years. In addition to tending the eternal flame within the temple, Hilmer and his wife, Anna, maintain the nearby **Sigmar Chapel**.

The **Taal Temple** is located 200 yards northwest of Kreuma within the surrounding forest. Sister Izabela Chrudim was once a member of the Bear Society before an unfortunate encounter with a Beastman cost her the lower portion of her left leg. Sister Izabela has been in charge of the Kreuma temple since 2499. She is often accompanied by a goshawk she raised since finding it abandoned in its nest. Sister Izabela has named her hawk, "Sammie."

Roadwarden Sergeant Rudolf Steinbrenner patrols the road to Krugenheim with his four-man squad. They are based in **barracks** located near the Lumbering Bear. Unlike his men, Rudolf lives in a small cottage with his wife, Petra. She is the village hedgewizard.

The **Mourners' Guild** is located near Krugentor where Brother Erich Nachtschwinge and Raven Knight Johann Richter have their offices.

Kreuma's **Garden of Mórr** lies to the east on a hill across River Rezat, which is little more than a shallow brook at this point in its course.

Queis [Talabecland]

Population: 52 (Village)

Ruling noble: Count von Schirach

Main sources of wealth: Agriculture

Village Headman: Freiherr Dietrich Memmel

Notable NPCs: Lothar Gunzen (innkeeper/ brewer/ herbalist), Adelheid Gunzen (innkeeper/ brewer/ cook), Berthold Gunzen (brewer), Karolin Schwarz (priestess), Karl Penze (priest), Petra Grüber (hedgewizard/ wise woman), Matthias Geist (priest), Erich Steinigerbach (templar), Robert Rotefurt (priest)

Inn or Tavern: Hare and Hounds

Queis is located on March Road 16 miles from Krugenheim and 11 miles from Hälse. A tall stone tower looms over the village from its north side. Its position and height give Freiherr Dietrich Memmel and his four men-at-arms an excellent view of the surrounding forest and river front. Like so many other low-ranking nobles, Freiherr Memmel is a veteran of the Ostermark border wars against Orcish incursions. He has an unwavering hatred for Orcs and Goblins.

The riverside inn of the **Hare and Hound** is a single-storied building near the village quay. There are only a few private rooms for lodging, but the common room is large enough to accommodate a fair number of overnight guests. Lothar and Adelheid Gunzen own the centuries-old family business. The oldest son, Berthold, helps in the brewery and supervising his younger siblings in their tasks about the inn. The food and beer at the inn are of fair quality.

A **roadwarden barracks** stands near the inn to provide Sergeant Ernst Kotten [page 41] and his patrol from Krugenheim shelter should they require it. Stables are adjoined to the barracks for the patrols' mounts. A nearby large oak tree provides the perfect lynching tree should the roadwardens need to hang an outlaw.

The **Ulric Temple** is situated in the village common between the tower and inn. Sister Karolin Schwarz is the priestess in charge of the temple and former member of the Fangs of Winter templar order. She is also secretly a Child of Ulric [**Wissenland: Under Nuln's Shadow**, pages 155-156]. Sister Karolin tends to the eternal flame and conducts most of the religious observances in the village. She also takes care of the **Karog Shrine** located near the quay.

Father Karl Penze has only been the village priest at the **Sigmar Chapel** since 2510. He gets on well with Ulrican priestess Karolin after quickly learning to stay away from theological debates with her. The octagonal chapel is located near Hälse Gate.

A small unremarkable hovel festooned with various charms and straw figures near the Sigmar Chapel houses Petra Grüber, the local hedgewizard and wise-woman. Petra is protected by Ulrican Sister Karolin and Freiherr Memmel as the middle-aged woman is popular in the village. Petra makes charms for all occasions, some of which work as intended.

The **Mourners' Guild** stands at the west end of the village near the wooden gatehouse (Krugenheim Gate). Brother Matthias Geist and Raven Knight Erich Steinigerbach have their offices at the guildhouse. Both men can usually be found at the Hare and Hound to exchange news and gossip. The village **Garden of Mórr** is located on a hill slope overlooking March Road about 200 yards from the settlement.

The **Taal Temple** lies in a forest clearing about 300 yards to the north of Queis. In the distant past, Brother Robert Rotefurt was a very handsome man noted for his rugged looks. Sadly, the long years in the sun, lack of frequent bathing and grizzled beard has made Brother

Robert look far older than his years. Still, he is a formidable and avid hunter who wisely knows how to stay downwind of his quarry.

Hälse [Talabecland]

Population: 72 (Village)

Ruling noble: Count von Schirach

Main sources of wealth: Agriculture, pigs

Village Headman: Freiherr Anton Bauden

Notable NPCs: Bernd Grüber (river patrol captain), Martin Sabitzer (innkeeper/ brewer/ herbalist), Ava Sabitzer (innkeeper/ cook), Axel Sabitzer (backsmith/ carpenter). Lewes Sabitzer (brewer), Reinwald Sabitzer (roadwarden sergeant), Simon Rabenkopf (priest), Frederick von Wessing (templar), Wilhelm Roterbach (priest), Pieter Eichenwald (priest), Lotte Eichenwald (wise woman), Hilda Eger (priestess)

Inn or Tavern: Otter's Paw

Hälse is located on March Road 11 miles from Queis and 17 miles from Aufsess. Freiherr Anton Bauden watches the village quay from the stone gatehouse at the east end where he has his residence. He also has an unfettered view of the eastern approaches to Hälse as well as the farms along that stretch of March Road. In addition to his retinue of five men-of-arms, Freiherr Bauden has nominal command of Count von Schirach's river patrol based in Hälse.



Bernd Grüber is the captain of the Schirach river patrol with a six-man crew on a single-mast craft with a swivel gun at the bow and rowlocks on the side for the oars in case of calm weather. The **river patrol barracks** are near the Frieherr's gatehouse and the wharf. The patrol covers the stretch of the Stir from Queis to the Ostermark border, a few miles beyond Aufess. Bernd is a

relatively young captain having been recently promoted in 2511 after the death of his predecessor, Jakob Spatz, died from drowning (left unsaid was that Captain Jakob was stone drunk when he lurched too far to the left and fell overboard). Bernd is the son of Petra Grüber of Queis [see above] and takes time to visit his mother from time to time. Bernd wears a lucky charm she wove for him under his tunic.

The **Otter's Paw** is a two-storied inn on the other side of the quay from the river patrol barracks. It changed ownership to the Sabitzer family in 2509 when widow Agnetha Willacker passed away from Red Pox (there are rumours that the widow was cursed by an unnamed local witch living in the woods). Martin and Ava (Agnetha's daughter) Sabitzer run the inn with the help of their children and Martin's younger brother, Axel. The eldest Sabitzer boy, Lewes, is being groomed as a brewer. Salted pork, roasted goose, and dark lager are the house specialties.

A weathered **Karog Shrine** is erected between Otter's Paw and river patrol barracks. Fishermen and those travelling on the Stir leave offerings of fish or coin.

The **roadwarden barracks** stand just downriver of the Otter's Paw. These are the quarters of Sergeant Reinwald Sabitzer, younger brother of Martin, and his four-man patrol. Reinwald's patrol covers March Road and the feeder roads to the farmsteads east of Hälse to the Wehlmäusel Toll-house on the Ostermarker border. The barracks is large enough to also accommodate Sergeant Ernst Kotten's patrol from Krugenheim should they be in the village when Reinwald's men are there.

Hälse's **Mourners' Guild** is next to wooden *Westtor* (West Gate) During the day, Priest Simon Rabenkopf is usually found in his office at the guild or the nearby **Mórr's Garden** (alongside the river 200 yards from the village). Frederick von Wessing has been Simon's guard since 2510, shortly after his predecessor was mauled by a bear during a hunt. When not accompanying the Mórrian priest, Frederick is usually found in the Otter's Paw common room.

Both the **Sigmar Chapel** and **Ulric Temple** stand near *Nordtor* (North Gate) across the village common from the Otter's Paw. The Sigmar Chapel has fallen on hard times in the past decades. Father Wilhelm Roterbach was sent from Wurtbad to Hälse to repair the chapel. Brother Pieter Eichenwald has provided words of support for Father Wilhelm's mission, but offered little real assistance. In return, Father Wilhelm goes out of his way to avoid the Ulrican priest's company. The apathy of the two religions for one another are well-represented by these two priests.

Brother Pieter has long been a resident of Hälse. His mother, Lotte, lives in a cottage near the temple. She is the wise woman of the village and quite popular with the folks and neighbouring farmers.

Located at the edge of the forest outside *Nordtor*, the round **Taal Temple** has been recently repaired after years of benign neglect. The renovation is the work of the new priestess, Sister Hilda Eger, who arrived in 2511 to replace the late octogenarian Brother Heinrich. Sister Hilda is rather vivacious and spends a lot of time at the Otter's Paw conversing with Frederick von Wessing. Though rumours say otherwise, the friendship between the Taalite priestess and Raven Knight is strictly platonic.

Aufsess [Talabecland]

Population: 62 (Village)

Ruling noble: Count von Schirach

Main sources of wealth: Subsistence

Village Headman: Freiherr Viktor Langfurth

Notable NPCs: Michal Preuc (innkeeper/ cook), Milena Peruc (innkeeper/ brewer/ herbalist), Katerina Janeček (stabler), Aneta Janeček (wise woman), Kornel Janeček (blacksmith), Marek Osek (priest), Gerhardt Rabenflügel (priest/ scout), Alica Teplice (templar), Waldemar Schönewald (priest)

Inn or Tavern: Beastman's Pelt

Aufsess is located on March Road 17 miles from Hälse and 10 miles from Bissendorf. The border of Talabecland and Ostermark is roughly midway to Bissendorf. Freiherr Viktor Langfurth lives with his young wife, Anichka (twenty years his junior), in a two-storied, cream-coloured manor

house on the north side of village common. Freiherr Langfurth is an experienced Beastman hunter and oftentimes heads into Neumühl Wald with his retinue of five men-at-arms to hunt the vile creatures. A stone watchtower stands near the manor house and the ground floor serves as barracks for the retinue.

The **Beastman's Pelt** is the two-storied riverside inn near the village quay. An aged and tattered pelt said to be that of a Beastman serves as the inn's signage. Individuals experienced as a goatherd would quickly recognise the pelt as belonging to a large goat. Michal and Milena Peruc know nothing about the origins of the pelt having only come into possession of the inn in 2508 when Milena's widower uncle, Viliem Rogle, died years after burying three sons (each of whom died while seeking glory fighting Orcs in Ostermark's east) and, finally, his wife. The Perucs have managed to repair and clean up the crumbling inn so its common room can once again serve as the social centre of the village. Roast pork with dumplings and an above average pale lager are the Beastman's Pelt's house specialties.

Freiherr Langfurth keeps his horses at the **stables** adjacent to the Beastman's Pelt. There is enough room at the stables for additional mounts to receive care and shelter. It is said that the stabler, Katerina Janeček, has a special gift with horses. She lives with her widowed mother, Aneta, and brother, Kornel.

Barracks next to the Beastman's Pelt serve as housing for either Sergeant Reinwald Sabitzer and his four-man patrol or Captain Grüber and his crew should one or the other need night lodging. The barracks are kept clean by the Peruc family.

The **Ulric Temple** where Brother Marek Osek tends to the eternal flame and holds services is located near Hälse Gate. Having served as an initiate for a couple of years within the Order of the Fangs of Winter, Brother Marek is fairly new in Aufsess having arrived in 2511 to replace the late Brother Theodor – a glutton in his later years who unceremoniously perished in the privy after a large meal. Brother Marek cuts a rather

dashing figure although he is not quite the fighter as many of his Ulrican brothers.

The small **Mourners Guild** of Aufsess doubles as Brother Gerhardt Rabenflügel's home. Before arriving in Aufsess in 2504, Brother Gerhardt spent a few years as a Raven Knight scout infiltrating and reconnoitring the Sylvanian borderlands. He was assigned to Aufsess after his predecessor, Brother Artur, was called to Mórr's realm. If not at home or tending the **Garden of Mórr** located several hundred yards downriver, Brother Gerhardt can be found wandering in the nearby woods.

Raven Knight Alica Teplice has newly arrived to guard Brother Gerhardt. The previous Raven Knight, Marius Roth, requested a reassignment to Siegfriedhof to be closer to the "action." Alica graciously accepted the assignment after an incident in the Sylvanian borderland that spoke her. She does not talk about the incident, preferring to simply "move on." Alica lives in a cottage near the Mourners' Guild.

Brother Waldemar Schönwald is the long-time priest at the **Taal Temple**, located off March Road about a quarter mile east of Aufsess. A loner by nature, Waldemar is seen in Aufsess on rare occasions as he prefers the serenity of the woods. He was once a member of the Bear Society and oftentimes scout the area to make sure the temple remains safe and secured.

Wehlmäusel Toll house [Talabecland]

Population: 26 (Toll house)

Ruling noble: Count von Schirach

Main sources of wealth: Tolls

Proprietor: Inga Wehlmäusel

Notable NPCs: Fritz Wehlmäusel (barkeep/ brewer), Sobeska Wehlmäusel (cook/ hedgewizard), Heine Wehlmäusel (blacksmith/ carpenter), Jarmila Wehlmäusel (cook/ herbalist), Birgit Meiningen (priestess), Stefan Meiningen (templar), Albert Sulzfeld (stabler), Maria Sulzfeld (housekeeper)

Inn or Tavern: Two Hounds

The fortified Wehlmäusel toll house is located halfway between Aufsess and Bissendorf on a stretch of March Road where the trading route

crosses the small marsh of Wurzelsumpf on a causeway. The toll-house compound is on an island at the middle portion of the causeway.

The toll-house is run by the widow, Inga Wehlmäusel, and her two sons, Fritz and Heine. Inga has run the toll-house since her husband, Eduard, disappeared while fishing in the marsh. The official word is that Eduard must have run afoul of a Beastman or some sort of bog creature. There is also a darker rumour that a demonic, red-eyed, black hound said to haunt the marsh and surrounding forest came upon Eduard. The creature, known as Black Fang, demanded the soul the old toll-keeper promised in a bargain he made before marrying Inga. When Eduard asked for more time, the demonic hound took him instead.

Eldest son, Fritz, and his family run the compound's tavern, **Two Hounds**. The tavern has several private rooms available for lodging. Fritz's wife, Sobeska, is believed to be a witch, her curses something to be feared. The food is fair as is the beer (a dark lager).

Younger brother, Heine, works as the compound's blacksmith and carpenter. His wife, Jarmila, assist in the tavern's kitchen while his children work in the common room and perform other odd jobs.

Inga's oldest daughter, Birgit, returned home in 2510 after an absence of six years and two years after his father's assumed death. Birgit had spent her absent years in Middenheim as a Templar of the White Wolf. Since her return, Birgit has built a small **Temple to Ulric** where she serves as priestess. Her husband, Stefan Meiningen, has taken the post of templar to protect the recently consecrated temple.

A small building and stables in the compound are used as **barracks** by Sergeant Reinwald Sabitzer and his four men [page 44] whenever they stay at the toll-house. Inga's youngest daughter, Maria Sulzfeld, and her husband, Albert, maintain the barracks and cares for the horses. The Sulzfeld children help in the compound's gardens.

The dead from the toll house are interred in Aufsess' **Garden of Mórr**.



Barony of Brieg

The Barony of Brieg lies primarily in the north-western portion of Dead Wood and its western frontier on the edges of Neumühl Wald. The trade route of Taalweg runs through the centre of the Barony on its way through the Bleak Moors to Bechafen. Brieg settlements, roadside inns, and farmsteads are fortified with watchtowers, palisades and ditch. Gates are shuttered just before dusk as fell creatures, including mutants and Beastmen, prowl the forest, especially at night. The Split-Lip Goblin tribe are particularly bothersome in the northern region of Dead Wood and western Bleak Moors. Travellers who are in the wilderness after twilight are likely not to see the morning.

Brieg is a rugged land littered with ruins of a number of villages and hamlets long abandoned. Most of these ruins date back to the first Vampire War in the 21st century.

Each Brieg settlement has a chapel or temple to Sigmar which also contains shrines to the other deities of the Imperial pantheon. Some of the smaller villages might include a temple to Taal just outside their timber stockade. Each settlement also has a Garden of Mórr outside their defences next to a track or road.

Baron Stephan Husserl was elevated to the Lord of Brieg in 2506 when he succeeded his late father, Baron Karl, after the older man was struck down by a spear-wielding Beastman while hunting in Neumühl Wald. Baron Stephan's mother, Dowager Baroness Margaritha, still sits in her son's council, but she is being gradually and firmly shouldered aside by Baroness Morgen. Baron and Baroness Husserl have three children: Freiherr Eduard who is being fostered by Count Manfred

von Schirach in Krugenheim while daughters, Lora and Anna, still reside in the household.

Roadwarden patrols are more likely to be found on the Taalweg than any of the side paths crossing the trade route. Fortified inn compounds can be found every ten to fifteen miles so as to provide plenty of opportunity for shelter from the night.

Ostermark burial practices are a bit different than neighbouring provinces in that corpses are bound in heavy rope or chain and buried face down with a large stone on their back. This ensures that necromancers will have difficulty raising the dead should they somehow find a way past Mórr's protections. Once a Mórrian witch-hunter, Gabriela Weisserabe is the travelling priestess of Brieg. She is escorted by two Raven Knights, Otto Stein and Magda Hemmer, when she makes her rounds.

Bissendorf [Ostermark]

Population: 112 (Small town)

Ruling noble: Baron Stephan Husserl

Main sources of wealth: Market Town, agriculture, timber

Government: Town Council

Notable NPCs: Jamil Loket (steward), Michal Holice (innkeeper/ brewer), Sara Holice (innkeeper/ cook/ herbalist), Petr Holice (barkeep/brewer), Tereza Holice (cook/ barmaid), Rudolf Schenker (troubadour), Jürgen Tiefenfurt (ferryman), Fritz Tiefenfurt (ferryman), Anezka Tiefenfurt (ferrywoman), Artur Stern (astrologer), Johann Wagner (innkeeper/ brewer), Katharine "Kat" Wagner (innkeeper/ brewer/ herbalist), Berta Krümin (cook/ wise woman), Steffi Wagner (cook/ barmaid), Uhler Wagner (stabler/ brewer apprentice), Gerd Kohlfurt (roadwarden sergeant), Hals Kohlfurt (groom), Havel Rudnik (priest), Albrecht Richter (magistrate), Jens Schliesser (jailer), Gabriela Weisserabe (priestess), Otto Stein (templar), Magda Hemmer (templar), Elita Medonosy (priestess), Otokar Medonosy (scout)

Inn or Tavern: Alchemist's Rest, Hog's Head

Bissendorf is located at the crossroad where March Road and Taalweg intersect 54 miles from

Krugenheim, 10 miles from Aufsess, 13 miles from Frohneu, 26 miles from Vorderbergen, 54 miles from Steinbachthal, 54 miles from Siegfriedhof, 64 miles to Kiel, and 220 miles to Bechafen. Like other small market towns in the area, Bissendorf was once a larger town before the Vampire Wars of the 21st and 22nd centuries. Now, the town is the gateway through which soldiers of fortune from the lower reaches of the Stir and central Stirland enter Ostermark to join the various mercenary bands whose representatives can be found in the common rooms of Bissendorf.

Built of sandstone, **Schloss Ulmenholz** overlooks the confluence of River Bissen with the Stir and Narrow Bridge at the west end of town. The centuries-old, ivy-covered castle is the home of the ruling Husserl family. Jamil Loket serves Baron Stephan in the capacity of Steward as he did for the Baron's late father, Karl. The Steward has done an excellent job cultivating a good relationship with Baroness Morgen while keeping Dowager Baroness Margaritha's favour.

Owned by Michal and Sara Holice since 2498, the three-storied, light greenish-yellow painted **Alchemist's Rest Inn** overlooks the town's docks and **Karog shrine**. The Holices are helped by their children, especially the oldest son and daughter, Petr and Tereza. A mandolin-playing Middenlander troubadour, Rudolf Schenker, provides entertainment in the Alchemist's Rest's common room every Festag. The house specialty is a hearty meat stew in a dark red sauce heavily seasoned with paprika and a pint of pale-coloured lager. The inn is frequented by boatman, stevedores, and many townsfolk.

The Alchemist's Rest Inn is also a favourite stopping place for mercenaries looking for work. Recruiters for the Blood Hawk and Sigmar's Orphans mercenary bands have desks in the large common room where they can discuss terms of employment with interested prospects. Those hired must sign or put their mark on a contract before being shipped off via boat to Essen for deployment in southern or eastern Ostermark.

Fate of Red Wyvern Brigade

The Red Wyvern mercenary brigade once recruited at the Alchemist's Rest like Blood Hawks and Sigmar's Orphans until the summer of 2512. The band had signed an agreement with Margrave Gotthold Schurz of the Ostermarker town of Essen, which necessitated them to redeploy roughly 155-160 miles as the crow flies from their current position outside Mielau. By the time the brigade reached Essen in the beginning of Sommerzeit, the Orcs had crossed River Blut and were making their way through Eerie Downs. Essen is a riverport on the north bank of the Stir where the waters of River Raab flowed into the larger river.

The Red Wyverns were deployed on the left flank for battle north of town when the Orc forces, larger than expected, arrived. The battle was a bloody affair and the Red Wyvern Brigade became isolated from the rest of the Margrave's forces. The trumpet of the arriving Raven Knight contingent from the nearby monastery of St. Aldhelm could be heard, but the Orcs were too intent on destroying the Red Wyverns. Having lost most of their numbers, the Red Wyverns were routed at a critical moment and deserted the field of battle. The combined losses from both casualties and fleeing troops effectively ended the Red Wyvern as a fighting force and sullied its reputation. What remained of the Red Wyverns disbanded and these mercenaries joined other bands.

Tiefenfurt Ferry is located on the other side of the Bissendorf docks from the Alchemist's Rest. Jürgen and his eldest son, Fritz, have two ferry boats. The smaller one is used to ferry individuals without mounts or wagons across the Stir and is easily managed by either man. The larger ferry requires both men to move wagons, horses, and riders. Sometimes, Fritz's wife, Anezka, assists with the crossing in the day is particularly windy or the current strong. The Tiefenfurts are known for their discretion.

The **Astrologer's Charts** is located near the ferrymen and quite popular with mercenaries departing for the fight on the borderlands. Artur Stern is the man behind the charts. Artur's readings

are usually in very general (unspecific) terms so as to not be too far off. Other times, his predictions are an accurate foretelling to the customer.

The Alchemist's Rest is not the only inn in town. The two-storied, light-blue **Hog's Head Inn** is at the opposite end of Bissendorf near Taal Gate. Johann and Katharine "Kat" Wagner assumed ownership of the inn in 2504 when the previous owner was unable to repay a promissory note held by Johann. The Wagners' retained Berta Krümin as cook given the popularity of her pork roast and potato dumplings. Eldest daughter, Steffi, works in the kitchen assisting Berta. Having heard talk from mercenaries passing through, Steffi is bored of the small town and looks for a way to escape the dreariness of Bissendorf for a large town like Krugenheim or Wurtbad. In contrast, her eldest brother, Uhler, is perfectly happy as the inn's stabler and apprentice brewer. He, of course, expects to inherit the inn at some point in the far future.

A **roadwarden barracks** with stables is across the road from Hog's Head. Sergeant Gerd Kohlfurt leads his three men on patrol to the village of Geibsdorf, which is located twelve miles from Bissendorf on Taalweg. The roadwardens wear blue and white armbands on their upper right arms, marking them as the Baron of Brieg's men. Gerd's oldest son, Hals, takes care of the roadwardens' horses when they are not on patrol.

The **Sigmar Temple** stands on the eastern end of **Bissenplatz** in the centre of town. Father Havel Rudnik is a long-time personality in town. When not conducting services, the incorrigible, yet harmless, flirt and rumourmonger spends his time walking around the town square or common room at the Hog's Head common room chatting with other townsfolk.

Bissendorf's two-storied, brick **Town Hall** is located across the Bissenplatz from the Sigmar Temple. The ground floor is dedicated to Bissendorf's court where Magistrate Albrecht Richter metes out his brand of justice. Unless the crime is heinous, Albrecht is generally deferential to those of noble birth. The magistrate is quite the stickler for the law when dealing with

accused from the lesser classes. A small **shrine to Verena** stands just outside the courtroom. Four holding cells are located in the cellar where Jens Schliesser holds sway. Stairs lead up to the first floor and the town council's chambers and private offices.

The **Mourners' Guildhouse** is located near the small sally port nicknamed *Morrator* (Mórr's Gate) at the southeast corner of Bissendorf. A dirt path outside the gate leads to the forest edge roughly 200 yards from the town wall paralleling the course of the Stir and then travels another 100 yards to the **Garden of Mórr**. Sister Gabriela Weisserabe and her Raven Knight escorts Otto Stein and Magda Hemmer reside in private quarters at the guildhouse when they are not making their rounds.

The path leading to the **Temple of Taal** tied to Bissendorf intersects Taalweg roughly one mile from town. The dirt path meanders for 50 yards to a forest clearing where the circular temple stands. Sister Elita Medonosy is the long-serving priestess of the temple and is quite content on being left alone. The local chapter of the Bear Society provides some protection as its leader, Otokar Medonosy, is her second born son. The Bear Society is based in an old hunting lodge roughly 100 yards to the northeast of the temple.

Frohneu [Ostermark]

Population: 34 (Village)

Ruling noble: Baron Hussler

Main sources of wealth: Subsistence

Village Headman: Patrik Teplice

Notable NPCs: Vasil Teplice (innkeeper/brewer), Kamila Teplice (cook/ herbalist), Otto Frohneu (blacksmith/ carpenter), Maria Frohneu (wisewoman), Bette Kiefer (priestess), Erich Kiefer (stonemason), Franz Eschenholz (priest)

Inn or Tavern: Chalice

Frohneu is located on River Bissen 13 miles upriver from Bissendorf. The river is only navigable to small watercraft to the village, so any travel to the outlying farmsteads and hamlets needs to be on foot. A ditch on the landward side provides additional defence to the village palisades.

The century-old **Chalice Inn** is the larger of two stone buildings in Frohneu complete with, tiled roof, thick oak shutters and stout doors. The three-storied, blue-coloured inn is the centre of village social life and its common room large enough to accommodate villagers and nearby farming families during religious observances. Owned by Patrik Teplice, a veteran of Ostermark's border wars, the Chalice Inn was built to be the last line of defence in the village. A well in the large cellar allows those within the inn access to fresh water even if they are besieged by enemies. In addition, there is concealed door from the cellar to a tunnel which runs 300 yards in roughly southerly direction to another concealed door is a shallow cave. A narrow dirt path leads from the cave to the Bissendorf road that runs along River Bissen.

Patrik's wife, Elsa, passed away three years ago during childbirth. His brother, Vasil, and his wife, Kamila, assist with running the inn along with the Teplice children (both families). The inn is known for its copper-coloured lager and salted pork.

Patrik's brother-in-law, Otto Frohneu, is the blacksmith and carpenter of the village. Always in demand, Otto is frequently out and about patching up the other buildings in the village. The large, well-muscled man is also another veteran of the Ostermark frontier wars. Otto's preferred weapon is a two-handed warhammer. Otto's mother, Maria, is the village wise-woman and lives in a nearby hovel.

Otto's older sister, Bette Kiefer, is the long serving priestess of Sigmar of the village. The octagonal **Church of Sigmar** is the other building of stone in Frohneu and located next to the Chalice Inn. The church contains a side chapel containing the shrines of Ulric and Shallya. Mother Bette, and her husband, Erich, live in a house behind the church.

The Kiefers tend to the village's **Garden of Mórr** whenever Sister Gabriela Weisserabe [page 47] is not visiting. The cemetery can be reached by departing through the Forest Gate and heading 200 yards eastward.

The **Temple of Taal** can be found alongside the Bissen about 150 yards upriver from Frohneu. A trail from North gate passes the temple on its way to the farmsteads north of the village. Grizzled, seemingly ageless, and folksy Brother Franz Eschenholz likes to regale visitors with stories of his youth, pass along pearls of wisdom, and chat about theology and mythology. Brother Franz also has a pet wolf, “Ulricson,” that he takes on his walks in the forest trails near the temple.

Geibsdorf [Ostermark]

Population: 46 (Village)

Ruling noble: Baron Hussler

Main sources of wealth: Toll

Village Headman: Rudolf Geib

Notable NPCs: Jens Geib (tollkeeper), Stromni Kadrison (innkeeper/ brewer/ distiller/ stonemason), Lenka Dorinssdottir (innkeeper/ cook/ herbalist), Helgar Stromnisdottir (cook/ brewer), Bardin Stromnison (brewer/ blacksmith/ carpenter/ distiller), Pavel Ceile (stabler), Sebastian Geib (initiate), Anton Liberec (priest), Luise Windau (hedgewizard/ wise woman), Erich Geib (priest)

Inn or Tavern: Silver Tankard

Geibsdorf is located on Taalweg 12 miles from Bissendorf and stands on the western edge of Hollow Pools (*Hohepfützen*), a low-lying area filled with run-off from several streamlets and locally known for its crayfish and perch. A toll house stands at the western terminus of the ancient causeway upon which Taalweg continues onward to its eventual destination of Bechafen. Run by Jens Geib, Rudolf’s oldest son, the toll house lies just outside the village’s palisade roughly fifty yards down a gradual slope. Rudolf himself lives in a two-storied farmhouse at the north end of the village.

Fifteen-foot tall, peaked-roofed watchtowers stand at either end of Geibsdorf where Taalweg passes through the village’s gates. Bells on top of the towers are used to warn the villagers (and toll house) of imminent danger.

The two-storied, stone-built **Silver Tankard Inn** stands in the middle of the village on Taalweg. Stromni Kadrison and his family are the current

owners of the tavern, which have been in the Maltbarrel clan for hundreds of years. His wife, Lenka Dorinssdottir, is the cook of the inn and helped by her daughter, Helgar, while son, Bardin, has taken over the duties of carpenter and blacksmith when the inn’s neighbour, Jakub Cejle, died in spring 2512. Jakub’s dull-witted son, Pavel, has a natural affinity for horses and continues to be employed as a stabler by Stromni. The Dwarf stands by the pledge he made to a dying Jakub to look after his surviving son.

The Silver Tankard has a roomy common room with two fireplaces on each sidewall to provide uniform warmth for villagers wanting a pint while catching up on gossip and news from those passing through. The inn has several private rooms on the top floor with a dormitory that could sleep up to fourteen travellers. The house specialty is salted pork with a choice of malt whiskey or dark-brown lager.

The **roadwardens’ barracks** is located near the west gate and is used whenever Sergeant Gerd Kohlfurt and his three men are staying the night in Geibsdorf. The barracks include a grated pit in one corner of the hall where prisoners awaiting execution are locked for the night. A lone, large oak stands in the clearing surrounding Geibsdorf west of its walls and serves as the place where the condemned are hanged. Trials are held at the inn where villagers are pressed into service as a jury. The roadwardens’ horses are stabled at the Silver Tankard.

The **Mourners’ Guild** occupies a small building next to the barracks. Should Sister Gabriela Weisserabe [page 47] not be in attendance at the time of a villager’s death, the corpse is placed in the ice cellar below to awaiting final rites and burial. Sebastian “Seb” Geib, youngest son of Rudolf, prepares and watches over the deceased. The **Garden of Mórr** lies to the west of the village within the forest at the end of a dirt path roughly 100 yards north of Taalweg.

The octagonal, white-washed **Sigmar Chapel** is to the north of the Silver Tankard. Once a promising sergeant on Ostermark’s eastern frontier until he lost his left eye in battle, the wise Father Anton Liberec has served as priest of the

village since 2494. He is also the leader of the village militia and can be found in the common room at the Silver Tankard with his wife, Sigrun, when not at the chapel. Covered shrines to the other deities of the official Imperial pantheon are located out the chapel.

A small, charm-strewn cottage on the east end of the village is the home of the widow Luise Windau, Rudolf Geib's younger sister. As hedgewizard and wise-woman of the village, Luise is called upon by almost every Geibsdorfer at one time or another. Luise seldom leaves home since her husband, Karl, was killed by Goblins in 2506. When she does, it is usually to go to a neighbour's cottage for a cup of tea.

The **Taal Temple** stands along side one of the Hollow Pools just to the north of the toll house. Erich Geib, Rudolf's second son, recently took over the care of the temple when his uncle, Barthelm, passed away from wounds sustained in a Beastman attack in the nearby woods. The old priest did manage to kill the spawn of Chaos before making his way back to the temple where he collapsed. Erich had spent several years as initiate to Barthelm after spending some time as a scout on Ostermark's eastern frontier.

Monastic Enclave of St. Æthelbert

The Monastic Enclave of St. Æthelbert is the largest landholding for the cult of Mórr in Stirland and located on the northern end of the Sylvanian border. The Monastic Enclave of the High and Chivalric Order of Deserved Rest (Raven Knights) encompasses the eastern fringes of the Hundsheimer Wald from the northern terminus of the Praager Strasse to the portion of the woodlands known as Jägerforst. The Barony of Langetal borders St. Æthelbert to the Enclave's south. The western portion of Hunger Wood to the east is considered disputed territory between the Graf of Stirland and the Count of Sylvania.

The lands of St. Æthelbert between the two forests are open, rolling countryside where most of the fortified farmsteads and pastures are located. Like the stone-walled villages in the Enclave, farmsteads are closed at night with

charms and wards, mostly strings of garlic, over the lintels of gateways and doorways. Wanderers in the region should find shelter amid these villages and farmsteads before nightfall or expect to spend a hallowing night beneath the stars.

Bandits and Painted-Face Goblins from the Leithag Hills are an irritant on the southern reaches of the enclave, but the real dangers are what may shuffle out of Hunger Wood to the east. Unnatural night sounds and oddly-coloured light orbs from the dreaded forest can unnerve the most stalwart warrior. Sometimes, the forest is eerily silent until a sharp scream or painful howl breaks the silence.

Raven Knights templars accompany daily roadwarden patrols on the paths to check the farmsteads in order to ensure that farmers and herders are safe while gathering any information about unusual activities nearby. The Enclave also has a river patrol given that dreaded and haunted Dead Wood lies on the opposite shore.

An energetic man in his early-fifties, Frederick Mauther has been Grandmaster of the North Stirland Raven Knights, Lord Mayor of Siegfriedhof, and Abbot of St. Æthelbert since 2505 I.C. Many years of age separate Frederick from his wife, Gretchen, who is also the younger sister of Count Manfred von Schirach. The two have young children who have not yet reached fostering age: Frederick, Leopold, and Natascha.

All of the minor nobility and most of the priests in the Enclave are members in good standing of the High and Chivalric Order of Deserved Rest. Only the village priests of Sigmar are not. In fact, the temple-assigned Sigmarite priests in the Enclave are not members of the Order of the Torch as they would be in other Imperial lands. Given the border with Sylvania, the Sigmarite priests in this land holding are members of the more warrior-oriented Order of the Silver Hammers.

Raven Arms Inn

Population: 28 (Riverside inn)

Ruling noble: Grandmaster Frederick Mauther

Main sources of wealth: Road and river traffic

Proprietors: Damek and Radka Brunn

Notable NPCs: Viliam Brunn (senile old man), Zuzana Brunn (cook/ wise woman), Tomas Brunn (brewer), Vasil Brunn (stabler), Tatana Wohlauf (barmaid), Milan Wohlauf (roadwarden sergeant), Alexej Brunn (priest), Ana Rabenkate (priestess), Radomir Falknov (templar)

The fortified **Raven Arms Inn** is located at the north-eastern terminus of Praager Strasse across River Stir from Bissendorf and Taalweg. It is also the westernmost outpost of the Monastic Enclave of St. Æthelbert. Docks near the inn support the ferry from Bissendorf [page 48] and the Enclave's river patrol.



The two-storied, light-blue inn itself is the largest building in the compound and owned by the Brunn family. Damek recently took over for his father, Viliam, who is ailing with dementia said to be the result of crossing a witch a few years back. Viliam usually walks about muttering to himself while occasionally ranting at the ducks for disturbing his peace of mind. Viliam's moments of lucidity are becoming rarer with each passing day and Damek is concerned that his father's end is approaching.

Damek's elderly mother, Zuzana, is still the inn's cook, but his wife, Radka, is taking over more responsibility in the kitchen. The house specialties are roasted duck and steamed dumplings. Damek and Radka are also training their eldest son, Tomas, in the brewing business, while second son, Vasil, cleans the stables and

tends to the horses of travelling merchants and guests of the inn. Eldest daughter, Tatana, supervises the younger children to make sure the common room and private rooms are clean. She also serves in the common room.

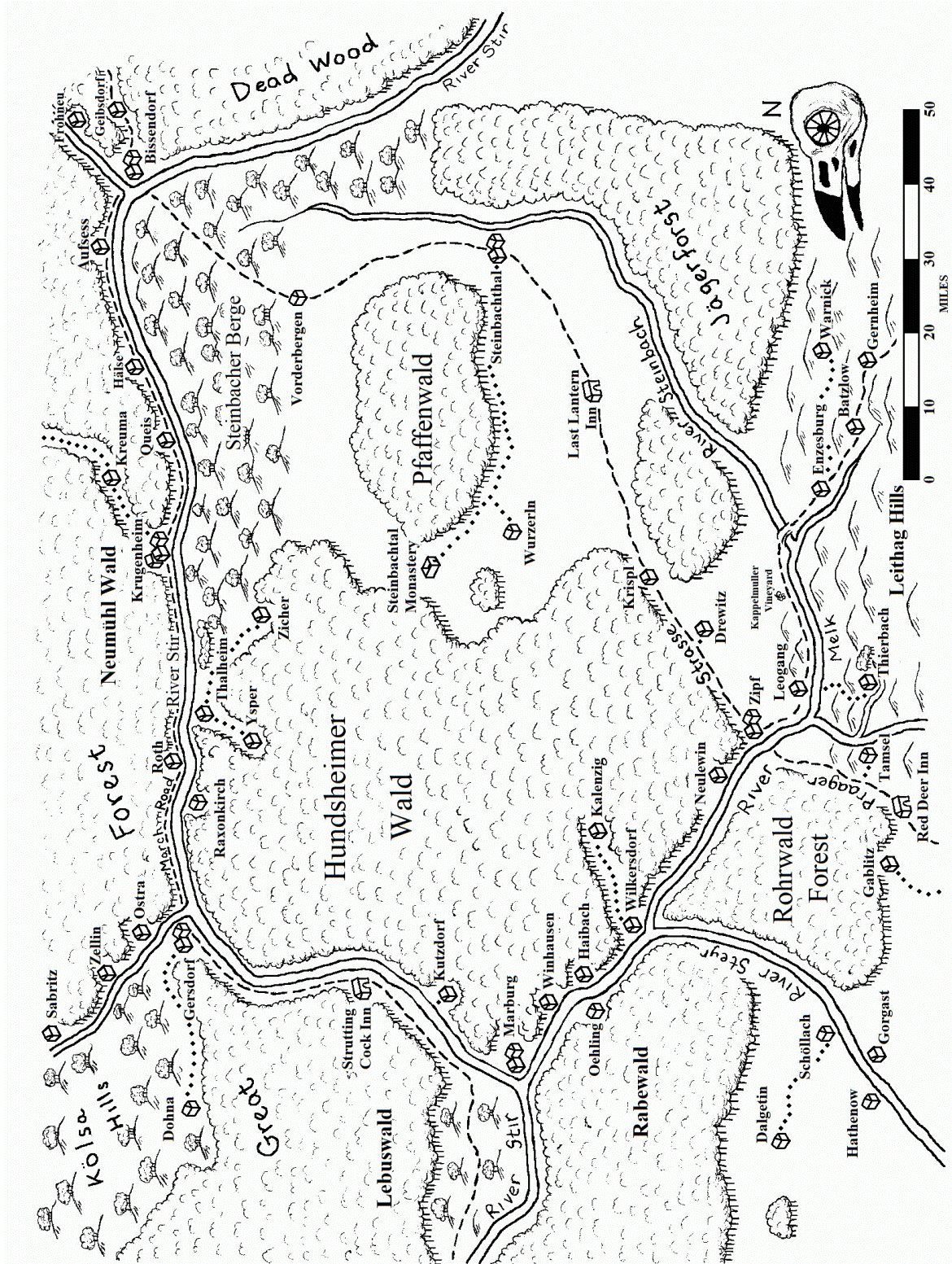
Tatana's husband, Sergeant Milan Wohlauf, and his four-man patrol are responsible for looking for bandits along the northern portion of Rückers Gap while the mercenaries of Schwanburger Hellbardiere [page 21] are responsible for the southern area of the pass. The **roadwardens' barracks** and adjacent stables are situated near Rückers Gate. The roadwardens wear amethyst-coloured armbands with a raven heraldic badge on their upper left arms so as to signify their allegiance to the Monastic Enclave.

The inn compound has a small **Sigmar Chapel**, which stands near the barracks. Father Alexej Brunn is Damek's younger brother and has served as priest since 2505 where the elderly Father Karl passed away in his sleep. When not in the chapel or attending to the nearby roofed shrines (dedicated to Ulric, Taal, Rhya, and Shallya), Father Alexej can be found at the Raven Arms visiting Damek and enjoying a pint.

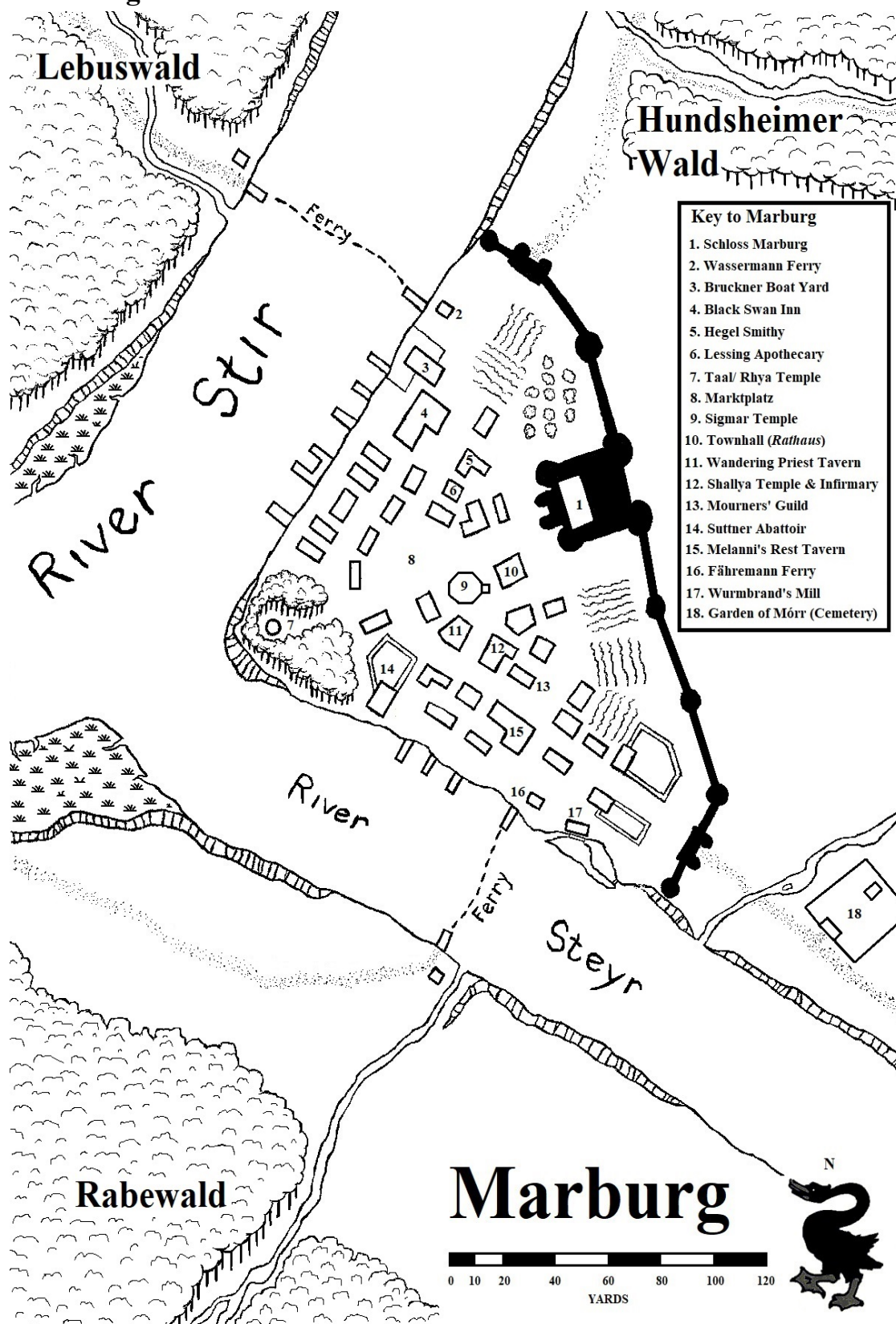
The compound's **Mourners' Guild** is located next to Raven Portal on the southeast side of the complex. The young Sister Ana Rabenkate has been assigned as priestess to this post since early 2512, her first since leaving the monastery at Siegfriedhof. She replaced Brother Theodor, who was reassigned to the village of Niedling at the request of Baron Brüning. Sister Ana is responsible for the care and maintenance of the **Garden of Mórr** located a few hundred yards from Raven Portal. She is assisted and escorted in her task by the gregarious Raven Knight, Radomir Falknov.

Maps

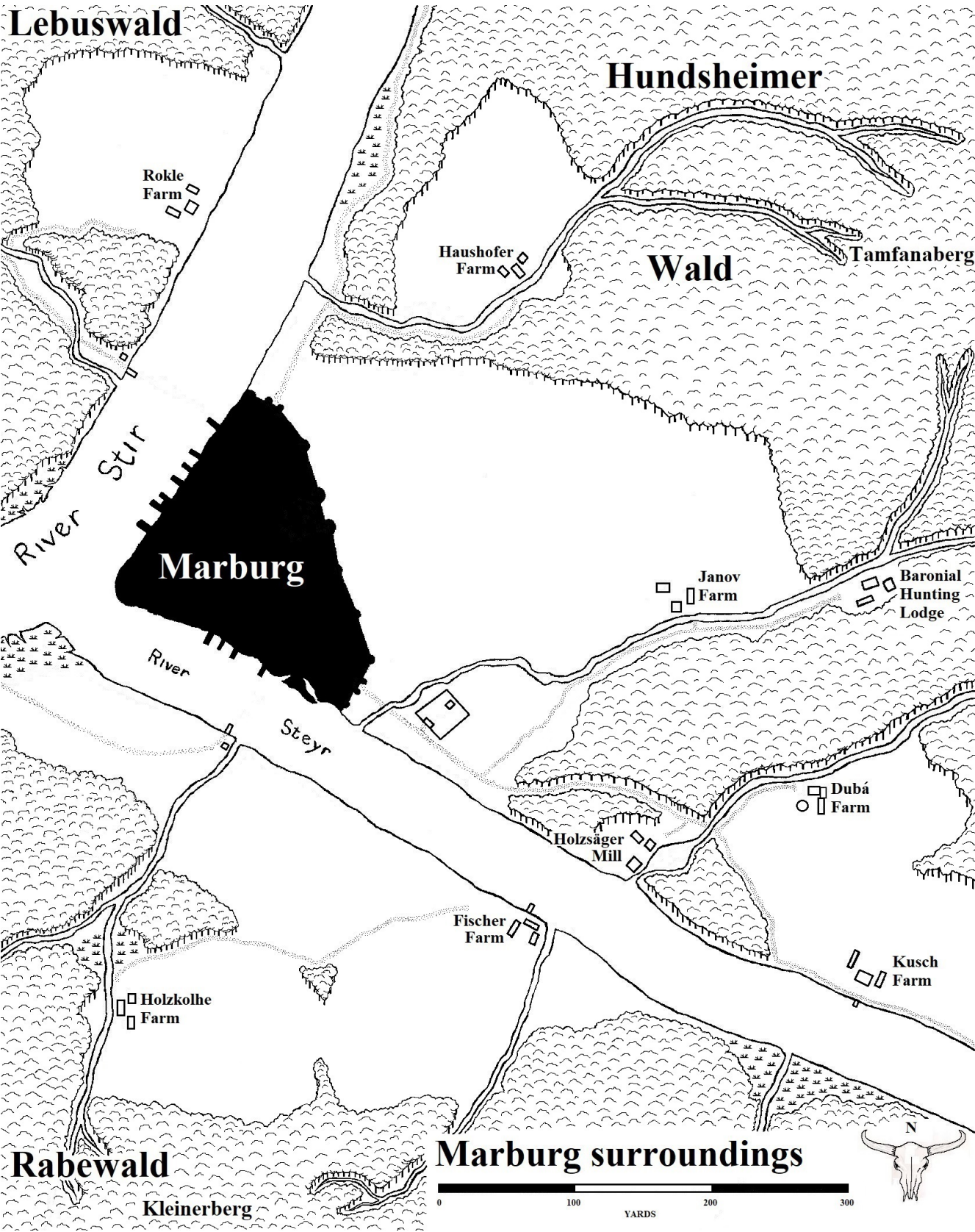
Map 1. Hundsheimer Wald Region



Map 2. Marburg



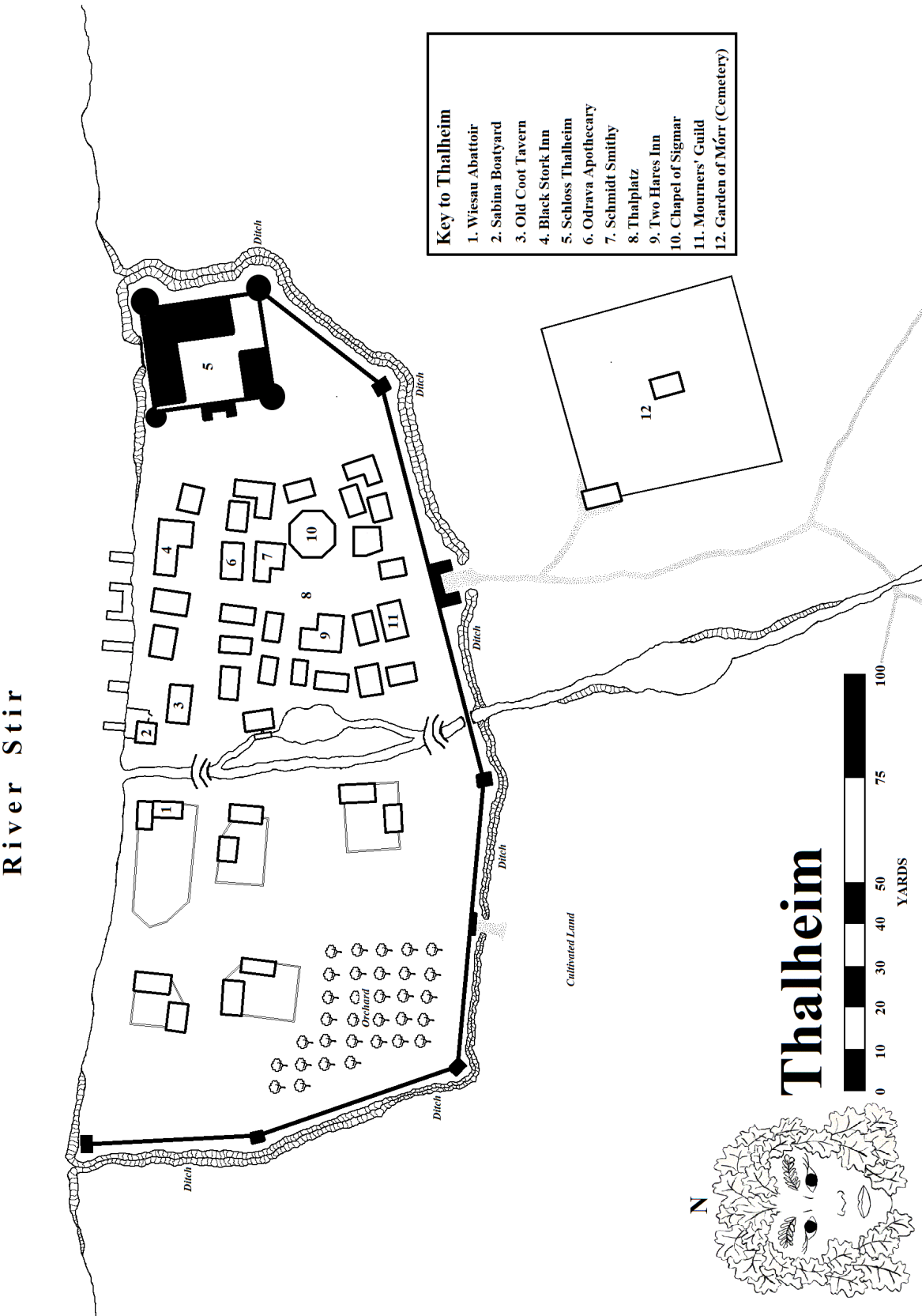
Map 3. Marburg Area



Key to Gersdorf

1. Schloss Gersdorf	19. Temple of the Divine Trinity
2. Garden of Morr (Cemetery)	20. Ebern Smithy
3. Beroun Mill	21. Ahorn Leatherworks
4. Mourners' Guild	22. Sawmill Tavern
5. Künaast Stables	23. Mersch Ferry
6. Bühren Abattoir and Tannery	24. Sacred Oak Inn and Stables
7. Rokle Boatbuilding	25. Bauhach Pottery
8. Fox in the Cups Inn	26. Lauter Sawmill
9. Horovice Apothecary	27. Meeder Farm
10. Jensen Ferry	28. Hazlov Farm
11. Stadtplatz	
12. Guildhouse	
13. Timberman's Inn	
14. Townhall (<i>Rathaus</i>)	
15. Two Rivers Tavern	
16. Harbournmaster	
17. Lurking Pike Tavern	
18. White Dove Infirmary	

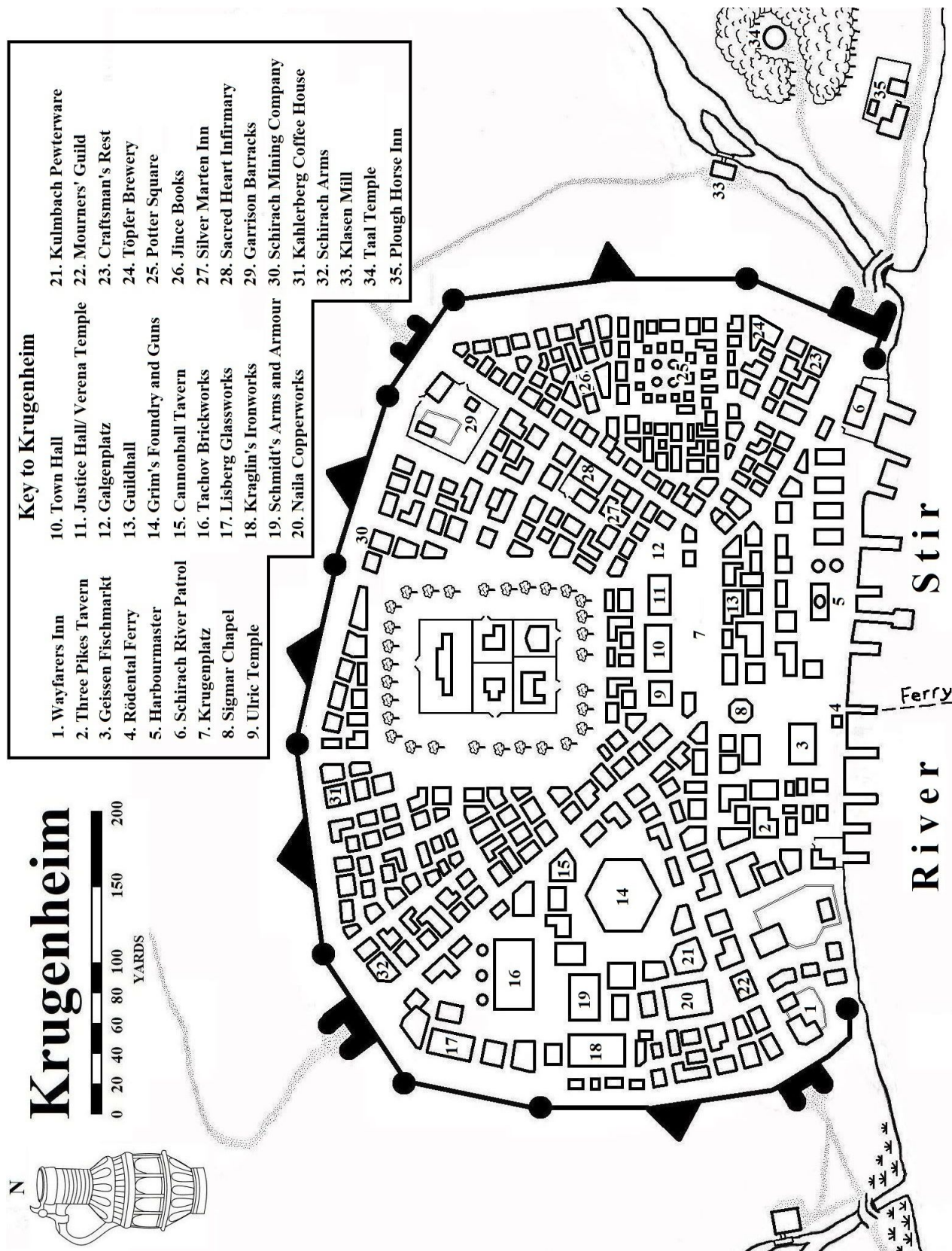
Map 5. Thalheim



Map 6. Krugenheim



Map 7. Krugenheim Key



Map 8. Krugenheim Area

