



# **Wissenland: Under Nuln's Shadow**

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## Author's Note

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One of the goals of the **Gathering Darkness** campaign was to provide GMs with as much background material as possible to run the campaign. Starting with the **Dark Despair** scenario, this included brief descriptions of the settlements appearing in my more detailed maps of Sudenland. This effort continued with the **Grim Pursuits** and **Conquering Darkness** scenarios.

The more I thought about it, it became clear that I would wind up describing about 60% of the combined Wissenland and Sudenland province. So, in the interest of space, I decided to compile everything about the southern Empire into one sourcebook so the material I have developed could be used independent of the **Gathering Darkness** campaign.

Much of the material will be repetitive to what appears in the **Gathering Darkness** campaign,

but with a lot of the WFRP 1e prices removed from the text. Appendix Five will provide the basic prices for PCs visiting an inn or tavern for the three editions of the game, which should enable GMs to establish a relatively higher price for the premium ales and wines mentioned in the text.

As a final note, this sourcebook will consider the combined provinces of Wissenland and Sudenland. Any reference to Wissenlanders are assumed to include Sudenlanders as their outlook on life, manner of dress and attitudes towards northerners are close enough to be as one. Should I need to differentiate from one region to the other, I will use the term "Alt Wissenland" to refer to the area west of the lower River Söll and River Hornberg boundary and "Sudenland" to the part of the province east of that border.

## Wissenland

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At various times in its history, the province of Wissenland grew to incorporate the sometimes independent province of Sudenland (once known as Sölland). The last such union occurred in 2515 I.C. as a momentous scandal threatened to bring down the ruling Toppenheimer family.

### History

Despite its favourable location along various trade routes between the other cities of the Empire (particularly Nuln) and the Dwarf kingdoms to the south and west as well as Tilea and southern Bretonnia, the history of Wissenland is poorly documented. This may be due to the region being comparatively tranquil when compared to the rest of the Empire.

Wissenland had last seen the horrors of war ravage its lands over 800 years ago.

### **Before Sigmar**

The land that was to become the province of Wissenland was dominated by four tribes: Uissenctens, Trattens, Menogoths, and Merogens.

At the time of Sigmar's youth, the once powerful Uissencten tribe was in decline, having suffered from the depredations of the other tribes of the region. Its tribal lands had shrunk until it only ruled the western bank of Upper Reik from River Grissen to River Söll. The Uissencten capital was established on the bluffs above the confluence where River Dottern emptied into the Upper Reik, near the current site of Wissenburg.

The Tratten tribe formed the Avermanni League with the Agbard and Gesschebi tribes and all three were part of the Brigundian confederacy. The tribes of the Avermanni League ranged from the area along the Upper Reik throughout the region of what became western Averland including the site where Nuln would be established. The Avermanni grew wealthy from their control of the nearby trading routes. They also constructed hill forts in the area to defend themselves from tribes seeking to gain advantage at their expense.

The Tratten tribe built their principle stronghold, Adlerhorst (now Pfeildorf), on the crest overlooking the confluence of River Söll and Upper Reik from the south. This allowed the tribe to control trade between the Dwarfs of the Black Mountains and the cities of Tilea, with the lands of the Unberogens and Teutognens to the north.

The Merogen tribal lands were located south of the Uissencten tribes along the west bank of the River Söll. Their capital was established where Meissen was later founded, having recently moved downriver from the Wusterburg area with the expansion of their lands.

The Menogoths were also expanding, having come to an alliance of convenience with the Merogens. The Menogoths and Tratten tribes had long raided one another for livestock and women and the Menogoths needed allies if war were to break out with the Avermanni League. The Menogoth capital was established at the future site of Geschburg.

All four tribes joined Sigmar's confederation against the hated Greenskins.

### **The Coming of the Empire**

After the Battle of Black Fire Pass, Sigmar travelled throughout the newly unified Empire in order to settle conflicts among the tribes – both large and small – within his realm.

Though the four tribes maintained their separate tribal identities, their blood had long intermingled with one another and neighbouring folk over the decades of tribal warfare and raids. Their customs and religious beliefs had also become virtually identical. With so much in common Sigmar was able to convince the tribal leaders to put aside their remaining differences.

The Tratten tribe voted to accept the Menogoth chief Markus as their lord with the provision that he marry the daughter of their elderly chief Cenwulf and establish his capital at Adlerhorst. With this agreement in place, Sigmar named Markus as the Ealdorman of the Imperial province of Sölland.

In contrast, Uissencten chief Theodred refused to come to terms with Merogen chief Henroth. Each thought that they should lead the unified tribes Sigmar wanted to establish in the region. The two tribes drew up their armies near Black Willow Marsh, but Theodred was struck dead by an assassin on the eve of battle. Leaderless, the Uissenctens proclaimed their allegiance to Henroth, who then became Ealdorman of Wissenland. The assassin, Packmas, was later found and duly executed.

### **The First Millennium**

During the first millennium, Nuln grew in importance as the Imperial capital for much of the Empire's first one thousand years, while Wissenland slowly became more settled. Roaming bands of Goblins were cleared from the major rivers, which formed an essential part of a growing trade network. Few roads were constructed as river travel was considered cheaper and safer.

During the reign of Grand Baron Edgar Roebling of Sölland in the third century, the three settlements at the confluence of the Upper Reik and River Söll were united into one town, which took its name from the original hill fort of Adlerhorst. The Grand Baron then began the process of rebuilding, including adding stone

walls to offer the townsfolk protection from bandits, goblins, and ambitious vassals. Taxation to secure the funds led to rioting which Grand Baron Roebling and his heirs put down with savage efficiency. Still, the land was not particularly wealthy at that time, and rebuilding was not completed for 30 years, by which time the grandson of Grand Baron Roebling was the Elector of Sölland.

In Wissenland, the ambitious Grand Count Günter von Meissen became one of the leading military figures in Emperor Sigismund the Conqueror's sixth century efforts in expanding Imperial control. Grand Count von Meissen moved his provincial capital from Meissen to what was once the old tribal centre of the Uissenctens so as to be closer to the Imperial capital of Nuln.

As Imperial provinces, both Wissenland and Sölland prospered in the Empire's first millennia. However, both lands suffered from the greed and depredations of the Drak Wald Emperors (the Hohenbachs).

The first of the reigns which began the Empire's decline was that of Emperor Albert in the mid-10<sup>th</sup> century. At the supposed urgings of the established cults, the first of the infamous Hohenbach Emperors authorized by decree a series of attacks on the followers of the Old Faith and other minor sects, such as the cult of Ahalt the Drinker [**Sigmar's Heirs**, pages 100-101]. Much of the fighting took place along the fringes of the Empire, such as along the Wissenland and Sudenland frontiers along the Black and Grey Mountains. The final battle took place at Zollmaringen, a town reputed to be in Sölland, but lost in the annals of history.

The next atrocity occurred during the reign of Emperor Ludwig the Fat. Having escaped death at the hands of a Dwarf assassin, the infamously corpulent Emperor initiated a far-reaching pogrom against the Dwarfs. Many of the stout folk fled Reikland, Stirland, and western Averland, where the full force of the Emperor's

edict was enacted. Along with Middenheim in the North, the rulers of Wissenland and Sölland were openly opposed to this action, even to the point of taking up arms against the Imperial army sent from Nuln.

The effort against the Dwarfs was not long lasting. Faced with open rebellion by many Electors, Emperor Ludwig signalled an end to hostilities by hosting a lavish party. Still, many Dwarfs resettled in Wissenland from Reikland, particularly in the regions closest to the mountains, as they remained suspicious of the unstable Emperor and much of the cowardly nobility.

The third calamity came during the reign of Emperor Boris the Incompetent. Lusting after gold and riches, the soon-to-be last of the degenerate House of Hohenbach issued an edict outlawing sorcery and confiscating the assumed wealth of the wizard guilds. The various cults, the Church of Sigmar in particular, were complicit in this act, using the opportunity to gather greater influence for themselves. Those wizards who escaped the "cleansing flames" fled through Wissenland, making their way to the relative safety of Tilea and the Border Princes just ahead of the witch hunters. Other wizards vanished in the countryside where they "retired", while few gained sanctuary by joining a Verenan religious order.

In their insatiable greed, the House of Hohenbach greatly weakened Sigmar's Empire and set the stage for one final cataclysmic event. The Black Death – which felled Emperor Boris the Incompetent and his cronies – swept through the Empire in the early 12<sup>th</sup> century and ravaged the land. Nearly 80% of the population died or fled the town in the vain hope of escaping the plague.

The ruling von Meissen family of Wissenland survived the scourge of the Black Death even though their fortunes were devastated. In contrast, the Roebling family of Sölland was extinguished.



## Age of Wars

After the brief recovery during the reign of Emperor Mandred Skavenslayer, the weakened Empire collapsed into petty fiefdoms held by powerful warriors and their retinues. Many wars and skirmishes were waged as the powerful sought to extend their dominion over the weak.

The battles fought over the remaining towns in Sölland and Wissenland were a microcosm of the Empire as a whole. In the case of the two provincial capitals, many who tried to capture the seats of power – as well as some who held it – died in their struggles. Much of the rest of the land became the holdings of upstarts and robber barons. The lords of Adlerhorst and Wissenburg had to re-conquer their respective provinces over time.

The Election of Emperor Otto VI in 1359 I.C. reunified the southern and western Empire, bringing a semblance of order to a land ravaged by the now-ended Age of Wars. Unfortunately, that same election led to the secession of Talabecland as its ruler declared herself as Empress. Thus, the Age of Emperors began.

## The End of Sölland

Since the mid-14<sup>th</sup> century, the provinces of Sölland and Wissenland prospered as peace endured and war was almost forgotten. There were minor skirmishes between their noble vassals that could break out to armed conflict to be sure, but many of these were fleeting.

In the early 18<sup>th</sup> century, the Orc warlord Gorbad Ironclaw invaded the Empire from the east. His vast army swept up through Black Fire Pass and

ravaged Averland and Sölland. Known more for his collection of toy soldiers and as a dandy than for any martial prowess, Grand Baron Eldred von Durbheim of Sölland rode forth with his army from Adlerhorst to meet the enemy. The Battle of Staig was an unmitigated disaster and the army of Sölland was utterly destroyed. With his victory, Gorbad Ironclaw snatched the Sölland Runefang from the dead Elector's cold hands.

When the Grand Baron rode off to meet his fate with his knights and infantry, Kaptain Reiner von Mecklenburg, leader of the town's militia, took command of the town. He used the remaining stones from the deteriorated outer defences of Adlerhorst and established a fortified line surrounding the slopes of the old hill fort. Von Mecklenburg also ordered the Honourable Guild of Bowyers and Fletchers to use their considerable talents to equip the remaining townsfolk with bows and arrows. In this manner, the townsfolk of Adlerhorst hoped to defend their town against the likely greenskin onslaught.

The victorious Orc Warlord swept across central Sölland, laying waste to everything before him. When he reached the River Söll near Geschburg, Gorbad divided his forces in two. He led the largest contingent across the river and rampaged along the west bank, destroying Wissenland in the process. The smaller portion of the greenskin army – led by Snarlfang Bloodaxe – continued on the east bank with the intent of sacking Adlerhorst.

The battle for Adlerhorst was fierce and many on both sides fell. Kaptain von Mecklenburg's decision to place his defence along the boundaries of the old hill fort ensured that the townsfolk held the high ground from which they fired their missiles into the besieging horde. In the end, the greenskins gave up their attack in order to join Gorbad's destruction of Nuln.

Gorbad led the marauding Orcs into the heart of Wissenland, moving north to his first objective

of Nuln. Unlike his renowned forbearer, Grand Count Erich Adolphus von Meissen, Elector of Wissenland, was an indifferent commander with little sense of tactics and strategy. His undermanned counterattacks were often poorly planned and executed and easily thrown back, resulting in a terrible loss of men and material.

Von Meissen's army was beaten back and forced to abandon the town of Wissenburg, which was utterly destroyed by the Orcs. The Grand Count tried to hold line at the River Grissen, while the equally inept Emperor Sigismund V was forced to flee Nuln with a fraction of his army intact while the rest remained in the city, doomed to a valiant, but foolhardy, stand. While the Orcs destroyed the Imperial capital, the rest of the bedraggled Army of the West retreated to regroup at Grünburg.

Grand Count Erich Adolphus von Meissen, Elector of Wissenland, and his immediate heirs fell in the disastrous Battle of Grünburg. The remnants of the Army of the West retreated behind the walls of Altdorf and were besieged by the Orcs. Both Emperor Sigismund V and Gorbard were slain in the Siege, the latter's demise causing the exhausted and leaderless Orc army to scatter and bringing the war to an end.

After the war, newly elected Nuln Emperor Dietrich II of the Reikland merged Sölland into a Greater Wissenland by decree and elevated Ulrich von Liebewitz, cousin to both deceased Electors, to the rank of Grand Count of Nuln and Wissenland.

Knowing that the shattered region required a considerable effort to rebuild, one of Grand Count von Liebewitz's first acts was to reward Kaptain Reiner von Mecklenburg by granting him the title of Baron Pfeildorf (previously known as Adlerhorst). While he would look to the recovery of Alt Wissenland, the Grant Count charged the newly invested Baron with the responsibility of overseeing the restoration of the lands east of the River Söll.

## **Wizards' War**

Though its history has been suppressed at the behest of the Colour Colleges of Magic in Altdorf (who do not want it widely known that sorcery was once accepted in the Empire before Emperor Magnus legalized it), the Wizards' War (1983 – 1991 I.C.) started outside Middenheim, the City of the White Wolf.

At that time, the Empire was ruled by Empress Magritta von Liebewitz, whose election in 1979 was denounced by the Grand Theogonist, thereby ending the electoral process for the next 325 years. With "empires" declared in Middenheim and Talabecland as well as a theocracy led by the Grand Theogonist in Altdorf, the splintered Empire was ripe for conflict.

Battles in the Wizards' War took place in Nuln as well on the borderlands with Reikland, but the rural nature of Wissenland limited the spread of the fighting. There just was not the concentration of wizards in the province as elsewhere. Still, Witch-Hunter von Mauchen led his men into cleansing the area around Eppiswald in the middle region of the River Söll.

## **The Grand Barony of Sudenland**

In the latter part of the 23<sup>rd</sup> century, the von Mecklenburg family had become wealthy by virtue of income from their land holdings as well as substantial tax revenue resulting from an increase in demand for Sudenland wool, clothing, and shoes. Less well known is the number of peasants the von Mecklenburgs and other Sudenlander nobles forcibly evacuated from their villages earlier in the century in order to demolish these settlements to create more pastures for raising sheep. The nobles preferred to sell the wool for coin rather than collect taxes in the form of produce.

Their prosperity provided the impetus for the von Mecklenburgs to reach an accord with Nuln Emperor Alban von Liebewitz – who was rumoured to be in great debt to both Nuln and



Miragliano banking interests – to separate the old province of Sölland from the more dominant Alt Wissenland and establish it as a new Electoral province.

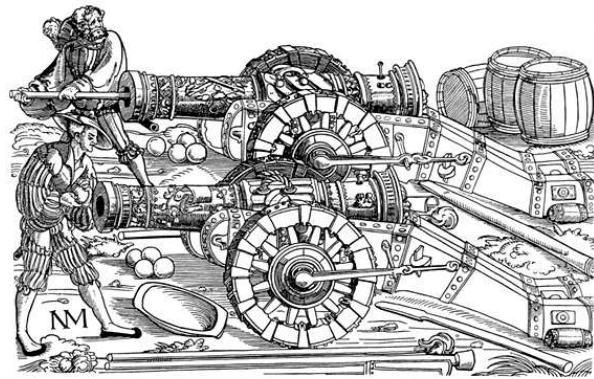
The province took the name of Sudenland in order to sever any connection to the old province of Sölland. The split with Alt Wissenland was fairly amicable, by Imperial standards, which is to say they did not go to war. Emperor Alban's agreement was not accepted in the North until Emperor Magnus the Pious issued the Edict of Pfeildorf in 2306. After over five hundred years under the ruling house of Wissenland, Sudenland became an Electoral province.

### **Trouble in Sudenland**

Near the end of the 25th century rumours began circulating of some misfortune affecting the ruling von Mecklenburg family. Grand Baron Johann von Mecklenburg was often absent from the province for weeks on end. He also spent considerable time in Altdorf, which caused many Pfeildorfers to feel slighted. In fact, Grand Baron von Mecklenburg had turned over the administration of Sudenland to his cousin, Baroness Etelka Toppenheimer, and her hand-picked advisors. The Grand Baron had no direct heirs and there were foul rumours circulating about the fate of his missing younger brother.

In 2510, Grand Baron von Mecklenburg suddenly abdicated his position of Elector – with the Emperor's apparent blessing – and turned over the rule of the Sudenland to newly elevated Grand Baroness Toppenheimer. He disappeared from public knowledge shortly afterward.

Like von Mecklenburg, the Grand Baroness did not have any direct heirs. Moreover, she did not consider any of her other close relatives worthy to be named heir other than Baron Olaf Sektliebe, the adopted son of a distant cousin and one of whom she had become quite fond (salacious gossip notwithstanding) before succeeding von Mecklenburg. In a grand ceremony, Grand Baroness Toppenheimer declared Baron Sektliebe as her heir.



### **2512 – 2514 Civil War**

Growing tensions in the northern Empire between provincial rulers as well as the cults of Sigmar and Ulric broke out into a brief war in 2512- 2514. Though the battles were limited to the north, the southern provinces provided some support to the provinces nominally backing the Sigmarite faction.

In particular, Wissenland troops were committed to fight alongside those of Stirland in southern Talabecland without the approval of Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and nominal ruler of Alt Wissenland. This act resulted in a political falling out between Grand Countess and her regent in Wissenland, Count Bruno Pfeifraucher. The end result was that the Grand Countess re-exerted her authority as ruler of Wissenland and stripped her vassal of his position. Granting leniency to the still powerful Count Pfeifraucher, Grand Countess von Liebewitz allowed him to retain his holdings near Grissenwald and Kreutzhofen.

Throughout this challenge to her rule, Grand Countess von Liebewitz maintained her Court in the Stadtstaat of Nuln.

### **Reunification with Alt Wissenland**

During the reduction of Count Pfeifraucher, unsubstantiated stories began to circulate about Baron Sektliebe's immoral activities. These deeds ranged from depraved debauchery and worshipping proscribed gods to treasonous acts

and witchcraft. The rumours soon reached the Nuln Court.

In 2515, Grand Countess von Liebewitz moved swiftly. In what could be best described as a coup, the Grand Countess brought the matter before the assembled Electors. After much argument and presentation of evidence, Grand Baroness Toppenheimer agreed to relinquish Sudenland's Electoral status and the province's independence in order to retain her lands and title. As a condition of the agreement, an Imperial charter was issued granting Pfeildorf (including its adjacent settlements) Freistadt status with the requirement that the to-be-formed town council pay a specified annual tribute to the Baroness as well as provide troops as needed.

When the news of the loss of Sudenland's more than 200 years of independence reached town, the people pointed the blame for their loss of status towards the now missing Baron Sektliebe. They accepted the re-unification with Alt Wissenland without much opposition, pragmatically preferring the least amount of disruption to their livelihoods.

The now reduced Baroness of Pfeildorf returned from Altdorf and, in a simple ceremony, named another nephew, Baron Markus von Mecklenburg, as her new heir.

### **Wissenland Today (and the Near Future)**

Life in Wissenland has begun to settle down. On the heels of the war in the northern provinces, famine and economic ruin are becoming commonplace in many parts of the Empire. With the ending of winter, a number of people are on the move, looking for greener pastures and a way out of their dreary existence. Many find nothing more than squalor, especially in the overcrowded cities and towns in the west. Some find death on the roads and rivers of the dangerous and desperate Empire.

As a result of the fragile peace in the land, unemployed mercenaries roam the countryside as

little more than armed groups of bandits, especially in the war-ravaged provinces. Bands of emboldened goblins raid and terrorise the populace from their lairs in the forests and hills. There are even rumours of more twisted and evil creatures lurking in the remote and dark places, snatching unwary travellers who are never seen again.



On a more mundane level, the realignment of provincial borders is new and causes great confusion among the populace. Old prejudices die hard and bitter feelings lie beneath the surface for many folk. The rumoured events that led to the Civil War – such as the attempt on the Emperor's life – and the recent deaths of the Grand Theogonist and Ar-Ulric have made the people of the Empire even more suspicious and worried about those “shadowy” individuals who would seek to gain from anarchy. Many of the authorities – such as the Church of Sigmar and Witch-Hunters – endeavour to root out and bring justice to such elements.

Recently, news has made its way to Sudenland that the Lector of Middenland was selected to become the new Grand Theogonist and adopted the name of Volkmar to mark his rule over the Church of Sigmar. It is said that he has even reached an accord with the Ar-Ulric of Middenheim to turn away from their religious differences and re-direct their respective cults' activities towards hunting down the hidden enemies of the Empire.

The future looks only darker. In its weakened state, the Empire will face an outbreak of war against invading Orcs in 2520 near Black Fire Pass and the 2521-2522 invasions from the Chaos Wastes through Kislev. Many young men will join local Wissenland regiments, raised to fight in these wars, only to meet their deaths far from their hearth and home. The shortage of men will be keenly felt in the aftermath of war, no doubt causing additional anxieties among the people of Wissenland.

### *Politics*

Sudenland and Wissenland are the southernmost of all Imperial provinces. For most of their respective histories, the two lands were separate provinces.

Alt Wissenland covered the lands between the Grey and Black Mountains from the Rivers Becher and Grissen in its north and bounded by the Upper Reik, the lower River Söll, and River Hornberg to its east. Sudenland is a land bounded by the River Söll in the west, Upper Reik to the north, River Staffel on its east and the Black Mountains along the southern border.

Once the reunification of Sudenland (which had regained its independence in the 2306 Edict of Pfeildorf) to Wissenland was completed in 2515, Grand Countess von Liebewitz installed Count Stefan von Windisch-Grätz, younger brother of Countess Bergida von Ämes, as her steward for Wissenland and named her cousin Baroness Etelka Toppenheimer as her representative in Sudenland.

Though Grand Countess von Liebewitz rules the entire combined province of Wissenland, she does not intend to force a closer relationship between the two already similar lands. The courts in Wissenland and Mecklenburg (now that Pfeildorf is a free town) operate independently of one another, even though the majority of the courtiers actually spend time hobnobbing with one another in Nuln.

### **Free Towns (Freistadts)**

There are only two chartered freistadts in Wissenland: Meissen and Pfeildorf (legally, Nuln is a City-State or Stadtstaat). Both are relatively new creations, with a group of mostly wealthy merchants having reached an accord with the ruling nobility to obtain a limited amount of freedom to govern by ensuring a set amount of annual compensation to the nominal ruler.

#### **Sidebar: Party Girl or Cunning Manipulator?**

Grand Countess Emmanuelle von Liebewitz is described in many quarters as essentially a party girl who has proven to have "no head for governing; she was more concerned with the luxuries of her status than with the minutia of ruling not only a province (which most consider a backwater) but also an important city." [**Forges of Nuln**, page 9].

The problem with this depiction is that it really does not explain how the Grand Countess has been able to ascend to her Electoral position at the age of 18 and hold onto the position for nearly twenty years through the Storm of Chaos). Rather than being "barely competent in her position," there may be another side of Emmanuelle von Liebewitz that many of her male advisors are unable to perceive.

It could be that Grand Countess von Liebewitz is a very cunning woman who knows how to use her obviously sex appeal to get men to do her bidding while fooling them into believing that they are doing so of their own volition. In fact, the party girl reputation is a perfect façade for a more politically astute and manipulative Grand Countess than the members of her Assembly (a group of merchants, lesser nobles, and clergymen) could possibly comprehend.

As part of the agreement, adjacent villages are considered as an integral portion of the new freistadt, basically to ensure the entity's economic viability. To most of the peasantry and commoners, the change to freistadt is fairly

meaningless as they are essentially changing from one set of exploitative rulers for another.

### **Village Rule**

In theory, Wissenlander villages select a Headman once every two years from among the elders of the resident families to lead the village and its respective militia. While elections are indeed held in many of the villages, the Headman (or Headwoman) is usually re-elected with minimal difficulty.

The Headman is also charged with representing any grievances or concerns the village may have to their local lord. Such audiences take place during the Sonnstill (Summer Solstice) celebrations, though the Headman can request a meeting at any time of the year.

### **The Land**

Natural features delineate the borders of Wissenland, with mountains along its western and southern and south-eastern frontier. The rest of the province is bounded by the Upper Reik and the Rivers Becher, Grissen, and Staffel.

The province is well watered with many rivers flowing from the mountains to either the Upper Reik or River Söll. The lands along the many rivers of Alt Wissenland are fertile, but the rest of the land is relatively dry and rocky. Stone quarries and mines litter the hills as many villagers extract wealth from the beneath the ground if they cannot grow it. The agricultural breadbasket of Alt Wissenland is the region known as Lower Wissenland at the northernmost portion of the province.

The open country in the southern portion of the Alt Wissenland is ideal for raising livestock, particularly horses. The Wissenlander breed are highly valued as light war horses for the province's lightly-armed mounted troops as well as riding horses for the aristocracy.

The Sudenland portion of the province stretches out in rolling grasslands from the Upper Reik and River Söll until it reaches the Black Mountains in the south and southeast. The land is ideal sheep-country, making it the wool-producing centre of the Empire.



There are many hilly regions within the interior of Wissenland, as well as a number of small woods. One such wood is the Eppiswald, a mixed conifer and deciduous forest, which surrounds the small town of the same name. Like many Wissenland woodlands, the Eppiswald is an ancient forest, the remnants of the large forest that covered this part of the Empire long before the birth of Sigmar. Most of these small forests are also reputed to be haunted at night. Folk living near or camping within the borders of the woods claim to hear ghostly voices in the breezes that seem to always arise in the dead of the night. Some even claim that the trees actually move about from time to time obscuring the pathways.

Most of the Sudenland settlements are located along the major rivers. Though potentially expensive, travel on a river barge is considered safer than making one's way on the narrow and uneven tracks that follow the rivers. There are also poorly maintained roads crossing the countryside, connecting the villages and small towns in the heart of the province. Roadwardens often patrol these roads in a vain effort to reduce the threat of banditry and goblin raids.

As one gets closer to the Black and Grey Mountains, the land gets wilder and gives way to the foothills of the mountain range. Despite Dwarf claims, the foothill regions stretching from Khazid Grimaz in the Grey Mountains to Khazid Hafak in the Black Mountains are hardly secure. A number of small tribes of goblins eke out an existence in this wilderness and they are known from time to time to gather into larger groups. There are also unconfirmed rumours circulating of small wandering bands of mutants in the region, preying on the helpless and unwary.

Moreover, there are still sad reminders of the past in the interior of Sudenland. The ruins of many villages and towns destroyed by Ironclaw stand in silent witness to the devastation his greenskins horde wrought. Most people avoid these reminders of the invasion out of respect for the dead, or from fear of their restless ghosts.

## **Trade**

Wissenland is mostly an agricultural province, trading raw material, foodstuffs, and wine to other provinces, mostly Averland, western Stirland and southern Reikland, as well as the nearby Dwarfholds and settlements. In exchange, Wissenland imports finished goods and items from these locations.

Wissenland does have some industry, mainly in the area of Wissenburg. The underground quarry at the nearby village of Steinheim contributes to the economic health of the region by supplying the blocks of limestone used in the building of so

many structures in Wissenburg, Nuln, and Pfeildorf. Wissenburg limestone is a whitish stone with flecks of a type of bluestone embedded within it. Normally, the stone blocks remain rough-hewn as building blocks, but some pieces are used for sculptures and buffed to a glossier finish.

The village of Dottrahof, across the River Dottern from Wissenburg is the tile and pottery manufacturing centre of the region. Dottrum Tile has been used to line the floors of many of the temples and churches in the city of Nuln as well as those of Wissenburg and Pfeildorf. Moreover, the price of the tile has risen recently in response to the increased demand of noble families wishing to use these in their Nuln townhouses.

The Sudenland region is well known throughout the Empire for its high-quality wool and its clothing industry (weavers and tailors). Trapped in the Black Mountains (or poached if the Dwarf grievances are to be believed), Sudenland sable is highly prized in fashionable circles in Nuln, Altdorf, and beyond.

Although Wissenland did not feel the pangs of armies battling over its landscape during the recent civil war (2512-2514), the war did have an impact on its economy. High demand for its products (some of which was based on speculation of a longer war) resulted in higher prices and shortages across the region. This led to as yet unfounded rumours of a soon-to-be-coming increase in taxes and possible unrest.

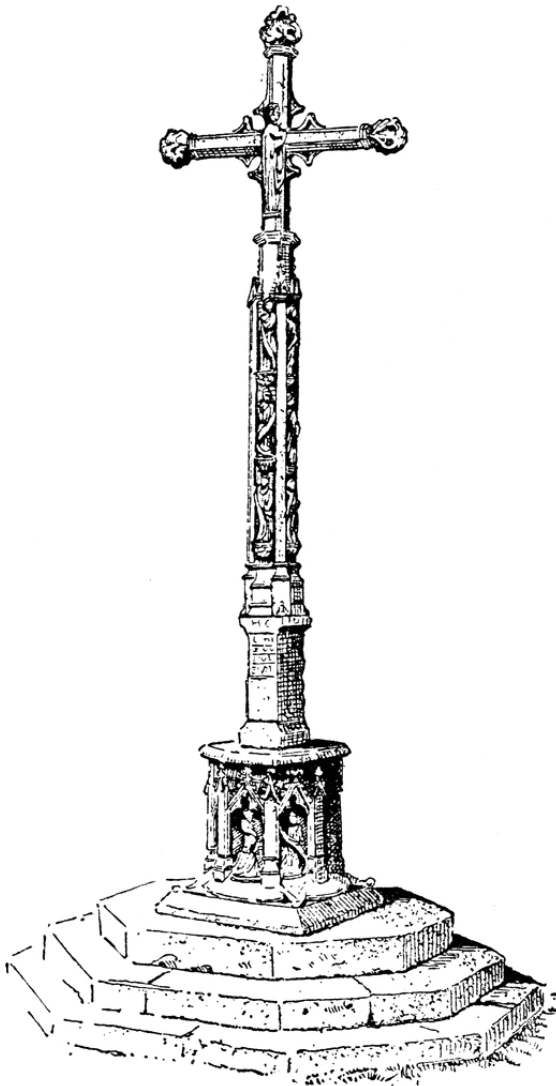
## **Market Days**

Not surprisingly, Market Day falls on Marktag in all market towns across Wissenland. Every week on this day (except in winter), the market is opened for the people in the nearby area, as well as pedlars from other regions, to gather to sell foodstuffs, livestock, crafts, and wares. This is also a time for people from the various villages to come together and share news and gossip with one another.

Larger towns, such as Wissenburg and Pfeildorf, also have markets on other days.

### **Market Cross**

The Market Cross marks the centre of the open-air market. The Cross originates from the pre-Sigmar practice of local villagers gathering together and holding their market at a local crossroads. A pole would then be erected with a flag or banner marking the site during this time. Over the centuries, the pole evolved into a cross-shape and became a more permanent fixture as towns grew. In inclement weather, coverings are used to protect the vendors and customers. Markets are cancelled whenever it gets too stormy.



### **The People**

Wissenlanders are mostly descendants of several tribes whose blood mingled over the decades before and centuries that followed Sigmar. The two most dominant tribes at the time of Sigmar were the Merogens west of the Söll and the Menogoths to the east. The name of Wissenland actually derives from the name of Uissencten tribe, which had been the dominant tribe of the Söll river valley until they were defeated in battle by the more aggressive Merogens in the decade before Sigmar's birth. A scattering of other, smaller tribes were known in the foothill region near the Black Mountains.

By and large, Wissenlanders are simple, straightforward folk. They have little tolerance for those who treat them like country bumpkins. In the area of clothing, Wissenlanders prefer conservative and practical styles; they have little use for the latest fashions emanating from Nuln.

The people of Wissenland have had historically good relations with the neighbouring Dwarfs, particularly the Black Mountain Kingdoms of Karak Hirn and Karak Gantuk as well as the Grey Mountain realms of Karak Norn and Karak Ziflin. The men and Dwarfs of these mountainous realms answered Sigmar's call to arms in great numbers and fought with great distinction in the Battle of Black Fire Pass.

Given its position along the Black and Grey Mountains, a number of Dwarfs have settled in the Wissenland towns and villages along the River Söll. Many are Dwarfs whose ancestors have lived among humanity for many generations, some as far back as Sigmar's reign as Emperor. These Dwarfs – known as Expatriates or "Flatlander Dwarfs" by their mountain kin – are not quite as rigid in the old ways as recent immigrants from the nearby Dwarf kingdoms.

Elves are exceedingly rare; the few encountered are generally Wood Elves from the Loren Forest in Bretonnia. These Elves enter the Empire from the Montdidier Pass – which crosses the junction



of the Vaults and Grey Mountains – and enters the small southern Wissenland town of Kreutzhofen. The Loren Elves are wanderers, seldom staying in one place for very long.

Halflings are also a rare sight in the Sudenland; the majority settling in the larger towns of Wissenburg and Pfeildorf. There have also been reports of a wandering Halfling clan that have taken to a lifestyle very much like the Strigany bands that roam the Imperial roads in their colourful caravans.

Since the time Emperor Wilhelm the Wise replaced the disgraced Dieter IV, there has been a steady influx of Tileans immigrating to the lands along the Söll. The Southerners tend to settle near one another in the larger towns and cities, particularly in the Stadtstaat of Nuln. A few have also settled in farmsteads near smaller villages.

One family, the Giacomos, brought several cuttings of choice grapevines from their former lands near Trantio fifty years ago and planted these outside the village of Hornfurt. The winemaking family produced several varieties of full-bodied crimson red wine. The most notable of these, Rhya's Ruby Delight, is said to be a favourite of Grand Countess von Liebewitz of Nuln and Wissenland.

Few Bretonnians, mostly from the Duchy of Quenelles, have made the journey across the Montdidier Pass to settle in Wissenland. Most are simple farmers looking for a sane place to raise their families and land to farm. Compared to the restless and warlike nobility in their native land, the Bretonnians find Imperial nobility to be more tolerable, even with their more effective methods of collecting taxes and rent.

Though Wissenlanders have little real problems with individuals from foreign lands, they tend to view the two groups of aliens through a lens of ill-informed rumours and stereotypes. The Tileans are suspiciously seen as shiftier thieves who think little of stabbing someone in the back and rob them. In contrast, Bretonnians are

viewed with some contempt as insolent and lazy simpletons who suffer from some misplaced sense of superiority.

## **Religion**

By and large, Wissenlanders are religiously devout. Towns and villages host multiple shrines, chapels, and temples to all the recognised gods of the Empire, as well as local gods and spirits. Many of the people in the region take a few minutes each day to visit a temple or shrine, working their way through the gods as need requires.

The cult of Sigmar has special prominence in the towns and the larger settlements, particularly along the Upper Reik. Many local establishments claim that Sigmar slept, ate, or stopped for a breather on the very site where they stand when he led the united tribes against the greenskin hordes in the Battle of Black Fire Pass or on his way to return his runic warhammer, Ghal Maraz, to the Dwarfs of Karaz-a-Karak after his abdication (there are contrary stories told in the north that have Sigmar travelling along the Talabec to the Old Dwarf Road through Talabecland, Stirland, and Averland on his way to the Dwarfhold).

In the rest of the province, Taal and Rhya are the most popular deities, followed by Mórr and Ulric (more popular in the late fall and winter than the rest of the year). The worship of other deities (Myrmidia, Shallya, and Verena) is pretty much restricted to the larger towns of Wissenburg, Pfeildorf, Geschburg, Meissen, and Steingart. The limited influence of Shallya is interesting as many of the "normal" functions of her worship (childbirth, healing, and nurturing) are considered within the divine realm of Rhya.

Priests of Mórr are only resident in the towns of Wissenland. Circuit Mórrian priests have defined routes upon which they travel from village to village to conduct funereal rites. The dead are usually cleaned by their fellow villagers and then interred in a deep cellar, which

preserves the body until the priest arrives (two or three times a month). Village cemeteries are located outside the settlement and marked by a low stone wall or picket fence.

## Local Gods

The worship of the older gods can also be found in Wissenland. The Sun God, Söll (also known as Oermath in the northern Empire), is limited to the southern and eastern parts of Wissenland where the winters are harshest and a counter to Ulric is needed.

Several lesser gods from Tilea are gaining traction in the region, particularly along the Söll river valley. The immigrants have introduced the worship of Deanosus (God of Wine, Vineyards, and Revelry), Panasia (Goddess of Music, Poetry, and the Arts), and Phaestos (God of Crafts and Smiths) to the Wissenlanders. Not all have embraced these new gods, but many Wissenlanders just don't see the harm of adding more gods to honour.

A number of local gods are also worshipped in Wissenland, many of whom are associated with the many rivers that run through the province. One of the better known of these deities, Lacothea is the goddess of the River Söll and is worshipped by Wissenlanders whose livelihood depends upon the river from Sonnefurt to Meissen. The goddess Dottra is the deity of the River Dottern that empties into the Upper Reik at Wissenburg and she is venerated for the rich clay deposits. Another acknowledged river god, Teigue, is revered along the Rivers Oggel and Staffel in the eastern portion of the province.

Some of the local gods are associated with other land features. Those working in the limestone quarries near Wissenburg worship Steinmar, God of Stone. Many hunters and other rural folk in the interior of old Sudenland between Pforzen and Erbshausen venerate Haugoth the antlered god of the forests and hills. Khirreth is a shapechanging entity of Obernwald (incorrectly identified in some guides as Oberstein Wood)

who typically assumes the form of a bipedal, tawny-coated forest cat.

There are even local gods whose sphere covers specific activities. The worship of Gargali (Mining and Hidden Ore) takes place in the small villages in Alt Wissenland where the soil is poor and rocky. In the towns of Wissenland, Wendred (Duty and Service) is honoured by the clerks and scribes who deem themselves to be the important cogs of the machinery that runs the ever-expanding bureaucracy. Prayers are offered to the goddess Millavog (Dancing) by social climbers who hope to impress the gentlemen or ladies of court, wherever the courts of the Grand Countess or other important nobles are visiting.

Travellers journeying in the isolated areas of the countryside – such as lonely forests or moors – often pray under their breaths to Mittlmund (Guardian of Restless Spirits) to avert the attention of ghosts and spectres from the mortals making their way.

In the remote reaches of Wissenland, such as the regions closest to the surrounding mountain ranges, many still worship the Old Faith, also called the Cult of the Mother. Standing stones and stone circles are frequent in most of these regions, some shared jointly between the Druids and the cult of Taal and Rhya. There are rumours, however, of ancient dark cults that still survive in the remote areas, where the village folk are even more aloof than usual and strangers are looked upon with deep distrust.

The cult of Ahalt the Drinker (Hunt, Fertility, and Sacrifice) was thought to have died out in the first millennium Empire, but there are recent unconfirmed reports that darker remnants of this cult have appeared in parts of southern Wissenland and east Sudenland.

Southwest of Steingart lies a vast circle of standing stones, with a smaller ring of megaliths inside it. The structure is called “Taal's Fangs” for the sharpness of the inner ring of stones and their resemblance to cracked teeth. Neither the cult of



Taal nor the few local Druids know who built it or for what purpose. Some scholars from the University of Nuln have been recently studying it, but have not yet reached any conclusion to date.

## **Monasteries**

The southern provinces of the Empire are known for the numerous monasteries found scattered throughout these lands, particularly in Wissenland. The lands and villages near the monasteries are oftentimes part of the monastery's domains; providing sustenance and a source of revenue so that the brothers and (in some cases) sisters may go about their religious duties.

Many of these Wissenlander monasteries were founded by the Sigmarite Order of the Anvil. The more widely known of these are the Abbey of St. Ewald in Eppiswald, Abbey of St. Helena in Erbshausen, Abbey of Ælaric the Wanderer near Staig, and the Monastery of St. Joachim the Steadfast near Fraunberg.

Some Sigmarite monasteries are established for one of the many Templar orders within the Church of Sigmar. The Order of the Black Hammers is one such brotherhood of knights, located in the hills near the village of Haigerbach in the County of Liebewitz.

Other cults have their own monasteries where members may live a life of devotion and contemplation. The Monastery of the Sacred Wood near Ummenbach is a sacred place for priests and priestesses of the Cult of Taal. Likewise, the Abbey of the Healing Spring at Waldbach is known for the kindness of the Shallyans towards travellers and locals alike as much as the healing waters of the springs around which the abbey was built.

## **Transportation**

There are a few coaching lines doing business in Wissenland. The Imperial Expressway coaching line running from Nuln to Kemperbad and Nuln to Übersreik is the largest and most successful. The Cannonball Express also runs out of Nuln, but it is chartered to run from Nuln to Wurtpad in Stirland via the Moot Road and Old Forest Road. Two other coaching lines run out of Pfeildorf. One of these, Sigmar's Carriage, runs along the Upper Reik to Steingart while the other – White Hart Coaches – covers the route along the River Söll to Geschburg.

The four coaching lines charge a fairly standard rate. The Pfeildorf coaching lines must compete for business with the passage rates charged by boatmen along the Upper Reik and Söll while those in Nuln are facing pressure from the expanding Four Seasons coaching line of Altdorf. If the coach is full, limited seating (1 or 2) is generally available on top of the coach for about half the going price.

There is only one regular river transport that connects the largest towns of Wissenland to Nuln. The Reikrunner Ferrying Company runs a service from Nuln to Pfeildorf with a stop at Wissenburg. Otherwise, anyone preferring to travel by river can do so by negotiating with the traders and boatmen who make their living on the rivers. The prices tend to be slightly higher than coach since travel by river is considered much safer. Boat captains usually take no more than 2 passengers at any one time to ensure that any unruly fares can be quickly subdued and tossed overboard by the captain's men.

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## **Secret Societies**

How secret societies are considered in the Empire depends upon the perspective of the person assessing their cultural worth. Are the

activities of such covert organisations benign academic pursuits? Do these group's efforts cross the legal line to avaricious criminal

enterprises? Or are they ambitious and dangerous folk dabbling with hidden knowledge? In reality, the nature of any secret society is such that there are no clear distinctions between the legitimate studies of the unknown or dark pursuits for personal power.

### **Brotherhood of Antiquarians**

The Brotherhood of Antiquarians (*Societas Antiquarii*) is a group of explorers, historians and collectors of ancient artefacts loosely associated with the Temple of Verena based in Nuln. Many members join expeditions sponsored by the universities in Altdorf, Marienburg, and Nuln to the far reaches of the world. The Brotherhood trades in both arcane and scholarly knowledge as well as transporting rare and ancient items for further study.

The Brotherhood maintains a series of safe houses and drop sites along the southern trade routes from Nuln, both of which meet in Pfeildorf. The more commonly used road is along the River Söll, which then branches at the confluence of the River Hornberg. The path along the Hornberg takes one to the Dwarfhold of Karak Hirn and into the Border Princes near Mortensholm while the Söll route continues to Kreutzhofen where it separates again to three different paths: Icy Winter Pass (western Border Princes), Cave of Echoes (northern Tilea), and Montdidier Pass (southern Bretonnia).

The other, less travelled and more dangerous path from Pfeildorf follows the Upper Reik, past the Averland towns of Wuppertal, Loningbrück, Agbeiten, and Hochsleben. The road continues through Black Fire Pass to the village of Akendorf near Thunder River in the north-eastern Border Princes.

Once outside the confines of the Empire, the more daring members of the Brotherhood and their expeditions can choose almost any path – direct or otherwise – to their destination.

People native to the areas where these expeditions take place consider these scholar-explorers as nothing more than tomb robbers and despoilers. A number of the Brotherhood have met an unpleasant death at the hands of suspicious mobs or simply disappear into the wilderness never to be seen again.

There are other, graver dangers to members of the Brotherhood. Some of the items found in Nehekara, Elven ruins in the Old World, or other sites of unidentified antiquity are known to be protected by curses and other types of evil magic or otherworldly powers. In some instances, danger can take a more mundane form such as Dwarf clans seeking vengeance for what they consider as the looting of their ancestors' tombs. To ensure that the gained knowledge does not die with the possessor of such objects, regular coded correspondence from the antiquarians is sent via trusted courier to a central repository administered by the Cathedral of Verena in Nuln.

Given the deadly nature of their work, the Brotherhood of Antiquarians are always looking for skilled and discreet individuals to act as guards, guides, scribes, artists, or labourers to assist in the group's endeavours. There are even times when one of the more promising hirelings might find themselves recruited to fill vacancies in the Brotherhood. Though most live semi-impooverished existences, members who prefer the excitement of adventure can obtain funding to journey to foreign and dangerous lands through the Brotherhood's fund-raising.

### **Schliemann's Shop of Curios**

The more senior or scholarly members of the Brotherhood have been assigned to manage the various shops and safe houses used by the Brotherhood to move objects of interest to the Nuln repository. One example is Schliemann's Shop of Curios in Reikhafen district in Pfeildorf, the proprietor of which is Gregor Schliemann, a frail-looking, middle-aged bald man of medium height. He is a student of Imperial and ancient

history as well as a collector of rare and exotic objects.

Most of Gregor's business transactions are conducted only by appointment after hours. His neighbours have long accepted that Gregor doesn't sell much of anything and the majority of his "customers" seem to be outsiders. They do find it odd that he has remained in business for as long as they can remember (over 25 years).

### Old World Oddities

The membership of the Brotherhood of Antiquarians is not restricted to Humans. Khantria Lankirsdottir is a relatively young Loremaster (about 90 years old) who specialises in the study of the oddities of Human art. To facilitate her effort, Khantria runs the Odd World Oddities shop in the Merchant Halls of Karak Hirn with an eye more towards collection than selling. Visitors, particularly fellow members of the Brotherhood, are welcome to browse around the Old World Oddities; so long as they do not touch anything without Khantria's permission and supervision (the shop has a number of such warning signs in Khazalid as well as the various languages of the neighbouring Human kingdoms).

Khantria can usually be found at a desk with one of her newly arrived items, an iron stylus, and an open book with thin sheets of copper upon which she inscribes her description of the artefact as well as any stories she has collected regarding its purpose. A door with an intricate Dwarf locking mechanism behind Khantria's desk leads to stairs that descend into her private collection. This assembly includes potentially dangerous relics with little understood powers. Only highly-regarded members of the Brotherhood are allowed to examine these off-limit artefacts and works of art.

### Wusterburg Wizards' and Alchemists' Guild

Not all stops along the network of the Brotherhood of Antiquarians are innocuous

speciality shops. The Wizards' and Alchemists' Guild in Wusterburg is an important stopover for the initial evaluation of items making its way though the Söll river valley. For a fee or other consideration, the Guildmaster will examine items to determine whether any have magical properties and, if possible, uncover the nature (type of magic) of such enchantments.

Ever cautious, the Guild has been able to secretly arrange for Dwarfs from Karak Hirn to build a lead-lined secret vault deep beneath the Guild's underground library. The vault is not terribly large since any magically dangerous items that cross the Guild's threshold are only kept long enough for specialists from the Temple of Verena in Nuln to make their way to Wusterburg to retrieve them for further study and/or safe keeping.



### Ziegler's Emporium

Located on the Marktplatz in Wissenburg, Ziegler's Emporium was opened in 2504 with the intent of its owner to become wealthy in the booming trade with the Border Princes and Tilea of artefacts, curios, and rare exotic items. In fact, many of the items Adolphus Ziegler collects for sale have their origins in Araby and the Southlands, from where it is rumoured that they are part of treasures looted by unscrupulous Old World explorers and adventurers, some of whom are members of the Brotherhood of Antiquarians.

A number of the items Ziegler has currently in stock have been obtained from the area surrounding the Leopoldheim Penal Colony in the Southlands [**Apocrypha Too: Charts of Darkness**, pages 18-20].

Though Ziegler has not yet realised his dreams of wealth, he is pleased with his inventory of oddities. Ziegler is grooming his daughter, Dagmar, to take over the family business as he has been feeling his age of late.

Of course, Dagmar's inheritance assumes that the Brotherhood of Antiquarians does not learn that Ziegler is one of the beneficiaries of theft within their society.

### **Heigelmann's Auction House**

Even organisations like the Brotherhood have a few less than scrupulous members who seek to use their positions to better enrich themselves. They feel little compunction about "misplacing" a number of objets d'art, which mysteriously show up in the collections of the obscenely rich.

Heigelmann's is one of the prominent auction houses in Nuln and holds after-hours, invitation-only auctions to sell foreign artefacts from ancient civilisations to the highest bidder. These public sales are attended by the representatives of the most affluent Nuln families and held irregularly in order to avoid notice by the curious (and the Brotherhood). These proceedings are also one of the few social events where Nuln's old moneyed nobility mix with the nouveau riche aristocrats on (more or less) equal footing.

Erwin Heigelmann is the proprietor of the establishment and chooses to know nothing of the manner in which his auction house comes to possess the historical items for sale. All arrangements are made by his personal secretary, Ludolf Bühren, who works with blind contacts in the employ of the Branmuffin family to coordinate the transport of the stolen goods to the auction house.

### **Smugglers Limited**

The Branmuffin family is one of the more numerous and extensively settled Halfling families in the Empire, having been one of the first families to leave the Moot over a



millennium ago. Most of the family are involved in the food and restaurant trade as one would expect. One branch of the family found that the widespread distribution of their kin could be an advantage in another area: smuggling.

Keeping clear of the major cities and the gang warfare endemic to these large settlements, the Branmuffins' smuggling business – Smugglers Limited – connects the criminal enterprises in the smaller towns of Wissenland and the southern Reikland to the illicit trade flowing from the Border Princes, and the eastern and southern regions of Bretonnia. Of late, the Branmuffins have tied their family fortune to the Luciano-Lansky gang which is currently expanding from their base in Wissenburg into the other Wissenland towns, especially Pfeildorf.

Smugglers Ltd. is run by the family matron, Viktoria Branmuffin, from her base at the Branmuffin Bakery, which is located in Wissenburg near the Embankment. She took over as the head of Smugglers Ltd. when her cousin, Wilhelm, was forced to flee from Imperial justice for the murder of the leader of a rival gang. The family business avoids getting involved in Nuln, preferring to use alliances

cultivated with Human gangs in that city. Moreover, Viktoria is wary of becoming involved with the disreputable Halflings associated with the Nuln chapter of the Quinsberry Lodge.

Viktoria Branmuffin's heir apparent is Albert "Bertie" Eduard, to whom she does not yet entrust many of the family's business dealings. Bertie is widely known in the Halfling communities in Wissenland for his pursuit of pleasure of all kinds: eating, drinking, smoking, or carnal lust.

The following are some of the Smugglers Ltd. agents and locations found in the southern Empire.

### **Inn of the Lusty Soldier**

Grauwasser is the small fortified town in the Southern Reikland that has grown up in the shadow of Castle Graustark, the latter of which overlooks Grey Lady Pass 14 miles upriver from Übersreik. The town's population provides for the needs of the Castle, supplying the soldiers with produce, meat, and other necessities.

The *Inn of the Lusty Soldier* is the largest building in town located next to the brothel, *Blue Velvet Curtain*. Nikolas "Little Nicky" Branmuffin is the cook and brewer of the inn as well as a secret member of the extensive Branmuffin smuggling network. Little Nicky's responsibility is to coordinate the movement of contraband along Grey Lady Pass, ensuring that the illicit goods reach its depot in Übersreik. Through pre-arranged coded messages, Little Nicky knows the type of items being smuggled so he can prepare carefully marked barrels or crates to send banned products along with the very potent, deep amber whiskey he distils.

Surprisingly, Little Nicky does not ship items to the Holswiger Cheese Company in Übersreik, which is owned by a second cousin. Ludolf "Lou" Branmuffin is not a member of the smuggling part of the family, but an honest

businessman. Little Nicky's agent in Übersreik is Rudolf Braun, a minor merchant and gambling addict who is heavily indebted to the Branmuffins. Rudolf owns a couple of warehouses in the Teufelufer district where he temporarily houses the contraband.



### **Branmuffin Bakery**

The headquarters of Smugglers' Ltd. is in the cellar of Branmuffin Bakery in Wissenburg. There, Viktoria coordinates the activity of the smuggling network. She sends coded correspondence to family members in the Business as well as her agents either by a small number of trusted boatmen or carrier pigeons, the latter of which she raises in a coop on the bakery's rooftop.

Viktoria has also perfected her ability to prepare Tilean pastries common to Remas and delivers these to the Little Remas restaurant owned by Salvatore Luciano. Such deliveries allows her to secretly meet with the Tilean crime lord in order to use his warehouses along the Reik to move contraband.

### **Vermin or Us**

Leopold "Lefty" Branmuffin runs a small company on the Meissen waterfront that specialises in the eradication of pests, particularly rats. This rat-catching vocation allows this member of the extensive Branmuffin clan unfettered access to the warehouses during the night-time hours.

This right of entry enables Lefty to use these storage facilities without the knowledge of their respective owners to temporarily house contraband moving through the Söll river valley. Lefty is very careful to avoid falling into a pattern of which warehouse he will use in any given night so as not to tip off the authorities or rivals to the family business.

### **Branmuffin's Eatery**

Descended from a fugitive from Imperial justice, Siegfried "Siggy" Branmuffin is the current owner of Branmuffin's Eatery, a popular restaurant in the Merchant Halls of Karak Hirn. The prices at the Halfling's restaurant tend towards the high end with imported wine being the drink of choice. Siggy also has a deal with the Zwegen clan of the Brewer craftguild to serve several varieties of ale they brew. Siggy's wife, Mina, and ten children are involved in the running of the eatery.

In addition to the eatery, Siggy is carrying on the illicit family business of being the middle-man in the extensive smuggling network which crosses the Black Mountains connecting the Empire to the Border Princes. The one trade that Siggy refuses to get involved with is slavery. The Halfling knows that the Dwarfs have little concern about the smuggling of goods, but slave trafficking would not be tolerated.

### **Seekers of the Truth Society**

The Seekers of the Truth Society (*Societas Indagatorum Veritatis*) is an umbrella organisation within the cult of Verena. Its main charter is to accumulate, document and preserve all knowledge, particularly that involving sorcery. Much of the Seekers' efforts are accessible to members of the organisation – and a select few individuals outside of it – through the secured archives of any of the vast libraries maintained by the Verenans throughout the known world. The largest of these libraries can be found in Remas, Miragliano, Luccini (which

is shared with the cult of Mórr), Magritta, Gisoreux, Marienburg, and Nuln.

Members of the Seekers society carry a silver medallion somewhere on their person or their possession which identify them to their fellows. The medallion has the image of an owl and book with the inscription "Indaga Verita" on its face and an image of two mountains with an in-laid mother of pearl or yellow topaz representing the rising sun on the reverse.

The Seekers must tread carefully in the Empire. Wizardry in Sigmar's Realm has had a difficult history and was so suppressed for well over 1,200 years that its history in the first millennium Empire has been erased in all but the few surviving ancient tomes of the period. The cult of Verena protects these written records from both the Church of Sigmar and the Colour Colleges in Altdorf.

The 2307 I.C. Articles of Imperial Wizardry regulating the licensing of wizards and magister and use of magic in the Empire was appended to (barely) provide the Verenans-sanctioned Seekers of Truth and their subordinate orders with "the rights and privileges to engage in the study and limited use of Sorcerous Magicks."

### **Order of Scholars and Historians**

The Order of Scholars and Historians (*Ordo Litteratorum et Historicorum*) is the arm of the Seekers of the Truth that concentrates most of its efforts within the hidden archives of the various Libraries of Verena. They are the researchers and keepers of arcane sorcerous lore as well as recovered magical items and artefacts. A number of the members of the Order travel from one Library to another in order to access the respective secret archives to further their specific research.

Some members of the Order are given the task to accompany expeditions or trade missions to remote areas in order to assist with the identification and retrieval of artefacts that may have magical properties. It is the sacred duty of

the Order to bring back such items to their local Temple of Verena for further study and safe-keeping. Such efforts may put the Order at odds with the Sorcerous establishment, particularly the Imperial Colour Colleges.

The Chapter Master of the Order of Scholars and Historians is the master archivist within any Temple of Verena. The Chapter Master is responsible for teaching new recruits of the by-laws of the Order and the new member's duties. The Chapter Master also assigns the scholarly missions the members may wish to undertake.

The current Grand Master of the Order is Giovanni Mattera, who is also the Grand Pontiff of the Great Temple and Library in Remas. The Grand Pontiff has held his joint position for the last 23 years.

### **Order of the New Dawn**

The Order of the New Dawn (*Ordo Aurorae Novae*) is a secret order of wizards closely aligned with the Cult of Verena in Nuln. The Order was founded during the suppression of sorcery initiated in 1069 I.C. by the insatiable greed of Emperor Boris the Goldgatherer. Many members have spent time in Tilea when they are forced to escape apprehension by Imperial witch-hunters.

The goal of the Order is to recover lost arcane items and lore – both divine and sorcerous – that disappeared during that particular reign of terror and the succeeding centuries up to the ascension of Magnus to the Imperial throne. These items are stored deep under the huge libraries the cult maintains where members of the Order – some of whom have also been ordained as Verenan priests – study the salvaged artefacts, scrolls and tomes.

In the past, the Order has exchanged information and discoveries with the Sigmarite Ordo Scriptoris (detailed in the Server Goddess' **Monastic Orders in the Old World** as well as **Gathering Darkness: Grim Pursuits**, both of which can be found at the [\[Stun.net\]\(http://www.Strike-to-Stun.net\) website\). Co-operation between the two organisations officially ended when the Ordo Scriptoris was declared heretical by the hierarchy of the Church of Sigmar.](http://www.Strike-to-</a></p></div><div data-bbox=)

To safeguard their efforts, the Order of the New Dawn runs an effective intelligence network among some of the leading figures in Imperial academia: antiquarians, archivists, collectors, explorers, and historians. Some of these, in turn, have informants who have cultivated contacts within the Colour Colleges, particularly the Gold and Light Colleges.

Discreet individuals with magical ability may be recruited by long-time members of the Order in good standing. The solemn ceremony of admission in the order requires the new recruit to recite oaths of secrecy, which are sealed with the giving of a few drops of blood, in front of a witness. A silver medallion (described above) is then given to the newly sworn member of the Order with the instruction that the badge of membership be kept secret beneath the tunic or in a safe place.

New Dawn members wishing to meet with the Master of the Order of the New Dawn or his chief assistant must request an audience with the archivist of the Verenan Temple in Nuln or Altdorf (the latter location is set to keep watch on the Colour Colleges). The member of the Order requesting the audience is expected to show the medallion to prove his membership and right to meet the Master.

### **Order of Guardians**

The Order of Guardians (*Ordo Custodum*) is both a fighting and investigative force recruited and trained within the Cult of Verena to protect its hidden sorcerous archives from those who wish to take personal possession of certain items from the cult's collection. One of the master archivist's duties is to identify and recruit those members of the Order of Scholars and Historians who have the aptitude and attitude to protect the cult's secret cache.

When assigned to a Library, Guardians do not have a uniform or anything that defines them as members of the Order other than a medallion made of iron with an image of an owl holding a sword in its talons embossed on one side. In fact, Guardians wear a sword on their hip while dressed in the robes of initiates, which also conceals the mail shirt they wear underneath. Guardians are rarely posted as guards: the master archivist prefers them to wander around the entrance of the restricted archives as well as within, while being vigilant for suspicious behaviour and questioning anyone whose activities within the archives look suspicious.

Guardians may be assigned to the task of protecting the movement of magical artefacts from one Verenan library to another or accompanying a member of the Order of Scholars and Historians on an expedition. In these cases, the Guardian may assume a low profile as a mercenary or soldier rather than as a Templar of Verena so as not to call attention to the true nature of their assignment.

Guardians are also responsible for investigating any theft from the Library of Verena's collections and retrieving stolen items. If the lifted objects are necromantic in nature, the Guardians may call upon assistance from the Mórrian Order of Raven Knights.

### **Order of the Enlightened Darkness**

The Order of the Enlightened Darkness (*Ordo Tenebrarum Sapientium*) could be seen as the other side of the coin to the Verenan Seekers of Truth and the now-proscribed Sigmarite Ordo Scriptoris. The Enlightened Darkness was established during the Wizard's War of the late 20<sup>th</sup> century to enable like-minded wizards who sought to enhance their powers and influence through the acquisition and study of forbidden knowledge.

The idea of a group of ruthlessly ambitious wizards corresponding or gathering to exchange

ideas or discuss theories seems to be counterintuitive, which is borne out by the comparatively high mortality rate among its members. Yet, the associates of the Order understand that each could amass more knowledge and safely grow their numbers through cooperation rather than hoarding whatever knowledge each can obtain on their own.

Most of the members of the Enlightened Darkness are wealthy and influential in their own right, scions of lesser noble or long-prosperous merchant families, generally from the Reikland and northern portions of Wissenland. A number have aspirations to raise their House to greatness while many are simply out for their own personal gain.

As the witch-hunters of Sigmar and, to a lesser extent, Solkan tend to scour the hidden niches of the large cities or remote rural areas for witches and wizards touched by Chaos, the Enlightened Darkness gathers every Hexensnacht and Geheimnisnacht at a richly appointed manor house outside Wissenburg to venerate the goddess Écate, initiate new members, and exchange and expound upon any newly uncovered knowledge or rumours of banned texts.

### **Baron Luitpold von Bernstorff**

The current Master of the Enlightened Darkness, Baron Luitpold von Bernstorff achieved his position by surreptitiously arranging for the murder of his mentor, Baroness Sigrun von Zinzendorf, and her loyal sergeant of arms, Joerg Feuchtwanger. The remains of the two have never been found, having been chopped up and burnt as an offering to Écate on an altar in the copse of trees near the manor house.

Baron von Bernstorff took possession of the Book of Elos and the collection of works called the ibn Haldrid diaries, both of which had been in the late Baroness' possession and kept from the other members of the Enlightened Darkness.



### Book of Elos

Written in the 15<sup>th</sup> century by a fugitive wizard, the Book of Elos was found buried in a long-abandoned crypt in the border region between Stirland and Sylvania in 2213 by members of the Ordo Scriptoris and kept in the vaults at the Church of Sigmar in Wuppertal until “liberated” by a band of thieves in 2379. The book itself is about twenty hand-scribed coded pages bound by black leather. The encryption is a simple cipher where the vowels are replaced by the one that follows it alphabetically (“u” becomes “a”), consonants changed to the one appearing three spaces before (“b” becomes “x” and “f” is “b”) and special symbols like the umlaut missing entirely.

The book details the comings of vampires to the dread land of Sylvania as well as a brief history of the necromancer Vanhel. Within the book is the spell of *Forbiddance*, a dark enchantment requiring five drops of blood from a virgin and a middle finger of a corpse in order to bar a vampire from entering a building where the creature was once freely admitted.

Another spell, *Memory Absorption*, requires the caster to consume the eyes of a recently murdered victim in order to learn one of the deceased’s most closely held secrets (GM’s choice as to the nature of the knowledge). Although the spell has a chance of the caster picking up secrets of little to no value, the act of casting still costs the wizard one **insanity point**.

### Ibn Haldrid Diaries

This incomplete collection of the Arabian mystic’s scribbling is written on camel skin still supple after the long centuries. The pages of the work were soaked in a secret blend of oil and unguents known to 9<sup>th</sup> century Lashir in Araby. Characters would have to be able to read Arabian to understand ibn Haldrid’s graphic description of the non-Chaos demons of his native land and the summoning rituals to bring them forth and bind them to service.

The summoning rituals differ slightly from that which demonologists and Chaos wizards pass from master to student so as to specify the type of demon to appear. The problem for the possessor of ibn Haldrid’s diaries is that the summoning rituals are incomplete. Any who attempt to perform the rituals have twice the chance of failure, with possible catastrophic results, for the summoner.

The diaries do contain a spell, *Blacken Limb*, which allows the caster to inflict damage equal to a hand weapon with the **Strength** of the wizard upon a target within 20 yards. The victim feels pain as if a limb is on fire, including the arm showing signs of being burnt (similar to severe sunburn at first, then processing to degrees of fire damage for each succeeding hit). The casting wizard does not escape damage, as the spell causes a piece of charcoal held in the hand to ignite and burn the wizard’s flesh for 1 **W** before it is consumed by the spell. In addition, wizards must have line of sight to their intended victim to cast this spell.

### Yassar ibn Ghaddafi

A recent émigré to the Empire, ibn Ghaddafi has settled in Nuln to continue his astrological and alchemical studies at the University. When in public, the enigmatic Arabian scholar is charming and always ready to read a supplicant’s request for an astrological reading. Attractive women may find themselves invited by ibn Ghaddafi for a more in-depth and private interpretation.

Despite taking pleasure in temporary dalliances, ibn Ghaddafi is more concerned about uncovering the secret knowledge of the uncivilised northern lands so as to put such lore to use when he returns home from exile. Ibn Ghaddafi knows that any such attempt requires him to be able to withstand and overwhelm his enemies’ attacks if he is to succeed.

Ibn Ghaddafi has assisted Baron von Bernstorff with the translation of the Ibn Haldrid diaries, but some of the colloquial Old Arabian terms

used by the ancient mystic defy the scholar's translation skills.



### **Tome of the Sarcorum**

In his journeys, ibn Ghaddafi has spent some time with the barbaric Dolgans of the Steppes. One season, he and his escort chanced upon the ruined city of Tanqarn. The Dolgan stayed outside the crumbling wall of the settlement, claiming that the place was haunted by vengeful spirits. Too curious to heed the warning he felt within himself, ibn Ghaddafi ventured deep within the large building he referred to as "the Citadel."

Though he has never disclosed what transpired within the ruins of the people the superstitious nomads referred to as the Sarcorum, ibn Ghaddafi emerged with an ancient tome at the cost of the lives of his escort. The Tome of the Sarcorum is written in an unknown language that ibn Ghaddafi has not yet deciphered, though he labours long hours to uncover its keys.

Unbeknownst to the Arabian scholar, part of his soul is now tied to the cursed book, a fate that awaits anyone who studies the contents in the hope of learning its secrets.

The secret curse of the tome is quite deadly. Within 12 hours after it has been removed from his custody, the once possessor of the tome becomes physically weaker as well as more paranoid. If he does not recover the tome within 3 days, the former custodian dissolves into a dark, evil shade of the person he once was and haunts the abode where he perished as a spectre.

## **Society of the Rising Star**

Based in Wusterburg, the Society of the Rising Star (*Sodalis Stellae Ascensae*) is dedicated to unravelling the mysteries of Tzeentch, the Great Mutator, and implementing his carefully crafted schemes. Of course, the great difficulty in their objective is that the threads of Tzeentch's Grand Design are as often contradictory as they are obtuse.

The Rising Star was established in 2366 by Moritz von Braun, a former acolyte of the Light College who was expelled from the Altdorf school for questioning the motives of the High Elf mage, Teclis. Von Braun vigorously argued that the creation of the separate colleges of colour sorcery was intended to retard any efforts by Human wizards to learn the magic of the High Elves. The Light masters quickly determined that the defiant, but potentially talented von Braun could well be an embarrassment if allowed to learn the mysteries of their discipline.

Settling as far from the prying eyes of Altdorf as possible, von Braun and other like-minded failures of the colour college system began their own studies in Wusterburg, experimenting with what little instruction they had received from their masters. To enhance their knowledge, von Braun began to seek out forbidden works that could be obtained through an unscrupulous black market that stretched across the entire Old World and beyond.

In their pursuit of arcane power, the Rising Star fell under the influence of Tzeentch. Those who opposed von Braun and his cabal within the society were soon ritually sacrificed to the Great Schemer in exchange for sorcerous rewards.

Like other cults dedicated to the Great Mutator, the Society of the Rising Star conducts its work in isolation and considers other Tzeentchian groups somewhere in a range from unenlightened simpletons to dangerous and deluded pretenders. Given their remote

location, the Rising Star avoids the internecine conflicts such as that which lead to the Purple Hand destroying Altdorf-based Cult of Lavender Dreamers in 2493.



## Gretchen von Braun

The last direct descendant of Moritz von Braun, the attractive Gretchen von Braun is the current leader of the Society of the Rising Star. She chairs the annual meeting of the cabal (currently fifteen members) every Geheimnisnacht in the von Braun manor house in the Westentor district of Wusterburg. The coven is composed of respected individuals of means, many of whom reside in Nuln and the other larger towns of Wissenland, such as Meissen, Pfeildorf, and Wissenburg.

A secret temple dedicated to Tzeentch is located in a deep and isolated portion of the cellar. The coven gathers in the temple where they begin proceedings by sacrificing one of the poor transients that come to Wusterburg with either hope or despair. The victims are selected and brought to the temple through a secret passenge by von Braun's manservant, Joerg Papen.

Lady von Braun has her own dark secrets. Beneath her finely chiselled good looks, von Braun has a skin of shiny steel, a gift from Tzeentch which gives her some protection from physical attacks. The metallic skin does not hamper normal movement, but it does prevent von Braun from such graceful activities as dancing or acrobatics (not that she cares for either). The only time her metallic skin becomes noticeable is if the

outer layer of von Braun's skin has been cut or slashed by a bladed instrument like a knife or sword. The outer skin heals as normal, covering the metallic layer of the dermis.

Lady von Braun also has a tube beneath her tongue which sheathes a barbed, hollow cylinder. In order to replenish her normal skin, von Braun needs to "feed" once every seven months. A young man is selected from among the poor – sometimes obtained with empty promises and a bag full of silver – and brought to the temple. As von Braun caresses the young man, the barb flashes from her open mouth and punctures the victim's skull, whereupon paralyzing digestive juices are injected. The victim falls in dying spasms to the ground as his insides – including bones -- are liquefied. Once the process is complete, von Braun uses the barb to drink the body dry before feasting on the empty skin.

## Tsan Prophecies

A gift from Ling Tse-tung, sorcerer and Cathayan member of the Rising Star, the Tsan Prophecies is the cornerstone of the Rising Sun's belief that the Chaos Incursion of 2521-2522 will result in an utter failure after causing much initial damage to the northern Empire and Kislev. The seemingly united Chaos front is yet another façade in the long game being played by Tzeentch.

The Tsan Prophecies foretells that the weakening of the Chaos forces led by the once Ever-Champion would lead the Empire in the mistaken belief that it held the upper hand in the Long War, thereby allowing the cults truly dedicated to the Great Manipulator to gain ascendancy.

Written in the year 666 of the Imperial calendar, the Tsan Prophecies is written in a cryptic mix of the Cathayan dialect of the Imperial court of the Mang dynasty and a variant of the Dark Tongue from that region. The book is so enchanted that any peruser who has not been initiated into the mysteries of Tzeentch sees the characters on the pages subtly shift their shape into something entirely different. This changing is seen at the

edges of one's visions and easily distracts the reader.

The Tsan Prophecies contain a fairly powerful spell, *Bestow the Mutator's Blessing*, which allows the caster to temporarily cause a victim to gain a minor and inconvenient mutation for a day. The "minor" mutation could range from the creation of a third eye on the forehead to enlarged ears to extra fingers on a hand. The spell requires that the wizard place a paste made from the bones and eyes of a mutant on a victim at the location where the mutation is to take place. The spell is usually cast when the wizard needs a decoy to attract the attention of nearby witch-hunters or unruly mobs with pitchforks and torches.

### **The Ledermann Folio**

A fairly new work that the von Braun family somehow obtained from the library of the proscribed Sigmarite Ordo Scriptoris, the Ledermann Folio was believed to have been written during the Vampire Wars of the early 21<sup>st</sup> century. The work by Otto Ledermann describes the failed attempts by the long-extinct Cult of the Blue Flaming Eye to recruit the von Carsteins into the service of the Tzeentch. In fact, the cult disappeared soon after settling in Sylvania.

The Folio contains a little known ritual, *Mutate Undead*, which requires the caster to consume the heart of a mutant and drink a cup of ale or wine containing a bone from a skeleton ground into a powder. The ritual also costs one **Insanity Point**, but allows the caster to actually shape the mutation onto a targeted Undead creature (skeleton or zombie). Crazy wizards with the ability who actually want to control a mutated Undead usually kill a mutant with the desired traits and then raise it from the dead.

### **Ling Tse-tung**

Having lost his bid for power in the Cult of the Purple Lotus, Ling Tse-tung fled his native Cathay to avoid being the next sacrifice offered up to Tzeentch, believing he was meant for

greater things in the service of his deity. Finding himself in Nuln after escaping an assassination attempt in Marienburg in 2510, it did not take Ling long to uncover a number of Tzeentch cults operating in the Empire.

Ling shunned an offer from Johannes Teugen of Bögenhafen to join the Purple Hand as well as Etelka Herzen's invitation to become a member of the Red Crown. Instead, the Cathayan accepted membership in the Rising Star as he believed it was a group within which he could more easily rise to the top. After all, how better to appease the Great Manipulator than to emulate his schemes on a more mortal level.

With the gift of the Tsan Prophecies and carefully laid plots pitting one cult member against another, Ling has managed to become the number two person in the Rising Star. He has been careful not to threaten von Braun's leadership... yet.

Ling prefers loose fitting clothes in order to cover his gift from Tzeentch, a toothy maw located on his abdomen. Living in a large city like Nuln with so many transients and poor people fulfills Ling's need to feed his mutation. The maw needs to be fed every two or three months, depending on the quality (health) of the victim. Since the other mouth requires its food to be living, Ling has perfected a quick acting paralyzing agent (using manbane among other ingredients) to rapidly incapacitate the victim.

The maw is sentient and only speaks to Ling when the two are alone, preferring to speak in anyone of the several Cathay dialects.

### **Stehmar Hörmann**

Stehmar Hörmann's rising star within the Order has been eclipsed by both Gretchen von Braun and Ling Tse-tung, and he is quite bitter about it. Still, as a follower of Tzeentch, the only way to handle such disappointment is to plot the downfall of his rivals. The problem with scheming against schemers is that one has to be far more subtle than

when the targets being plotted against are blindly ambitious nobles or self-absorbed witless wizards. To this end, Hörmann continues to play the dutiful lieutenant – but not too much so as that kind of subservience will attract attention – during cult assemblies.

Hörmann was once a low-level Celestial wizard with the potential to be something greater. Unfortunately, he quarrelled with the Master of the Celestial College in Altdorf on matters of theoretical dispute and soon found himself isolated by the other masters of the college. An angry Hörmann made his way to the college's secret archives and gained unauthorized access to the forbidden works stored within.

The Book of Undoras, written by the Chaos wizard himself, ensnared Hörmann. He could not put the book down as its secrets were revealed to him. Realising that he could no

longer stay in the college, Hörmann fled Altdorf before his crime could be uncovered. The Celestial masters inexplicably did not pursue Hörmann, perhaps hoping to avoid any difficulty with the Church of Sigmar and its witch-hunters. Hörmann was recruited into the Order of the Rising Star by Karl von Braun, Gretchen's late father. Hörmann suspects that the daughter had a hand in Karl's death. Though no body was ever found, the boat upon which the elder von Braun was returning from Nuln was found later near Black Willow Marsh with no trace of the Rising Star leader or the crew.

Though he appears normal, Hörmann has been blessed by his patron with a third eye positioned on the back of his head hidden by his mouse brown hair. The presence of the watchful eye makes it hard for potential opponents to surprise Hörmann from behind

## Wissenland Settlements and Landscape

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In addition to describing Wissenland settlements and landscape, this section will also cover the various settlements of the bordering provinces – both Reikland and Averland – as well as the Dwarf fortresses that delineate the borders of the Black and Grey Mountain Dwarf realms. These bordering settlements are grouped with the Wissenland province closest to their respective location.

The major points of interest in each settlement will be summarised as follows for easy reference:

**Population:** xx

**Ruling noble:** xx

**Main sources of wealth:** xx

**Village head(wo)man:** xx

**Notable NPCs:** xx

**Inn or Tavern:** xx

Other bits of information will appear in the text following the summary.

### Lower Wissenland

Lower Wissenland is considered the most fertile area of the entire Alt Wissenland (the part of the province west of the River Söll and the Upper Reik downriver from Pfeildorf). The land is generally rolling grassland leading up to the Grey Mountains.

Bandits on the River Reik and on the roads are the largest threat to travellers, unless one journeys close to the Black Peaks. The small range of mountains rises sharply between the rivers Reik and Grissen, cutting off the northern part of the Barony of Schwarzspitzen (including its main town of Grissenwald) from the rest of the province. It is the home of the remnants of the Lesser Maw tribe. This Goblin tribe is still recovering from battle losses incurred when it encountered a group of transients searching for the long departed wizard, Etelka Herzen.

The main roads of the region – Foothill Trail and Übersreik Road – are metalled and well patrolled by roadwardens. Those patrolling the Übersreik Road from Nuln to the crossroads near Bad Deining wear the black and gold armband with the great city-state's coat of arms. The rest of that road and the entire of Foothill Trail are patrolled by roadwardens wearing the Wissenland provincial seal and its armband colours of white with red trim.

### County of Schwarzspitzen

The County of Schwarzspitzen is the northernmost of the Wissenland counties and baronies. It is situated along the River Grissen and borders the Grand Principality of the Reikland. The land is dominated by the Black Peaks and encompasses the stretch of the Reikwald on the eastern bank of River Grissen.

While the Goblins in the Black Peaks are a concern for the farmers near the Black Peaks (see below), the larger threats to travel are the bandits and river pirates that hide out along the edges of the Great Forest on the east bank of River Reik and the Reikwald on the west bank of the Grissen.

### Grissenwald

**Population:** 4,500 (Town)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Market town, boat building, woodcraft, ferry

**Government:** Town Council

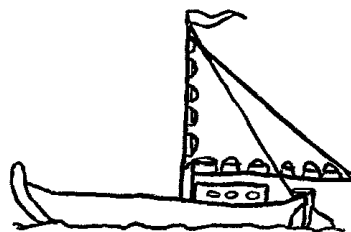
**Notable NPCs:** Heinz Schiller (innkeeper), Kurt Kobain (tavern keeper), Gerd Otterbein (crime lord), Sister Gretchen Lang (priestess of Shallya), Lorenz Bethe (guildmaster), Karl Münsterburg (innkeeper), Captain Alfred von Neurath (River Patrol), Joachim Haber (innkeeper), Oswald Haber (ferryman)

**Inn or Tavern:** Boatman's Stop, Duck in a Barrel, Shadow of the Mountains, Water Baron

Grissenwald is the seat of the County of Schwarzspitzen. Situated at the confluence of the Rivers Grissen and Reik, Grissenwald is located 36 miles from Nuln, 67 miles from

Dunkelberg, 46 miles from Wittgendorf, and 88 miles from Kemperbad.

Count Bruno Pfeifraucher rules the County from Schloss Schwarzspitzen, located on a hilltop along the River Reik just south of town. The castle is constructed of a bluish-grey stone quarried from the nearby Black Peaks and remains in good repair. Count Pfeifraucher is frequently at the Grand Countess' Court in Nuln, though to what ends no one is sure. The Count had a recent falling out with the Grand Countess, forcing him to relinquish some of his offices within the provincial government. Though he is said to be considering retirement, some believe the Count seeks a return to favour while others believe he is secretly plotting with the Grand Countess' enemies.



### Grissenhafen district

Grissenwald is the centre of boatbuilding along the upper reaches of the River Reik. Much of the construction takes place along the River Grissen in Grissenhafen. Harvested logs from Dirnaich are floated downriver to the various Grissenwald boatyards. It is also the industrial heart of the town where the air is thick from the smoke from smithy forges and odious from the tanning process of the leatherworkers.

Most boats built in Grissenwald are short to medium river barges, but the **Steinmetz Boatyards** are known for the construction of pleasure boats for the wealthy class and nobility of Nuln. The other boatbuilding families – Lastkahn and Prahmhandler – focus on building craft used to move merchandise along the rivers in the south-western region of the Empire.

For visitors of modest means, the *Boatman's Stop* is an inn where one could enjoy a good

Festag evening brawl. The current clientele of the *Boatman's Stop* are the boatbuilders as well as those plying their trade on the rivers. The inn is owned by Heinz Schiller and located close to the confluence of the Rivers Reik and Grissen. The *Boatman's Stop* has a very large common room as most staying the night can only afford to pay for a bench or tabletop to sleep. The food at the inn is of passable quality. Most find better nourishment in the malt beer.

The *Duck in a Barrel* tavern is typical of the dives along the Grissen waterfront. The common room is dank and dark, even on the brightest days, as the windows are thick and opaque, allowing for a minimal of outside light to permeate its smoky atmosphere. Owned by Kurt Kobain, the *Duck in a Barrel* serves barely passable food, rotgut whisky for those preferring to drown their sorrows and a heavy, dark bitter. The tavern is also the main base for the Otterbein criminal gang. The "Otters" (as they are known by the locals) specialize in racketeering, protection, and smuggling. They are led by Gerd Otterbein and as well as his thuggish son and heir apparent, Gunnar.

### ***Zweifluss district***

The Zweifluss district is the most affluent of Grissenwald's districts, located between the flood-prone Grissenhafen and Reikufer districts. The well-to-do merchants and lesser nobles have their homes on the high ground nearest the south wall of Grissenwald.

The most important buildings in Grissenwald surround the **Marktplatz** in town centre. Here one can find the **Guildhouse**, a large three-storied yellow-coloured building from where the Town Council runs Grissenwald's affairs, at the west side of the town square.

The octagonal **Temple of Sigmar** sits across the square on its eastern side. The temple is noted for the decorative heads set high on the supports for its vaulted ceiling. The grotesque faces are alternatively that of the Green Man (said to be an avatar of Taal) and Old Man Winter (Ulric).

The **House of the Morning Dove** sits next to the Sigmarite Church. The Shallyan Hospice is run by Sister Gretchen Lang, a no-nonsense priestess who has little problem soliciting funds from the well-to-do and travellers of means (like adventuring PCs). The establishment also operates a soup kitchen in its back for the downtrodden and destitute. There is a shrine to Shallya within the hospice.

The **Courthouse** lies on the northern end of the square, within which is a shrine dedicated to Verena. There are holding cells beneath the courtrooms where those awaiting trials are kept. Anyone convicted of a heinous crime is kept in a separate cell until the day of execution, which is held within day of the criminal's conviction. Executions are public and held on the scaffold located to the west of the **Courthouse**.

The *Shadow of the Mountains Inn* is the place for influential visitors to stay in Grissenwald.

Located along the south side of Marktplatz, the inn features a secluded garden in the back where well-to-do patrons can enjoy a meal or negotiate business deals over drinks. Owned by the Münsterburg family (Karl is the patriarch), the *Shadow of the Mountains* is known for its dark bitter ("Big Brown"), light pilsner ("Lady's Delight"), and a full-bodied schwarzesling ("Black Peaks"). The high-priced inn also employs a Halfling cook, Wertha Greenpants, to ensure that the meals served are top notch.

### ***Reikufer district***

The Reikufer is the commercial centre of Grissenwald and its main harbour. Trade between Nuln and Altdorf travel on the Reik pass through Grissenwald as its wharfs are one of the main stops on this route.

Corruption in all its forms is not unknown on the docks of Grissenwald. Lorenz Bethe, master of the **Stevedores' and Teamsters Guild**, is also a secret member of Smugglers Limited. He is able to maintain his position in the guild by sharing his ill-begotten fortune with an inner circle of lieutenants, muscle, and smugglers, all of whom

adhere to a code of silence. A man of ambition, Lorenz is currently and secretly gathering allies with the intent of supplanting Gerd Otterbein as crime lord of Grissenwald, an effort which promises to be a bloody affair.

The *Water Baron Inn* is a riverside establishment on the Reik side of town, not too far from the confluence with the River Grissen. Joachim Haber owns the establishment and his son, Oswald, runs the ferry service which connects Grissenwald to the *Stork's Nest*, a coaching inn across the river where the Imperial Expressway coaching line stops for the night. The food at the *Water Baron* is good, with grilled trout and eel (when in season) among its house specialties. The inn is also known for its red brick cheese known as Grissenwald Red, which it trades with the *Shadow of the Mountains* for small kegs of its dark bitter. The *Water Baron* also brews a reddish lager Joachim calls "Red's Companion".

The *Water Baron* is also the base for the local River Patrol. Captain Alfred von Neurath leads his crew of eight marines aboard the **Pirate's Bane**. Captain von Neurath's ship is a fast river ship with swivel guns mounted on the fore and aft. His job is to find and hang any pirates along the stretch of the Reik from Grissenwald to Nuln.

### ***Khazid Slumbol***

The Dwarf shantytown known as "Khazid Slumbol" is located just outside the southern town wall of Grissenwald along the River Grissen. The Grundstok Clan build this hovel in 2509 after they sold their tapped out mines at Black Peaks to a woman named Etelka Herzen. The Dwarfs rapidly spent the money they received and became destitute. The clan leader, Gorim Greathammer, still commands the respect of his clan, but a number of members – particularly the younger ones – have departed a few years later to seek their fortune elsewhere. By 2515, only a score remain with Gorim.

### **Inn of the Stork's Nest [Stirland]**

**Population:** 26 (Coaching Inn)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Stop for Imperial Expressway coaches

**Proprietor:** Elena Schnabel

**Notable NPCs:** Ritter Leopold Carstens (warden), Franz Schabel (master brewer), Alexa Schnabel (herbalist), Robert Schnabel (carpenter), Erwin Haeckel (blacksmith)

Although within the borders of the Grand County of Stirland, the land upon which the *Inn of the Stork's Nest* sits is considered as part of the County of Schwarzsptzen. Count Pfeifraucher maintains a hunting lodge about a mile southeast of the inn from where he and his cronies hunt wild game under the canopy of the Great Forest.

### **Sidebar: House of Pfeifraucher**

The stress of the conflict between Count Bruno Pfeifraucher and his liege, Grand Countess Emmanuelle von Liebewitz, over his sending troops to aid Stirland during the recent Civil War, has left the elder noble exhausted and compelled to retreat to his estates near Grissenwald. Although Count Bruno remains the nominal ruler of his holdings, more of the day-to-day governance has been turned over to his grand-daughter and designated heir, Baroness Etelka Pfeifraucher. The Baroness' activities in the Barony of Südlichmark to the far south have earned her the affectionate title of "Countess Etelka."

The decision to name his first-born son's (Erich, died in 2508) daughter as heir is not without controversy within the family. In addition to threatening war, Both Heinrich (second son) and Friedrich (third) have appealed to the Grand Countess to protect their rights of inheritance over that of their late-brother's daughter and void their father's will.

The Countess has not yet decided her course of action, but it is expected she will summon all concern parties to Nuln before hostilities break out and the point of no return reached.



Count Pfeifraucher is also charged with keeping this stretch of the Nuln-Kemperbad road clear. A nearby stone tower is the residence of the Count's man, Ritter Leopold Carstens, and eight men-at-arms under his command, though all spend a considerable amount of time within the coaching inn complex's timber walls. Ritter Carstens has used his authority to conduct raids against bandits, Goblins, and mutants, all of whom find shelter in the bordering region of the Great Forest. Armed transients may find themselves pressed into duty on one of these raids.

Elena Schnabel currently runs the *Stork's Nest*, having inherited the compound when her husband, Ludwig, did not return from a late autumn 2511 hunting expedition in the Great Forest and was declared to have been killed by Goblins or mutants (in actuality, Ludwig ran off as he could no longer hide the fact that his small, easily concealed mutation was further metamorphosing into something more heinous).

Elena is assisted by her eldest son, Franz, and his wife, Alexa. Franz is the inn's master brewer and barkeep while Alexa is the cook and herbalist. Franz' and Alexa's three sons and two daughters help provide the rest of the help in the inn and stables. The food at the *Stork's Nest* is very good with the house specialty being roasted rabbit stuffed with turnip and cheese. The inn also serves a dark-coloured malt beer (called "Forest Shade") and a pale amber-coloured lager ("Wood Spring").

Elena's youngest son, Robert, is the carpenter of the *Stork's Nest*, having recently succeeded his maternal uncle and master, Diehl Haeckel. Robert is married to Mina and has his two sons as apprentices. Cousin Erwin Haeckel is the inn's blacksmith with his young wife, Esther, training as an herbalist. Erwin and Esther have two young twin daughters.

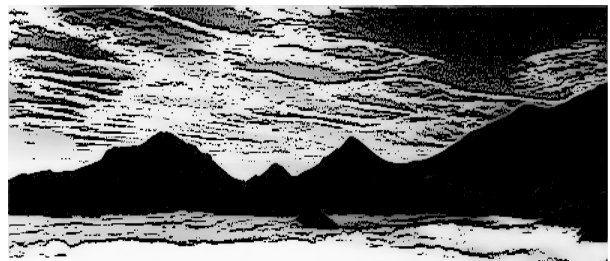
### Black Peaks

The Black Peaks is a small range of mountains that stretch between the Rivers Grissen and Reik,

separating the lands around Grissenwald from the rest of the County of Schwarzspitzen. The range and surrounding foothills are wild and home to the Lesser Maw tribe of Goblins. Occasional expeditions are mounted to root out the Goblins to little success.

At one point, a clan of Dwarfs (the Grundstok Clan, led by Gorim Greathammer) established mines in the Black Peaks as they forlornly searched for gold. The Dwarfs mined coal for twenty-seven years, but were eventually forced to sell their holdings. There is a recently abandoned Dwarf-built tower in the northern foothills.

Giant Eagles are rumoured to frequent Black Peaks, perhaps for nesting.



### Dirnaich

**Population:** 41 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Fishing, timber

**Headman:** Götz Waldmann

**Notable NPC:** None

**Inn or Tavern:** The Lady in Green

Dirnaich is located 35 miles from Dunkelberg, 15 miles downriver from Bad Deining, and 32 miles from Grissenwald. The woods around Dirnaich supply the logs that are floated downriver to Grissenwald's shipwrights. The forest, called Lenka's Woods, is said to be protected by the goddess of the same name. Outside theologians who have heard of Lenka consider her an aspect of Rhya, though the villagers insist she is the daughter of Rhya and Ulric, making her the sister of Mórr. A shrine dedicated to the goddess lies at the edge of the

forest where the woodsmen offer a small prayer of thanks for the bounty of her woods.

The riverside *Inn of the Lady in Green* is the largest building in the village. It is owned by Götz Waldmann and his family. The inn features delicious honey mead as well as a dark green malt called the Green Lady's Pleasure.

**Bad Deining**

**Population:** 42 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Spa, agriculture

**Headman:** Niklaus Röntgen

**Notable NPC:** Marianne Berg (priestess of Taal)

**Inn or Tavern:** Taal's Water

The river border at the eastern edge of Bad Deining marks the boundary between the Stadtstaat of Nuln and the County of Schwarzspitzen. Situated south of the Nuln Road, Bad Deining is located 23 miles from Segeldorf, 15 miles upriver from Dirnaich, and 15 miles from Kröning.

The village is protected by an ancient, ivy-covered stone wall that many folk believe was built long ago by Taal to protect the holy springs for which the village is locally known. The holy day of Sonnstill is marked by the villagers and visitors taking a dip in the pool where the water of the spring is collected. Considered blessed, the water is quite warm even in the cool of winter. From the pool, the waters of the spring flow through a meandering channel along the main route of the village to the river.

Marianne Berg is the ranking priestess of Taal in the village and responsible for instructing initiates into the mysteries of the cult. The temple to Taal is built around the actual spring in the village common.

The *Inn of Taal's Water* is the largest structure in Bad Deining, catering to pilgrims coming to enjoy the spa. It is run by Niklaus Röntgen and his family. The food is average, though the house specialty of spiced mutton is good. Niklaus also brews a pale-coloured pilsner.

**Kröning**

**Population:** 23 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Subsistence

**Headwoman:** Magda Berg

**Notable NPC:** None

**Inn or Tavern:** None

Kröning is located near the Nuln Road 15 miles from Bad Deining and 18 miles from Ruhfurt. Many travellers pass by the village as it has little to offer those looking to trade. Much of the surplus produce of the village is actually sold at the Inn of Naila's Crossing located five miles to the west. The village is protected by a ditch and turf wall and has a simple hall in the middle of its common.

**Inn of Naila's Crossing**

**Population:** 14 (Coaching Inn)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Stop for Imperial Expressway coaches, ferry

**Proprietor:** Alexa Schurz

**Notable NPCs:** Old Bernd the Ferryman, Ralf Schurz (innkeeper), Karl Schurz (carpenter/blacksmith)

Located to the west of River Grissen where its west and east forks meet and across the river from the crossroads of Foothill Trail and Nuln Road, the *Inn of Naila's Crossing* is located 5 miles from Kröning and 13 miles from Ruhfurt.

The inn is named for the local goddess of the rivers (including the Becher) that give rise to the Grissen. Local lore has it that the Naila would extract a toll from anyone who wished to safely ferry across the river. The fare could range from a few coins or portion of one's goods to a sacrifice of several drops of blood or loss in vitality (possibly by attending to the goddess' carnal lusts). Locals warn travellers to be wary of a lonely woman dressed in a gossamer dress standing near the water's edge for that enticing vision would be of Naila at her most dangerous.

A small cairn of stones near the river is a shrine dedicated to the goddess. Locals travelling across the river leave baubles or small portions of food (usually a half of a biscuit) to ensure a safe passage, particularly in spring when the river runs high from the snowmelt in the Grey Mountains. The ferryman, Old Bernd, tosses in a penny as an offering when he ferries a coach across the river.

The *Inn of Naila's Crossing* is owned by the widow Alexa Schurz and her family. Alexa usually confines herself to the kitchen as cook and brewer, leaving the running of the common room and inn to her eldest son, Ralf, and his wife, Natassia. Alexa's second son, Karl, is both carpenter and blacksmith of the coaching inn. Karl's wife, Irina, and Alexa's granddaughters and grandsons provide the rest of the labour needed to run a successful inn.

The food served at *Naila's Crossing* is good, with grilled trout the house specialty. Naila's Sweetwater, a very pale pilsner, is the featured drink at the inn.

### **Reikland County of Schliestein**

The County of Schliestein is the southernmost of the Reikland provinces, covering the entire border with Wissenland from the Grey Mountains to the confluence of the Rivers Grissen and Reik. The land is very fertile and there are many farmsteads beyond the villages that cluster around the county seat of Dunkelberg. The foothills and Reikwald Forest remain wild areas where outlaws, mutants, and scattered Goblin tribes hold sway.

Of the Goblin tribes, the Feathered Heads – named after their weird practice of fastening hawk or owl feathers to their scalps with metal loops – are common in the southern tip of the Reikwald. In the Grey Mountains, the Flatheads are the dominate Goblin tribe. The Flatheads get their name from their custom of tying wooden boards on the top of the head of their young in order to give it a flattened-look as they mature.

The Flatheads periodically raid the fortified homesteads in the foothills near Gemusenbad

### **Ruhfurt**

**Population:** 64 (Village)

**Ruling noble:** Emperor Karl-Franz Holswig-Schliestein

**Main sources of wealth:** Agriculture, toll booth, cheese

**Headman:** Hergard Bunsen

**Notable NPCs:** Ritter Lorenz von Schelling (warden), Martina Hegel (tavern keeper)

**Inn or Tavern:** The Cheesemaker

Technically part of the province of Wissenland, Ruhfurt is considered a part of the Reikland County of Schliestein. The settlement is located near the ford that crosses Ruh Brook, as well as 7 miles from Dunkelberg and 18 miles from Kröning. A nearby tower serves as the dwelling for Ritter Lorenz von Schelling, the local representative for Count Matthias von Schliestein – steward of his cousin Emperor Karl-Franz I – and his eight men-at-arms.

A toll booth at the ford provides income for both Ritter von Schelling and his liege-lord in Dunkelberg. Toll-keeper Hergard Bunsen collects the fee.

Ruhfurt does not have an inn as coaches and travellers rarely spend the night in the village. There is the *Cheesemaker Tavern*, which is owned by Martina Hegel, for those who need to rest for a moment before continuing on their journey. The food at the establishment is of average quality, but the Ruhfurter Cheese (blue-veined with a wrinkled rind) is very tasty. The cheese goes well with Martina's biscuits and the cherry cider she brews. There is also a local Riesling which goes well with the cheese.

### **Dunkelberg [Reikland]**

**Population:** 6,000 (Town)

**Ruling noble:** Emperor Karl-Franz Holswig-Schliestein

**Main sources of wealth:** Agriculture

**Government:** Town Council

**Notable NPCs:** Justus Ostler (innkeeper), Lorenz Crabapple (master brewer), Karl Ranke (Flussufer alderman), Nikolaus Heides (crime lord), Vlad Putin (cook), Herpin Buchner (fence), Bianka Lang (priestess of Shallya), Johannes Ludendorf (ferryman), Martin Kreisler (innkeeper), Waldemar Kreisler (tavern keeper), Joerg Kuhn (innkeeper), Luise Baeyer (innkeeper), Carlott Hahnemann (master brewer), Michaela Kotzebue (priestess of Rhya)

**Inn or Tavern:** Temple Inn, Spring Flood, Needle and Thread, Wayfarer's Tavern, Imperial Coachman, Farmer's Daughter

The market town of Dunkelberg is located 79 miles from Nuln, 67 miles from Grissenwald, and 63 miles from Stimmigen. The oldest portion of town and its upper class district sit on the hill of the town on its west with Schloss Schliestein on the summit while the newer and less wealthy districts of the walled town sit astride the Übersreik-Nuln Road. The position of the castle gives Count von Schliestein a commanding view of the countryside.

**Althügel District**

Dunkelberg is divided into four districts. The first district, Althügel, covers the hilly slopes around the castle where the original settlement once stood. The **Temple of Sigmar** is the second largest structure in the district, built on the eastern slope. The **Temple of Mórr** is also located in Althügel where it maintains the catacombs where all past Lords of Schliestein are interred. There is another, smaller **Temple and Gardens of Mórr** located outside the Stimmigen Gate.

For visitors of affluence, the *Temple Inn* offers the best accommodation. Justus Ostler runs a clean establishment with an extensive wine cellar, featuring the best wine grown in the Upper Wissenland region. The fare and beer at the inn has a very good reputation as Justus employs a Halfling family, the Crabapples, as cooks and brewers. The inn also sells the best ale from the nearby Crabapple Brewery: Crabapple Bitter and Crabapple Pale Lager.

**Flussufer District**

The second district, Flussufer, is the poorer part of town where many of those making their living on the river live. The district is subject to spring flooding as it lies in the river's flood plain below the rest of the lower districts. Many of the buildings in this district are built on pilings, enabling most of the structures to avoid damage when the river runs high. Flussufer is also the centre of crime in Dunkelberg. The criminal element of town fear little from authorities as the district's alderman, Karl Ranke, is nothing more than a shill for the crime lord, Nikolaus Heides.

The *Spring Flood Tavern* is typical of the dives that can be found in Flussufer. The ceiling is low and the interior generally smoky with opaque windows allowing only the barest of light into the interior. The tavern has a number of private rooms in the back where shady deals can be made by smugglers and their ilk. The food at the *Spring Flood* is barely passable, though no one makes any rude comments about it lest they have to deal with the crazed, Kislevite cook, Vlad "Cold-Eyed" Putin. The one redeeming quality of the tavern is the vodka Putin distils.

Magical contraband and other curios can be obtained at **Herpin's Emporium**, a rather dark and cluttered shop located in an alley near the Übersreik-Nuln Road. Herpin Buchner is a short, bespectacled man with a huge moustache who is known in the criminal circles as a trustworthy and closed-mouth fence who can move even the more obscure of items. Prospective purchasers for rare items (including magical ingredients) should expect to pay a lot of coin.

The Shallyan Order of the Merciful Dove runs a soup kitchen and hospice in Flussufer, near the Übersreik-Nuln Road. High Priestess Bianka Lang nominally oversees the operations, although she is rarely in the soup kitchen. The High Priestess has become a recluse in recent years, preferring to stay in her townhouse nearer the centre of town, amid rumours that she has contracted a wasting disease. The sisters at the **Hospice of the Blessed Lady** continue to dismiss such rumours, stating that the

elderly High Priestess is merely communicating with the goddess.

**Ludendorf's Ferry** provides the only ferry service in Dunkelberg and is partially owned by Emperor Karl-Franz in his capacity as Grand Prince and Elector of the Reikland. Johannes Ludendorf and his sons, Jakob and Kurt, operate the two ferries. Those wishing to cross from the far side of the river are expected to ring the bell located at the ferry's docking.

### ***Ladenbesitzer District***

The third district, **Ladenbesitzer**, is situated near the Stimmigen Gate on the north side of town. The district is also known as Merchants' Quarter for all the shopkeepers that reside in the district. **Handlerplatz** is the prominent feature in the district where there is an open-air market every **Marktag** where craftsmen from the district sell their wares. Both the **Council House** and **Guilders' Hall** are located on the eastern end of the square.

The *Needle and Thread Inn* is typical of the family-owned businesses in the **Ladenbesitzer** district, owned by Martin Kreisler and his family. The inn has six private rooms available for the night as well as a dormitory for travellers looking for a bed to spend the night. A small drawing room is set aside for guests to mingle and have biscuits and tea. Any guest looking for something more substantial to eat and drink is directed to the adjacent *Wayfarers' Tavern*.

The *Wayfarers' Tavern* is owned by Martin's brother, Waldemar, and his family. The food at the tavern is good, particularly the meat pies and apple strudel. *Wayfarers' Tavern* also features a malted beer, peach schnapps, and apple cider.

The *Imperial Coachman* is owned by Imperial Expressway of Nuln and run by their agent, Joerg Kuhn, and his family. Like many other inns, the coaching inn has private rooms available for well-to-do travellers and uses its common room as lodging for the less

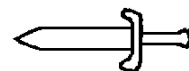
discriminating. The food is of good quality. Kuhn's wife, Anna, is the inn's brewer and her signature ale, Dunkel Red, is a bargain.

### ***Bauerbezirk District***

The fourth district, **Bauerbezirk**, lies in the eastern portion of Dunkelberg. Many of the residents in this district tend communal gardens, selling their produce in the **Marktplatz** alongside the farmers from nearby hamlets and farmsteads outside the town walls. These markets are held four times a week, on **Wellentag**, **Marktag**, **Bezahltag**, and **Angestag**. The **Marktplatz** is located near the district border with **Flussufer** and the **Ostfluss** gate, which enables the fishermen to sell their catches as well as butchers their meats. **Abattoirs** are located just outside the gate.

The *Farmer's Daughter Inn* is more an eatery than an inn with only four private rooms and a small back dormitory available for lodgers. The common room is large compared to the rest of the establishment in order to serve its many customers. Luise Baeyer is both innkeeper and cook. The house speciality is roasted duck basted with an apricot sauce. Her sister, Carlott Hahnemann, is the master brewer of the inn and her pilsner, **Golden Delight** is in much demand.

A small chapel consecrated to Rhya and her aspect of Dyrath (considered by the locals as Rhya's divine daughter) is located near the **Marktplatz**. The **Chapel of Rhya and Dyrath** serves as a focal point to the festivities on the goddesses' holy days of **Mitterfrühl**, **Sonnstill**, and **Mittherbst**. Led by High Priestess Michaela Kotzebue, the holy day celebrations are marked by a fair in the **Marktplatz** where large quantities of food and drink are consumed. The revelry includes games of chance and skill in the morning and a snotball match in the late afternoon.



**Barfsheim [Reikland]**

**Population:** 52 (Village)

**Ruling noble:** Emperor Karl-Franz Holswig-Schliestein

**Main sources of wealth:** Barfsheimer cheese, subsistence

**Village headman:** Samuel Albers

**Notable NPCs:** Claudia Albers (cheesemaker)

**Inn or Tavern:** None

Barfsheim is located on the River Becher 5 miles downriver from Dunkelberg and 6 miles upriver from Harke. The village has a hall located along the river where the folk gather for communal meals on religious days, including the feast days of Naila, the local goddess of the River Becher, which falls on 17 Nachexen and 17 Nachgeheim.

Next to the village hall is the home of Samuel Albers, priest of Taal and Rhya. His wife, Claudia, is the cheesemaker of the village having developed a rather pungent cheese that is definitely an acquired taste and scent. The few visitors who have sampled Barfsheimer cheese have found that those with weak constitutions have reacted rather poorly after consuming the cheese. Samuel also provides a ferry service across the River Becher.

**Harke [Reikland]**

**Population:** 25 (Village)

**Ruling noble:** Emperor Karl-Franz Holswig-Schliestein

**Main sources of wealth:** Subsistence

**Village headwoman:** Wertha Bloch

**Notable NPCs:** Jürgen Bloch (ferryman)

**Inn or Tavern:** None

Harke is located 11 miles from Dunkelberg, 6 miles from Barfsheim, and 16 miles from Schattental. Like the upriver village of Barfsheim, Harke has a small communal hall on a bluff overlooking the river where the folk gather on the various holy days, including Naila's. Wertha Bloch is the village priestess of Taal and Rhya. Her son, Jürgen, provides a ferry

service across the River Becher for the few who cross at this point, no questions asked.

**Steindorf [Reikland]**

**Population:** 47 (Village)

**Ruling noble:** Emperor Karl-Franz Holswig-Schliestein

**Main sources of wealth:** Subsistence

**Village headman:** Gregor Hahn

**Notable NPCs:** Father Theobald (visiting priest of Sigmar)

**Inn or Tavern:** None

Steindorf is a poor village of 47 and located 1 mile upriver from Dunkelberg and 10 miles downriver from Gemusenbad. The village hall is located in the common in the centre of the settlement in order to avoid spring flooding.

Gregor Hahn is the village ferryman and self-proclaimed priest of Naila, even though there is no formal priesthood of the local river goddess. Gregor presides over the celebration of the goddess' holy days. One Sigmarite priest from Dunkelberg (usually Father Theobald) officiates at the celebrations held on the holy days for the major Imperial cults.

**Gemusenbad [Reikland]**

**Population:** 31 (Village)

**Ruling noble:** Emperor Karl-Franz Holswig-Schliestein

**Main sources of wealth:** Cool water springs, subsistence

**Village headman:** Klemens Nernst

**Notable NPCs:** Anton Nernst (ferryman), Ritter Hultz von Stimmigen (warden)

**Inn or Tavern:** None

The village of Gemusenbad is known for the cool waters of the springs on the outskirts of the village. The springs are said to have originated during the time of Emperor Sigmar when he gave battle to a dragon terrorising the area. The epic battle was fierce, lasting several days, before mighty Sigmar slew the beast with a head-shattering blow from Ghal Maraz. Burnt in

many places, the exhausted Emperor stumbled to a nearby hill and swung his warhammer against its exposed rocky side. Cold water gushed from the cavity created by the Dwarf-forged hammer, filling the depression and allowing Sigmar to bathe in the water and cool off his scorched skin. Sometime after this event, a priest of Sigmar etched the following on the rock above the spring:

“Here bathed our Glorious Lord when he defeated the dragon as a mortal Emperor. May he forever watch over his children.”  
Gemusenbad is located 11 miles from Dunkelberg, 10 miles from Steindorf, and 13 miles from Schattental. The village hall is on the west side near the springs. The water from the spring is used to brew a tasty bock, which is drunk only during religious observances. Klemens Nernst is a priest of Sigmar. His brother, Anton, runs a ferry service across the River Becher.

Bärspitze Tower sits on top of a hill overlooking the River Becher half a mile to the west of Gemusenbad. Let by Ritter Hultz von Stimmigen, a small mounted troop of Reikland’s finest are stationed at the tower to serve as a deterrent to and strike force against the Flathead Goblin tribe. Ritter von Stimmigen has been empowered to press anyone capable of wielding a sword or spear into service during major excursions against the Goblins.

## Stadtstaat of Nuln

As the saying goes in the southern Empire, all roads lead to Nuln. The Stadtstaat (City-State) incorporates a large hinterland, all within a day’s or more travel. The agricultural output of the surrounding farms and villages feeds the enormous beast where the waters of River Aver drain into the larger River Reik.

The Stadtstaat roadwardens are the best money can buy and many have extensive experience in dealing with such miscreants as bandits and outlaws. The gibbets at the various crossroads

are testaments to both the efficiency of the roadwardens and the desperation that drives many people to undertake a life where preying upon their fellows is an alternative to starvation and hardship.

Three great roads cross the Stadtstaat to Nuln. Of these, the Altdorf Road is least travelled given that most traffic prefer the safer route on the River Reik. The Moot Road traverses the Stirhügel region as well as the lower reaches the Great Forest. The Übersreik Road crosses along the southern portion of the Stadtstaat as it connects Nuln to the larger towns of the southern Reikland.



The Imperial Expressway coaching line provides those individuals with the means a reasonably safe passage along the Altdorf Road to Kemperbad and the Übersreik Road to Übersreik. The Cannonball Express coaching line runs along the Moot Road to the Old Forest Road where it continues to Wurtbad. Travellers to Averheim and other northern Averland towns usually take to River Aver.

Although no metalled roads connects Nuln to the towns of the Wissenland, the Upper Reik and its tributary of River Söll connects Nuln to the trade routes leading to Black Fire Pass, Karak Hirn, and Karak Norn, as well as the faraway lands of the Border Princes, northern Tilea, and southern Bretonnia.

Most of the portion of the Stadtstaat that lies to the northeast of the confluence of the Rivers Reik and Aver is covered by the enormous trees of the Great Forest. Many dangers move beneath the forest’s leafy canopy, not the least are the

Goblin tribe of the Bloody Tusks and the Green-legged Outlaw Gang. The latter group is led by Wilhelm Mahler, a former sergeant in the Stadtstaat army who fled Nuln before he was arrested for a series of murders. Wilhelm was later convicted in absentia on all charges and sentenced to death by hanging.

### **Inn of the Raging Bull**

**Population:** 11 (Coaching Inn)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Stop for Imperial Expressway coaches

**Proprietor:** Simon Behring

**Notable NPCs:** Moritz Fröbel (blacksmith/carpenter), Marte Behring (healer/herbalist/priestess of Dyrath)

The *Inn of the Raging Bull* is located 1 mile east of Bad Deining on the Stadtstaat side of the border. The establishment is owned by Simon Behring and his family, all of whom work in the inn and stables. His wife, Elise, and daughters -- Elsa, Erika, and Etelka -- work in the kitchen and serving patrons in the common room. Their sons -- Samuel, Stefan, Sebastian, and Siegfried -- work in the stables and provide guard duty during the night. Elsa's husband, Moritz Fröbel, is the inn's blacksmith and carpenter. Simon's mother, Marte, is the inn's herbalist, healer, and Priestess of Dyrath (an aspect of Rhya).

The food at the inn is average, though the house speciality of stuffed sausages is quite good. In addition to weak beer, the Behrings serve a fine tasting lager.

The *Raging Bull* gets its name from the local legend of a huge rampaging bull in the area during the early days of the Empire. This blood-thirsty, man-eating beast -- said to be eight feet at the withers -- killed many people. When Sigmar heard of its devastation, several champions of the Emperor went forth to slay the beast, but all were killed. Against the advice of his counsellors, Sigmar rode to the region from his Reikland

stronghold to this site. The beast was waiting for Sigmar to appear and charged him immediately. Sigmar quickly dismounted and swung Ghal-Maraz at the attacking creature. The strength of the blow was said to have scattered the creature's skull with such a force that many people for leagues around thought they heard the sound of thunder.



### **Armedorf**

**Population:** 52 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headman:** Gerd Reuter

**Notable NPCs:** None

**Inn or Tavern:** None

Armedorf is located 15 miles from Ambosstein, at the end of a track that goes through the latter to Biberdorf on the River Reik. Surrounded by a protective ditch, Armedorf is also just to the south of Lenka's Wood. The village has small hall that serves as a gathering place for the folk to hold their religious observances as well as house the communal livestock during the cold winters.

### **Ambosstein**

**Population:** 80 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Market village, trade, agriculture

**Headman:** Samuel Müller



**Notable NPCs:** Jürgen Waldmann (woodcrafter), Sergeant Gunnar Wundt (roadwarden sergeant)

**Inn or Tavern:** The Market Cross

Ambosstein is situated on a crossroad 15 miles from Arnedorf, 8 miles from Biberdorf, and 14 miles from Winkelhausen. The village is noted for the woodwind instruments (pan pipes, flutes, etc.) crafted by Jürgen Waldmann, much in demand in Nuln and Altdorf. Some say that it's as much the wood from the nearby Lenka's Woods (and blessed by the goddess) as it is Jürgen's skill with the awl, bore, and knife. Every so often, Jürgen crafts a masterpiece which produces sounds so melodic and soothing that these are said to be enchanted.

The *Inn of the Market Cross* stands at the crossroad, near the market cross as well as the gibbet used to hang bandits. The inn – as well as the village mill house – is owned by Samuel Müller and his family. The brown bread served at the inn is particular good as well as the pilsner the Müllers brew in the small shed at the back of the inn.

The *Inn of the Market Cross* is also the base for Sergeant Gunnar Wundt and his patrol of five men. The six roadwardens are under the nominal command of Captain Otto Waldersee, who is based at the *Inn of the Croaking Frog* (see below) and has yet to pay a visit to this unit under his command. Sergeant Wundt is responsible for clearing the roads north of Königsdorf and west of the Reik of bandits, highwaymen, and outlaws. The patrol of six wears a black and gold armband with Nuln's coat of arms, marking them as an arm of the Stadtstaat's Interior Ministry.

### **Biberdorf**

**Population:** 46 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, fishing, ferry

**Headman:** Hans Schnabel

**Notable NPCs:** Anna Schnabel (priestess of Taal and Rhya), Olaf Heine (ferryman)

**Inn or Tavern:** Drowning Goblin

Situated just south of the Black Peaks, Biberdorf is located on the River Reik 16 miles from Grissenwald, 12 miles from Mattersheim, and 8 miles from Ambosstein. The villagers are a friendly sort, eager to hear news of events outside their borders from outsiders, particularly gossip about "The Lady" (Grand Countess von Liebewitz). The nickname is not used contemptuously. Outsiders running down The Lady soon find themselves run out of Biberdorf. The *Inn of the Drowning Goblin* is located at the village quays and serves both the villagers and passing boatmen. The inn is owned by Hans Schnabel and his family. Wife Anna is also the master brewer of the inn, priestess of Taal and Rhya, and village wise woman. Thus, the cooking and other chores of the inn fall upon Hans and the children. The inn is noted for its brambleberry pie and peach cobbler as well as its dark stout.

A small wood temple dedicated to Taal and Rhya is situated south of the village near the river.

Olaf Heine is the peg-legged village ferryman who transports people and goods across the River Reik. In his younger days, Olaf was a boatman who took too many risks and paid for his arrogance by losing his left leg (below the knee) in a fight with river pirates. Time has not dulled Olaf's hatred for pirate scum and he actively assists Captain von Neurath of the River Patrol (based in Grissenwald) in rooting out any of the parasites operating near Biberdorf.

### **Winkelhausen**

**Population:** 62 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture

**Headman:** Franz Driesch

**Notable NPCs:** None

**Inn or Tavern:** Blue Heron

Surrounded by a ditch and low stonewall, Winkelhausen is located 14 miles from Ambosstein, 12 miles from Arschel, and 9 miles from Königsdorf. The defences of the village – such as they are – have been recently restored after a few animals and small child went missing. The villagers fear that there is some predatory beast lurking in the area and are quite worried about it. The villagers will welcome any armed group who will help them be rid of the beast. The fact of the matter is that a large group of hungry (and surprising bold) Snotlings have recently settled in the wild fields just outside the village's cultivated lands.

Situated next to the village common, the *Blue Heron Tavern* is owned by Franz Dreisch, who is also the village's priest of Taal and Rhya. The food served in the tavern is quite good, particularly the soft white cheese locally known as the Winkelhauser. Franz also serves a tasty pear and apple cider (called the "sweet apple-pear elixir" by the villagers who prefer this drink to weak beer).

### **Königsdorf**

**Population:** 52 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, woodcraft

**Headman:** Gottfried Dönitz

**Notable NPCs:** None

**Inn or Tavern:** The Emperor's Rest

Königsdorf is located 13 miles from Segeldorf, 3 miles north of the Übersreik Road, 9 miles from Winkelhausen and 10 miles from Bad Deining. Many of the villagers are involved in woodcraft, its main source of trade. The carved products are popular in the social circles of Nuln, ranging from flutes and musical pipes to small decorative boxes and toys to ornate furniture.

The village is surrounded by a ditch and earthen embankment with the road to Biberdorf passing to the east. The *Inn of the Emperor's Rest* is located near the village centre in its common.

The inn's claim to fame is that Magnus the Pious once spent the night there. The inn is currently owned by Gottfried Dönitz and his family. The food is good and the special house ale – the Emperor's Pleasure – is an excellent dark malt.



### **Inn of the Croaking Frog**

**Population:** 16 (Coaching Inn)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Stop for Imperial Expressway and Empress' Coaching and Transport coaches

**Proprietor:** Gretchen Hassler

**Notable NPC:** Captain Otto Waldersee (roadwarden captain)

The *Inn of the Croaking Frog* lies just half a mile outside the village of Segeldorf. The quality of the food served at the inn is average, though its apple turnovers and gooseberry tarts are very good. The establishment is also known for its heady lager, Traveller's Choice.

The *Croaking Frog* is also the base of roadwardens who patrol the roads from Nuln to Bad Deining and Königsdorf to Kotzenheim. The patrol of eight wears a black and gold armband with Nuln's coat of arms.

The patrol has recently come under the command of Captain Otto Waldersee, an experienced veteran of the northern wars who replaced the late Baron Marius von Kleist, a foppish and arrogant favourite of the Grand Countess who was assassinated from ambush. Conveniently,

the perpetrators – there had to be more than one - were able to make their escape amid the ensuing confusion. Captain Waldersee is a no nonsense leader of the roadwarden patrol, he is hard but fair. While his men do not like him any better than their former captain, all are afraid of crossing swords with the scar-faced Captain Waldersee.

### Segeldorf

**Population:** 48 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture

**Headwoman:** Theda Kirchner

**Notable NPCs:** None

**Inn or Tavern:** None

Segeldorf is on the Übersreik Road located 19 miles from Bleichdorf, 22 miles from Nuln, 13 miles from Königsdorf, and 20 miles from Bad Deining. Traces of an old protective ditch can still be seen around the village, but most of it has been allowed to fill in over the two centuries since Emperor Magnus the Pious reunified Sigmar's Empire.

### Arschel

**Population:** 64 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture

**Headwoman:** Katharine Künast

**Notable NPCs:** None

**Inn or Tavern:** Plough Horse

Arschel is located near the Übersreik Road 13 miles from Nuln, 13 miles from Segeldorf, 5 miles from Krauthof, and 12 miles from Winkelhausen. The village is surrounded by a low stone fence. Arschel once had a defensive ditch, but this has been mostly filled in through centuries of neglect.

The *Plough Horse Tavern* is the social centre of Arschel, owned by Katharine Künast and her family. Eldest son, Walter, is the master brewer of the tavern, which serves an amber bitter as its

house specialty. Food at the tavern is fair, but most of the patrons generally only gather for drinks and gossip to end their long day before heading home for dinner.

### Bleichdorf

**Population:** 32 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headman:** Hannes Bebel (priest of Taal)

**Notable NPCs:** None

**Inn or Tavern:** None

Bleichdorf is a poor village located 19 miles from Segeldorf, 8 miles from Kotzenheim, and 6 miles from Krauthof. The boundaries of the village are marked by a low stone wall in order to keep the livestock from wandering off. The village is set off the Kotzenheim Road enabling the coaches from the more prosperous settlement to pass by Bleichdorf.

Taalite Priest Hannes Bebel is the elder of Bleichdorf, its healer, and maintains the village hall near the common. The stone round temple to Taal is located on a small rise to the south of the village.

### Krauthof

**Population:** 42 (Village)

**Ruling noble:** Grand Countess

Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:**

Agriculture, pickled cabbage

**Headman:** Klaus Stressemann

**Notable NPCs:**

None

**Inn or Tavern:** Pickled Cabbage



Krauthof is located 13 miles from Nuln (via Wahnfurt), 5 miles from Arschel, 5 miles from Wahnfurt, and 6 miles from Bleichdorf. The village is known throughout the Empire for its main export, pickled cabbage.

The *Pickled Cabbage Tavern* serves up the village's trademark product along with the basic fare one finds in the inns and taverns of the region. Klaus Stresseman serves as barkeep and brewer of the tavern, as well as fulfills his role as Sigmarite priest. His family helps run the tavern, particularly when his duties as priest sometimes require him to visit the nearby villages. The tavern serves a dark lager as its specialty beer.

### **Wahnfurt**

**Population:** 32 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headman:** Jens Hittorf

**Notable NPCs:** None

**Inn or Tavern:** None

Wahnfurt is located on a fordable portion of River Wahn, 8 miles from Nuln and 5 miles from Krauthof. Holy day celebrations are held in the village hall, presiding over by Jens Hittorf, priest of Taal and Rhya.



### **Nuln**

**Population:** 85,000 (or 12,000 if one is only counting the heads of taxpaying households-

**Middenheim: City of the White Wolf**, page 9).

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Trade, metalwork, government, wine

**Government:** Privy Council of the Grand Countess

**Notable NPC:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Inn or Tavern:** See Black Industries' **Forges of Nuln** book for a sampling

Nuln is the third largest city in the Empire. This most cosmopolitan of cities is located 304 miles from Altdorf (by river), 124 miles from Kemperbad, 36 miles from Grissenwald, 79 miles from Dunkelberg, 55 miles from Wissenburg, 92 miles from Pfeildorf, 474 miles from Karak Hirn, 306 miles to Karak Norn, 38 miles from Pfofeld, 170 miles from Streissen, and 222 miles from Averheim.

Details of the city have been described in Black Industries' **Forges of Nuln** book. A more easily accessible and detailed source for Nuln can be found at the Kalevala Hammer site ([www.freewebs.com/kalevalahammer](http://www.freewebs.com/kalevalahammer)), which incorporates a lot of what has been officially described for Grand Countess Emmanuelle von Liebewitz' city in 1<sup>st</sup> and 2<sup>nd</sup> editions of **WFRP**.

### **Mattersheim**

**Population:** 37 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, fishing, ferry

**Headman:** Richard Planck

**Notable NPCs:** Captain Erwin von Kaunitz (roadwarden captain), David Otterbein (ferryman)

**Inn or Tavern:** Stag and Hare

Mattersheim rests along the Altdorf Road on the east bank of River Reik, 8 miles from Nuln, 12 miles from Biberdorf, 16 miles from Wursthaim, and 12 miles from Brandtstadt. With its proximity to the southern reaches of the Great Forest, Mattersheim is surrounded by a wooden stockade on all but the riverside. A watch tower on the north gate provides sentries with a good view of the edges of the woods.

The riverside *Inn of the Stag and Hare* is run by Richard Planck and his family. The Planck family obtains its ale from the Chrobok Breweries of Nuln, principally a golden lager (“Golden Pheasant”) and deep brown bitter (“Wolf’s Bite”). The Plancks also serve a Brambleberry Schnapps which they distil. The fare at the *Stag and Hare* is also quite tasty with the house specialty rabbit and turnip stew.

The inn also serves as the base of operations for Captain Erwin von Kaunitz of the Stadtstaat roadwardens. Von Kaunitz is the overall commander of the detachments that patrol the Altdorf and Moot Roads, keeping those two main arteries clear of bandits and other outlaws as well as Goblins. He personally leads the patrol of eight roadwardens as they make their rounds.

A small building on the Reik just downriver of the *Stag and Hare* is the home of David Otterbein, ferryman. In addition to his job of ferrying passengers across the river, David maintains a small shrine to the local river goddess, Reicantra. The ferryman starts his day with a small sacrifice to the goddess of a couple drops of blood to ensure that she allows him to travel back and forth across the river without any mishaps. If asked why he does performs such an observance, David relates a tale from his youth where a sudden storm overturned his boat and his young bride could not make her way back to shore with such a strong current. He attributes his then neglect of honouring the goddess to his wife’s death.

### **Inn of the Forest Sprite**

**Population:** 16 (Coaching Inn)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Stop for Imperial Expressway coaches

**Proprietor:** Goeppert Kossel

**Notable NPCs:** Julia Heine (priestess of Rhya), Eduard Heine (carpenter/ wainwright), Theodor Kossel (blacksmith), Grom Woodaxe (woodman/ charcoaler/ hunter), Sergeant Fritz Hilbert (sentry)

The *Inn of the Forest Sprite* is located on River Reik along the Altdorf Road 4 miles from Mattersheim and 24 miles from the coaching inn of the *Stork's Nest* (on the east bank of the Reik across from Grissenwald). The grounds of the inn are surrounded by a wooden palisade with a tower at the gate. The inn itself is built with a stone facing on its exposed front with tall narrow windows offering some protection. The wooden door is quite thick and can be barred from the inside in case of bandit or goblin attack.

The inn is run by Goeppert Kossel and his family. As an ex-soldier in the service of the Grand Countess of Nuln, Goeppert Kossel knows a thing or two about defence. He closes the inn for about an hour in the mid-afternoon daily (when business is usually slack) in order to drill the staff on defending the inn from attack. Goeppert wants to ensure that everyone understands their respective role should such an event come to pass. A few months ago, the inn successfully repulsed a night attack from a foraging party of goblins. With no losses of their own or lodgers, the defenders were able to kill half of the sixteen-strong force as well as its leader.

The *Forest Sprite* is a stop for the Imperial Expressway coaches travelling the Nuln-Kemperbad route, which is considered one of the wilder routes as there are no large settlements on the east bank of the Reik between Nuln and Kemperbad. Bandits, Goblins and fouler creatures are known to range within the Great

Forest near the road. Passengers are expected to have personal weapons at the ready in case of attack.

Goeppert's wife, Alexa, is the mistress of the kitchen and oversees the cleaning of the rooms (some of which are located above the stables). Assisting her are the couple's twin 14 year old daughters – Ilsa and Ingrid – and Bianka Heine, wife of Alexa's younger brother, Eduard. Assisting Kossel in the common room is his sons, 18 year old Konrad and 16 year old Erwin. Both young men are learning the craft of brewing and distilling from their father. The food at the inn is good with an amber-coloured pilsner and peach schnapps being the specialty drinks served alongside weak beer.

Julia Heine – mother of Alexa and Eduard – is the inn's wise woman and healer. She is also the local priestess of Rhya. Eduard is the inn's carpenter and wainwright. His and Alexa's two children – 11 year old Oskar and 10 year old Carina – are given the task of being the inn's stable hands and grooms under the supervision of Goeppert's younger half-brother, Theodor Kossel, the inn's blacksmith. Young Rolf Husserl (12 years old) is Theodor's current apprentice.

Grom Woodaxe is another resident of the inn, serving as woodsman, charcoaler, and hunter. Grom is a Dwarf from Wissenburg who served alongside Goeppert in the Grand Countess' army. Both had seen duty in the western foothills assisting the comparatively poorly-trained Wissenland troops in suppressing the Goblin tribes of the region. Given his many years in the army, Grom is the only one exempt from Goeppert's constant drilling. During such time, Grom positions himself as the sentry in the tower on the watch for unexpected travellers and trouble.

Sergeant Fritz Hilbert was the leader of Goeppert's unit until a lucky Goblin blow severely damaged the sergeant's left leg. Infection set in quickly and Fritz ordered the field doctor to saw off his leg below the knee to

keep the contamination from spreading. The tough sergeant joined Goeppert recently and was fitted with a new wooden leg by Eduard. Fritz' role at the inn is to be its sentry and, in case of trouble, help defend the inn. Fritz brought along his 14 year old son, Anton, to provide a hand at doing odd jobs at the inn.

### **Wurstheim**

**Population:** 78 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, smoked sausage

**Headman:** Kurt Reimann

**Notable NPCs:** Ritter Hals von Brandtstadt (warden), Käthe Schaffer (priestess of Dyrath)

**Inn or Tavern:** Green Man

Surrounded by the woods of the Great Forest, Wurstheim is 16 miles from both Mattersheim and Brandtstadt. The village is protected by a wooden palisade and a watchtower at its gate. A large semaphore tower, the last of a chain of newly built structures stretching to Altdorf, sits on a nearby hilltop. The tower was completed in 2513, just as the war in the northern provinces was heating up. The land between the tower and village has been cleared in order to provide for a mutual defence in case of Goblin or bandit attack.

Ritter Hals von Brandtstadt, who has been recently promoted by the Grand Countess as Warden of the Woods, is overseeing the construction of a stone tower to replace an older wood structure on another hilltop close to Wurstheim. He and his retinue of six men-at-arms are charged with protecting this area of the Stadtstaat until Feldmarschall Rüdiger von Steuben can organize an expedition to remove the Goblin threat once and for all.

Wurstheim is famous for its smoked sausage. Nearly every family partakes in this effort as well as engage in pig farming (in fact, the pigs seem to outnumber the people in the village). Wurstheim also hosts the Wurstfest, a week long festivity celebrating the craft of sausage-making,

from the 10<sup>th</sup> to 17<sup>th</sup> Brauzeit. In addition to offering up a wide variety of sausage, the festival includes such events as a sausage eating contest and a number of games of skill (spear-throwing, archery, Halfling tossing, etc). Wurstfest also features a snotball tournament.

Kurt Reimann and his family own the *Inn of the Green Man*, named after a forest spirit who legend tells protects the sacred groves of ancient oaks located deep within the forest from Goblins and other fell creatures. The food at the inn is good with the house specialty being the Käsekrainer, a sausage filled with meat and cheese. In addition, Kurt and his wife, Sigrid, brew a dark-reddish bitter they call Forest Twilight and a lighter pale-coloured pilsner with the name of Morning Dew.

Käthe Schaffer is the local priestess of Dyrath and village wise woman. A small shrine to the goddess is built in the middle of the village common.

### **Brandtstadt**

**Population:** 52 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture

**Headwoman:** Wanda Lynen

**Notable NPCs:** Gretchen Blücher (hedgewizard), Sergeant Gustaf Becker (roadwarden sergeant)

**Inn or Tavern:** White Moon

Brandtstadt lies along the Moot Road, where the tracks from Mattersheim and Wurstheim meet the main road from Nuln to the Old Dwarf Road. The village is located 10 miles from Nuln, 12 miles from Mattersheim, 16 miles from Wurstheim, and 11 miles from Furtzhausen. Brandtstadt is surrounded by a stone wall and ditch, providing it with some basic defence against possible bandit or Goblin attack. Much of the produce grown by the village farmers of makes its way to the Nuln market.

Owned by the widow Wanda Lynen and her family, the *White Moon Tavern* is the place locals gather to exchange gossip and learn news from travellers passing through the area. Wanda's late husband, Berthold, had grown increasingly mad and abusive until a mysterious wasting disease took his life a few years back. Many villagers believe that Wanda's still living mother, Gretchen Blücher, had something to do with it, for which they applaud her. Frau Blücher is a known "white" witch and the villagers will do their utmost to protect her from hostile outsiders – such as Sigmarite witch-hunters or agents of the Colour Colleges of Altdorf.

Wanda and her eldest son, Konrad, serve as the master brewers of the *White Moon Tavern* while eldest daughter Brigitte runs the kitchen. The fare at the tavern is hearty and its malted beer ("Old Frothy") a local favourite.

The *White Moon Tavern* is also the base of operations for the six-man Stadtstaat roadwarden patrol led by Sergeant Gustaf Becker. Sergeant Becker's men are responsible for dealing with any trouble along the Moot Road. The sergeant reports to Captain von Kaunitz, who is based in Mattersheim.

### **Furtzhausen**

**Population:** 74 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Market village, trade, agriculture

**Headman:** Oswald Waldmann

**Notable NPCs:** Rudolf "Rudi" Branmuffin (innkeeper), Barbara "Babs" Branmuffin (cheesemaker/ healer)

**Inn or Tavern:** Friendly Hearth

Furtzhausen is a market village located on the Moot Road, 11 miles from Brandtstadt, 10 miles from Eschedorf, and 15 miles from Kirchham in Stirland. Furtzhausen is surrounded by a ditch and wooden palisade to protect the villagers and

livestock from potential Goblin or bandit attacks. A watchtower near the main gate allows a sentry clear line of sight, particularly towards the direction of the Great Forest.

Coaches from the Cannonball Express line of Nuln do not stop at Furtzhausen, but two miles further up the road to the company owned *Inn of the Broken Wheel*.

The local establishment, *Inn of the Friendly Hearth* is owned by the Branmuffins, a quite large Halfling family found throughout the south-west and southern regions of the Empire. The common room is quite spacious and the inn provides special accommodations for Halfling travellers. The low-ceilinged rooms provide the diminutive people some protection from predation from the big folk, so Halfling lodgers only need to keep an eye out for unsavoury members of their own race.

The food at the *Friendly Hearth* is very good and the portions generous. Though weak beer is sold, Rudi Branmuffin prefers to sell the schnapps he distils from a unique blend of fruits as well as apple and cherry cider. His wife, Babs, makes a crumbly blue-white cheese known as Mootheimer Cheese, which is also one of the favourites of the Grand Countess von Liebewitz. She is also the village herbalist and healer.

The Branmuffins of Furtzhausen are not involved with the nominal family business of smuggling, preferring to stick with their business and raising their eight children, all of whom help run the inn.

### **Inn of the Broken Wheel**

**Population:** 20 (Coaching Inn)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Stop for Cannonball Express coaches

**Proprietor:** Gunnar Schurz

**Notable NPCs:** Rosa Schurz (priestess of Taal/ herbalist), Ernst Bunsen (blacksmith/ carpenter), Ritter Jürgen von Bethmann-Hollweg (warden)

Located on the Moot Road 2 miles from Furtzhausen, the *Inn of the Broken Wheel* is the first stop for the Cannonball Express coaching lines departing from Nuln. The *Broken Wheel* is located near the border of the Stadtstaat of Nuln and the Grand County of Stirland. The coaching inn is owned by Gunnar Schurz, although the Cannonball Express coaching line has a minority interest.

Gunnar is a former coachman who was forced into retirement by a bandit attack which relieved him of his left hand in an unsuccessful robbery attempt in 2510. Gunnar is still bitter about the experience and has a gibbet built outside the protective stockade surrounding the coaching inn in case he gets his hands on a bandit. Gunnar's anger is tempered by his wife, Rosa, who is also a priestess of Taal and the inn's herbalist and cook.

Gunnar inherited the *Broken Wheel* when his father passed away in the summer of 2511. His widower uncle, Jens Schurz, joined him shortly after to assist in running the coaching inn. Jen's teenaged daughters – Amalie (16), Bianka (15), and Claudia (13) – assist in the kitchens and serving guests in the common room. Jens' young sons – Helmut (11) and Joachim (10) – work in the stables as grooms.

Ernst Bunsen and his apprentices – Gottlieb Hofer (17) and Heinz Eckehart (12) – are the coaching inn's blacksmiths and carpenters. The three are employees of the Cannonball Express coaching line with the primary responsibility of keeping the coaches in good repair.

Given the relative proximity of the Great Forest (2-3 miles) and the Stirland frontier, a small unit of about eight Stadtstaat men-at-arms reside in a stone tower adjacent to the *Broken Wheel* compound, led by Ritter Jürgen von Bethmann-Hollweg, Warden of the Stirland March. The unit generally patrols along the borders of the Stadtstaat from the Great Forest to the River Aver during the day and provide sentry duty for the coaching inn at night.



There is little friction between the soldiers and civilians at the inn. Warden von Bethmann-Hollweg understands the scope of his responsibilities and does not tolerate violations of the rules he enforces. This courtesy does not extend to troublesome transients (i.e. adventurers) who get out of line.

### **Eschedorf**

**Population:** 47 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, fishing, ferry

**Headman:** Captain Leberecht Brahms

**Notable NPCs:** Ludwig Rabe (priest of Mórr), Ingrid Röbling (innkeeper), Ehrhardt Röbling (master brewer), Irina Brahms (herbalist), Hultz Brahms (river patrol first mate)

**Inn or Tavern:** Grey Goose

Eschedorf lies on the northern bank of the River Aver, 20 miles from Nuln (via river), 7 miles from Braundorf (via river), 10 miles from Furtzhausen, and 10 miles from Zecher. The village is protected on its landside by an eight-foot tall stone wall.

To the west of the village is a cemetery for the *namelosen*, the nameless dead whose bodies wash up the riverbank after the waters of the river have claimed their lives (usually doing the times the river runs high and swift). Ludwig Rabe, priest of Mórr, resides in a small hovel near the cemetery where he can administer funeral rites as well as maintain a shrine to the God of the Dead.

The *Inn of the Grey Goose* is owned by Ingrid Röbling and her family. She is assisted by her eldest son, Ehrhardt, and daughter, Irina Brahms. Ehrhardt is the master brewer of the inn while Irina is the cook and village herbalist. The food at the inn is good as is its signature lager, “Röbling’s Finest.”

Leberecht Brahms – Irina’s husband – provides a ferry service across the River Aver. Those seeking transit from the far bank must ring a bell in the shed near the crossing point. Leberecht is also the captain of the Stadtstaat River Patrol, a group consisting of a first mate and six rivermen whose duty it is to patrol the short stretch of the Aver from the Stadtstaat’s border to within cannon shot of Nuln. First mate Hultz Brahms – son of Leberecht and Irina – usually leads the patrol on its rounds.

### **Zecher**

**Population:** 32 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headwoman:** Solveig Engels

**Notable NPCs:** None

**Inn or Tavern:** None

Zecher is located 10 miles from Eschedorf, 14 years from Braundorf, and 12 miles from Kotzenheim. The village is surrounded by a ditch, which is slowly filling in due to the lack of diligence by the villagers. The area has not seen a Goblin incursion in centuries and there is not enough wealth to attract bandits.

The village hall in the centre of the settlement is where the village folk gather to observe the holy days, led by Solveig Engels, priestess of Taal and Rhya.

### **Braundorf**

**Population:** 62 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, fishing, ferry

**Headman:** Reiner Bürger

**Notable NPCs:** Ritter Karl Daimler (warden), Tilsa Bürger (cheesemaker/ herbalist), Joerg Kossel (priest of Sigmar), Hans Kesselring (priest of Sigmar)

**Inn or Tavern:** Three Bells

Braundorf is located on the southern bank of the River Aver at the border with the Grand County of Averland, 7 miles from Eschedorf (via river), 14 miles from Zecher, and 18 miles from Kotzenheim. The village is surrounded by a five-foot tall stone wall except on its riverside.

A stone tower just to the east of the village serves as the residence of Ritter Karl von Daimler, Warden of Avermark, and his six men-at-arms. Daimler and his men are responsible for patrolling the eastern reaches of the Stadtstaat south of the River Aver to Kotzenheim on the Upper Reik. In particular, Ritter Daimler and his men are focussed on the Liebig Hills between the two villages. There have been some signs of outlaws in the area.

The *Inn of the Three Bells* is a riverside establishment owned by the Bürger family. In addition, Reiner owns a vineyard from which he grows the grapes to produce his own special blend of Riesling wine, a favourite of the locals when they are not quaffing pints of the pilsner Reiner also brews. Reiner's wife, Tilsa, is the village cheesemaker and herbalist. Tilsa combines her proficiency in both fields to produce the spicy yellow cheese she jokingly calls "Braundorfer Flame." The Bürgers also serve an apple cider.

On the other side of the quays from the *Three Bells* is the village Chapel of Sigmar. The stone structure is said to be among the first built by Johann Helstrum, the man whose vision inspired the rise of the Church of Sigmar. The old priest, Joerg Kossel, claims to be a descendent of Helstrum, though he has no proof of this. His protégé, Hans Kesselring, is a young priest who has been assuming more and more of Joerg's duties. A number of village girls swoon over this handsome, young priest.

### **Kotzenheim**

**Population:** 61 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Market village, trade, agriculture, fishing, ferry, base for the Empress' Coaching and Transport Line

**Headman:** Jürgen Grauhund

**Notable NPC:** None

**Inn or Tavern:** Empress Magritta

Kotzenheim is a prosperous market village located on the Upper Reik 16 miles from Nuln, 8 miles from Bleichdorf, 18 miles from Braundorf, 12 miles from Zecher, and 7 miles from Maselhof. The village holds an open air market near its waterfront every Marktag, where many of the folk from the nearby villages, hamlets, and farmsteads gather to share gossip, arrange marriages, or settle disputes.

The Empress' Coaching and Transport Line is a small, local coach service that connects the small villages around Nuln with one another. The coaching line carries passengers as well as transports goods at a cheaper rate than Imperial Expressways. Its main base of operations is the riverside *Inn of the Empress Magritta*, which is owned by Jürgen Grauhund, the richest man in the village. The adjacent ferry service is also part of Herr Grauhund's financial empire.



The *Empress Magritta* is a large, spacious inn with a large warehouse for storage of goods, which accommodates those few merchants and travellers who prefer to avoid Nuln's higher lodging prices and expensive temptations. Smugglers, in particular, prefer to operate from

this safer distance, arranging for the movement of contraband into and out of the city. The food at the *Empress Magritta* is good and varied, with the house specialty roasted duck in plum sauce. In addition to the weak beer and house wines, Jürgen offers a dark bitter (*Empress' Special*) and a gold-coloured lager (*Countess' Pleasure*), as well as Schwarzriesling and Gewürztraminer from the nearby Colloredo vineyards (also owned by the Grauhund family).

## County of Liebewitz

The County of Liebewitz is the largest single landholding in the Lower Wissenland region and, in combination with the Stadtstaat of Nuln, is the centre of the von Liebewitz' power and wealth. The county is by far the richest in the province, although the wealthier part of the county lies along the Upper Reik and its tributaries. The western reaches of the county still follow the Old Faith.

Although bandits and river pirates remain a danger to travellers, the roads and river routes in the county are probably safest in the entire province, other than those in the Stadtstaat. Oddly, the bandit bands in the foothills of the Grey Mountains act as a check against Goblin incursions from the mountains.

There are also rumours that the infamous Blood Keep, a ruined stronghold near the headwaters of the western fork of River Grissen, has been re-occupied by the forces of darkness. None of the ruling class has the desire to mount an armed expedition to confirm the tales... yet.

### Maselhof

**Population:** 32 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headman:** Helmuth Langwald

**Notable NPCs:** None

**Inn or Tavern:** None

Maselhof is located 23 miles from Nuln, 7 miles from Kotzenheim and 14 miles from Waltershofen. The village is protected by a ditch which is flooded with water from the Upper Reik. The village hall is located along the river near the north gate. Maselhof is one of the few settlements near the major arteries of trade where the belief in the Old Faith is still strong. The villagers of Maselhof also revere Masel, the river spirit of the stretch of the Upper Reik between Wissenburg and Nuln. Helmuth Langwald is the village's druidic priest.

### Inn of the Hanged Pirate

**Population:** 18 (Riverside Inn)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Stopover for boatmen and river merchants

**Proprietor:** Ludolf Butenandt

**Notable NPCs:** Edmund Spengler (blacksmith), Agnes Spengler (brewer), Rolf Spengler (boatbuilder/ carpenter), Helena Spengler (healer/ herbalist)

The *Inn of the Hanged Pirate* is located between Wissenburg and Nuln, roughly 5 miles from Maselhof and 9 miles from Waltershofen. Most boatmen who ply the waters of the Upper Reik make their nightly stop at the inn than at the smaller villages on either side of the river.

Ludolf Butenandt and his extended family own and run the *Hanged Pirate*. His older sons – Lukas and Joerg – provide guard duty along the quays and watchtower near the south gate along with his brothers-in-law, Edmund and Rolf Spengler and the former's sons – Edgar and Ernst. Ludolf's other sons – Barthold and Willibald – work as grooms in the stable and tend to the inn's dairy cows. Ludolf's wife and daughters – Elsa, Anna, Gilda, and Karin – work in the kitchens, common room, churning the milk into butter, and assist in cheesemaking.

Edmund is also the compound's blacksmith, while his wife and daughters – Agnes, Greta, and

Rosa – are involved with brewing the *Hanged Pirate's* signature ales, Captain's Dark Bitter, First Mate's Lager, and Sailor's Malt. The three also make a delicious apple cider.

Rolf Spengler is the inn's carpenter and boat-builder and his wife, Helena, is the compound's healer and herbalist. Helena grows many of her healing and seasoning herbs in a small garden outside their home in the compound.

Ludolf's brother, Thomas, and his family run a farm just outside the *Hanged Pirate* where much of the inn's produce is grown.

### **Waltershofen**

**Population:** 44 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headman:** Ludwig Bloch

**Notable NPCs:** None

**Inn or Tavern:** None

Waltershofen is located 14 miles from Maselhof and 18 miles from Wissenburg. The villagers make their living on the river and can assist in patching up a boat in a pinch. There is a village hall along the river.

Across the Upper Reik is the Averland village of Oberzenn. During the Mitterfrühl festivities, the two villages pit their two best swimmers against one another in a race to cross the Upper Reik. The tricky part is that the water is generally cold from the spring thaw and, at times, carries a strong current. There have been some contests where either one or both contestants did not make it across alive.

### **Stonecarver Town (Khazid Agruli)**

**Population:** 210, mostly Dwarf (Small Town)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Trade, ale, stoneware

**Elder:** Ragnar Emmolsson

**Notable NPC:** Malek Bromsson (master brewer/ tavern keeper), Dominick Orliksson (master brewer/ tavern keeper), Almala Cedrikssdottir (master distiller/ tavern keeper)

**Inn or Tavern:** Stonemason, Miner's Pick, Mother Lode

Established on the north side of Wissenburg and the Reik Gate cemetery along the Upper Reik, Stonecarver Town was established as a Dwarf settlement during the latter stages of the Age of Wars (circa early 14<sup>th</sup> century). In the centre of town is a statue built in honour of Count Johannes von Starhemberg, who in 1015 I.C. used his army to block the advance of the Imperial forces under the command of the infamous Feldmarschall Rüdiger von Ossietzky. In doing so, he stopped his opponent from prosecuting Emperor Ludwig "the Fat" von Hohenbach's pogrom against the Dwarfs. Elder Ragnar Emmolsson is 245 years old and claims to have fought alongside Magnus the Pious as a young beard during the Great War against Chaos.

Stonecarver Town is renowned in the County of Liebewitz for having the highest concentration of taverns of any settlement. With a ratio on one for every 21 residents, the town boasts ten such establishments with a total of fifty varieties of brews. All of the taverns in town cater to both the Dwarfs and Humans. The occasional Elf customer is also tolerated, particularly given the shameful memory of Emperor Ludwig's pogroms.



Stonecarver Town annually comes alive during the last week of Brauzeit (from the 25<sup>th</sup> through 32<sup>nd</sup>) when the Dwarfs in town hold a week-long celebration of their brewing heritage. The

festivities end before Grungni's holy day of 33 Brauzzeit, so the Dwarfs can properly clear their town before honouring the god.

Located near the centre of town, *Stonemason Tavern* is the largest of the taverns and run by the family of Malek Bromsson of the Ironside clan. Malek is a Master Brewer, having reached that level of achievement over fifty years ago. His specialities are bitters Malek simply calls "Dark", "Darker", and "Darkest" to denote their degree of dark brown colouration. Malek also serves a dark reddish malted beer. A pint of all these brews is priced at twice that of a weak beer normally served to cost conscious (cheap) individuals. The food at the *Stonemason Tavern* is fair, but the dark brown bread is very good.

The *Miner's Pick* is one of the major competitors to the *Stonemason* in town and located at its north end. Dominick Orliksson is the Master Brewer and considered as the young upstart with only fifteen years of experience at this level of achievement. Dominick's specialties are lagers, brewing such hearty beers as "Gold Nugget", "Iron Ore," and "Silver Lode." The food at *Miner's Pick* – particularly the smoked pork – tends to be spicy, but good.

Close to Wissenburg and popular with the manlings from the working district of that town, the *Mother Lode* serves a different kind of drink. Almala Cedrikssdottir takes the title of Master Distiller as her specialty is distilling whiskies rather than brewing beers. As such, the common room of *Mother Lode* is smaller than the beer halls of the *Stonemason* and *Miner's Pick*. Almala likes to use rather colourful names for her whiskies, such as "Rolling Thunder", "Crackling Lightning", "Hot-Blooded Moonshine", and "Raging Waters." The food at the *Mother Lode* is indifferent, except for the house specialties of cheese-stuffed peppers and spiced sausages, both of which are quite good. The peppers are grown in the back of the *Mother Lode* from New World plants Almala managed to obtain in Marienburg some twenty years ago.

Beneath the **Stonecarver Town Hall** in the centre of Stonecarver Town is the large **Temple of Grungni**. An eight-foot statue of the Dwarf God gripping a pick-axe dominates the interior of the temple. Smaller shrines dedicated to the other Ancestor Gods are found within the temple along with one dedicated to the ancestors of the Stonecarver Dwarfs.

The resident Dwarfs gather at the town hall on every major holy day dedicated to Grungni to remember their ancestors and celebrate their heritage. During the gathering, smaller groups enter the door within the town hall and descend into the temple to pay their respects. Thick oak doors at the far side of the temple lead to a network of tunnels dug by the Dwarfs soon after they established the settlement. The tunnels are a precaution against a time when another Ludwig Hohenbach may be elected as Emperor. There are a number of passageways, many of them dead-ends. The main tunnels continue westward towards the rolling countryside. At the end of the tunnels are stout doors leading into natural caves. The doors are carefully crafted so anyone entering the caves would not be able to distinguish these concealed doors from the normal stone walls.

The Stonecarver Dwarfs take turns inspecting and maintaining the tunnels. They do so in secrecy, following the long-established traditions of their ancestors.

## **Wissenburg**

**Population:** 9000 (Town)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Trade, market town, ferry

**Government:** Town Council

**Notable NPCs:** Count Stefan von Windisch-Grätz (steward), Ernst Schmidt (tavern keeper), Thomas Löffler (master brewer), Eusebius Alber (weaponsmith), Ottilia Hering (herbalist), Lector Konstatin Schwarzenberg (Wissenland Lector/high priest of Sigmar), Erwin Harrach

(innkeeper), Salvatore Luciano (restaurateur, godfather of Luciano family), Janna Böhme (wizard guildmaster), Petra Winneburg (tavern keeper), Adolphus Ziegler (shopkeeper), Albrecht Carstens (crime lord of the Fluss Strasse gang, snotball aficionado), Gustav Schröer (tavern master), Otto Münsterberg (casino manager), Monika Suttner (boarding house owner), Johann Fischer (river patrol captain), Juliane Schuschnigg (innkeeper), Benoît Dumeaux (restaurateur)

**Inn or Tavern:** Broken Forge, Mitre Inn, Little Remas, Court Jester, Harbourmaster's Home, Red House Casino, Grand Wissenburg Hostelry, King of Oisillon, Hospice of the Dove

Wissenburg is the provincial capital of Wissenland and its largest town. Its prominence is overshadowed by the largely independent city-state of Nuln, which is where Grand Countess Emmanuelle von Liebewitz prefers to hold court for much of the year. Wissenburg is 55 miles from Nuln, 134 miles (by way of the Upper Reik and Nuln-Übersreik Road) from Dunkelberg in Reikland and 37 miles from Pfeildorf.

Wissenburg's primary economic drivers are trade and the government bureaucracy. Its position on the Upper Reik – about two days journey upriver from Nuln) – places Wissenburg in the ideal location where it can control the movement of ore mined from both Dwarf and Human facilities to the Stadtstaat.

The town council is the main body that governs Wissenburg. Its members include the aldermen of Wissenburg's five districts, one of the Grand Countess' provincial Privy Council, a priestly representative for the town's religious community and the elder of the Dwarf community of Stonecarver Town (Khazid Agruli). The town council meets each month at the aptly named Council Hall, a large three-storied building on Marktplatz.

### **Schloss Liebewitz**

The family castle of the von Liebewitz clan overlooks the rest of the town from the bluff to

the west. The new castle was rebuilt upon the ruins of the old, which the rampaging Orcs destroyed when they overran the city over eight centuries ago. Parts of the castle, particularly the old cellars, are said to be haunted by those who died defending it.

Schloss Liebewitz is the current residence of Count Stefan von Windisch-Grätz, steward and former favourite of the Grand Countess. The fact that he gained such an important political position while being tossed from her bed points to Count Stefan's considerable skills as a diplomat and political operative. It is also said that Count Stefan is one of the few men who understands that Grand Countess Emmanuelle is not the reckless party girl that most believe her to be. He knows that her superficial image is one carefully crafted by the Grand Countess to lull her adversaries into a false sense of superiority while she manipulates them through her charms.

### **Schmidtwerk district**

The working and poor class district of Schmidtwerk is the northernmost of Wissenburg's districts along the Upper Reik and the one most prone to flooding before the construction of the Embankment. The problem now is that the flood waters used to be the only way that rubbish and other debris were swept from the filthy streets of the Schmidtwerk. On calm days, the air in the district is hazy from the smoke of forges of the smiths as well as odorous from the labours of leatherworkers and muckrakers.

The *Broken Forge* is one of the many low-ceilinged, dim-lit taverns in the Schmidtwerk. A former blacksmith who was able to save enough to get out of the family business, Ernst Schmidt is the large, friendly owner of the establishment with an ear for gossip and a nose for trouble. Not much goes on in this part of Wissenburg of which Ernst is unaware. The food at the tavern is not very good, though the normal clientele of smiths don't seem overly concerned so long as the weak beer and rotgut are flowing. Ernst gets his beer at a cut rate from Löffler's.

**Löffler's Brewery** is the largest operation in Wissenburg supplying quality and weak beer to many of the taverns and inns throughout the town. The brewery sits on a spring from which Master Brewer Thomas Löffler draws water for the variety of beer he produces: "Morning Light" (pilsner), "Afternoon Sun" (lager), and "Twilight's Grace" (bitter). He also distils cherry schnapps, which he calls "Summer Delight." The brewery has been in the Löffler family for generations, with the first charter being awarded to Götz Löffler in 2243 I.C.

The family-owned **Alber's Smithy** is one of the best places where one can purchase quality weapons as well as blades made to specific order. Eusebius is the master weaponsmith of the establishment, training both his sons – Hartwig and Leberecht – in the craft. What is not known is that some of Eusebius best customers are free-lance assassins and bounty hunters who have learned of his reputation with bladed weaponry from word of mouth. Orders are clandestinely placed with partial payments paid in advance by agents of these clients in the dark of the night. The need for secrecy is paramount as Eusebius doesn't want to call attention to this aspect of his business.

**Hering's Apothecary** is the place for those looking for herbal remedies, love charms and healing draughts. Otilia Hering is the latest of the long-line of healing women who have owned the apothecary and is currently training her niece, Beatrix, in the healing arts. Otilia also sells the base ingredients to manufacture poisons to her special clientele. New customers must have letters of introduction from one of her regulars before Otilia will conduct such business with strangers.

### ***Tempelhof District***

The Tempelhof district is one of the affluent districts of Wissenland and closest to Schloss Liebewitz. Many of the townhouses of the local nobility reside in Tempelhof, far from the flooding waters of the surrounding rivers (though

these have been tamed by the building of the Embankment).

The **Tempelplatz** is the large square located near the foot of the bluff where Schloss Liebewitz sits. Many of Wissenburg's larger temples surround the square. Holy day festivities generally take place in Tempelplatz and many townsfolk gather to participate or observe. Obviously, such gatherings attract pickpockets and others of their ilk.

### **Sidebar: The Embankment**

During his reign (2480-2503), Grand Count Konrad von Liebewitz was the driving force behind the modernisation of Wissenburg. In 2484, the Grand Count contracted Dwarf engineers from Nuln to reconstruct the crumbling Wissenburg harbour and resolve the flooding problem that occasionally occurs from the spring thaw.

The Dwarfs tore down the town wall along the river about five feet above street level within the town, levelled it by reusing some of the stones from the wall, and built a road along the river front. The road was intended to have a dual purpose of being a dike against any flooding as well as being the foundation of the new quays, which were also built with the demolished town walls. Ramps and stairs connect the elevated Embankment Road to the rest of the streets in town.

New sewer lines were constructed to take advantage of any rise in the waters of the Upper Reik and River Dottern. Normal outflows into the Upper Reik would be closed by order of the Harbourmaster and the sluices opened at the point where the rivers flow next to the town as well as the outflow further downriver on the other side of Stonecarver Town.

The Snotlings that infest the sewers are well aware of the sounds of the flood channels being opened. The tell tale sounds echo throughout the sewers, which prompt the offal-covered Snotlings to scatter to their safe places in order to avoid being washed away.

The **Church of Sigmar** in Wissenburg is the largest in the Grand County outside the Grand Cathedral in Nuln. Its octagonal walls are brightly painted and heavily adorned with stone hammers along its white tiled roof. The intent of the white roof is to give the area radiance when the sun is high in the sky. The effect is as if the light of Sigmar is shining on those who have come to the church to pray.

**Lector House** – the residence of current Wissenland Lector, Konstatin Schwarzenberg – stands next to the Sigmarite temple. The large, three-storied house is built in the Reikland style and is generally empty except for the household staff. Lector Konstatin spends most of his time in Nuln either at the Court if the Grand Countess or with the Arch Lector.

Across Tempelplatz from the Church of Sigmar stands the **Temple to Ulric**. The large edifice is built in the Tilean style with tall colonnades and a frieze dominated by an ornate depiction of the God of Winter surrounded by his troop of shield maidens. A closer inspection of the bas relief figures reveals a feral quality to the features of the maidens. According to very old legends, Ulric would sometimes deploy his shield maidens to flush out prey whenever he joined his brother Taal in the Wild Hunt during Geheimnisnacht.

The **Temple to Verena** and **Temple to Shallya** are also located near the Church of Sigmar. The Verenans maintain a library adjacent to the temple. The temple to Shallya doubles as a hospital for the less fortunate.

The *Mitre Inn* is located near the Temple of Verena and is a popular gathering spot for the priests, initiates, clerks, and others who work in the various temples on the square. Many visiting priests stay at the inn. Accommodation is at the higher end of the scale with prices to match. The *Mitre Inn* is also known for the assortment of entertainment that appears in the common room every Festag. Singers, musicians, actors and raconteurs must first audition for the Harrach family before they are scheduled to perform.

This house rule ensures a higher quality of entertainment.

The Harrach family owns *Mitre Inn*, passing it from generation to generation. Erwin Harrach is the current proprietor and maintains the reputation of the inn for excellent food. The weak beer typically served is average at best, but the Harrach family maintains an excellent wine cellar, chiefly stocking some of the better varietals produced by the wineries along the River Söll.

*Little Remas* is a restaurant run by the Luciano family who emigrated to the Empire from their native Remas several generations ago. Salvatore Luciano is the head chef and family patriarch. He prepares all the dishes in the Remean style, using a variety of sauces and spices. The wine served at *Little Remas* is imported from the region around Remas. Despite all this, prices at the restaurant tend to be reasonable.

Little known in Wissenburg is that Salvatore is also the godfather of the extended Luciano family. Over the generations, the Lucianos have been muscling in on the territory of the Fluss Strasse gang, taking over the Stevedores Guild and carving out a large portion of the smuggling operations in the town. The success of the Lucianos can be partially attributed to Karl Lansky, a former member of the Fluss Strasse gang who offered his services to Salvatore for a position of power and has been instrumental in expanding their operations to Pfeildorf [**Pfeildorf: Freistadt of Sudenland**, page 13]. War has occasionally broken out between the rival gangs, though at this point an uneasy truce remains in place.

### ***Reikufer district***

The Reikufer district runs along most the west back of the Upper Reik and is the main port for Wissenburg as well as its civic centre. The poorest part of the district lies along the waterfront while the most prosperous part lies closer to the Tempelhof.



The aptly named **Marktplatz** is the large square in the Reikufer district where Wissenburg's popular market takes place every Marktag, Backertag, and Festag. Local farmers bring their produce and fishermen display the catch of the day. In addition, there are baked goods on sale as well as the products of local craftsmen. The market is also a good place to catch up on the latest news, gossip, rumours, and slander circulating in town.

A number of guards are also hired by the Town Council to limit the activities of pickpockets and petty thieves. Stocks are located near the river where captured thieves spend the day as targets for those with rotten fruit and vegetables to dispose.

The three-storied, yellow cream coloured **Council Hall** dominates the Marktplatz, located in the centre of Wissenburg's riverfront, slightly downriver of the confluence where the River Dottern empties into the Upper Reik. Many of the councilmen have offices in the Council Hall and meet once a month to discuss the town's business.

The **Hall of Courts** is a two-storied, green-coloured building located next to the Council Hall where the wheels of Wissenburg justice slowly turn, particularly for those without the means to pay for a speedy trial. In addition to housing the courtrooms, the Hall of Courts includes a Watch Barrack on the ground floor as well as holding (and leaky) cells in the cellar where those awaiting trial or execution are held.

Surrounding the Marktplatz are other important city buildings such as the **Conservatory**, **Opera House**, the newly built **Temple to Panasia**, and various affluent Guildhouses. The town council believes that the goddess will find their effort pleasing and perhaps bless the talents of their local symphony. The council is also discussing plans to erect a similar structure to Phaestos, God of Crafts and Smiths, in the Schmidtwerk district.

Wissenburg also has its own sanctioned guild for wizards, which is quite small and currently run by Janna Böhme, a wizard from Altdorf. The doors of this institution were opened in 2488 I.C. as a result of Grand Count Konrad von Liebewitz's effort to increase the town's prestige. Unfortunately, the guildhouse pales in comparison to its more magnificent counterpart in Nuln.

The **Wissenburg Wizards' Guild** is chartered to issue official licenses to accomplished wizards. Still, the quality of the few students it accepts is quite limited since the more promising from the province are referred to Altdorf or Nuln as specified in the Imperial Edict of the 2328 Sorcery Act which amended the laws governing the Colour Colleges of Altdorf and its affiliates.

Janna Böhme is known more for her administration skills and ability to evaluate talent than her sorcerous prowess. Janna readily accepted this appointment after the previous Guildmaster was caught embezzling guild funds in order to support his Ranald's Delight habit. Janna was anxious to get away from the political manoeuvrings of her "compatriots" that is part and parcel of the wizardry scene in the Imperial capital. Janna was also concerned that such ambition would eventually lead to a losing confrontation with the powerful Church of Sigmar and its witch-hunters.

The *Court Jester* tavern is run by Petra Winneburg and her family. The food is prepared by Petra's daughter, Emilie, and is quite good. The ale and weak beer served at the tavern is average, at best. Still, the location of the *Court Jester* on the square is what makes it a favourite destination for those attending the market as well as those who work at the Council Hall.

Petra inherited the *Court Jester* when her former husband, Leif, disappeared one night with his mistress over a year ago. At least, that's the word on the street. In actuality, the disappearance of Leif and his mistress has more

to do with their various body parts being scattered around the outskirts of Wissenburg. Petra caught the two asleep together in her room and murdered them. She then brought her two adult sons – Frederick and Kurt – into the crime by having them chop up the bodies and, over the course of several nights, bury bits here and there. The faces of the two victims were carefully removed and buried separately from the skulls to eliminate the chance of identification if uncovered.

Adolphus Ziegler opened **Ziegler's Emporium** in 2504 with the intent of becoming wealthy in the booming trade with the Border Princes and Tilea of artefacts, curios, and rare exotic items. In fact, many of the items Ziegler collects for sale have their origins in Araby and the Southlands, from where it is rumoured that they are part of treasures looted by unscrupulous Old World explorers and adventurers.

Though Ziegler has not yet realised his dreams of wealth, he is pleased with his inventory of oddities. Ziegler is grooming his daughter, Dagmar, to take over the family business as he has been feeling his age of late. About a month ago, Ziegler received shipment of several foot-tall ebony bipedal frog figures from the area surrounding the Leopoldheim Penal Colony in the Southlands [**Apocrypha Too: Charts of Darkness**, pages 18-20]. He recently noticed that each morning these statuettes seem to be in a different place than he remembers leaving them the night before.

The *Harbourmaster's Home* is one of the dimly-lit dives found along the Upper Reik riverfront and the centre of Albrecht "Big Man" Carstens' criminal empire (Fluss Strasse gang), currently under siege from the Luciano family. Losing influence has left the previously gregarious Albrecht is a near-constant foul humour, particularly after several assassination attempts failed to put an end to him. Albrecht is rarely seen in public these days, with the possible exception of the snotball matches where he believes his presence boosts the Reikufer's

"River Pirates" team. The Fluss Strasse crime lord is usually accompanied with four bodyguards.

Gustav Schröer is the tavern master of the *Harbourmaster's Home* and one of Albrecht's trusted lieutenants as well as chief enforcer. Gustav is known for his dour personality and unsmiling face, though there are rumours that he is in high spirits whenever he is breaking the arm or hand bones of those foolishly behind in their payments (whether for loans or protection). The sadistic Gustav brews and sells a good tasting dark bitter he sardonically calls "Mórr's Bitter."

### ***Altmarsch district***

The Altmarsch district is the site of the long drained swampland that once existed where the River Dottern empties into the Upper Reik. The Altmarsch no longer floods as it once did, thanks to the installation of the new sewers and culverts which channel much of the flood waters beneath the town.

The ferry from Dottrahof docks at a wharf in the Altmarsch. Those seeking to cross the River Dottern can signal the ferryman, Hannes Alder, by ringing the bell.

The *Red House Casino* is a gambling hall that has been chartered to the Kuefstein family, another ally of the von Liebewitzes. Located near the border with the Dotternufer district, the Red House attracts the wealthy merchants and nobility of Wissenburg. The casino is run by Otto Münsterberg, a rather large, muscular man with a knack of spotting cheaters and collecting debts from recalcitrant losers. Recently, Otto has been approached by the Luciano family for a cut of the action. So far, the on-going "discussion" is still in the talking phase with threats of escalation from both sides.

The common room of the *Red House* has a number of private booths where the well-connected can make deals or conspire to do in a rival. In addition to local wines, the Red House serves (smuggled) cognac and liqueurs from

Bretonnia and port wine from Estalia. The food served in the common room of the *Red House* is good, but pricey.

**Suttner's Boarding House** is the lodging of choice for those who are temporarily staying in Wissenburg for a month or more. Monika Suttner is the proprietor of the boarding house and runs a clean establishment with help from her spinster daughters, Agnes and Gilda. The rooms are clean with bedding changed every other day. Suttner's Boarding House includes a light breakfast and lunch in the boarding fee, but residents will have to go elsewhere for dinner.

**Zenger House** was once owned by the Zenger family who ran afoul of the von Liebewitz

family in 2382 when the head of the family, Eugen, embezzled thousands of crowns from the rulers of Wissenland while he was the financier of their Wissenburg estates. The building was confiscated by the von Liebewitzes and put to use by the town. Given its location at the confluence of the two rivers, a twenty-foot light tower was added to the Zenger House in 2402 to replace the beacon that burnt down in the Reikufer district. At about the same time, the base of the Wissenland River Patrol was relocated to this site. Led by Captain Johann Fischer, the twenty-man strong, two-ship River Patrol covers the area from the borders with the Stadtstaat of Nuln to Pfeildorf.

### Sidebar: Ratters and Snotters

Wissenburg has the typical guilds one can find throughout the cities and large towns of the Empire. There is one, however, that is unique to the capital of Wissenland.

After the rampaging Orc horde left Old Wissenburg in smouldering ruin, a number of Snotlings (brought along as an emergency food supply) abandoned the invading army and took up residence among the debris. Shortly after they returned to rebuild the town, one of the first things Wissenburgers built was a sewer system. This was paradise for the Snotlings and the growing population of vermin settled within these dark passages.

The sewers proved a perfect breeding ground for both Snotling and rat. The two populations grew into competition with one another, leading to an underground war between the two. In a sense, this struggle for control of Wissenburg sewers was reflective of a larger war between Skaven and underground living Goblins. The secret war blew into the streets of Wissenburg during the hot summer of 1861.

The Brotherhood of Ratters and Snotters (BRAS) was formed as a result of the Vermin Plague of 1861 to coordinate the effort of the ratcatchers in their attempt to cull the vermin population and wrestle back control of Wissenburg's sewers. Over time, the members of the Brotherhood became experts at hunting Snotlings, thereby reducing the number of the diminutive greenskins along with the competing rats. In addition, the Brotherhood captures Snotlings for the nascent snotball league.

The eradication effort scattered the concentration of Snotlings, forcing the population to fracture into smaller clans. This makes it harder for the ratcatchers to eliminate the Snotlings from the sewers, but it does create continual employment opportunities for the Guild.

Still, the war between Snotlings and rats continues, though on a smaller scale than what occurred in 1861. Periodic eruptions of battles onto the streets of Wissenburg still occur, but mostly at night. These battles have on rare occasion taken place within the walls of nearby townhouses.



### ***Dotternufer district***

Located upriver from the rest of Wissenburg's districts, the Dotternufer is where the most affluent of Wissenburg's citizens reside. As a result, the streets of this district have more lamps and are more frequently patrolled by the Watch than in any part of Wissenburg.

The *Grand Wissenburg Hostelry* is a large inn near the edge of the Dotternufer close to the Altmarsch district where visiting dignitaries and wealthy visitors can find lodging. The inn is owned and run by Juliane Schuschnigg, a widow, and her son, Wolmar. The food is good at the *Grand Hostelry*, particularly Frau Schuschnigg's berry pies. The drinks served come from Löffler's Brewery. The inn is rumoured to be haunted by the ghost of Juliane's husband, Luitpold, or it could be that Frau Schuschnigg is beginning to slip into a dementia. The widow is given to late night talks with her husband, generally just conversation, but sometimes arguments. At the moment, the ghostly "visitations" have not gotten to the point of hurting business.

The *King of Oisillon* is a restaurant specialising in Bretonnian cuisine as well as a bakery. The restaurant is owned and run by the Bretonnian expatriate, Benoît Dumeaux, and his extended family. The food is quite good, though heavy with creamy sauces, and served alongside some of the best Bretonnian wine found in this part of the Empire outside Nuln. What is not known is that Benoît is also a cat burglar, using his legitimate business to size up potential victims for his nocturnal activities. He has somehow convinced his wife that he is seeing his mistresses when he ventures out for the night.

### ***Outside Wissenburg***

**Gardens of Mórr** are located outside the Dottern and the Reik Gates. Each cemetery has a shrine dedicated to the God of the Dead and the souls under his eternal care. Located on a rise in the flood plain, the Dottern Gardens are the older of the two cemeteries, within which is a large mausoleum for the von Meissen family, the

former rulers of Wissenland. The mausoleum is a restoration as the original family crypt was destroyed by the Orcs in the early 18<sup>th</sup> century. The Reik Gardens is dominated by the von Liebewitz family crypt, which is no longer the final resting place of the family since the von Liebewitzes relocated to Nuln in 2429 I.C.

A **Temple to Taal and Rhya** is located on the outskirts of Wissenburg along the Dottern River. The large circular structure is very old, having somehow escaped the attentions of the invading Orcs over eight centuries ago. Local legends have it that the temple has existed for over 2500 years, having been built in the same year Sigmar rose to become chief of the Unberogens.

The **Hospice of the Dove** is a hospice run by the Shallyans located outside the town walls on the road to Weningen, near the temple to Taal and Rhya. The hospice provides temporary housing for the destitute traveller, generally pilgrims on their way to or from one of the many holy shrines in Wissenland. Travellers of means may also stay if there is room, but are expected to contribute what they can to the hospice. The food served at the hospice is a vegetable soup with a piece of bread and small wedge of cheese. Weak beer donated by the Löffler Brewery is the only beverage served.

The **Snotball Pitch** is a relatively new construct, having been built outside the northwest side of town walls under the direction of Count Bruno Pfeifraucher in 2508. The bleachers around the snotball playing field can hold upwards of 1,000 spectators. Though the crowd tend to be well-behaved during much of the snotball season, the more popular teams have attracted a hooligan element which seems more interested in getting drunk and starting fights than watching the snotball match.



### Sidebar: Snotball League

Having visited Middenheim on occasion, Count Bruno Pfeifraucher became a snotball enthusiast, finding the games a relief from the drudgery of day to day activities. Before he fell out of favour with the Grand Countess and lost his position as her representative in the provincial capital, Count Pfeifraucher ordered the construction of a snotball stadium outside Wissenburg's town walls so that townsfolk and villagers could take in a game or two every Festag. Count Pfeifraucher had hoped to one day send a Wissenburg team to the Premiere League (as he referred to the league in Middenheim).

The current steward, Count von Windisch-Grätz, also shares Count Pfeifraucher's enthusiasm for the game. Von Windisch-Grätz has gone one stop further by making the game part of his military's training regimen.

### Steinheim

**Population:** 86 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Limestone quarry

**Headwoman:** Alfrida Ostwald

**Notable NPC:** None

**Inn or Tavern:** Broken Pick

Steinheim is located 14 miles from Wissenburg. Most of the villagers work in the nearby underground quarries, blocks of limestone are extracted for use in the building of so many structures in Wissenburg, Nuln, and Pfeildorf. Wissenburg limestone is a whitish stone with flecks of a type of bluestone embedded within it. Normally, the stone blocks remain rough-hewn as building blocks, but some pieces are used for sculptures and buffed to a glossier finish.

Stones of lesser quality are used to surround the village and provide the residents with some degree of protection. The homes and shops of the villagers are placed around the small hill that forms the common in the centre of the village.

The *Broken Pick Tavern* is the social centre of Steinheim and located near its main entrance. The tavern only serves weak beer as the stoneworkers prefer quantity over quality when they need to slake their thirst. The meat stew is the house speciality and is both hearty and spicy. Alfrida Ostwald is the owner of the *Broken Pick*.

A shrine dedicated to Steinmar, God of the Stone, has long existed in the limestone quarries of Steinheim. The rites to the god are held in secret by the stonecutters and always take place in the dead of the night when Mannslieb is full.

### Dottrahof

**Population:** 68 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** pottery, tile, ferry

**Headwoman:** Kirsten Alder

**Notable NPC:** Hannes Alder (master brewer/ferryman)

**Inn or Tavern:** Hard Rock

Located across the River Dottern from Wissenburg, the village of Dottrahof is the tile and pottery manufacturing centre of the region. Dottrum Tile has been used to line the floors of many of the temples and churches in the city of Nuln as well as those of Wissenburg and Pfeildorf. Moreover, the price of the tile has risen recently in response to the increased demand of noble families wishing to use these in their Nuln townhouses.

The *Hard Rock Tavern* serves the residents of Dottrahof and is noted for the entertainment (chiefly, musicians and raconteurs) offered in the common room. Kirsten Alder is the owner of the *Hard Rock*. Her son, Hannes, is the master brewer of the tavern when he isn't ferrying people or wagons across the River Dottern. Meat pies are the speciality of the house with reddish Dottra's Delight available for those with more discerning tastes.

A circular shrine with walls of blue tile is located near the ferry building. The holy site is dedicated to the local river goddess, Dottra, who is honoured for the rich clay deposits along the River Dottern. The clay is used in the manufacture of the tile for which the town is famous.

### **Höslwang**

**Population:** 24 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, fishing

**Headman:** Edgar Grimm

**Notable NPC:** None

**Inn or Tavern:** None

Höslwang is a small village that farm near and fish in the Upper Reik. It is located 12 miles from Wissenburg and 13 miles from Moosen. As with other Wissenlander settlements along this stretch of river, the village is not surrounded by defensive works. Höslwang does have a village hall.

### **Rohrhausen**

**Population:** 90 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Wine, agriculture

**Headman:** Eduard Tieck

**Notable NPC:** Ritter Konrad Ebing (warden)

**Inn or Tavern:** Wine Barrel

Rohrhausen lies on the east bank of the eastern fork of the River Grissen and is located on Foothill Trail 11 miles from the terminus of the Trail on the Nuln-Übersreik Road and 16 miles from Windisch. The village is the centre of wine production in this region of Lower Wissenland. Rohrhausen Rieslings and Gewürztraminers are popular in the region and are the main sources of trade for the village.

Rohrhausen is surrounded by vineyards and a stone wall, the latter for protection against bandit raids and other possible threats. A newly-built

cairn in the middle of the fields has been dedicated to Deanosus, god of vineyards, wine, and revelry. There is also a nearby stone tower where Ritter Konrad Ebing and his men reside. The former Sigmarite templar has been charged by the Grand Countess to protect merchants and villagers in the surrounding area.

The *Wine Barrel Inn* accommodates visiting wine merchants and travellers. The establishment is run by Eduard Tieck, the principal vintner in town. The food at the inn is good, particularly the stew, as Eduard's wife and daughter – Gretchen and Martina, respectively – add a measure of a carefully prepared (secret formula) blend of vinegar and spices to the broth. The Tiecks serve weak beer and house white wine for the standard prices. More expensive wines are only sold in limited quantities at the inn.

The village mostly worships Taal and Rhya. A shrine dedicated to the two gods has been built on the far edge of the village common.

### **Windisch**

**Population:** 35 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Goats, cheese

**Headman:** Aldhelm Kalb

**Notable NPC:** None

**Inn or Tavern:** None

Windisch is a poor village located uphill above Foothill Trail 16 miles from Rohrhausen and 18 miles from Grätz. The villagers are reserved, but friendly towards any outsider who visits. Windisch is surrounded by a palisade and has a village hall on its common, near where the goats are penned for the night. The villagers are worshippers of the Earth Mother and revere Gorsum, the goat-headed spirit of the hills. Aldhelm Kalb is the village's druidic priest.



### **Hillcrest Inn**

**Population:** 13 (Fortified Inn)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Stopover for travellers and merchants

**Proprietor:** Konrad Mehlhorn

**Notable NPCs:** Edmund Schurz (blacksmith), Helmut Toller (carpenter/ cooper), Isolde Lilienthal (healer/ herbalist/ cheesemaker)

Located midway between the villages of Windisch and Grätz (9 miles from either), the *Hillcrest Inn* is a fortified roadside compound catering to travelling merchants engaged in trade between Dotternbach and Dunkelberg and their escort. The fortified compound is surrounded by a wooden palisade with an earthen rampart on the interior of the fort, further strengthening the lower portion of the wall. The gatehouse is made of stone and visitors must walk their way through a wide, opened-air passageway after entering the gate.

Konrad Mehlhorn and his large family own and run the *Hillcrest Inn*. His younger children, Walter (10) and Anna (9), are the grooms taking care of any horses in the stables. The older daughters, Erika (15) and Irina (13), serve customers in the common room and assist their mother, Marianna in the kitchen. The oldest sons, Moritz (21), Günter (20), and Hals (18), form the inn's small militia and take turns manning the watchtower and gate when not practicing fighting with bow, sword and spear. The three also handle any troublemakers within the compound and assist Konrad in brewing two quality ales to be offered alongside the standard weak beer: a dark malt and a deep amber bitter. The inn is also locally known for its delicious gooseberry pies.

Edmund Schurz is the resident blacksmith at the *Hillcrest Inn* and is recently married to one of Konrad's daughters, Elisa (17), who is expecting their first child. Edmund also practices with the militia as does Helmut Toller, the carpenter and cooper of the roadside inn.

Rounding out the permanent residents of the *Hillcrest Inn* is Isolde Lilienthal, Marianna Mehlhorn's mother as well as herbalist, healer and cheesemaker. Isolde provides her healing skills to the neighbouring homesteads in exchange for bartered goods, such as milk for her cheesemaking.

A small shrine is located near Isolde's home where the folk of the *Hillcrest Inn* venerate and make offers to the various Imperial and local gods, including Oermath, the ancient sun god.

### **Grätz**

**Population:** 32 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Goats, cheese

**Headman:** Gerd Franck

**Notable NPC:** None

**Inn or Tavern:** None

Protected by its wooden palisades and location on a hilltop overlooking Foothill Path, Grätz is a small village of goat herders located midway between the villages of Dotternbach and Windisch, 18 miles from either. The village can only be reached from the road by a narrow path winding up the hill. Few travellers ever stop at Grätz, partially due to its reputation of being unfriendly to strangers. The village has a hall near the common. Like those in Windisch, the villagers in Windisch are worshippers of the Earth Mother and revere Gorsum. Gerd Franck is the village's druidic priest.

### **Dotternbach**

**Population:** 95 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Wool, market village

**Headman:** Andreas Wagner

**Notable NPC:** Ludolf Maltzahn (innkeeper)

**Inn or Tavern:** Sheared Sheep

Dotternbach is located on the northern bank of Dottern Brook, 12 miles from its confluence with Haiger Brook, 18 miles from Grätz on Foothill Trail and 29 miles from Weningen. The villagers are involved in the wool trade from raising sheep to shearing their wool for sale in the Wissenburg marketplace. The shearing of sheep takes place during the local Schaffenfest held every Mitterfrühl. The majority of wool is later bundled and transported by cart to the docks at Weningen, from where it is shipped down the River Dottern. Some shipments travel overland to the market in Dunkelberg.

The *Sheared Sheep Inn* is the only hostelry in the village and provides lodging for travelling wool merchants and their men. Ludolf Maltzahn is the owner of the *Sheared Sheep*, leaving his sons, Pieter and Ralf, to tend to the family's flock. As one would expect, mutton is the featured meat in most meals at the *Sheared Sheep*. The inn also offers a pale pilsner called Shepherd's Choice along with the weak beer typically offered at all inns and taverns.

Dotternbach is surrounded by a wood palisade and ditch, chiefly to protect the livestock at night from rustlers. The village common covers a relatively large area in the village centre and is fenced to serve as a holding pen for the sheep.

### Weningen

**Population:** 43 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Mustard, agriculture

**Headwoman:** Gilda Franck

**Notable NPC:** Adam Buchner (innkeeper), Ritter Joerg Böhme (warden)

**Inn or Tavern:** Mustard Seed

Weningen is located 18 miles from Wissenburg, 29 miles from Dotternbach and 35 miles from Haigerbach. Weningen is also one of the two centres of mustard production in the region. Weningen Brown is said to be a favourite condiment at the Grand Countess' Court in Nuln.

The *Inn of the Mustard Seed* is the only such establishment in the village, located near the gates of the palisade surrounding the village. Adam Buchner and his family run the inn, providing clean beds for weary travellers. The food is good with the house speciality being river trout marinated in a sweet mustard sauce (an additional cost than normally charged for a dinner). The Buchners also brew a very pale pilsner.

Gilda Franck is the matriarch of one of the two families involved in the production of mustard. The other family is the Buchners.

A lone tower is built on a hill about a mile west of Weningen. Ritter Joerg Böhme is the leader of a contingent of men-at-arms responsible to the Grand Countess for security in the area. The men wear tunics of white with red trim and a device of the provincial rearing lion to symbolise their duty to the Grand County of Wissenland.

### Haigerbach

**Population:** 48 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Headman:** Uhler Steiner

**Notable NPC:** Marius von Plauten (Grandmaster of the Black Hammers)

**Inn or Tavern:** None

Haigerbach is a poor village located on the eastern bank of Haiger Brook, 18 miles from the confluence of Haiger Brook with Dottern Brook (the mingling of the streams gives rise to River Dottern), 35 miles from Weningen and 28 miles from Pfeildorf as the crow flies. The village is protected by an ancient, twelve foot high stone wall said to have been raised by Ulric and Taal in the dawn of time. The surrounding ditch is a more recent addition (well, comparatively) and has been maintained by the villagers since the Age of Wars (late 12<sup>th</sup> to mid 14<sup>th</sup> centuries).

Few visitors – other than pedlars and tax collectors – stop at this remote corner of the



County of Liebewitz. The villagers worship Taal, Rhya, Ulric, and Mórr in the large circular shrine within the village common. Uhler Steiner is the village priest of Taal.

Located on a hilltop overlooking Haigerbach from the west, the Abbey of St. Aetius the Strong is the home of the Sigmarite Templar Order of Black Hammers. Grandmaster Marius von Plauten is a veteran of the campaigns against the Orcs in the Border Princes. Under his rule, the Order provides much of their own food and shares whatever surplus with the villagers. When not on campaign, the Black Hammers patrol the local foothills and mountains hunting goblins or worse in order to maintain their military prowess.

### Averland Barony of Kaunitz

The Barony of Kaunitz is one of the westernmost of the Averland landholdings stretching from the Liebig Hills and borders of the Stadtstaat of Nuln in the north to the confluence of River Dottern and Upper Reik across from Wissenburg. Most of the villages in the barony are upriver from Obernzenn on River Kaunwasser where the rolling countryside is given to the growing of wine grapes.

#### **Obernzenn [Averland]**

**Population:** 94 (Village)

**Ruling noble:** Baron Hannes von Mecklenburg

**Main sources of wealth:** Agriculture, wine

**Headman:** Edmund Bader

**Notable NPCs:** Captain Boris Forster (captain of Baron's retinue), Sergeant Reinhardt Böhme (Baron's retinue), Eva Cohn (innkeeper), Gisela Erhard (herbalist), Konrad Cohn (brewer), Father Robert Fischer (priest of Sigmar)

**Inn or Tavern:** Black Swan

Obernzenn is the seat of the Barony of Kaunitz and located across the Upper Reik from the Wissenland village of Waltershofen as well as 14 miles from Maselhof and 18 miles from Wissenburg. Castle Kaunitz sits atop a nearby

hill overlooking the Reik just south of the village. Baron Hannes von Mecklenburg is generally in residence, preferring to stay away from the on-going power struggle between the von Alptraum and Leitdorf families. His retinue of twelve men-at-arms are led by Captain Boris Forster and Sergeant Reinhardt Böhme.

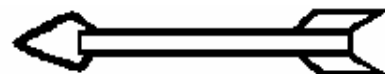
Obernzenn itself is surrounded by a low stone wall, more decorative than defensive. Vineyards surround the village, growing mostly Riesling grapes close to the river and Schwarzriesling on the higher slopes of the nearby hills. The largest winery is owned by Edmund Bader, the richest man in the barony outside the Baron himself. A good portion of the wines produced by Bader are marked for trade outside the Barony.

Though owned by Edmund Bader, the *Inn of the Black Swan* is run by Eva Cohn and her family. Eldest daughter, Gisela Erhard, runs the kitchen with younger sisters Karin and Wanda. Gisela also serves as the village's herbalist. The eldest son, Konrad, is the chief brewer while teaching younger brother, Marius, the trade. The food at the *Black Swan* is good, with the house specialty being roasted coneys. The inn also serves malt, lager, and bitter beer along with Bader wines.

Other than the *Black Swan*, the largest structure in Obernzenn is the octagonal Chapel of Sigmar. The relics of St. Eugen the Devout, a martyr who was killed during the Age of Wars, are housed within one of the pillars supporting the ceiling above the altar. Father Robert Fischer is the ranking priest at the Chapel.

### Averland Enclave of Rittermark

The Rittermark is a fertile part of western Averland and the landholding of the Order of the Golden Griffon. The land covers the area bordering Wissenland from just south of the area of Wissenburg to the southern edge of Ornwald.



**Ritterbach [Averland]**

**Population:** 580 (Small Town)

**Ruling noble:** Grandmaster Diehl von Ritterbach

**Main sources of wealth:** Agriculture, Wine, Cattle

**Headman:** Jakob Brenner

**Notable NPC:** Stefan Carstens (priest of Sigmar), Edgar Brenner (rich family patriarch), Kurt Wundt (tavern keeper), Götz Becker (innkeeper)

**Inn or Tavern:** Knight's Cup, Other Side, Vintner's Good Wife

Ritterbach is a small Averland town located just downriver of the Wissenlander village of Höslwang. The town is surrounded by a wall of wood and stone with tall towers near three gates: Reikturm, Griffonturm, and Ritterturm. Defensive earthworks circle the town, although on closer inspection they are not as formidable as they could be given the centuries of neglect and peace in the region.

Home to the Order of the Golden Griffon, the **Monastery of St. Martin of the Hammer** overlooks the town the top of a nearby hill to the north-east. The Golden Griffons are one of the many Sigmarite military orders one can find in the southern regions of the Empire, most of which are strategically placed near the historical invasion routes into the heartland. As part of their regimen of readiness, patrols of the Golden Griffon are sent out every two to three days to ensure that the land under their rule is cleared of bandits and other undesirables.

Ritterbach itself is a settlement where many retired veterans of the Golden Griffon reside after they retire from duty. The **Chapel of Sigmar** located near the town common is adorned with the standards and honours of the Order. Every 18 Sigmarzeit, the oldest veterans of the Order march in a solemn procession from the chapel to the monastery and back with the regalia of the Order. The benediction performed by the head of the chapel, currently Father Stefan

Carstens, usually brings tears to the eyes of the old warriors.

The **Brenner Winery** is the largest business in town and one of the main sources of trade for Ritterbach. Owned by the family patriarch, Edgar, the winery specializes in producing Gutedel wines with a small portion of effort directed to making Rieslings. The Brennens have a large manor house just outside the town walls, upstream on Ritter Brook, among their acreage of vineyards.

The *Knight's Cup* is the larger of the two taverns in town with its large common room doubling as the town hall. Once a month, usually on the 20<sup>th</sup> day, the heads of the leading families gather to discuss town business in Jakob Brenner's establishment. The meetings tend to be raucous affairs, though any actual fisticuffs are fairly rare. The food at the tavern is good with the best of Brenner's wine the drink of choice. Weak beer is available for the unenlightened (like self-styled adventurers and other transient low-lives).

The *Other Side* is the other tavern in town, located near the north end near the Griffonturm Gate. Owned by Kurt Wundt and his family, the tavern is the place where other townsfolk (those without influence) gather to exchange news, rumours, and complaints, the latter usually directed to the rulers of the town as well as indifference of the weather to their plight. The food at the *Other Side* is better than expected, particularly the house specialty of smoked pork sausages stuffed with chicken, goose, or duck.

The *Vintner's Good Wife* riverside inn across the Upper Reik from Höslwang is on the outskirts of Ritterbach on the other side of Ritter Brook. Boatmen plying their trade on the Upper Reik stop at the *Vintner's Good Wife* as it is roughly half a day's journey upriver from Wissenburg and almost one day's downriver from Pfeildorf. The inn is owned by Götz Becker and his family and serves as an outlet for a variety of regional Averland Gutedel wines.

**Seckbach [Averland]**

**Population:** 88 (Village)

**Ruling noble:** Grandmaster Diehl von Ritterbach

**Main sources of wealth:** Agriculture

**Headwoman:** Claudia Forster

**Notable NPC:** None

**Inn or Tavern:** None

Seckbach is located 2 miles north-east of Ritterbach in a fertile plain along Seck Brook. The village is surrounded by a ditch and five foot high stone wall, just high enough to provide the folk with some defence against bandit or goblin raids. The village has a hall which serves as the centre for its residents to gather for religious observances. The villagers are chiefly followers of Rhya.

**Botnang [Averland]**

**Population:** 29 (Village)

**Ruling noble:** Grandmaster Diehl von Ritterbach

**Main sources of wealth:** Subsistence

**Headman:** Jens Spemann

**Notable NPC:** None

**Inn or Tavern:** None

Botnang is located 4 miles upstream on Ritter Brook from Ritterbach and surrounded by a ditch and wood stockade. A lone watchtower near its only gate allows the militia of Botnang to maintain watch over the countryside. The village has a hall in the middle of its common where the people of Botnang can gather in assembly or more religious purposes.

**Ornbau [Averland]**

**Population:** 34 (Village)

**Ruling noble:** Grandmaster Diehl von Ritterbach

**Main sources of wealth:** Subsistence

**Headman:** Gabriel Kohl

**Notable NPC:** None

**Inn or Tavern:** None

Ornbau is located about 2 miles south-east of Ritterbach on the other side of Ritter Brook in a clearing within Ornwald Forest. The village is surrounded by a wood stockade and ditch for protection, encompassing an area large enough so that much of its crops can be grown safely within the walls. The people of Ornbau are distrustful of strangers and would prefer not to grant anyone, but the most desperate, shelter within the stockade. Ornbau has a village hall near its sole gate, which serves as the centre of the community. The folk of Ornbau are followers of the Old Faith and the local spirit of the forest, Orn (best described as a smallish and hairy man with some bear-like qualities). Gabriel Kohl is the local druidic priest.

**Vale of Herbolz**

The Vale of Herbolz covers the whole of the Barony of the same name from the bend in the River Söll between Hinkend and Wurmgrube to the village of Moosen. The region has poor soil quality and its main industries are the mines and quarries in the foothills near the Grey Mountains. Bandits periodically raid the area, but they do so only when other areas are too dangerous for them to pillage. There is little here of value for bandits to steal.

**Barony of Herbolz**

Given that it is a relatively poor land, there are no metalled roads in the Barony. Many of merchants visiting the small settlements usually travel by river. Pedlars typically travel along narrow and rutted footpaths from Hinkend to the villages on River Kaltlauf, especially during the drier stretches when the river level drops to low to permit boat travel.

The Baron's men-at-arms are responsible for keeping order in his lands. The problem is that the armed men seldom travel too far away from the Upper Reik and River Söll.

### **Moosen**

**Population:** 34 (Village)

**Ruling noble:** Baron Immanuel Grillparzer

**Main sources of wealth:** Agriculture

**Headman:** Gregor Schlegel

**Notable NPC:** None

**Inn or Tavern:** Unnamed, under construction

The brook north of Moosen marks the boundary between the Barony of Herbolz and the County of Liebewitz. The village is located 13 miles from Höslwang and 12 miles from Pfeildorf. The village has recently come under the administration of the Ecclestein Hostelrys of Pfeildorf, which purchased a charter from Baron Immanuel Grillparzer for a considerable sum.

Gregor Schlegel is the company man from Ecclestein Hostelrys [**Pfeildorf: Freistadt of Sudenland**, page 24] appointed to redirect the farmers of Moosen to specialise in planting crops primarily used in ale production. On the surface, those acquainted with the charter believe that the arrangement is an effort to ensure a dependable supply of grain for Schwarzbrunn Brewery [**Pfeildorf: Freistadt of Sudenland**, page 23]. Those who ascribe nefarious motives to any endeavour Torsten Ecclestein undertakes are concerned there may be more to the charter than exclusive rights to grain.

As part of the charter, Ecclestein Hostelrys is building a sizeable inn to replace the village hall. The inn is as yet unnamed, but it is assumed that Herr Schlegel will run the establishment.

### **Walnussbrun**

**Population:** 52 (Village)

**Ruling noble:** Baron Immanuel Grillparzer

**Main sources of wealth:** Agriculture, ferry

**Headman:** Ephraim Auerbach

**Notable NPC:** Pieter Haushofer (ferryman)

**Inn or Tavern:** None

Located across the River Söll from Pfeildorf, Walnussbrun is a small farming village that sells produce in the markets of the larger town. The

village headman is elected by local assembly to represent the residents of Walnussbrun whenever one of Baron Immanuel Grillparzer's agents arrives to collect the taxes. Ferry service from the village to Pfeildorf and back is provided by Pieter Haushofer.

### **Malfurt**

**Population:** 42 (Village)

**Ruling noble:** Baron Immanuel Grillparzer

**Main sources of wealth:** Goats, cheese

**Headman:** Boris Nernst

**Notable NPC:** None

**Inn or Tavern:** None

The village of Malfurt is located 17 miles from Hinkend, 9 miles from Durbheim, 11 miles from Pfeildorf. The residents of Malfurt are chiefly involved with raising goats and producing goats' (Malfurter) cheese for the Pfeildorf and Hinkend markets. The village has a hall in its centre next to the village common.

### **Hinkend**

**Population:** 72 (Village)

**Ruling noble:** Baron Immanuel Grillparzer

**Main sources of wealth:** Agriculture, market village

**Headman:** Hultz Zimmermann

**Notable NPC:** Ghost of Lady Süßwein

**Inn or Tavern:** Country Rest

Hinkend is located at the point where the River Kaltlauf enters the larger Söll across from the village of Possenhof. The village is also 28 miles from Pfeildorf, 17 miles from Malfurt, 8 miles from Durbheim, and 14 miles from Wurmgrube. Hinkend is surrounded by a palisade and ditch. The current Baron of Herbolz, Baron Immanuel Grillparzer, resides in Herbolz Keep, on a rise about half a mile downriver of the village. The Keep was built a century ago after the (locally) famous tragedy in Wispernhügel Tower.

The fifty foot Wispernhügel Tower sits on top of a hill just over one mile west of Hinkend on the River Kaltlauf and overlooks the village. Lady Süßwein, the daughter of the then Baron of Herbolz was murdered there by a jilted suitor who found her with her lover. Not even Lady Süßwein's loyal Dwarf bodyguard could protect the Lady or himself from the onslaught of the enraged suitor. Periodically (usually on the nights of the new moon), the villagers of Hinkend can hear the mourning and weeping of Lady Süßwein, grieving that her life was tragically cut short. It is said that the few brave souls who have entered the Haunted Tower ran in fear when they beheld the hacked and bloody "body" of the ghost.

Owned by Hultz Zimmermann and his family, the *Country Rest* is the only inn in Hinkend and is sometimes used as an assembly hall by the Hinkenders. The *Country Rest* doesn't have private rooms for guests. The only available lodging consists of a table, bench, or space on the floor to sleep on in the hall. The Zimmermanns serve fairly good fare, especially smoke-flavour sausages. A dark-coloured lager is offered for sale to those who prefer something stronger than the standard weak ale.

### **Allach**

**Population:** 52 (Village)

**Ruling noble:** Baron Immanuel Grillparzer

**Main sources of wealth:** Quarry, agriculture

**Headwoman:** Karin Schnitzer

**Notable NPC:** None

**Inn or Tavern:** Crushing Stone

Allach is located 12 miles from Hinkend, 3 miles from Rosenhausen, 14 miles from Aying and 26 miles from Wurmgrube. The village is enclosed by a wall made of light grey limestone extracted from the nearby quarry. The Grillparzer Quarry, where most of the men work, lies about a mile from the village. It is owned by Baron Immanuel Grillparzer and the revenue it generates forms a significant portion of his income.

While the menfolk work long hours at the quarry, the womenfolk have taken to running the village, including tending to the crops and livestock as well as training in the militia. A small tavern, *The Crushing Stone*, is run by Karin Schnitzer and her five daughters – her husband and two boys work in the quarry. The food is passable and the malted beer filling.

### **Aying**

**Population:** 45 (Village)

**Ruling noble:** Baron Immanuel Grillparzer

**Main sources of wealth:** Mining

**Headman:** Ernst Bergmann

**Notable NPC:** None

**Inn or Tavern:** None

Aying is located in the foothills of the Grey Mountains, 14 miles from Allach. Lead is the main metal extracted from the earth and the primary source of income for the village. Aying lead is traded as far away as Wissenland and Nuln where craftsmen use it in the manufacture of pewterware.

Like Allach, Aying is protected by a stone wall. The village also has a village hall where the folk gather for communal meals.

## **Confluence of the Söll and Upper Reik**

The Wilden Hills separate the river valleys of the Upper Reik and Söll up to the confluence of the two rivers at the base of the hill upon which the town of Pfeildorf was founded. The hilly country is ideal for raising sheep, which provide the wool that makes the region famous. Rustlers and bandits – as well as the occasional Goblin raiding party – make good use of the hidden ravines to carry out their nefarious activities. Though such predators are often hanged on the spot if captured by armed patrols, their crime have not abated.

## Freistadt of Pfeildorf

In 2515, Grand Countess von Liebewitz moved swiftly to reunite Sudenland with Wissenland. In what could be best described as a coup, the Grand Countess brought the matter before the assembled Electors. After much argument and presentation of evidence, Grand Baroness Toppenheimer agreed to relinquish Sudenland's Electoral status and the province's independence in order to retain her lands and title. As a condition of the agreement, an Imperial charter was issued granting the Pfeildorf (including its adjacent settlements) Freistadt status with the requirement that the to-be-formed town council pay a specified annual tribute to the Baroness as well as provide troops as needed.

### Pfeildorf

**Population:** 6,800 (Free Town)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Market town, centre for the Sudenland wool trade, fishing, clothing, leather goods

**Government:** Town Council

**Notable NPCs:** Baron Ulrich von Bernau (garrison commander), Franz Walsinheim (Baroness' representative to town council), "Grandmother" Agnes Heinkel (crime lord of Heinkel family), Claudius Dornier (crime lord of Dornier family), "Bugsy" Spengler (lieutenant of Luciano-Lansky gang)

**Inn or Tavern:** Many, including Gilded Seat, Laughing Trout, Hammer and Anvil, Stag's Leap, Life's Last Chance, Full Moon, Blackhammer, Twin Eagles

Pfeildorf is the provincial capital of Sudenland (until 2515) as well as its largest town. Details about Pfeildorf and its surrounding villages can be found in the **Pfeildorf: Freistadt of Sudenland** sourcebook.

Pfeildorf is located at the nexus of several trade routes, 92 miles from Nuln, 37 miles from Wissenburg, 85 miles from Meissen, 38 miles from Colmfähre (via river), 95 miles from Wuppertal (via river), 147 miles from

Loningbrück (via river), 214 miles from Agbeiten (via river), 214 miles from Karak Norn, and 382 miles from Karak Hirn.

### Gerechtfeld

**Population:** 76 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Stop for White Hart Coaches, abattoir, agriculture

**Village headman:** Matthias Gutenberg

**Notable NPCs:** Gretchen Kirchner (rich widow), Rickard Eiger (owner of Schmidtfeld Abattoir), Aldhelm Keitel (high priest of Taal), Christa Keitel (high priestess of Rhya)

**Inn or Tavern:** Fox and Hound

Gerechtfeld is located south of Pfeildorf on the River Söll, near the walls of the larger town. It is also the northern terminus of Söllweg, the road that connects Pfeildorf with Geschburg.

The *Inn of the Fox and Hound* is owned and operated by Matthias Gutenberg. He also is joint owner of the White Hart Coaches with Gretchen Kirchner, one of the wealthier women of Pfeildorf and widow of the late Hals Kirchner. Gretchen is a fairly attractive woman in her mid-30s, having married the much older Hals when she was quite young. Unlike other young "trophy" wives of older successful men, Gretchen has a high level of business acumen and does not suffer fools or dreamers well. Some in Pfeildorf's high society believe she may have a hand in her vulgar husband's death, though there is no evidence to support that suspicion. In any event, no one was sad to see Old Man Hals depart to Mórr's realm.

Owned by the Eiger family for generations, Schmidtfeld Abattoir is the largest slaughterhouse serving Pfeildorf. There are other, smaller butchers within the walls of the town, but none have the capacity of Schmidtfeld. Given its size, the abattoir is the centre of the Mithterbst ceremonies. There is a small shrine dedicated to the local goddess, Maianda within the main building. In addition, the Eiger family owns the livestock pen where herds of sheep are

also brought to be sheared of their wool in the Spring.

The foundations of the Temple of Taal and Rhya on the eastern edge of the village are ancient. No one really knows how old it is, though some suspect it was laid before Sigmar was born. A small spring bubbles up within the circular temple, said to be blessed by Rhya herself with some healing properties. The two high priests here, Aldhelm and Christa Keitel, play major roles in all of the religious observances, performing the rituals for those deities worshipped in Pfeildorf that do not have their own clergy.

### **Schaffenhof**

**Population:** 76 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Stop for Sigmar's Carriage coaching line, agriculture, wool shearing

**Village headman:** Ludolf "Big Lou" Wittig

**Notable NPCs:** Gabriel Hauptmann (innkeeper/ owner of coaching line), Olaf Künast (blacksmith/ carpenter)

**Inn or Tavern:** Sigmar's Rest

The farming village of Schaffenhof is located just outside the Schwarzwache Gate along the eastern wall of Pfeildorf. The Staig Road exits the village to the east, connecting Pfeildorf to the other settlements on the Sudenland side of the Upper Reik. Ludolf "Big Lou" Wittig owns the livestock pen where the local sheep are brought in by their herders in Spring to be sheared of their wool.

The *Inn of Sigmar's Rest* is the end of the line for Sigmar's Carriage coaching line, which travels along the Upper Reik to the town of Steingart on the River Oggel. The offices of the coaching line are located nearby since both the inn and the coaches are owned by the same man, Gabriel Hauptmann. The fare at the inn is average as are the pilsner and lager sold alongside the always available weak beer. Olaf

Künast, the village blacksmith and carpenter, makes a good living repairing Hauptmann's coaches.

## **Barony of Toppenheim**

The Wilden Hills are the dominate feature of the Barony, which once included the Freistadt of Pfeildorf and its surrounding villages. Most settlements of the Barony are located in the river valleys of the Upper Reik and River Söll. The only road connecting the two populated portions of the Barony is a narrow, little travelled track that connects Durbheim to Elzach via Bernau. The road once connected a series of now ruined defensive strongholds that were erected after the Orc invasion of the early 18<sup>th</sup> century.

### **Fulgenstadt**

**Population:** 52 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Agriculture

**Village headman:** Barthold Meitner

**Notable NPCs:** None

**Inn or Tavern:** None

Fulgenstadt is located on a bluff above the Söllweg, overlooking the River Söll. It is 5 miles from Pfeildorf, 6 miles from Malfurt, and 7 miles from Mecklenburg. The village does have a hall near the village green. A short stone wall encloses the village, providing its only defence in case of trouble.

### **Mecklenburg**

**Population:** 94 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Wool, agriculture

**Government:** Newly formed town council

**Notable NPCs:** Simon Renner (tavern keeper), Wanda Renner (herbalist), Amadeus Schopenhauer (innkeeper/ agent for Ecclestein Hostelries), Father Walter Herder (priest of Sigmar), Brother Klemens Nachtrabe (priest of Mórr), Bernhard Telemann (agitator)

**Inn or Tavern:** Woolly Merchant, Grey Martin, Golden Hawk (under construction)

Mecklenburg is located 1 mile from Malfurt, 7 miles from Fulgenstadt and 8 miles from Durbheim. The nearby Castle Mecklenburg once held the summer court for the ruling Toppenheimer family and is expanding to become the family's primary residence. The family intends to retain its residence in Pfeildorf to ensure the agreement on the latter's Freistadt meets its obligations.

Since Pfeildorf received its Freistadt status in 2515, Mecklenburg has been a busy place. In addition to the expansion of the castle, the village is undergoing rapid change. The protective ditch has been filled in and the wooden palisades pulled down as new streets are being laid out, buildings being constructed, and a new stone wall being constructed to surround the expanding settlement. The village is expected to soon receive a charter to grant it town status.

With all the construction work being done, the *Woolly Merchant* tavern is doing great business. Owned by Simon Renner and his family, the tavern is always crowded for about two hours after the work day ends. The increased business has its downside as brawls are becoming more frequent, forcing Simon to hire a couple of bouncers to maintain order. The fare at the *Woolly Merchant* is very good as Wanda Renner (Simon's wife and village herbalist) is an excellent cook. The tavern also serves a very good dark bitter called "Wolf's Brew" and an excellent pilsner named "Mecklenburg's Pride."

Ecclestein Hostelrys of Pfeildorf [**Pfeildorf: Freistadt of Sudenland**, page 24] was quick to jump into the build-up of Mecklenburg. Their agent, Amadeus Schopenhauer, first purchased the *Inn of the Grey Martin* from the Kirchner family and set about expanding the establishment into a proper coaching inn where the White Hart Coaches would make a scheduled stop. The Kirchner family will continue to run the *Grey Martin* while selling ale and beer from

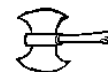
Schwarzbrunn Brewery [**Pfeildorf: Freistadt of Sudenland**, page 23] alongside the malted beer the Kirchners brew.

In addition to becoming a leading member of the newly formed town council, Amadeus has purchased land just outside the old town wall along the road leading to Castle Mecklenburg where he broke ground for an inn intended to cater to influential visitors to the Toppenheimer Court. The *Inn of the Golden Hawk* is expected to complete construction and open for business within the month.

Not to be outdone, the Church of Sigmar, under the auspices of Father Walter Herder, has begun constructing a large Cathedral closer to the base of the bluff upon which Castle Mecklenburg sits. As with other such religious edifices, the new cathedral is expected to take a number of decades to complete, depending upon available funds.

With an expected growth in Mecklenburg's population, the Temple of Mórr on Pfeildorf sent Brother Klemens Nachtrabe to oversee the relocation of the local cemetery to newly consecrated ground outside what will be the new town walls and the building of a new shrine to the God of Death and Dreams.

The planned growth of Mecklenburg is not without opposition. Rents have increased as landowners are hoping that the increase in value could translate into a windfall for them. Many of the village farmers are being squeezed as a result, thereby increasing tensions. Bernhard Telemann, the self-appointed leader of the opposition, has shown a modicum of restraint in his calls for resistance. After all, there is nowhere in the village he could hide should the authorities decide to put an end to his rants. Bernhard can usually be found addressing all passersby on the immoralities of greedy landowners in the late afternoon near the *Woolly Merchant*.





### **Durbheim**

**Population:** 92 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Agriculture

**Village headman:** Rolf Zweig

**Notable NPCs:** Captain Ottmar Müller (roadwarden captain), Bernd and Susi Olp (innkeepers)

**Inn or Tavern:** Stork and Fox

Durbheim is 20 miles from Pfeildorf, 9 miles from Malfurt, 8 miles from Mecklenburg, 8 miles from Hinkend and Possenhof, 12 miles from Hausern, and 17 miles from Bernau. In addition to patrolling the local stretch of the Söllweg, the roadwardens (a six-man detail led by Captain Ottmar Müller) based in Durbheim ride the Wilden Road to the village of Bernau.

The *Inn of the Stork and Fox* is the only inn in the village, doubling as a riverside and coaching inn. The establishment was recently owned by Bernd and Susi Olp. The two still run the inn, but as managers for the recently formed Ecclestein Hostelrys of Pfeildorf. The fare is of average quality as are the standard ale and wine. In addition, the Olps sell Schwarzbrunn Pilsner as well as Schwarzbrunn Dark Bitter.

### **Cock and Fox Inn**

**Population:** 14 (Coaching Inn)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Stop for White Hart Coaches as well as travellers and merchants

**Proprietor:** Jakob and Klara Toller

**Notable NPCs:** Udo Toller (blacksmith/carpenter), Carlotta Toller (herbalist)

The *Cock and Fox Inn* is a mile downstream on the east bank of the River Söll near the village of Possenhof. Given the relative peace of the area, the coaching inn is only surrounded by a ditch and earthen works with wooden fences to pen up horses and other livestock.

Located astride the Söllweg, the *Cock and Fox* is owned by Jakob and Klara Toller. The Tollers

are assisted in running the inn by their six young children (daughter Dagmar is the oldest at 12) as well as his younger brother's family (with another four children). Udo Toller is the inn's blacksmith and carpenter while his wife, Carlotta, is an herbalist.

The *Cock and Fox* is a clean establishment with good food and drink, featuring a light-coloured pilsner called Toller's Special.

### **Possenhof**

**Population:** 47 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headwoman:** Andrea Forssmann

**Notable NPCs:** None

**Inn or Tavern:** None

Possenhof is roughly across river from Hinkend as well as 8 miles from Durbheim and 9 miles from Rosenhausen. The small village is just off the Söllweg, making it easy to by-pass, and surrounded by a low stone wall and ditch. Possenhof has a small village hall where the people gathering to celebrate the holy days.

### **Rosenhausen**

**Population:** 48 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Agriculture, tollhouse

**Village headman:** Rüdigar Hassler

**Notable NPCs:** Claudia Baum (innkeeper), Sergeant Inga Bunsen (roadwarden sergeant)

**Inn or Tavern:** Marbled Cuckoo

Surrounded by a defensive ditch and low stone wall, Rosenhausen is located on the River Söll, about 9 miles from Possenhof and 3 miles from Allach.

A tollhouse on the south side of the village blocks traffic on the Söllweg from crossing the ford on Rosen Brook unless the White Hart coachman or a band of travellers pay the appropriate toll to Rüdigar Hassler, tollkeeper.

About half of the collected toll goes to the Baroness while the Hassler family keeps their portion.

The Hassler family is the largest landowner of the village and owns a controlling interest in the *Inn of the Marbled Cuckoo*, which is run by the minority owner, the widow Claudia Baum, and her family. The *Marbled Cuckoo* is a short and welcome stop for the White Hart coaching line. The food at the inn is very tasty and the Baum family distils apple cider and pear schnapps.

The *Marbled Cuckoo* is also the base of operations for Sergeant Inga Bunsen and her company of five roadwardens. The group is responsible for patrolling the Söllweg from Rosenhausen to Durbheim, keeping watch for bandits, rustlers, and the odd band of Goblins.

### **Hausern**

**Population:** 56 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headwoman:** Marlene Adenauer

**Notable NPCs:** None

**Inn or Tavern:** None

The relatively isolated Hausern is located in a valley within the Wilden Hills, 12 miles from Durbheim, and 18 miles from Bernau. The village is protected by a wooden palisade and ditch with a watchtower by its main gate. The villagers are wary of outsiders, particularly in light of the rustlers who use the other nearby ravines as their base of operations. Hausern does have a village hall with a shrine to Taal and Rhya where the folk gather for religious ceremonies.

### **Wilden Hills**

The Wilden Hills is prime pasture for the flocks of sheep in the region. Many of those who profit from the work of others are well aware of this as well. Bands of bandits and rustlers have established hideouts in the valleys of this rugged

region. Small bands of mercenaries have been hired to patrol these areas and deal with the thieves as they see fit.

### **Tannau**

**Population:** 39 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headman:** Karl Bader

**Notable NPC:** None

**Inn or Tavern:** None

Surrounded by a ditch and low stone wall, Tannau is located on the Staig Road and Upper Reik, 16 miles from Pfeildorf and 10 miles from Elzach. There isn't an inn or tavern in the village as few travellers ever stop by other than to take a break on the way to and from Pfeildorf. The closest thing is the village hall where the local folk gather to have a pint of ale or two to end their day. The ale is just a notch above weak beer normally sold in coaching inns and proper taverns.

### **Elzach**

**Population:** 87 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Fishing, stop for Sigmar's Carriage coaches

**Village headman:** Stefan Hahn

**Notable NPC:** Ana Hahn (brewer/ herbalist)

**Inn or Tavern:** Two-Mast Barge

Elzach lies on the Staig Road, 16 miles from Tannau, 10 miles from Bernau, 12 miles from Colmfähre and 16 miles from Nebelhausen. The village is protected by a six-foot tall wood fence and ditch on its landward approaches.

The *Two-Mast Barge* is a coaching inn where the Sigmar's Carriage coaching line makes its last stop before Pfeildorf, roughly 25 miles away. The proprietor of the inn, Stefan Hahn is an affable man with a large family to help him run the inn. His wife, Anna, is a very gifted brewer and her signature dark bitter, Sigmar's Choice,

costs 2/2 a pint. The fare here is fairly good as Hahn's three daughters – Karin, Maria, and Rosa – have proven to be more than capable cooks. Only Rosa, the youngest at 14 years of age, is unmarried and Stefan is careful to keep an eye on any lustful transient (read: adventurer) who may consider taking advantage of her.

The coaching inn is the largest building in this fishing village. Many of the locals of Elzach gather after their day's work to hear gossip and news from travellers stopping by. Any such person who declines to talk to the locals is considered "rude and unfriendly" and may find themselves the subject of taunts and pranks by the villagers.

A track leads to the south along the Reiche Brook towards the village of Bernau in the Wilden Hills. Any wishing to make their way to the River Söll without first returning to Pfeildorf can do so via this path to Bernau where it intersects the Wilden Road to Durbheim.

### **Bernau**

**Population:** 90 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Wool, agriculture

**Village headman:** Heinrich Schäfer

**Notable NPCs:** Niklaus Kusch (innkeeper),  
Hans Kusch (brewer)

**Inn or Tavern:** Shepherd's Rest

Located in a valley along Reiche Brook, Bernau is located 17 miles from Durbheim, 18 miles from Hausern and 10 miles from Elzach. The village is surrounded by a stockade with a watch tower at its main gate. Most of Bernau's produce is grown in surrounding fields with a



smaller portion grown in the large village common. The village's flocks of sheep are kept in pens near the main gate

The *Shepherd's Rest* is an inn with few lodging accommodations, usually for visiting wool merchants from Pfeildorf. Niklaus Kusch and his extended family run a clean and reputable establishment. The food is good with the house specialty being a hearty mutton stew with vegetables. Hans Kusch, the oldest son, has taken over the role of brewer and continues the family tradition of brewing a malted dark bitter as well as distilling cherry and apple ciders.

Heinrich Schäfer is the richest man in Bernau, owning the largest sheep flock as well as employing most of the village as shearers to remove the wool from the sheep. Herr Schäfer – as he is known in the village – also provides the carts, drivers, and guards to transport the wool to market in Pfeildorf. Though outwardly kind and generous, Herr Schäfer is not someone who takes kindly to being crossed or have his generosity being abused. Herr Schäfer's house is the largest building in Bernau, located on the village common.

### **Nebelhausen**

**Population:** 45 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headman:** Ernst Liebig

**Notable NPC:** None

**Inn or Tavern:** None

Nebelhausen is located 16 miles from Elzach, 4 from Colmfähre, and 10 miles from Neukirch. The villagers just produce enough crops for its own consumption with a little left over for trade. There is a large barn in the village centre for the village's livestock, which also doubles as the village hall. Folk in this village aren't particularly friendly and don't care for outsiders.

### **Neukirch**

**Population:** 51 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence, tollhouse

**Village headman:** Thomas Brüning

**Notable NPC:** None

**Inn or Tavern:** None

Neukirch is 10 miles from Nebelhausen and 12 miles from Wilhams. It is situated on the border of the Barony of Toppenheim and guards the ford on the Urach Brook. The tollhouse at the ford is the largest building in the village and run by Thomas Brüning, an employee of the Town Council of Pfeildorf. A nearby barn serves as the village hall should there be a need for the folks to meet to talk about things of common interest.

Coaches on their way to Pfeildorf can shave some of the cost from their toll by agreeing to deliver a locked strongbox with collected tolls to the Council Treasurer in the freistadt. Likewise, coaches departing Pfeildorf can reduce their toll by returning the empty strongbox to Herr Brüning.

### **Averland Barony of Colm**

The Barony of Colm covers the south-western portion of Averland from the Ornwald to the River Winne in the middle of Achen Wood. Outside the forested regions, the land of the barony is mostly rolling grasslands with raiding tribes of Goblins being the chief nuisance.

#### **Merkelhausen [Averland]**

**Population:** 78 (Village)

**Ruling noble:** Baron Sigmund Hindenberg

**Main sources of wealth:** Agriculture, fishing

**Village headman:** Johann Kossel

**Notable NPCs:** None

**Inn or Tavern:** None

Located across the Upper Reik from Pfeildorf in the Averland Barony of Colm, Merkelhausen is small farming and fishing village. The ditch that once protected the village centuries ago have been allowed to fill up, the only evidence of its

existence is the low stone wall that surrounds the village. Johann Kossel leads the village militia of five young men.

#### **Colmfähre [Averland]**

**Population:** 280 (Town)

**Ruling noble:** Baron Sigmund Hindenberg

**Main sources of wealth:** Agriculture, sheep, ferry

**Government:** Town Council

**Notable NPCs:** Fritjof Damrosch (innkeeper/brewer), Johann Fähremann (ferryman), Lorenz and Thomas Mommsen (innkeepers), Hans Kant (ferryman)

**Inn or Tavern:** Bellowing Stag, Sprite of the Woods

Located on the Averland side of the Upper Reik, Colmfähre is located 38 miles from Pfeildorf, 12 miles from Elzach, 4 miles from Nebelhausen and 57 miles from Wuppertal via river (47 miles by road). The town is surrounded by stone walls with two gates, one facing the Upper Reik on the southwest while the other opens to the Wuppertal Road in the southeast. The town is surrounded by a stone wall and a double ditch. Farmsteads are located north of Colmfähre or downriver from the town.

Castle Hindenberg is sited on a hill along the River Colm (a tributary of the Upper Reik) overlooking the town from the northeast. The young baron is the latest of a long line of Hindenbergs who have ruled the Barony, having recently succeeded his father, Baron Albert, who died from a hunting accident. The older Baron is said to have received his fatal injuries from a mauling by a wounded boar in the woods across the Colm, though there are the usual rumours of witchcraft, betrayal, and murder being whispered in the corners of town.

Situated on the riverbank of the Upper Reik, the *Bellowing Stag* inn is the favourite watering hole for boatmen and visitors to Colmfähre. The inn sports a large common room where the owner, Fritjof Damrosch, serves up the house specialities

of Stag's Amber Ale and Stag's Malted, which are brewed on site. The fare at the *Bellying Stag* is average at best, but the quality is more than made up by the featured beers.

Johann Fähremann's ferry service is conveniently located next to the *Bellying Stag*. For a few shillings more, Johann is willing to ferry people across the river after the night curfew, no questions asked. Johann has a monetary (kickback) understanding with the local gateman to leave the door in the gate unlocked and turn a blind eye to this nocturnal aspect of Johann's business.

Most of the business of Colmfähre takes place in the two-storied, pale blue-coloured **Council Hall**, which is located next to the timbered **Church of Sigmar** on market square of **Hindenbergplatz** at the southern end of town between the town gates. The Council Hall also serves as the site of Colmfähre's courts and gaol.

The *Sprite of the Woods Inn* near the Wuppertal Gate is another place of lodging for travellers. Run by the Mommsen family, the inn is noted for its food and homebrewed cider (apple, pear, and cherry are normally offered). The elderly Lorenz Mommsen is the current head of the family, but he is turning over more of his duties to his eldest son, Thomas. There are also rumours that the inn is haunted by a playful poltergeist, who some believe to be a wandering and lost spirit of the nearby woods.

Hans Kant is the busy ferryman on the River Colm, ferrying travellers from the town to the road which follows the course of the Upper Reik opposite the old Sudenland province. Unlike Johann Fähremann, Hans does not offer a nocturnal service for the unscrupulous.

#### **Hüttenbach [Averland]**

**Population:** 32 (Village)

**Ruling noble:** Baron Sigmund Hindenberg

**Main sources of wealth:** Subsistence

**Village headwoman:** Eva Buber

**Notable NPCs:** Rudi Ehrlich (innkeeper)

**Inn or Tavern:** Woodman's Axe

Across the River Colm from Colmfähre, the ditch-surrounded village of Hüttenbach is the scene of much activity of late. The Four Seasons coaching line of Altdorf has decided to open a coaching route tying the southern towns of Averland (from Colmfähre to Hochsleben) to the newly opened Averheim-Agbeiten route.



As such, the Four Seasons is building a new coaching inn in Hüttenbach to be run by Rudi Ehrlich and his family. The common room of the *Woodman's Axe Inn* has been opened while the rest of the complex is under construction. The food is passable and the inn features a pilsner brewed by Ehrlich.

Not everyone is happy with the building of the coaching inn. A few villagers fear that the coaching line will make it easier for undesirables (northerners) to make their way to the area. The disgruntled villagers' petition to Baron Hindenberg has fallen on deaf ears, particularly since the Four Seasons made sure that the Baron was well-compensated for granting them the charter. No consideration of violence has been put forward... yet.

#### **Ippesheim [Averland]**

**Population:** 33 (Village)

**Ruling noble:** Baron Sigmund Hindenberg

**Main sources of wealth:** Subsistence

**Village headman:** Pieter Müller

**Notable NPCs:** None

**Inn or Tavern:** None

Located 2 miles upriver on the Colm from Colmfähre, Ippesheim is a quiet settlement where outsiders are viewed suspiciously. The village is surrounded by a ditch and wood fence.

There is a hall next to the village common where the folk gather for social occasions and holiday celebrations. The villagers are followers of the Old Faith with Pieter Müller their druidic priest.

**Volsbach [Averland]**

**Population:** 35 (Village)

**Ruling noble:** Baron Sigmund Hindenberg

**Main sources of wealth:** Subsistence

**Village headman:** Eugen Riemann

**Notable NPCs:** None

**Inn or Tavern:** None

Volsbach is located 3 miles upriver on the Upper Reik from Colmfähre within the Achen Wood. The settlement is fairly isolated and is only connected to the Wuppertal Road by a narrow track winding through the rough terrain. Volsbach is surrounded by a stockade for protection with a hall next to the gate to hold the celebrations of the holy days, led by the Taalite priest, Eugen Riemann. The folk of Volsbach are not friendly towards outsiders.

**Harrach River Valley**

The lower River Harrach demarcates the border between the Baronies of Rundstedt and Lobkowitz on the west bank of the River Söll. The River Harrach is navigable by small boats up to the village of Owingen. The river valley is only fertile along the banks of the Harrach while the slopes of the low hills are fairly rocky and covered in thorny shrubs. The forest of Harwald lies on the river between Heisenberg and Owingen and has been designated as the hunting reserve of the ruling House of von Liebewitz. Several gamekeepers are employed to ensure poachers are caught and hung from the large oaks on the forest perimeters as a warning to others.

Strangely, no Goblin tribes raid within the upper reaches of the river valley. No one living in the valley is sure why, but none will openly voice

this for fear expressing such concerns could only bring bad luck.

At Owingen, the River Harrach turns towards the east and eventually bends back north where it merges with the River Söll at Wurmgrube. The waters of the river actually meander over the low ground between it and the Söll, forming the feared Black Willow Marsh.

**Barony of Lobkowitz**

Located along the northern bank of the lower River Harrach, the Barony of Lobkowitz is a fairly poor land. Settlements tend to be fairly small with a number of fortified farmsteads scratching out an existence along the bank of the river. There are also small quarries and mines that work the foothills of the Grey Mountains.

**Wurmgrube**

**Population:** 78 (Village)

**Ruling noble:** Baroness Theresa von Mecklenburg

**Main sources of wealth:** Agriculture, market village

**Village headman:** Hergard Becker

**Notable NPCs:** Freiherr Martin Haeckel (steward), Knud and Gisela Lenard (innkeepers)

**Inn or Tavern:** Marsh Lights

Wurmgrube is located where the waters of the River Harrach mingle with those of the larger Söll, about 14 miles from Hinkend, 42 miles upriver from Pfeildorf, 7 miles from Rosenhausen, 17 miles from Saulgrub and 18 miles from Sexau. The nearby Black Willow Marsh (*Schwarzweidesumpf*) is just across the smaller river from Wurmgrube.

Wurmgrube is the largest village in the Barony of Lobkowitz and exports grains (particularly those used in brewing beer and ale) and fruits. Baroness von Mecklenburg splits her time between her lands here and in the Barony of Stuppach near Nehren. In her absence, Freiherr Martin Haeckel is the man in charge with keeping the Baroness' peace. The Knight is a

strong law and order man. Anyone caught breaking the law can expect to be punished quickly and harshly.

The *Inn of the Marsh Lights* is the only place in the village where a boat can tie up for a night's rest or day's trading. Knud and Gisela Lenard are the owners of the inn and run the operation with their five children. The fare is fairly good and the available drinks are the standard ones found in other establishments. The Lenards do brew a lager that they have not named for a premium. There are only two private rooms in the inn, though the large common room can accommodate visiting traders and pedlars.

The *Inn of the Lonely Road* (see below) is about a half a mile downstream from Wurmgrube on the Sudenland side of the River Söll.

### **Saulgrub**

**Population:** 34 (Village)

**Ruling noble:** Baroness Theresa von Mecklenburg

**Main sources of wealth:** Subsistence

**Village headman:** Gunnar Hilbert

**Notable NPC:** None

**Inn or Tavern:** None

Saulgrub is located on the north bank of River Harrach, 17 miles from Wurmgrube and 17 miles from Owingen. The village lies across the edge of the cursed Black Willow Marsh. Given its location, the Saulgrub maintains the surrounding stockade which forms its only defence. A large wood tower near the gate allows the militia of the village to keep a wary eye for dangers that could emerge from the mists of the marsh. A hall sits in the centre of the common where the villagers gather for religious festivities as well as assembly.

### **Barony of Rundstedt**

The Barony of Rundstedt is one of the richer regions in Wissenland, but the northern reaches of the land near the River Harrach is poor.

Settlements are sparse in this part of the Barony, mostly farmsteads and small mining camps.



### **Black Willow Marsh**

Black Willow Marsh (*Schwarzweidesumpf*) is just across the River Harrach from Wurmgrube at the confluence with the River Söll. Local superstition has long believed that an ancient witch lives in the middle of the marshland with her demonic black hound, preying on unwary travellers. The witch is also rumoured to be in league with marsh demons.

The marsh gets its name from the dark-coloured, twisted willows that are unique to the wetlands. Some believe that the unwholesome trees are a sign of the evil that resides in the marsh.

Though such locations usually attract river pirates, the reputation of Black Willow Marsh deters all but the most desperate from hiding in its numerous channels. The last known to do so – Jakob Bauer – has not been seen or heard from in twenty years since he fled a river-borne force sent by then Baron von Mecklenburg to dispatch the pirate.

### **Owingen**

**Population:** 32 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Village headman:** Sam Rilke

**Notable NPCs:** None  
**Inn or Tavern:** None

The residents of Owingen scratch a poor living from the soil where the waters of the River Gansl run into the River Harrach. The North Dwarf Road starts across the ford west of the village and leads 60 miles to the village of Khazid Grimaz in the northern reaches of the Dwarf kingdom of Karak Norn. This track is a secondary route and little-used compared to the Silver Lode Trail to the south.

Owingen is 40 miles from Heisenberg and 17 miles from Saulgrub. The village is protected by a palisade and deep ditch, the latter of which can be filled with water diverted from the Harrach should the village have time to prepare a defence. The village has a hall in its common and this is the centre of village social life. Sam Rilke is the village's priest of Taal.

### **Kazad Skom [Karak Norn]**

**Population:** 60 (Fortress)  
**Ruling noble:** King Brokk Ironpick  
**Commander:** Mernek Greathammer  
**Notable NPCs:** None  
**Inn or Tavern:** None

Kazad Skom is located on the North Dwarf Road, just within the border of the Dwarf kingdom of Karak Norn and the Empire. The stone-built Dwarf fortress is located five miles from Khazid Grimaz and 55 miles from the Imperial village of Owingen.

Like other Dwarf fortresses, Kazad Skom functions as both border crossing and base for patrols with the task of keeping the roads cleared of bandits, Goblins, Trolls, and other undesirables. Unlike the roadwardens of the Empire, Dwarf patrols do not confine themselves to travelling on the road. When possible, the Dwarfs prefer to operate on the ridges upslope from the roads where foul creatures may lurk or lair.

As a border crossing, Dwarf scribes record the names and descriptions of those entering or

leaving the Dwarf kingdom. They also issue travel warrants which the recipients will have to produce upon demand while travelling within the Dwarf kingdoms. Visitors from outside the kingdom who lose their warrants may find all possessions forfeited to Dwarf authorities and summarily expelled.

## **Vale of Wildental**

The Vale of Wildental is a fertile area on the western slopes of the southern reaches of the Wilden Hills and a series of small hill ranges to its south (locally known as the "Little Wildens"). The hilly area is the haunt of outlaws who have run afoul of the laws of the land or seek a simpler life without taxation. Goblins are rare in the area, only appearing when hunting elsewhere is lean.

### **Barony of Auersperg**

The Barony of Auersperg is one of the possessions of the Baroness Etelka Toppenheimer, though not one of which she is particularly fond. In fact, the Baroness has not set foot in the Barony for years, leaving its rule to an older and fairly un-ambitious cousin, Baron Paulus Toppenheimer. The Baron resides with his family in Auersperg Keep, just north of the village of Sexau along the River Söll.

The land near the River Söll is fertile while that in the hilly area is not. The hills are covered in grass, ideal for herding livestock. The threat from rustlers and outlaws are real, so many herders do not venture too far afield.

### **Inn of the Lonely Road**

**Population:** 12 (Coaching Inn)  
**Ruling noble:** Baron Paulus Toppenheimer  
**Main sources of wealth:** Stop for White Hart Coaches  
**Proprietor:** Wertha Hering  
**Notable NPCs:** Hergard Hering (brewer), Jen Schmidt (blacksmith/ carpenter), Josef Bothe (journeyman/ outlaw)



The *Inn of the Lonely Road* is about a half a mile downstream from Wurmgrube on the Sudenland side of the River Söll. The coaching inn lies on the Söllweg less than 7 miles from Rosenhausen and over 18 miles from Sexau.

The *Lonely Road* is run by the matriarch of the Hering family, Wertha Hering. The old woman has been associated with this coaching inn on the Söllweg for nearly all of her 68 years. The fare is quite good – rabbit being a particular specialty. Her eldest son, Hergard, brews a light amber pilsner and produces a limited amount of apple cider.

As with other coaching inns, the *Lonely Road* has a resident blacksmith, Jens Schmidt, who also doubles as the inn's carpenter. Jens is assisted by his apprentice, Dieter Hering (Wertha's grandson), and a journeyman, Josef Bothe.

Josef Bothe is an outlaw on the run from Middenland justice, having murdered a Carroburg merchant over a contract dispute. He arrived at the *Lonely Road* about six months ago and was hired when Jens was suffering from a bout of influenza. Josef is quite skilled, but readily accepted a subordinate position which allows him to work without having to have direct contact with customers.

### **Sexau**

**Population:** 56 (Village)

**Ruling noble:** Baron Paulus Toppenheimer

**Main sources of wealth:** Wine, wool

**Village headman:** Baldur Bierstadt

**Notable NPCs:** None

**Inn or Tavern:** Drunken Shepherd

Sexau is the largest village and located on the Söllweg 60 miles upriver from Pfeildorf, 18 miles from Wurmgruber, 8 miles from Leupolz, and 10 miles from Diepolz. For its size, Sexau is fairly prosperous. It is an integral part of the regional wool and wine trade, sending most of its surplus to Pfeildorf in lieu of taxes. Even the Baron gets into the act, owning a large flock of sheep as well as a winery in the hills.

The *Inn of the Drunken Shepherd* is actually set up in the village hall and run by Baldur and Claudia Bierstadt. A stable and barn has been added nearby so that the village hall can also serve as a coaching inn. Accommodations are rather poor as there are no private rooms available. Any overnight guest has the option of sleeping on a table in the hall or among the livestock in the barn or stable. In contrast, the food served at the *Drunken Shepherd* is quite good and the inn sells a premium white wine, Auersperg Riesling. For more discriminating taste (and deeper pockets), the Bierstadts also sell Söll Gewürztraminer.

### **Leupolz**

**Population:** 33 (Village)

**Ruling noble:** Baron Paulus Toppenheimer

**Main sources of wealth:** Subsistence

**Village headman:** Ralf Schiller

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by a stockade, Leupolz is located 8 miles upstream from Sexau in the hilly country known as Little Wildens. Not many visitors make it to this isolated village, which is the main reason that the folk are not very trusting of strangers. Most of the village's crops are grown within its walls, though there are a few fields nearby.

### **Diepolz**

**Population:** 33 (Village)

**Ruling noble:** Baron Paulus Toppenheimer

**Main sources of wealth:** Agriculture

**Village headman:** Johann Diepolz

**Notable NPCs:** None

**Inn or Tavern:** None

Diepolz is located 10 miles from Sexau and 15 miles from Meissen. The farmers here take their excess produce to Sexau for shipping to Pfeildorf and other settlements along the way. The village does not have an inn or tavern since most travellers stop at the *Broken Rudder* upriver or Sexau, which is the way the villagers prefer things. Johann Diepolz, a descendant of the

founder of the village, is the patriarch of the family making up most of the inhabitants.

### **Broken Rudder Inn**

**Population:** 10 (Coaching Inn)

**Ruling noble:** Baron Paulus Toppenheimer

**Main sources of wealth:** Stop for White Hart Coaches

**Proprietors:** Stehmar and Alicia Herzberg

**Notable NPCs:** Klara Mühlenburg (blacksmith/carpenter/ herbalist), Wolf Eucken (mercenary sergeant)

Located 3 miles from Diepolz and 12 miles from Meissen, the *Broken Rudder Inn* is another fortified coaching inn located on the Sudenland side of the River Söll. It is still an independently owned establishment, though the White Hart Coaching line is currently revising yet another offer to buy out the Herzbergs. The couple are not interested in selling. Further, they know that the White Hart coaching line is not in the position to build a competing inn.

The food at the *Broken Rudder* is average. In addition to the standard ale, the Herzbergs' also serve Budeweisner Pilsner, which they obtain from the Silver Lode Brewery of Meissen.

Cousin of Alicia Herzberg, Klara Mühlenburg is a rather odd character. Not only is she the inn's blacksmith and carpenter, but she is also an herbalist and the inn's healer. Some of the locals suspect Klara is also a witch since she is unmarried and has maintained her good looks despite her wide ranging talent.

Past his prime and hobbled by an old war wound, Wolf Eucken is a veteran of the border skirmishes with the Bretonnians around Axe Bite Pass. He is now in charge of provide for the coaching inn's defence and training the Herzberg's three sons in the fundamentals of fighting.

## **Silver Lode Trail**

The region through which the Silver Lode Trail passes is the heart of the Barony of Rundstedt, one of the holdings of Grand Countess Emmanuelle von Liebewitz of Nuln and Wissenland. The Silver Lode Trail, as it is more commonly known by those in the silver trade, refers to the entire length of the Heisenberg-Meissen Road and the portion of Granite Pass west of Heisenberg to the Dwarf fortress of Kazad Almon.

The importance of the silver trade to the Wissenland economy is not to be underestimated. A series of strongholds has been built along the road to keep it (relatively) free of bandits, highwaymen, and the occasional Goblin raiding party. The road is also patrolled by roadwardens equipped to handle most situations. The effort to keep the trade route free of problems is co-ordinated by Baron Konrad von Rundstedt, cousin of the Grand Countess and her able seneschal, from Castle Rundstedt (on a hilltop roughly one mile to the southwest from and overlooking Meissen).

### **Freistadt of Meissen**

Meissen is the biggest port on the middle Söll and the terminus of the trade road from Karak Norn. It is a bustling, prosperous town famed for its works in silver. Highly prized for its intricate craftsmanship and design, Meissen goblets, tableware, and jewellery are in high demand over much of the Old World. Meissen also serves as a centre of trade for a number of settlements within the Barony of Rundstedt, even though it is a chartered Free Town (*Freistadt*).

#### **Meissen**

**Population:** 700 (Free Town)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Trade, silver crafts, market town

**Government:** Town Council

**Notable NPCs:** Hals Mendelssohn (barkeep/brewer), Franz and Hanna Schnabel (innkeepers), Theobald Guderian (assistant harbourmaster), Eduard Harden (harbourmaster), Karl Engels (innkeeper), Friedrich “Big Hair” Marx (crime lord), Wertha Hahn (leatherworker guildmaster), Magnus Röhm (silversmith guildmaster), Turstan Silverbeard (silversmith guildmaster), Erika Hindemith (tavern keeper), Thargrim Surehand (innkeeper/ master brewer), Maximilian Brandywine (cook), Alban Döbreiner (shopkeeper)

**Inn or Tavern:** The Stoat and Frog, Three Wolves (across the Söll), Sunken Mine, Countess’ Jewel, Silver Lode

Meissen is located 85 miles from Pfeildorf, 57 miles from Geschburg, 129 miles from Karak Norn, and 171 miles from Wusterburg

Although a Freistadt in her domain, Meissen is the only town in Wissenland the Grand Countess Emmanuelle von Liebewitz of Nuln regularly visits, even more than she does the official capital of Wissenburg. The Elector of Nuln comes to personally survey the works of the town’s master craftsmen and crafts-dwarfs, often buying the best pieces for herself.

The Heisenberg Road leads from the West Gate towards the Grey Mountains where it leads to the Granite Pass and the Dwarfhold of Karak Norn. This road is the main trading route between that Dwarf kingdom and the rest of the Empire. It is patrolled by companies of roadwardens, each roughly ten strong.

### *Söllufer district*

The Söllufer district is the harbour and warehouse area of Meissen. During the day, the district bustles with activity with cargos to load and unload as well as being assessed for taxes. By Wissenland law, all ships travelling the Söll must dock at Meissen to be levied. This enables the Town Council to collect fees as its own operations as well as provide the Grand Countess with the funds promised in the Freistadt agreement.

The harbour is closed from roughly two hours after sunset to an hour before dawn, thereby making the night-time the time for smugglers and the illicit trade that fuels Meissen’s criminal element. Those wandering in Söllufer during these times are well advised to keep their eyes forward and their minds on their own business.

There are a number of establishments in Meissen where travellers can rest their weary feet and refresh themselves. The *Stoat and Frog* is one of the riverside taverns patronised by the boatmen travelling on the Söll as well as the local stevedores. The food is passable, but the Silver Water Dark Bitter brewed and served by Hals Mendelssohn is the main attraction. Given the clientele, brawls are frequent in the *Stoat and Frog*.

Although there is no ferry service as such, small boats will take passengers for a fee across the River Söll to the coaching and riverside inn of the *Three Wolves*. This inn is owned by the White Hart Coaching line and managed by Franz and Hanna Schnabel. A number of other people work at the inn, notably a blacksmith and carpenter to provide maintenance for the coaches that pass through. The food is passable and the only available drink other than weak beer is the mass produced Budeweisner Pilsner by the Silver Lode Brewery.

During the night, the **Harbourmaster’s Office** is run by Theobald Guderian, able assistant and important cog in the corruption rife in the Meissen bureaucracy. Theobald benefits from the smuggling trade by being paid to look the other way at certain hours of the night. A small kickback of his take makes its way through channels to the coffers of Lord Harbourmaster Eduard Harden and other city officials.

### *Feuchtwasser district*

Located at the northern end of town, the Feuchtwasser district is the poor working district in Meissen where the runoff from the smithies and leatherworks makes its way to the Söll. In

the warm summer months, a foul air settles in the low-lying district, causing illness among its denizens. The district is also the centre of the criminal enterprises within Meissen.

For visitors with more lint in their pockets than coin, the *Sunken Mine Inn* might be the best of a bad lot. Located in the eastern edge of the district closest to the Söll, the *Sunken Mine* counts the working poor as its regular patrons. The atmosphere in the place is generally thick with smoke and dank with the quality of food and drink being fairly poor. Karl Engels is the proprietor of this dive. The only thing that keeps him in business is that the local thieves' guild – led by Friedrich “Big Hair” Marx – uses Karl's backrooms to conduct their business.

**Wertha's Leatherworks** is run by Wertha Hahn, the grand dame (and guildmaster) of the town's leather trade. Anything thing one can make of leather – legal or otherwise -- can be obtained for a price. The Leatherworkers' Guild itself is quite powerful within Meissen's political structure and its enemies, as well as any illegal competitor, have been known to disappear. It is rumoured that those who have crossed Wertha wind up as one of her items for sale and even “Big Hair” fears her anger.

### ***Silberkelch district***

The Silberkelch district is considered the heart of Meissen and is home to its wealthiest citizens. The district is located in the southern end of town and is regularly patrolled by



watch, the only district so protected.

Given its importance in the trade of silver, the Meissen **Silversmiths' Guild** is very powerful and influential. They are chartered to operate a fortified smelting house and treasury where silver ore is smelted into ingots and stored for later use. The building – **Silberhaus** – is a heavily fortified and guarded Dwarf construct located on the western edge of the **Silberplatz**. In accordance with the Guild's Law, the Silversmiths' Guild has two Masters: one human (Magnus Röhm) and the other Dwarf (Turstan Silverbeard). Moreover, both Guildmasters serve on the governing Town Council.

The ornate two-storied **Council House** and colonnaded **Courthouse** are also located on **Silberplatz**, testaments to Meissen's wealth and growing influence. The large square is the site of the town's main market.

The nearby **Temple of Sigmar** is surprisingly of unremarkable architecture given the town's wealth. Inside, there is a magnificent marble statue of a brooding Emperor Sigmar seated on his throne wearing an ornate crown of silver and holding an equally artistic silver sceptre. It is rumoured that there is a secret compartment within the statue where the relics of St. Oswald are kept, thus giving the statue the power to heal the worthy. The position of the fifteen-foot statue is opposite the altar which is placed in the direction of Karaz-a-Karak as tradition dictates.

The establishments in the Silberkelch district are considered a bit too expensive for the average traveller (increase costs by up to 50%). One of these, the *Countess' Jewel*, is run by Erika Hindemith and her family of six children. The place is very clean and the food very good. There is also good wine and ale available for those who can afford such luxuries. Heisenberg Claret is a full-bodied wine that costs a premium price while the Döbreiner Valley Schilcher is a touch less expensive. Premium ale is also available: Rundstedt Amber Pilsner and Meissen Lager.

### ***Westenseite district***

The Westenseite district is the merchant and tradesmen area of Meissen. The streets and neighbourhoods are well maintained, some of which have streetlamps (usually near the border with Silberkelch). The smaller guilds in town have banded together to employ their own watch – each of which wear armbands with the colours and device of the hiring guild – to keep the riffraff and other undesirables from Feuchtwasser out of their district.

The *Silver Lode Inn* is located at the west gate and is one of the first establishments that a traveller from Karak Norn encounters. Many roadwardens and pedlars also stop by for a drink after spending time on the road. The proprietor of the *Silver Lode* is Thargrim Surehand, who also doubles as the Master Brewer for the nearby **Silver Lode Brewery**. The food is fairly good as Thargrim employs a Halfling cook, Maximillian “Max” Brandywine. Moreover, the weak beer is better than one can get at other drinking locations. The treat of the *Silver Lode*, however, is the three excellent Silver Lode ales: Grey Mountains Stout, Firedrake Dark Bitter, and Wayfarer’s Lager.

The **Wizards’ Chapterhouse** does not advertise its presence, but it is known to travelling members of the Wissenburg Wizards’ Guild as well as many of those from the magic schools in Nuln. The Chapterhouse is a combination library, boarding house, and supply depot where one can purchase the more common magical ingredients (including the ever-in-demand sulphur balls). Friendly and knowledgeable about his wizardry trade, Alban Döbreiner runs the establishment with his family.

### ***Outside Meissen***

Stables for horses and abattoirs for slaughtering livestock are located outside Meissen’s west gate. On hot summer days, the stench arising from the slaughterhouses can be unbearable.

**Gardens of Mórr** are located a short distance from the northwest corner of Meissen. The cemetery is sizable with mausoleums built for the wealthier Meissen families on the high ground surrounding the **Shrine of Mórr**.

### **Barony of Rundstedt**

The Barony is under the direct rule of Grand Countess Emmanuelle von Liebewitz of Nuln. When not in residence at the Castle Rundstedt (on a hilltop roughly one mile from and overlooking the Freistadt of Meissen), the Grand Countess counts on her relative and seneschal, Baron Konrad von Rundstedt, to ensure that her taxes are collected.

Unlike the lower Harrach and Salm river valleys, the rest of the barony is fertile enough to support the grasslands needed for the grazing of the cattle herds found in the rolling countryside. The Heisenberg-Meissen Road is a major trade artery connecting the town of silversmiths with the Dwarfhold of Karak Norn. As such, the road is well-patrolled by the roadwardens in an effort to minimize bandit activity as well as Goblin depredations, the latter of which is more likely in the foothills of the Grey Mountains. The known marauding Goblin bands consist of members from the rival tribes of the Long Ears and the Red Nails.

### **Willstätter**

**Population:** 46 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture

**Village headman:** Martin Kossel

**Notable NPCs:** Heinrich Pauli (innkeeper), Sergeant Wilhelm Becker (roadwarden sergeant)

**Inn or Tavern:** Three Crows

Willstätter lies just to the south of the Heisenberg-Meissen Road and is located 38 miles from Heisenberg, 28 miles from Penzfeld, 18 miles from Stanzach, and 27 miles from Meissen. The village is surrounded by a ditch and stone enclosure – quarried from the hills to

the southeast – to protect the village from the cattle driven each autumn to Meissen. The common of Willstätter is large as it is used principally to grow crops by its residents.

The walled *Inn of the Three Crows* is a fairly large structure located just outside the village gates to accommodate travellers. It is owned by Heinrich Pauli, a former wine merchant who grew tired of life on the road and opted for a more settled life as an innkeeper and brewer. His speciality, Willstätter Red is nothing special, just a cut above weak beer.

Sergeant Wilhelm Becker and his eight-man roadwarden patrol are based at the *Three Crows* and are responsible for handling trouble along the stretch of the road from the village to Meissen.

### Stanzach

**Population:** 48 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

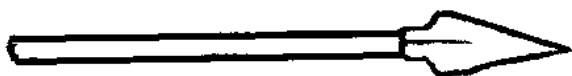
**Main sources of wealth:** Agriculture

**Village headwoman:** Beatrix Renner

**Notable NPCs:** Sergeant Johan Otterbein (roadwarden sergeant)

**Inn or Tavern:** None

Stanzach is located 5 miles from the Heisenberg-Meissen Road, 30 miles from Heisenburg, 20 miles from Penzfeld, and 18 miles from Willstätter. With Stanzach Tower only half a mile away, the village is only surrounded by a ditch and low stone wall. Stanzach does not have a tavern or inn. Travellers in need of lodging are allowed to spend the night in the village hall. The hall is also where the local roadwarden patrol, led by Sergeant Johan Otterbein, is fed by the villagers. The six man patrol and sergeant are quartered at the thirty-foot Stanzach Tower.



### Penzfeld

**Population:** 52 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Cattle

**Village headman:** Konrad Speer

**Notable NPCs:** Hartwig Keitel (family patriarch)

**Inn or Tavern:** Red Bull

Penzfeld is located 5 miles from the Heisenberg-Meissen Road, 20 miles from Heisenburg, 15 miles from Stanzach, and 28 miles from Willstätter. The chief occupation of the Penzfelders is the raising of cattle, primarily for the markets (meat, leather) in Meissen. The village is surrounded by a palisade and ditch, primarily to keep the cattle within rather than to repel attack.

Owned by the wealthy and influential Keitel family, the herds of cattle spend much of the spring and summer grazing in the fields near the village. In the autumn, usually the beginning of Erntezeit, those deemed ready for market are culled from the herd and driven to the abattoirs on the western side of Meissen. Travellers on the road between Penzfeld and Meissen need to get out of the way lest they are trampled.

Though off the beaten path, Penzfeld has a large tavern – *The Red Bull* – where the cattlemen gather at the end of day. The house speciality is roasted beef and beef stew, marinated in the local brew. The tavern is owned by the brewer, Konrad Speer. The tavern serves a hearty, reddish brew named after the tavern as its speciality

### Heisenberg

**Population:** 95 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture, wine

**Government:** Village Council

**Notable NPCs:** Ritter Karl Stresseman (warden)

**Inn or Tavern:** None

Heisenberg is located 20 miles from Penzfeld, 65 miles from Meissen, 40 miles upriver from Owigen, and 64 miles from the Dwarfhold of Karak Norn. Most of Heisenberg's residents are involved in its lucrative wine industry. The village is known for its deep red wines, particularly Spätburgunder and Schwarzriesling.

The settlement is actually built on top of a two hundred foot high hill overlooking the River Harrach. The southern face of the hill has the gentler slope, allowing the path from the village's gates to wind its way down to the passing trade road. The hillsides outside of Heisenberg's wooden palisades are covered with vineyards. The village has no formal inn. Travellers with coin or trade goods can find accommodation with any of the three Vintner Families: Hindemiths, Rosenburgs, or Tollers. Those less well-off can usually sleep in the village hall or in any of the barns in the village common.

There are a number of sandstone caves beneath Heisenberg which are used by the Vintner Families to store their casks of wine until they have matured and are ready for trade. The heads of the three Families jointly run the affairs of the town in the name of the Grand Countess.

A tower is being constructed on the Silver Lode Trail near Harrach Water to provide additional security for merchants and travellers. Given the proximity of the mountains, Grand Countess von Liebewitz has entrusted Ritter Karl Stresseman with commanding the men-at-arms who will patrol the road from Heisenberg to the border near Kazad Almon, 28 miles away.

**Kazad Almon [Karak Norn]**

**Population:** 85 (Fortress)

**Ruling noble:** King Brokk Ironpick

**Commander:** Bront Strongarm

**Notable NPCs:** None

**Inn or Tavern:** None

The stone-built Kazad Almon with thirty foot high walls is located on a rise overlooking

Granite Pass and the border with the Empire. The fortress is 28 miles from Heisenberg, 6 miles from Khazid Thran, and 36 miles from Karak Norn. Kazad Almon is an important border crossing and a place where travellers journeying into the Dwarf kingdom can register and obtain travel warrants. Gibbets line the road to Khazid Thran as a stark reminder to the fate those who violate Dwarf Law can expect.

**Auggen**

**Population:** 65 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Subsistence

**Village headman:** Ehrhardt Baeyer

**Notable NPCs:** Sophia Planck (innkeeper), Pierre and Jeanne Fontain (innkeepers)

**Inn or Tavern:** Lacothea's Rest Two Rivers (across the River Söll)

Auggen is situated on the Wissenland side of the River Söll, north of where the waters of the River Salm mingle with the larger river. It is 43 miles from Meissen, 23 miles from Wittenhausen, 14 miles from Betzigau and 14 miles from Geschburg. Auggen marks the southern border of the Barony of Rundstedt. The village is poor and boats only stop for a rest.

*Lacothea's Rest* is a riverside inn named after the local goddess of the River Söll. It is run by the widow Sophia Planck and her brood of seven children. The food is average and the inn only serves weak beer.

Across the River Söll is the coaching inn of *Two Rivers* run by a Bretonnian couple, Pierre and Jeanne Fontain, and their servant, Marie Valois. The Bretonnians became owners of the coaching inn when the previous owner, Rudolf Kalb, sold his property two years ago to journey to Sigmarite Ostland to fight against the Ulrican Talabeclanders. The Fontains serve fare known for its thick sauces; not necessarily to the taste to those working on the river. Drinks are normally weak beer, though the *Two Rivers* sometimes

receive shipments of beer from the Metternich Brewery of Geschburg.

### **Salm River Valley**

The cool waters of the River Salm rise near the Dwarfhold of Karak Ziflin in the Grey Mountains and cut a valley across the central portion of Wissenland province. The land along the river is fertile with periodic spring floods from the mountains enriching the soil as far as the village of Salmfähre. The land is less yielding further downriver.

Goblins and bandits are more active along the lower River Salm as the rugged Salmhügel provides a number of places to hide from pursuers. Other wild areas include the ancient and haunted forest of Salmwald surrounding the village of Hofkirchen. It is said that even the Goblins are wary of what lurks under its canopy.

#### **Salmhügel**

The hills of the Salmhügel are rocky and steep-sloped. The hillsides are mostly covered with scrub bush with trees restricted to the small streams passing to either the River Salm or Söll. In ancient times, the area was considered home to the natural spirits that typified the worship of the local Old Faith. The area still contains a number of barrows (round and long), menhirs, and stone circles.

For some time, the Goblins of the Scarred Legs tribe have called the Salmhügel home. The tribe gets its name from their ritual of superficially cutting the legs of offspring who survived what passes as childhood to become tribal warriors. The pattern of cutting is individualistic and may either symbolise a dedication of the warrior to martial Goblin gods or be simply part of a naming ceremony.

Periodically, the Goblins raid the surrounding countryside for food (including Humans) or the simple joy of killing weaker prey.

### **Barony of Rundstedt**

The soil in the southern frontier of the Barony of Rundstedt is fairly poor and rocky, though farmers are able to raise some crops by irrigating with water from River Salm. Goblin raids from the Salmhügel are a constant problem.

#### **Betzigau**

**Population:** 56 (Village)

**Ruling noble:** Grand Countess Emmanuelle von Liebewitz, Elector of Nuln and Wissenland

**Main sources of wealth:** Agriculture

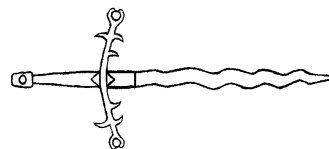
**Village headman:** Engelbert Kusch

**Notable NPCs:** Siegfried von Schliffen (engineer), Ritter Matthias Loewi (warden)

**Inn or Tavern:** Unnamed, under construction

Betzigau is in the Barony of Rundstedt, 16 miles from Lauben and 14 miles from Auggen. The village has the typical palisade and ditch defensive system of the region. Recently, Grand Countess von Liebewitz has sent a team of stonemasons under the supervision of Siegfried von Schliffen, a reputable engineer, to establish a base of operations to clear the neighbouring Salmhügel of the marauding Goblins. The construction crew is protected by Ritter Matthias Loewi and his retinue.

Anticipating a windfall from this influx of men, Engelbert Kusch has gathered the men of the village to help convert his home near the river into an inn. In exchange for their effort, Engelbert has promised a portion of the inn's profits. The headman has little understanding that the margins of such a business are not high and may be courting a disaster if the Grand Countess changes her mind. Engelbert's family is also trying to offset his expenses by selling prepared meals to the newcomers. He has not (yet) grown desperate enough to press his teenage daughters into service.





## Barony of Brauchitsch

The Barony of Brauchitsch is one of Count Pfeifraucher's many holdings in Wissenland, and his poorest. Other than the narrow strip along the banks of the River Salm, the soil is rocky and poor. Moreover, the barony is across the river from the accused Salmhügel and its resident Goblin tribes. Bandits could be a problem at times, though the slim pickings of the barony keep this problem at a minimum.

### Lauben

**Population:** 61 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Agriculture

**Village headman:** Anglum Oakenshield

**Notable NPCs:** None

**Inn or Tavern:** Quartered Goblin

Lauben marks the northern extent of the Barony of Brauchitsch, 15 miles from Kelgard, 27 miles from Simbach, and 16 miles from Betzigau. The residents of the farming village have the misfortune of being located across river from one of the tracks the Scarred Legs tribe of Goblins uses to raid the countryside. The village is enclosed by a stone and timber wall and surrounded by a deep ditch. A stone tower stands next to the south gate that is used as both a lookout and signal tower.

The village is remarkable as most of the residents are Dwarfs. The Goblin raids have forced all but the hardiest (most stubborn) of the original Human villagers to move their families elsewhere in the past few decades, leaving a vacuum that the Dwarfs were happy to fill.

The Dwarf residents converted the village hall into the *Quartered Goblin Tavern*, much to the delight of the remaining Humans. The owner and master brewer of the tavern is Anglum Oakenshield. Anglum's wife and two sons help him brew some of the best ale in the region, which he named Goblinbane (a deep red ale), Skullcleaver (a heady, dark brown ale), and Golden Draught (a pilsner). The food at the inn

is good with a spicy meat stew the house speciality.

### Simbach

**Population:** 48 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Pottery

**Village headwoman:** Gerda Bunsen

**Notable NPCs:** None

**Inn or Tavern:** None

Simbach is located on Sim Brook 12 miles from Kelgard and 27 miles from Lauben. The defences of the village are the palisade and ditch system typical of the area, though its wood walls are covered with a stone facing to fool Goblin raiders who might venture this far from their safe haven in the Salmhügel to the east. The main industry of this village is pottery made from the clay deposits along the stream, which is widely traded along the Salm River Valley and as far as Meissen and Geschburg on the Söll.

Other than pedlars and travelling merchants, few people visit Simbach. The village has a hall in the centre of its common. A small shrine dedicated to Simma, local goddess of the brook and clay, sits next to the larger one consecrated to Taal and Rhya at the northern end of the hall.

### Kelgard

**Population:** 78 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Subsistence

**Village headman:** Johannes Diels

**Notable NPCs:** Ritter Viktor von Brauchitsch (steward)

**Inn or Tavern:** Lonely Knight

The largest settlement in the Barony of Brauchitsch, Kelgard is located at the confluence of the River Salm and Sim Brook, 36 miles from Salmfähre and 45 miles from Auggen. It is surrounded by a palisade and ditch.

A stone tower is built near the village gates to serve as a sometimes residence for the largely absentee lord, Count Bruno Pfeifraucher. His steward, Ritter Viktor von Brauchitsch is a local boy who has done well in the service of the Count. Recent Goblin raids emanating from the forest and hills across the Salm have prompted Count Pfeifraucher to send a detachment of men-at-arms to serve Ritter von Brauchitsch as a garrison.



Kelgard does have a village inn. The *Lonely Knight* is owned by Johannes Diels, who took over the establishment when its previous owner was charged with murdering another villager over the upturning of his garden by the neighbour's pig. The man – Theodor Buber – was hung from a large oak to the north of the village to the delight of the other residents. Rumour has it that the dead man's ghost occasionally appears during the new phase of Mórrslieb to curse those who ended his days.

The fare and beer served at the *Lonely Knight* are, at best, average.

### Barony of Wallernau

The Barony of Wallernau has some of the best soil in the Salm river valley with two large woodlands within its borders. In addition, the Pilgrim's Road from Trulben passes through the barony on its way to the Sigmarite shrine in Fraunburg. Merchants trading with the Kingdom of Karak Ziflin also use this road to the Dwarfhold.

Something in the forests – particularly the Salmwald – is rumoured to terrify the Goblins as

the tribes from the Salmhügel never raid this far west (other than Martinsbuch). Bandits are more of a problem, particularly in the eastern highlands separating Salmfähre from Trulben.

### Martinsbuch

**Population:** 43 (Village)

**Ruling noble:** Baron Gabriel Kisinger

**Main sources of wealth:** Subsistence

**Village headwoman:** Michaela Buchner

**Notable NPCs:** None

**Inn or Tavern:** None

Martinsbuch is located 25 miles from Hofkirchen and 11 miles from Kelgard. The settlement is surrounded by a palisade and ditch to protect residents from the occasional Goblin raids. There are no taverns at Martinsbuch, but the village does have a sturdy hall built of stone where the people gather for religious festivities and to act as last refuge in case the village defences are breached.

### Salmwald Forest

The Salmwald is a wild woodland filled with malevolent spirits and powerful creatures according to local folklore. It is also believed to be sacred to Taal and Rhya as well as part of their earthy realm. As such, none of the residents in the surrounding villages venture further than 100 feet into the forest if they enter it at all.

### Hofkirchen

**Population:** 63 (Village)

**Ruling noble:** Baron Gabriel Kisinger

**Main sources of wealth:** Fishing, timber

**Village headman:** Erich Kirchner

**Notable NPCs:** None

**Inn or Tavern:** None

Hofkirchen is located across the River Salm from Salmfähre and 25 miles upriver from Martinsbuch. The village is surrounded by a palisade and ditch, which is well maintained

unlike the larger settlement across the river. The reason for the greater concern with security is simply the villagers' fear the mysterious spirits that haunt the nearby forest. The stories the folk of Hofkirchen tell is enough to make outsiders think the whole lot crazy.

Hofkircheners only cut down the trees near the riverbank and close to the village. To placate the spirits of the forest, the woodsmen of the village make a small offering of food (usually a coney or pheasant) and a bowl of water from the river. The supplicant leaves the offering about 50 feet into the forest while uttering prayers to Taal and Rhya. They then wait fifteen minutes for the spirits to accept their sacrifice before the woodsmen start their work. Trees can be felled only for need and no more than once a week. It has been known for the spirits to show their displeasure towards any perceived "greed" by the "accidents" that can injure, maim, or kill a woodsman.

The Hofkircheners are allowed to collect any fallen wood from the edges of the forest for their use. Many of these wind up in the hands of woodcarvers who craft many useful items for trade.

Hofkirchen has no taverns for the few visitors who are in need of lodging on this side of the Salm. There is a modest village hall that could be used as such.

### **Salmfähre**

**Population:** 94 (Village)

**Ruling noble:** Baron Gabriel Kisinger

**Main sources of wealth:** Agriculture, ferry, wine

**Village headman:** Hermann Kant

**Notable NPCs:** Emmerich Kant (ferryman)

**Inn or Tavern:** Alluring Nymph

Salmfähre is located on the southern bank of the River Salm 35 miles from Nehren, 36 miles from Kelgard and 52 miles from Trulben. The Pilgrim's Road passes through Salmfähre,

connecting it over the rolling countryside to Trulben on the River Söll. The nearby Keep Wallernau is located on a small hill, which gives Baron Gabriel Kisinger a good view of his Barony from the relative safety of the keep's lone tower.

The defences of Salmfähre are in disrepair with parts of its stockade decaying and its ditch mostly filled. The Baron dismisses pleas to repair the fortification since the settlement has not been threatened by armed conflict since it lost Aich to the Barony of Stuppach during the reign of Emperor Magnus the Pious nearly two centuries ago.

The riverside *Inn of the Alluring Nymph* and the ferry service to Hofkirchen have been chartered to Hermann Kant. The inn is fairly large compared to the size of the village in order to accommodate people travelling the Pilgrim's Road to the Sigmarite shrine in the village of Fraunburg. The food is good at the inn, which also includes river perch as one of the meat options on its supper/dinner menu. Other than weak beer, the *Alluring Nymph* serves two kinds of wine from the local winery (owned by the Baron): Wallernau Riesling and Kisinger Gewürztraminer.

The ferry service is run by Hermann's eldest son, Emmerich. A bell at the far side of the river is used by those wishing to make the crossing from Hofkirchen to Salmfähre to signal Emmerich.

### **Barony of Stuppach**

Stretching along the upper reaches of the River Salm to the foothills of the Grey Mountains, the Barony of Stuppach has some of the best lands in the river valley. Its location does put the barony at risk from pillaging bands of Goblins and bandits. Merchants travelling to the Dwarf kingdom usually hire additional armed men to protect them and their goods for the journey.

The Barony of Stuppach is another of Baroness Theresa von Mecklenburg's holdings in Wissenland.

### **Aich**

**Population:** 56 (Village)

**Ruling noble:** Baroness Theresa von Mecklenburg

**Main sources of wealth:** Agriculture, cheese

**Village headman:** Ralf Jensen

**Notable NPCs:** None

**Inn or Tavern:** Pilgrim's Burden

Aich is located on the Pilgrim's Road, 18 miles from Salmfähre and 17 miles from Nehren. The village currently lies within the borders of the Barony of Stuppach, but it has been held by the neighbouring Barony of Wallernau at various times in the past. Aich is surrounded by a palisade and ditch, the latter of which is usually filled with water diverted from the river. The village has three gates, one for each direction of the road and the third on the river.

The *Inn of the Pilgrim's Burden* is the only such establishment in the village and quite large. Generally, the inn does a good amount of business from pilgrims travelling to see the shrine of Sigmar Protector, but the number of the devout making the journey has dwindled recently due to the many wars in the north and east of the Empire.

Ralf Jensen owns the inn and is its master brewer. The speciality of the house is its variety of schnapps: apple, cherry, and a blend of the two. The food is fair, but the strongly-scented Aich cheese is another house speciality and a favourite among the locals.

### **Nehren**

**Population:** 125 (Town)

**Ruling noble:** Baroness Theresa von Mecklenburg

**Main sources of wealth:** Market town, trade, ale

**Government:** Town Council

**Notable NPCs:** Baron Siegfried von Mecklenburg (steward), Ritter Franz Bülow (captain of the Order of the Golden Eagle), Bernhard Forster (barkeep/ brewer), Paul Bader (barkeep/ brewer), Rudolf Mendel (barkeep/ brewer)

**Inn or Tavern:** Raven's Feed, Soaring Eagle, Lost Barge

Nehren is located on the Salm Road 60 miles from the Dwarfhold of Karak Ziflin, 23 miles from the Dwarf town of Khazid Ank, 18 miles from the stronghold of Kazad Tark, 14 miles from Fraunburg, 17 miles from Aich and 35 miles from Salmfähre.

The seat of the Barony of Stuppach, Schloss Steinadler sits on a nearby hilltop, overlooking and dominating Nehren. A flag of a golden eagle over a field of red flies above Eagle Tower, the tallest of the fortified castle, whenever the Baroness is in residence. In her absence, Baron Siegfried von Mecklenburg – a cousin and member of the Order of the Golden Eagle – rules the Barony with a firm hand. The Baron is also responsible for keeping the road from the Dwarf fortress of Kazad Tark to the village of Aich, as well as the track to Fraunburg, clear of bandits and goblins. Ritter Franz Bülow is another member of the Order of the Golden Eagle and the current captain of the fifteen men at arms.

Nehren is known for its many artesian springs and the high-quality amber ales brewed from these waters by its local masters. Each brewery runs an adjacent tavern and is in friendly competition with one another, though it hasn't always been so. Until the Ale Riot of 2215 left the town devastated, the rivalry between the brewing families could easily turn to arson and murder.

Nehren is governed by a town council made up of the leading brewer families, one of the results of the Ale Riot. Arguments within council meetings can get quite heated, but violence has not yet broken out.

The Forster family owns the *Raven's Feed* riverside tavern. In a bit of gallows humour, the signage above the riverside quay shows a raven standing on a gibbet with an eye of the dead criminal in its beak. Despite the tasteless sign, the food served by the tavern is quite good. The speciality of the establishment is smoked perch, which is first marinated in a pear cider brewed by the proprietor of the tavern, Bernhard Forster.

The *Soaring Eagle* tavern is located near Dwarf gate and owned by the Bader family. The tavern is the favourite place for off-duty men-at-arms to gather given that Paul Bader's three daughters – Birgit (age 14), Claudia (age 13), and Gisela (age 11) – are quite engaging and are close to being of marriageable age. Karin Bader keeps a strict eye on her daughters to ensure the three do not end up with the wrong sort. She is helped in this task by her eldest sons, Rolf (age 18) and Viktor (age 16). The food at this tavern is average.

The *Lost Barge* tavern is also located on the River Salm, which is not navigable beyond Nehren, and near the Two Rivers Gate. The tavern is owned by the Mendel family, whose ancestors were among the founders of the town in the eighth century. Rudolf Mendel is the master brewer of the family these days, having succeeded his still living father, Stefan. Rudolf enjoys creating a variety of interesting ales, many with a touch of pear, apple,

or cherry flavouring. The speciality of the house is duck in a plum sauce.

In the middle of town is the **Brauagplatz**, named after the local god of brewing and the springs. Brauag is said to be a son of Rhya and an unnamed mortal man whose handsome demeanour, lively spirit, and brewing skill enticed the goddess. A shrine to the god is erected in the middle of the square, across from the nearby **Temple to Rhya**. Within the shrine is a fountain that is said to never run out of water, even in the worst of droughts. An open air market is held in the square every Marktag.

### **Fraunburg**

**Population:** 64 (Village)

**Ruling noble:** Baroness Theresa von Mecklenburg

**Main sources of wealth:** Sigmarite shrine

**Village headman:** Eduard Hahn

**Notable NPCs:** None

**Inn or Tavern:** Last Pilgrim, End of the Road  
Located 14 miles from Nehren, Fraunburg is built in a river valley leading to Nehren. The village is protected by a palisade and ditch, offering the villagers protection from bandits and Goblins. A watchtower is built next to the main gate to ensure that hostile forces can be spotted from a distance.

### **Sidebar: The Goddess and Brewer**

According to local lore, the goddess Rhya took a mortal lover in the early days well before the birth of Sigmar. The man was named Weyland and he was a simple man of the earth, strongly built and unspoiled by dreams of conquest and power. He was also a skilled brewer and his reputation spread across the region.

Curious, Rhya took on a mortal form to pay a visit to Weyland to sample his wares. She was impressed with his brew as well as taken by his soul. From that point, the two met often in secret as it was well known how terrible Ulric's temper would be if he learnt that his and Taal's sister-consort was dallying with a mere mortal.

Weyland's fellows were also worried that the anger of the cuckold gods would mean the destruction of the village. One day they approached the brewer to warn of the dire consequences to all and plead with him to stop the madness. Weyland refused to acknowledge the villagers' speculations and dismissed their concerns as unwarranted. Angered, the assembled villagers set upon Weyland and killed him.

Once the murderous deed was done, the villagers realised that the anger of the goddess would be greater than that of her brothers. They took Weyland's body to the nearby hills and buried him in an unmarked grave.

The villagers' fears were well-founded. Once again in the guise of a mortal woman, Rhya appeared in the village with her son. It did not take the goddess long to learn of the slaying of her lover. In her wrath, Rhya withered the villagers' crops and struck down their livestock. She then struck with plague everyone involved with the murder and forced the rest to scatter into the hills.

Once her anger abated, Rhya called on the earth where Weyland's body was buried to weep for his death. Thus, the springs of Nehren bubbled to the surface. Rhya placed her divine child -- whom she named Brauag -- at the springs and told him of his father. She declared that the place of burial, the springs, and surrounding countryside and nearby stretch of river would forever be his earthly dominion. Brauag's first act was to bless the waters that passed through his father so that these would be the purest in the region.

Fraunburg is the western terminus of the Pilgrim's Road, which stretches all the way to Trulben on the River Söll. A small road winds its way from the village to the nearby **Monastery of St. Joachim the Steadfast**, built in the nearby foothills in the 22<sup>nd</sup> century. Within the monastery's walls is the **Shrine of Sigmar Protector**, a popular pilgrimage spot. According to legend, it was here in the 1343 I.C. that a force of marauding Orcs trapped what remained of the Grand Count's army behind hastily constructed defences. The outlook looked grim for the Wissenland ruler. At the height of the fighting a great horn was heard, and from nowhere appeared a powerful warrior wielding a hammer. He emerged from among the Wissenlanders and led them to a bloody victory over the Orcs. As the few surviving Orcs fled, the warrior revealed himself as Sigmar and promised he would always protect their people in their times of need.

Fraunburg has two inns, the *Last Pilgrim* and the *End of the Road*. The first is owned by the nearby monastery, while the second is owned by Eduard Hahn. There is nothing particularly noteworthy about the fare at either establishment.

#### **Kazad Tark [Karak Ziflin]**

**Population:** 75 (Fortress)

**Ruling noble:** King Rorek Granitehand

**Commander:** Threnk Axeblade

**Notable NPCs:** None

**Inn or Tavern:** None

Kazad Tark is the fortress and border crossing for the Dwarf kingdom of Karak Ziflin, a little known Dwarfhold located at the headwaters of the River Salm. The stronghold is 14 miles from Nehren, 5 miles from Khazid Ank, 46 miles from Karak Ziflin. Kazad Tark is built so that travellers must pass through its gates and portcullis to cross the kingdom's border with the Empire. Travel warrants are also issued at the fortress.

### **Plain of Köfer**

The Plain of Köfer is a large area of rolling grassland which is fairly fertile along the several large rivers that pass through the region. Banditry is a hazard along the roads and Goblin bands are a problem in the hills and woodlands to the east. Herds of bison and elk roam the grasslands, followed by packs of wolves. The rare and large long-leg hawk which stands three feet in height also lives in the region where it preys upon lizards, snakes (particularly poisonous vipers), and small mammals (up to the size of giant rats).

#### **Barony of Witten**

The Barony of Witten is one of the land holdings of Countess von Äms, one of the wealthier landowners in Wissenland. There aren't many settlements in the barony as a number of folks live

in farmsteads along the rivers, many of which are fortified to guard against marauding bandits.

### **Wittenhausen**

**Population:** 98 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Agriculture, wine, stop for the White Hart Coaches

**Village headman:** Otto Furtwängler

**Notable NPCs:** Freiherr Pieter Köhler (steward), Erich and Isolde Spemann (innkeepers), Sergeant Faustmann Gach (roadwarden sergeant)

**Inn or Tavern:** Nymph and Fisherman

Wittenhausen is the main settlement in the Barony of Witten. It is located 20 miles from Meissen and 23 miles from Auggen. Wittenhausen Zweigelt is the specialty wine of the area and quite popular at the Court in Nuln. The area is ruled in the Countess' name by another of her favourites, Freiherr Pieter Köhler. The pompous man resides in Witten Keep, which overlooks the walled village from a small mound to the east.

The *Inn of the Nymph and the Fisherman* doubles as a riverside and coaching inn. Erich and Isolde Spemann run the inn with the assistance of their children and spouses. The fare is of good quality. The couple brew and sell their own quality ale, Spemann's Lager. The inn is also popular with Roadwardens who patrol the nearby stretches of the Söllweg as well as the road that leads to the settlements of Pforzen and Staig. Sergeant Faustmann Gach leads the eight-man patrol.

### **Soyen**

**Population:** 28 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Sheep, wool

**Village headman:** Oskar Luther

**Notable NPCs:** None

**Inn or Tavern:** Sheared Sheep

Soyen is 20 miles from Hurlach and 25 miles from Wittenhausen. The village has an inn, the

*Sheared Sheep*, on the river catering to merchants and boatmen. The inn is owned by the family of the village headman, Oskar Luther. The inn is known for its tasty brown bread and sausages made from mutton. The inn also features Wittenhausen Zweigelt wine and an unnamed golden pilsner.

### **Barony of Metternich**

The Barony of Metternich covers the Gesch river valley from the western slopes of the Engel Hills to the River Söll. The land is mostly rolling grasslands with a number of small riparian woods located along the Gesch. The Salmhügel across the Söll from the Barony is a source of trouble, though the river provides an ample barrier to the Goblin tribes located in the hills.

#### **Inn of the Watery Rest**

**Population:** 10 (Coaching Inn)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Stop for White Hart Coaches

**Proprietors:** Sigmund and Thylda Reuchlin

**Notable NPCs:** None

The *Inn of the Watery Rest* is located about 6 miles upriver from Geschburg on the Sudenland side of the River Söll and 17 miles from Auggen. It also sits next to the Söllweg, though it is not a normal stopping place for the White Hart Coaches given its proximity to Geschburg. The inn is surrounded by a ditch and five foot tall stone wall.

A number of boats make brief stops as the food served by Sigmund and Thylda Reuchlin is very good. They also brew and sell a very good dark ale called Oermath's Bitter, named after the old Sun God who is still worshipped in parts of the Sudenland, including Pfeildorf. A small shrine dedicated to the sun god is located behind the inn. The *Watery Rest* also serves ale obtained from the Metternich Brewery of Geschburg: Geschburg Pilsner and Metternich Lager.

## **Geschburg**

**Population:** 600 (Town)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Market town, agriculture, livestock, wool, wine, ferry

**Government:** Town Council

**Notable NPCs:** Kaspar Stein (manager/coaching line agent), Britt Engels (barkeep), Herpin Grüber (barkeep), Günter and Rosa Becker (innkeepers), Reinhold Hauptmann (crime lord), Alessandro and Patrizia Gatti (owners/ cooks/ brewers), Johann and Leni Halder (innkeepers), Ehrmann Metternich (seneschal), Klara Mehlhorn (shopkeeper/wizard)

**Inn or Tavern:** White Hart, Black Crane, Fox in the Hen House, Scullery Maid, Otter and Stork

Located in the heart of the Barony of Metternich, the town of Geschburg is 57 miles from Meissen and 30 miles from Rohrhof. The Söllweg, which connects Geschburg to Pfeildorf, starts from the Volksplatz in the centre of town and heads northward. The White Hart Coaches runs from Pfeildorf to Geschburg and provides an alternative – albeit more dangerous as well as expensive – to river travel. Two tracks connect Geschburg to the nearby villages of Althausen (23 miles) and Fluorn (20 miles) as well as small settlements.

### ***Outside Geschburg***

The *White Hart Coaching Inn* is located just north of the town walls and across the River Gesch on the Söllweg. The inn is the southern terminus of the White Hart Coaching line. Kaspar Stein is the manager of the establishment is run and an agent for the White Hart Coaching Lines. He is helped by barkeep Britt Engels, a no-nonsense woman (and widow), and her two young sons (not quite teenagers). Her husband died a few years back from consumption. The food at the coaching inn is barely passable since Kaspar is too cheap to hire a good cook. He does sell Geschburg Pilsner and Metternich Lager, along with weak beer.

The **Garden of Mórr** for the town of Geschburg lies to the south of town near the Althausen Road. The cemetery is known for its elaborate tombstones and crypts. It is dominated by an ornate and foreboding **Shrine to Mórr**, which stands twelve feet in height with a statue of a large raven on the lintel.

### ***Altweiler district***

The Altweiler district lies along the River Gesch riverfront to the east of the larger Burgzentrum district (see below). The Altweiler is the poorer and working class area of Geschburg. The air in the district tends to be thick from smoke from the smithies, the scent of urine from the leatherworkers, and the smells from the brewery.

The largest building in the Altweiler is owned by the **Metternich Ale Company**, chartered to Metternich family and the main source of their wealth. The brewery is built on top of a natural spring near the east wall of Geschburg just north of the hill of Turmhügel. The best known of the brewery's products -- Geschburg Pilsner and Metternich Lager – are served by many of the taverns and inns in Geschburg.

The *Black Crane Tavern* is typical of the many dark and smoky pubs that one can find in the Altweiler. The beer served– sarcastically known as “Steward’s Choice” – is the weak beer produced by Metternich Ale Company from the leftovers of the brewing of their signature brews. Herpin Grüber is the barkeep and owner of the *Black Crane*, which caters to the labourers and muck-rakers of Geschburg.

### ***Burgzentrum district***

The Burgzentrum district is the centre of activity in Geschburg. It is dominated by the town's quay (**Geschafen**) and the large public square of **Volksplatz**. The two-storey slate-blue coloured **Guildhouse** is the site of the chambers for the town council as well as serve as offices for the guilds of Geschburg.



The *Inn of Fox in the Hen House* is located across the Volksplatz from the Geschburg Guildhouse. Many merchants and tradesmen conduct their business and other transactions in the private booths next to the common room. Günter and Rosa Becker run a quality establishment and will not tolerate anything that might sully their reputation. At least, that's what they want people to believe. Using her family as knowing accomplices, Rosa is the head of a smuggling ring working closely with Reinhold Hauptmann, the local crime lord. The food here is quite good and the Beckers sell a number of locally produced wines including Althausen Riesling.

The *Scullery Maid* is a tavern located between the Volksplatz and the wharf area of Geschburg. Originally from Remas, Alessandro and Patrizia Gatti have been the proprietors of the tavern for the past five years. The couple have also brought a little bit of Tilea to the *Scullery Maid*: pasta and their hatred of people from Miragliano. The food is always prepared with care, using flavouring from spices grown in Tilea. In addition to weak beer and house (standard) red wine, the Gattis sell a local ale they brew called Tilean Dark as well as bottles of their own home-grown red wine, Remean Red. The supply of their wine is quite limited given their vineyard grows in their yard behind the tavern. The Gattis hire local people to serve as barmaids and barkeep.

The *Inn of the Otter and Stork* is located near Geschburg's quays and is run by Johann and Leni Halder. The Halders are a large family (8 children, two of whom are married) and everyone works at the inn in some capacity. The food here is average and trout is a house specialty. The Otter and Stork also serves up Geschburg Pilsner and Metternich Lager.

A **Shrine to Lacothea**, the local river goddess is located on the south end of Geschburg's quays. Local and visiting boatmen make an offering to the river goddess as they pray for safe passage wherever their journey is taking them. Offerings from merchants and other townsfolk are chiefly

made during the time of the spring thaw in the hope that the goddess will spare the town of flood waters.

Near the shrine, Hultz Loeb runs a ferry service across the River Söll, though it is not often that people want to cross from the relative safety of the walled town of Geschburg into the goblin-infested and craggy Salmhügel on Alt Wissenland side of the river. Some say there are ancient holy and haunted sites in the hills, mostly long or round barrows.

### ***Turmhügel district***

The Turmhügel district is the small and wealthy district at the south-eastern end of town encompassing a small hill upon which is built the seat of the Barony. Watch patrols are active in this district though these are absent in the other parts of Geschburg.

**Schloss Metternich** is Grand Baroness Toppenheimer's residence when she visits, which is rare. Her seneschal, Ehrmann Metternich is all that remains of that dispossessed noble family. Legend has it that his ancestor, Baron Konrad von Metternich, survived the Battle of Staig in the 18<sup>th</sup> century by running away. The cowardly Baron was stripped of his lands and title by the Emperor, which was then granted to Baron Reiner von Mecklenburg, hero of the Battle of Pfeildorf. The land came into the Grand Baroness' possession before her cousin Baron Johann von Mecklenburg abdicated his Elector position to her. Ehrmann Metternich is in his late 30s, but still harbours an ambition to restore his family's name and fortune.

Geschburg has the third largest temple of Sigmar along the River Söll: the temples in Meissen and Pfeildorf are larger. Its architecture is the typical octagonal shape with its dome and doors painted royal blue giving it its name of the **Blue Temple (Blautempel)**. The Temple is located between the Volksplatz and Castle Metternich.

**Mehlhorn's Books** is located in a narrow alley near the Blue Temple, but out of sight of the

Sigmarite priests. The shop is innocuous enough, with books stacked at the thick-paned window, obscuring the view within from outside observers. The untidy shop has a number of books, covering a wide range of subjects for those individuals of means who can read. Klara Mehlhorn recently inherited the book shop from her father, Johann. She also inherited his position as a lay member of the proscribed Sigmarite Ordo Scriptoris [**Gathering Darkness: Grim Pursuits**, page 73]. To further complicate matters, Klara is a trained wizard in the service of the Cult of Verena as a member of the Order of the New Dawn. She maintains a secret library of magical grimoires behind a thick, locked oak door in the cellar of the shop along with a storeroom of common magical ingredients. Klara only does wizardry business with other members of her order.

### **Fluorn**

**Population:** 78 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Agriculture

**Village headman:** Viktor Schultz

**Notable NPCs:** None

**Inn or Tavern:** None

Protected by a ditch and five-foot high stone wall, Fluorn is 20 miles from Geschburg at the end of a dirt track which connects the larger town with other small hamlets and farms. Not many visitors make the trek to Fluorn, so any such are greeted warmly and pestered for news of the outside world. There are no inns or taverns in Fluorn, so visitors are accommodated within the village hall.

### **Puchheim**

**Population:** 26 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headman:** Bertolt Gauss

**Notable NPCs:** None

**Inn or Tavern:** None

Puchheim is located on the north bank of the River Gesch, 18 miles from Geschburg. The village is surrounded by a ditch, usually filled by the waters from the river. A small wooden and rickety bridge leads across the ditch connecting the village to its communal fields. Holy day celebrations and other gatherings are held in the village hall on the village common. The villagers are friendly, but cautious, towards outsiders.

### **Zöblen**

**Population:** 28 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headman:** Ralf Krebs

**Notable NPCs:** None

**Inn or Tavern:** None

Zöblen is located 14 miles south-east of from Geschburg. The village is protected by a five-foot hill stone wall. The villagers grow their crops in the relatively large village common, irrigated by a small brook that runs through the settlement. The relative isolation of Zöblen, located on a side-track that branched off the main path connecting Geschburg and Althausen, has left its folk suspicious of outsiders. If hospitality is required, the residents of Zöblen will allow visitors to stay in the village hall.

### **Althausen**

**Population:** 83 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Wool, wine

**Village headwoman:** Claudia Althausen

**Notable NPCs:** Kurt Althausen (vintner/ wool merchant), Karl and Erika Althausen (innkeepers), Konrad Althausen (watch sergeant), Claudius (watch sergeant)

**Inn or Tavern:** The Vineyard

Althausen is located 23 miles from Geschburg. The relatively prosperous village is surrounded by a ditch and eight-foot high stone walls. A tower located near the village gate allows

sentries to view the countryside over the adjacent vineyards.

Claudia Althausen is the iron-willed matriarch of the wealthy Althausen family, possessing the largest flock of sheep in town as well as the winery that bears the family name. Much of the day to day operations of the family business are handled by eldest son, Kurt Althausen, while Claudia spends much time at the Baroness Toppenheimer's Court. Like his mother, Kurt is a shrewd judge of people.

The *Inn of the Vineyard* is run by another son, Karl, and his wife, Erika. The food is above average and the wine the best the Althausen Winery produces. The rooms in the inn are kept clean by the younger Althausen children. Karl's eldest daughter, Kristen, is coming of age and the family is looking for a good match for her. Given their typically untrustworthy and flighty nature, self-styled adventurers need not apply.

Claudia's third and fourth sons, Konrad and Claudius respectively, are in charge of the defence of the village and nearby Althausen manor house. The haughtiness of the two sons are kept in check by their respect for (and fear of) their mother. Troublemakers and rustlers can expect no mercy from either Konrad or Claudius, particular if they cost the family money. A gibbet on the road to Geschburg is used as a warning to those inclined to do ill.

### **Inn of the Twisted Eel**

**Population:** 5 (Riverside Inn)

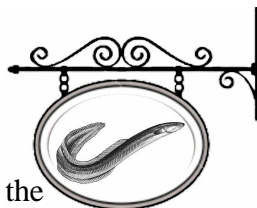
**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** River traffic

**Proprietor:** Gerhardt Schmidt

**Notable NPCs:** Ulla Nernst (abandoned wife)

The *Inn of the Twisted Eel* is under new ownership, having been bought in the past year by one Gerhardt Schmidt. No one is quite sure how he came to buy out the



previous owner – Herbert Nernst, much less why the man suddenly disappeared. Rumour has it that Herbert lost the inn in a card game and quickly left in shame, leaving behind his simple wife, Ulla, and his three young daughters. A few of the local farmers suspect foul play but have no means to prove it. In the meantime, Gerhardt has allowed the remaining Nernst family to continue to work at the inn.

Protected by a six-foot tall wooden fence, the *Twisted Eel* is located within the Barony of Metternich, 13 miles from Geschburg and 17 miles from Rohrhof. The fare and ale here is passable. The last of Nernst's higher quality ale ran out some time ago, so only weak ale is available.

### **Barony of Rohrhof**

The Barony of Rohrhof is another of Countess Bergida von Äms' lands and extends from the River Söll to the edges of the Lohnswald Forest in the east and the borders of Eppiswald Forest in the south. The land in the barony is mostly rolling grasslands, though drier than other parts of the Plain of Köfer. Bandits are the main problem plaguing the Barony, particularly along the river and Middle Way, the road leading from Rohrhof eastward.

#### **Rohrhof**

**Population:** 98 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Toll, wine, wool

**Village headman:** Jacob Wente

**Notable NPCs:** Rolf Wente (tollkeeper/ vintner), Freiherr Robert Bergius (seneschal), Sergeant Alexa Erlenmeyer (roadwarden sergeant)

**Inn or Tavern:** Three Towers

Rohrhof is 30 miles from Geschburg and 8 miles from Trulben. It is located on a site on the River Söll where there is a rocky island in the middle of the river. Upon that island, the Countess' ancestor – Count Ludwig von Krupp – built a small tower so that he could collect a toll from

those using the river. A length of chain connected the river tower to companion towers on either side of the river forming a barrier to river traffic. Collectively, the towers have come to be known as Count Ludwig's Three Sons (*Drei Söhnen*). Those trading upon the river must stop at the Middle Son (*Mittel Sohn*) to pay a toll based on the length of the boat. Once paid, the chain on the appropriate side of the river is lengthened by a winch on the near bank so as to drop the chain below the water line allowing the boat to pass. Rolf Wente is the current holder of the charter granting the Wente family the privilege of collecting the toll on behalf of the Countess.

The eastern tower or Old Son (*Alt Sohn*) is near the village of Rohrhof, just outside the ditch and four foot tall stone wall means to provide some measure of defence. A number of sheep are raised on the hilly pastures that have not been marked out for the various wineries in the area. The largest vintner near Rohrhof is owed by the Wente family and renowned for their Rieslings.

Freiherr Robert Bergius rules the Barony in Countess von Äms' name and is known for his ambition. He is clearly a favourite of the Countess and bitter rival of Freiherr Eduard Rathenau of Trulben. Freiherr Bergius' residence is the ancient Rohr Keep located on a rise on the north side of the village. He stays in the Young Son (*Jung Sohn*) on the west bank of the Söll whenever Countess Äms is in residence (usually during the wine crush in Nachgeheim).

The *Inn of the Three Towers* serves both riverman plying the Söll as well as travellers on the road leading to the settlements of Söchtenau and Pähl in Sudenland's interior all the way to Erbshausen on the River Oggel. Led by Sergeant Alexa Erlenmeyer, roadwardens patrolling the nearby stretch of road frequent the establishment. Here, the woman and her men relax for a time while sizing up outsiders (visitors) as they seek out potential trouble. Pedlars also frequently stop at the inn for a day or two and exchange the goods they obtained from the interior with the river

traders for other goods to sell the folk in the landlocked settlements.

Jacob Wente is the owner of the *Inn of the Three Towers* and runs the establishment with his extended family. The fare is above average and the rates for lodging a bit on the high side. The featured drink is Wente Riesling.

### **Hürm**

**Population:** 53 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Sheep, agriculture

**Village headwoman:** Elena Handel

**Notable NPCs:** Ivana Raskalov (innkeeper/distiller), Natya Raskalov (wise-woman)

**Inn or Tavern:** Shepherd's Crook

Surrounded by a series of ditches and low stone wall of three feet in height, Hürm is located just off the Middle Way, 20 miles east from Rohrhof. The surrounding countryside is rolling grassland, good for raising sheep. Every Mitterfrühl, the sheep of Hürm are driven to Rohrhof for the annual Schaffenfest where the animals are sheared of their wool for export.

The *Inn of the Shepherd's Crook* is the only place in town where locals and outsiders – usually wool merchants and their escorts – mingle to exchange news, rumours, and gossip. Ivana Raskalov is the no-nonsense, shrewd innkeeper of the inn, having recently succeeded her late father, Vladimir. Ivana is also the inheritor of his secret for distilling superb vodka, which is sold for a premium at the inn. Ivana works the inn with her younger brothers and sisters, leaving her mother, Natya, to her craft as wise-woman (witch) and herbalist.

The Handel manor is the largest building in Hürm, as befitting the wealthiest family. Still, wealth did not prevent the old patriarch, Leberecht, from dying of the recent wasting sickness that passed through the region a few years ago. His eldest daughter, Elena, is an attractive spinster and clear-headed businesswoman who has little use for marriage and witless men. The family fortune has

not missed a beat under her direction. In addition, Elena is grooming Edmund, the eldest son of her late brother, to be her heir.

### **Merogen Plain**

The stretch of rolling grasslands west of the River Söll from the Salmhügel to River Röten and Dietenwald is named after the Merogen tribe whose homeland encompassed this area and the Plains of Melk to the south. The land is fertile along the Söll, but becomes rockier as one moves towards the higher ground in the West.

The Pilgrim's Road connects Trulben on the River Söll to the Salm River Valley and the shrine of Sigmar Protector. Roadside shrines dedicated to Sigmar are located every ten miles on the Pilgrim's Road to provide travellers with a place to rest and pray. Smaller shrines dedicated to Taal and Rhya are located near those of Sigmar.

### **County of Trulben**

The County of Trulben is under the rule of Countess Bergida von Äms, a cousin of Baroness and former Sudenland Elector Etelka Toppenheim. The county covers the whole of the Merogen Plain and the eastern slopes of the small hills separating the plain from the Salm river valley.

Bandits and river pirates are the only dangers to travellers with Goblin raiders from the Salmhügel a rarity.

#### **Trulben**

**Population:** 89 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Agriculture, metalworking

**Village headman:** Erwin Klein

**Notable NPCs:** Freiherr Eduard Rathenau (seneschal), Felix and Anna Heine (innkeeper)

**Inn or Tavern:** Weary Boatman

Trulben is 8 miles from Rohrhof and 20 miles from Eppiswald. Its source of income comes from agricultural products as well as metalworking, chiefly implements used in farming.

Trulben Keep sits on a hilltop overlooking the village. The Countess spends little time in Trulben as she has other lands and, quite frankly, finds many of these places dull. Preferring the social life in Nuln and Wissenburg, Countess von Äms has turned over the administration of this county to Freiherr Eduard Rathenau, who is generally regarded as a pompous oaf.

The *Inn of the Weary Boatman* is a stopping point for many who travel the length of the Söll. Felix and Anna Heine are the proprietors of this family-run establishment. They are helped by their grown children and spouses: Franz and Gilda Heine as well as Moritz and Ilse Bloch. The food served at the Weary Boatman is considered good and the standard ale passable. The Heines brew one quality ale, which they call Trulben Pale.

#### **Inn of Valiant Warrior**

**Population:** 14 (Fortified Inn)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Travelling pilgrims

**Proprietor:** Moritz Daimler

**Notable NPCs:** Richard Bierstadt (brewer), Konstantin "Konny" Hambone (cook), Inga Bierstadt (herbalist/ healer), Willibald Eckehart (blacksmith/ carpenter), Hunni Steuben (stabler), Franz Wurmbrand (mercenary/ sentry), Captain Herpin Becker (roadwarden captain), Sergeant Stehmar Hörmann (roadwarden sergeant)

The *Inn of the Valiant Warrior* is located alongside the Pilgrim's Road 25 miles from Trulben and 27 miles from Salmfähre. The inn is actually owned by the Church of Sigmar in Geschburg and is part of their shameless promotion of the shrine of Sigmar Protector located near the village of Fraunburg. A small shop next to the inn sells blessed charms to the faithful, granting them some small protection against the elements and bandits. Church-paid

roadwarden patrols based at Trulben and the *Valiant Warrior* are the actual reason why such road hazards are rare on Pilgrim's Road.

Moritz Daimler is an ex-Priest of Sigmar and manager of the *Valiant Warrior*. Though a devout man, Moritz decided that life as a priest in a large church was simply not his calling. His superiors thought he was a good man and decided he could still perform his duties to Sigmar, but in a capacity where he could use his engaging personality with the common people. More importantly, he could be placed in a position where he could keep an eye out for agitators against and other enemies of the Church.

The *Valiant Warrior* is a fairly large roadside inn with additional rooms above the stables. It is connected to the first floor of the main inn by a covered passageway. The food served at the inn is good with the sharp Merogen red-brick cheese and a hearty chicken and mutton stew its specialities. The inn also serves two kinds of quality ale: the dark Sigmar's Bitter and the malted Protector's Froth.

The ten-man roadwarden patrol based in the *Valiant Warrior* is led by Captain Herpin Becker and Sergeant Stehmar Hörmann. The captain and his patrol of roadwardens patrol Pilgrim's Road from the inn east to Trulben while the sergeant takes his men to Salmfähre to the west.

### **Asenham**

**Population:** 56 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Agriculture, pigs

**Village headman:** Johan Zimmermann

**Notable NPCs:** None

**Inn or Tavern:** None

Asenham lies 19 miles from Rabenden and 3 miles from Trulben. The villagers make their living growing crops and pig farming. Asenham is surrounded by a low stone wall and has a small village hall.

### **Rabenden**

**Population:** 68 (Village)

**Ruling noble:** Countess Bergida von Äms

**Main sources of wealth:** Subsistence

**Village headman:** Ralf Waldmann

**Notable NPCs:** None

**Inn or Tavern:** None

Rabenden is located 2 miles up the Söll from Eppiswald, 26 miles from Eigenhof, and 19 miles from Asenham. Rabenden has no village hall as any gathering takes place across the river at *King Toad* in Eppiswald. A low stone wall marks the village's boundaries.

### **Eppiswald Forest**

All the villagers within 20 miles of Eppiswald know about the haunted reputation of the surrounding woods. Folks living nearby know that the forest is relatively safe as long as no-one wanders deeper than Woodcutter's Track. Even local hunters and trappers do not cross over this "red line."

No-one knows for certain when the forest became haunted; stories about restless and vengeful spirits have been handed down from one generation to the next long before their grandfather's time. Many villagers have heard voices of the deceased on the breezes that kick up in the dead of the night. The few outsiders and local sceptics claim that these "voices" are actually in the heads of the superstitious natives.

There have been mysterious disappearances of those who made their way deeper into the forest. The most recent was the infamous Highwayman, "Scarlet" Martin, who crossed over Woodcutter's Track near Schaller Brook six years ago with Captain Heinz Weill of the Lector's Guards in hot pursuit. As the tale goes, Captain Weill stopped about 100 feet past the Track when he noticed the forest going eerily silent. The air was still and no bird could be heard uttering a sound. A piercing scream was heard from the deeper portion of the ancient

woods. At that point, Captain Weill turned back knowing that “Scarlet” Martin met a worse fate than anyone could imagine. There are a few who claim that the wily Highwayman simply crossed the forest and escaped to the other side. Yet, “Scarlet” Martin was never head from again.

Other stories of the Eppiswald Forest are fairly well known. One rumour is that the trees are enchanted to come alive during the new moon phase of Mannslieb – especially if the erratic Mórrslieb is full – and move about obscuring animal trails. Other stories tell of a cave where ancient warriors await the calling of a long forgotten king to rise up again and combat his immortal enemy. There is the isolated story of an ancient spirit residing in the forest waiting to catch the unwary for its supper.

### **The Lectorial Enclave of Eppiswald**

In theory, the Enclave is a land that owes its allegiance to the Church of Sigmar and is independent of the Grand Counts of Wissenland and/or the Grand Barons of Sudenland. Still, this particular award of land is not one bestowed by the Grand Theogonist to an important ally, but one that has been bequeathed to the current Lector’s ancestors (the office being hereditary) by Baron Wolf von Mecklenburg of Pfeildorf at the conclusion of the Wizards’ War (1881 - 1893 I.C.).

The exact details of the circumstances that brought about this gift had been lost in time, but many believe that the land was granted in recognition of services in eliminating the coven of wizards responsible for the unspeakable horrors ravaging the land and slaughtering the people. Whether these practitioners were Demonologists, Necromancers, or remnants of an ancient and dark religion depends entirely on the storyteller. Even the records maintained by the Church of Sigmar are rather ambiguous about the particulars other than the basic fact that the Sigmarite Witch-Hunter Gottfried von Mauchen saved the Grand Barony from some unspeakable evil.

It should be noted that this line of descent clause lies in direct contradiction of the Church’s Edict of 2197 I.C. in which the Church decided that all Lectors must be celibate. The edict was intended to prevent the property and wealth of the Church from being compromise by its senior members using their position for personal or familial gain. When the land was initially bequeathed, the position in the Church of Sigmar was that of a Capitular, which is a lesser position to a Lector and not covered by the Edict. In time, the von Mauchen family became so entrenched that when it was elevated to that of a Lector, the Grand Theogonist and his council decided to make the Sudenland position – the absorption of the province within Wissenland not affecting this post – an exception. This decision was contingent upon two provisions: (1) that the Lector does not seek further advancement within the Church and (2) any failure to properly execute the duties of said office or performing an offensive and dishonourable act would result in the immediate nullification of this exception to the 2197 Edict.

The absentee Sigmarite Lector of Sudenland, Raphael von Mauchen, rules the Lectorial Enclave of Eppiswald from his residence in Pfeildorf and only rarely visits. In addition to the settlements, the Lector’s land also includes the forest of Eppiswald known for its hardwoods as well as haunted reputation. Charcoalers, hunters, peasants and woodsmen rarely venture alone in the forest and never beyond Woodcutter’s Track.

Life in the enclave is hard for those with little money or power though the land is quite fertile and the river abundant. Appointed by Lector von Mauchen, Abbott Klemens Dürer and his staff are very thorough at managing the resources and squeezing out every bit of revenue from the residents. A good portion of this money goes to maintaining the Lector’s household and abbey as well as a retinue of men-at-arms to protect the enclave. The latter has become especially important given the paranoia of hidden enemies that has arisen in the aftermath of the recent civil war.

Though high in comparison with nearby counties and baronies, the taxes of the Lector are not so onerous as to cause unrest in the enclave, at least not yet. Several members of guilds and the priests of Abbey of St. Ewald have been given exemption from the taxation, even though the former does levy a fee on their members for the Lector's coffers.

### **Gutach**

**Population:** 54 (Village)

**Ruling noble:** Lector Raphael von Mauchen of Sudenland

**Main sources of wealth:** Subsistence

**Village headman:** Joerg Hering

**Notable NPCs:** None

**Inn or Tavern:** None

Gutach is located at the confluence of Lenz Brook and the larger River Söll, 5 miles from Eppiswald and 4 miles from Lenzfeld. A low, stone wall of 3 feet in height marks the village proper. Residents celebrate most festive occasions in the village hall in the commons.

### **Lenzfeld**

**Population:** 42 (Village)

**Ruling noble:** Lector Raphael von Mauchen of Sudenland

**Main sources of wealth:** Subsistence

**Village headman:** Arnold Hofer

**Notable NPCs:** None

**Inn or Tavern:** None

Lenzfeld is located on Lenz Brook 4 miles from Gutach and west of where Woodcutter's Track crosses the brook. The village is surrounded by a stockade, although the defences have not been well maintained over the decades. The residents here are a suspicious sort and come off unfriendly to people from outside the Enclave. There is a small shrine to Taal near the village hall.

### **Eppiswald**

**Population:** 155 (Town)

**Ruling noble:** Lector Raphael von Mauchen of Sudenland

**Main sources of wealth:** Market town, fishing, wine

**Government:** Town Council

**Notable NPCs:** Hilda Böhme (innkeeper), Fritz Lang (blacksmith), Adolf Loeb (boatman), Edmund Waldmann (carpenter), Lotte Waldmann (tailor), Peter Adenauer (candlemaker), Renata Bauer (priestess of Rhya), Father Alexander Nachtflügel (priest of Mórr), Abbott Klemens Dürer (master of the Sigmarite abbey), Captain Heinz Weill (captain of the Lector's Guards)

**Inn or Tavern:** King Toad

Eppiswald is on the River Söll located 20 miles from Trulben, 58 miles from Geschburg, 33 miles from Bedernau and 52 miles from Wusterburg. The market town is surrounded by a wood stockade and ditch.

The *King Toad Inn* is the main gathering place for the townsfolk and boatmen stopping for the night or to trade. The inn is run by the widow Hilda Böhme, a woman in her late 30s whose husband was killed by bandits a few years back, along with her six children. The food at *King Toad* is good as is the signature ale of the inn: Söll Amber and Eppiswald Dark Bitter. The inn also serves wine from the nearby abbey: Sudenland Gewürztraminer, Lector's Grüner Veltliner, and Eppiswald Zweigelt.

The business of Eppiswald is run by a council of four who meet in the **Town Hall**, the largest building after the *King Toad*. The Hall stands near the town common, upon which the open-air market is held.



The circular, timber-built **Temple to Taal and Rhya** is one of the larger temples to the two



deities in this region of the Söll river valley. In addition to her duties at the temple, Priestess Renata Bauer also maintains the **Shrine to Lacothea**, the local river goddess of the Söll, which stands at the confluence of the River Jägen and the larger river.

On the other side of the River Jägen is the **Garden of Mórr** and **Temple of Mórr**. The duties of overseeing the cemetery and the local Mourners' Guild fall to Father Alexander Nachtflügel, a rather jovial man who enjoys a glass of wine from time to time at *King Toad*.

Named after the Sigmarite patron saint of historians and scholars, the **Abbey of St. Ewald** is located 1 mile from the town of Eppiswald on the River Jägen. The abbey is known for the wondrous manuscripts that are copied and illustrated within the scriptorium and housed in the archival library below. The monks at the abbey also know a thing or two after crafty very good wine, one of the main exports from Eppiswald. Abbott Klemens Dürer is a very competent administrator.

### Sidebar: The Tale of King Toad

The tale of King Toad is a story well-known to those raised in Eppiswald and the neighbouring baronies and counties on the River Söll. It is usually told as follows:

“Long ago there was a Merogen king named Odocer who was so ill-mannered, ill-featured, and malodorous that many of the folk in those days preferred to stay out of his way. The problem was that the foul king strongly believed in exercising the “Lord’s Right,” the custom that allowed the king to bed any new bride on her wedding night before her husband could claim his right. Many a bride ventured to the village wise woman at dawn’s first light to seek an herbal remedy to ensure that the king’s seed did not bear twisted fruit.

“One spring day the king was hunting waterfowl with his wretched henchmen when he alone heard a splash nearby followed by a maidenly giggle. Not desiring to share a pleasant repast with his companions, King Odocer made his way through the reeds along the riverbank until he spied a beauteous sight: bathing before him was the goddess Lacothea.

“The king could barely control his glee. He tried unsuccessfully to fully stifle his chortling from his hiding place amongst the reeds whilst watching the goddess.

“The goddess smiled. ‘Your attentiveness to my form amuses me. The price of your so obvious pleasure will be that I shall grant thee a form more consistent with your inner self, which also should allow you to indulge your fancies within my true form every spring.’

“With the goddess’ pronouncement, the king was transformed into the largest and ugliest toad ever found along the River Söll. King Odocer had become King Toad.”

The Lector's Guards provide security for the Enclave and are housed at the abbey. The men-at-arms are led by Captain Heinz Weill and recognised by wearing the livery of the Lector (red with black trim with the device of a hammer and lit torch crossed).

The **Gathering Darkness** campaign begins in Eppiswald.

### **Kluftern**

**Population:** 68 (Village)

**Ruling noble:** Lector Raphael von Mauchen of Sudenland

**Main sources of wealth:** Agriculture

**Village headman:** Mayer Eberts

**Notable NPCs:** None

**Inn or Tavern:** None

Kluftern is located at the confluence of Schaller Brook and River Söll, 6 miles from Eppiswald, 3 miles from Todtmoos. The village is surrounded by a ditch and short wood fence of four feet in height. A large hall in its centre serves for communal gatherings and festivities.

### **Todtmoos**

**Population:** 87 (Village)

**Ruling noble:** Lector Raphael von Mauchen of Sudenland

**Main sources of wealth:** Timber, charcoal

**Village headman:** Oswald Lang

**Notable NPCs:** None

**Inn or Tavern:** None

Todtmoos is located on Schaller Brook 3 miles from Kluftern. Like its neighbour, the village of Todtmoos is surrounded by a low stone wall and ditch. A hall stands in the middle of the village where the residents gather for holiday festivities.

## **Vale of Teger**

Bounded by Eppiswald Forest to the north, Pürn Hills to the east, and the confluence of the Rivers

Hornberg and Söll to the south, the Vale of Teger encompasses the land surrounding the settlements of Bedernau, Sontheim, and Hofstetten on the east bank of the River Söll. The countryside is mostly grassland and the northern part of the Vale (as locals refer to the area) is known for its Rieslings.

The worship of Deanosus (**Rising Shadow**, pages 33-35) has grown in the area in recent years and added drunken revelry to the Mitterfrühl fertility rites dedicated to Rhya. In addition, 10 Nachgeheim has become an even more anticipated festivity, marking the start of the grape harvest (crush).

### **Barony of Bedernau**

The Barony of Bedernau is one of the few places in Wissenland that does not have a recurring problem with bandits or Goblins, the latter of which rarely venture westward from the Pürn Hills. The Barony is plagued by packs of Snotlings that have infested some of its vineyards. Parties of exterminators have yet to meet great success against these fast breeding vermin.

### **Bedernau**

**Population:** 86 (Village)

**Ruling noble:** Baroness Theresa Delbrück

**Main sources of wealth:** Wine

**Village headman:** Günter Spitzer

**Notable NPCs:** None

**Inn or Tavern:** Old Wine Barrel

Bedernau is the capital of the Barony with the same name and is located 19 miles from Wusterburg, 24 miles from Hornfurt, 33 miles from Eppiswald, and 5 miles from Eigenhof. The wine-producing village is the northern terminus of a trade road that extends through Hornfurt to Karak Hirn. However, most trade is loaded on boats at the quays of Hornfurt, thus by-passing Bedernau.

Dominating the settlement, Delbrück Keep sits atop a mound in its north-eastern corner of the

village within the surrounding ditch and earthen works. The keep is home to Baroness Theresa Delbrück who prefers her rural estates to the hustle and bustle of either Pfeildorf or Nuln. The Baroness is a traditionalist who refuses to recognise the recent absorption of Sudenland by Wissenland – though she does acknowledge Grand Countess Emmanuelle von Liebewitz’ rule.

In contrast, the Baroness’ son, Baron Edmund, spends his time politicking in Nuln. He understands that an irate Grand Countess can strip his inheritance away should his mother prove too difficult, so he works his not too inconsiderable charms on her ministers and ladies-at-court.

The village of Bedernau produces some of the region’s best Riesling, known for its full-body quality. The chief vintner, Günter Spitzer and his family, own most of the parts of the Barony not under the control of the Delbrück family. Much of his land is under cultivation for grapes for which he holds a charter from the Baroness.

Not only does Günter own the ferry service which crosses the Söll to a point just upriver from Eigenhof, but he also owns the riverside *Inn of the Old Wine Barrel*. Merchants tying at the adjacent quays to trade for Günter’s wine pay a docking tax per night to the Baroness’ coffers.

The *Old Wine Barrel* is a three-storied structure with clean rooms. The inn serves a weak ale for those of modest means (like the villagers), but otherwise serves premium Riesling and the mixed-blend house wines for the less discerning. The food prepared at the inn is of average quality.

### **Hofstetten**

**Population:** 34 (Village)

**Ruling noble:** Baroness Theresa Delbrück

**Main sources of wealth:** Agriculture, sheep, woodcraft

**Village headman:** Rudolf “Big Rudi” Haushofer

**Notable NPCs:** None

**Inn or Tavern:** None

The agricultural village of Hofstetten is located 8 miles from Bedernau and known for its woodcraft, particularly wooden ladles crafted from the rowan trees found along the southern edge of the forest of Eppiswald. The village is surrounded by earthen works and ditch and has a hall near the entrance of the village. Visitors are rare, but the few that do arrive are greeted warmly by the folk for the news of the outside world they bring. is the village headman.

### **Sontheim**

**Population:** 38 (Village)

**Ruling noble:** Baroness Theresa Delbrück

**Main sources of wealth:** Agriculture, sheep

**Village headman:** Hartwig Fried

**Notable NPCs:** None

**Inn or Tavern:** None

Sontheim is located 16 miles from Bedernau and 6 miles from the riverside road. The village is surrounded by a low stone wall and ditch, keeping the village’s flock of sheep contained when they are not grazing in the pasture. Sontheim has a village hall next to its common, where the villagers gather after a hard day’s work for beer. Visitors are rare, but always welcomed.

## **The Ell Valley**

Far away from the trading routes criss-crossing Wissenland, the Ell Valley is a remote, pastoral land where the Old Faith continues to flourish. The land bordering the rivers feeding into Little Water and Ell Water are fertile, but the land and hills beyond is rocky and poor.

The Ell Valley is one of the few places in the Empire where there is no local nobility to lord it over the rustic region. One can only assume that its isolation and backwardness from the rest of the Empire discourages any from the ruling class from petitioning to become the ruler of the land. There are no rutted roads to the valley, only little used, meandering paths.

The Slit Nose tribe of Goblins range in the foothills of the Grey Mountains as well as the Fessen and Hauns Hills, looking for prey and keeping a wary eye out for Dwarf patrols from the nearby strongholds. This tribe gets its name from the ritual of slitting the nostrils of their male offspring when these come of age to become warriors. Metal rings are crudely fashioned to hold the nose together.

### **Fessen Hills**

The Fessen Hills is marginally more fertile than the Hauns Hills to the south. Trees are found along the streams and a hardy grass grows from the rocky surface. Large boulders are found throughout the hills, providing the Slit Nose Goblin tribe places to hide as well as set ambushes. The northern part of the Fessen Hills reaches the road leading from Karak Ziflin to the Imperial village of Nehren, where the Goblins sometimes attack merchant caravans laden with goods.

### **Nobitz**

**Population:** 32 (Village)

**Ruling noble:** None

**Main sources of wealth:** Subsistence

**Village headman:** Oda

**Notable NPCs:** None

**Inn or Tavern:** None

Nobitz is a small pastoral village on the shore of Little Water, nestled between the north-western portion of the Tann Hills and the bog where Little Water empties into a small river leading to Ell Water. It is located 18 miles from Sosa and 26 miles as the crow flies from Röttenbach. Nobitz is surrounded by a ditch and a low turf wall. There are no taverns or village halls in the village as visitors are rare and any need for assembly takes place in the common whenever the weather permits it. Oda is the village druidic priest.

There is a ring of stones and numerous barrows about a mile northeast of the village where the folk hold their religious ceremonies honouring the Earth Mother and the nature spirits of their valley.

### **Little Water**

Little Water is a small lake at the eastern end of Ell Valley and surrounded on three sides by Tann Hills. Though small, the lake is quite deep in its centre where fish of incredible size are believed to lurk. As such, fishing is only permissible from the shore with nets. It is forbidden for anyone to venture onto the lake by boat except for the ceremony described below. This law is put in place so the large creatures will not be disturbed as well as ensure that the villagers do not become their prey.

Moreover, Little Water is the home of the ancient water spirit, Kriesha, who is said to take the form of a beautiful woman with long tresses of silver-blue hair and emerald-coloured eyes. Every fifty years or so, Kriesha demands that the local druidic priest secure her a mortal mate. At such times, hunting parties are sent into the nearby countryside and hills to search for (and capture) an outsider to undertake this sacrificial role. If the hunting parties are unsuccessful, then the druidic priest must fulfil the role, passing the staff of his office to his successor.

The ritual of providing a mate for Kriesha involves rowing the bound captive to the middle of Little Water to the sound of the villagers singing and dropping him (with a large stone tied around the ankles) into the water. Should the sacrifice be accepted, then Kriesha will free the captive, who then spends the remainder of his earthly time with her. If the sacrifice displeases the spirit, then the victim becomes food for the monstrous fish in the deep. Body parts washing ashore from the depths soon after the sacrifice are said to be a sign of Kriesha's displeasure, which then requires another sacrifice be made.

Visitors heading to Little Water may learn of parts of the above ritual from old-timers in the few small hamlets found in the Tann Hills, particularly if the sacrifice is approaching. These old timers may have lost a loved one (sibling, parent, young love) in the distant past and remember the tale with a certain sadness (or hatred).

## **Sosa**

**Population:** 52 (Village)

**Ruling noble:** None

**Main sources of wealth:** Subsistence

**Village headman:** Leofwine

**Notable NPCs:** None

**Inn or Tavern:** None

Sosa is the largest settlement in the valley with a surrounding ditch and turf wall. It is located on the southern bank of the river draining Little Water to Ell Water, 18 miles from Nobitz, 25 miles from Kayna, and 24 miles from Deutzen. As the crow flies, Sosa is also located 61 miles from Serrig and 47 miles from Salmfähre. There are no roads leading from Sosa to these faraway settlements outside the Ell Valley, a situation that is very much to the liking of the valley residents.

A large timber structure – much like the circles of standing stone located four miles to the east of the village – encircles the common. The construct has a roof upon which colourful banners wave in the breeze. In addition, scenes of village life have been carved into the thick oak pillars. The area encompassed by the edifice is used for assembly whenever the occasion calls for all villagers to speak their mind and for religious festivities.

Whenever someone dies in the village, the villagers gather outside the wooden structure to form a funereal procession. The dead are borne by bier towards the stone circle to the east, led by the druidic priest of the village, Leofwine. Travelling upon what the villagers refer to as “The Avenue,” the funeral marchers make their way to one of the many long barrows near the circle where the body is laid to rest. Ancient Druidic symbols over the entryway protect the dead within from the violation of those who may seek to raise them for evil purposes.

Sosa has no taverns or village halls. Any visitors who stumble onto the village are permitted to spend the night in the structure at the commons on the promise they will depart at sunrise. The villagers will only turn away those who have a

nefarious air about them (such as rude or arrogant travellers). The folk of Sosa believe that such individuals should take their chances with Nachter, spirit of the dark who crawls out from the dark places of the earth during the night to search for and prey upon the wicked in the Ell Valley. Ceremonies to placate Nachter are held every Geheimnisnacht and usually involve placing a sacrifice (usually an animal or criminal) in a large wicker structure in the form of a man.

## **Ell Water**

Several rivers flow into Ell Lake, most from the Grey Mountains and one from Little Water. A low fog covers the cool waters of the lake and surrounding shore every morning, sometimes rising to a height of eight feet. The presence of the lake moderates the weather of the valley in the summer and winter months, keeping temperatures milder than the neighbouring regions outside the valley.

The folk of the valley attribute such milder weather to the Löwethiel, the lion-headed spirit of the lake and, according to some legends, consort of Kriesha from Little Water. The large catfish of Ell Water are believed to be the offspring of Löwethiel and Kriesha and the peoples of Kayna and Deutzen return any they catch back to the cool waters. It is also believed that Löwethiel and Nachter make common cause and hunt the Goblins of the western hills in the darkest of nights.

Ceremonies in honour of Löwethiel take place during the evening hours of Mitterfrühl. The ritual commences when the druidic priests of the lakeside village are rowed about twenty yards into the lake where they take forth a ceremonial bronze dagger, cut the palm of the left hand, and squeeze a few drops of blood into the water.

## **Kayna**

**Population:** 44 (Village)

**Ruling noble:** None

**Main sources of wealth:** Subsistence

**Village headman:** Aelfric

**Notable NPCs:** None

**Inn or Tavern:** None

The village of Kayna sits on pilings driven into the lake bed at the south shore of Ell Water, 25 miles from Sosa and 6 miles across the lake from Deutzen. There is only one wooden bridge connecting the lake village to the shore, a section of which is rigged so it can be quickly dropped into the water in case of attack.

Boats are moored to the wooden poles near each dwelling, allowing the residents to venture onto the lake to harvest its bounty, whether fish or wild rice growing along its shore. Some of the rice is used in the brewing of a beer unique to Kayna. The villagers also maintain floating gardens of vegetables between their homes as well as raise ducks and geese for their eggs and meat.

A shrine dedicated to Earth Mother where the villagers make offerings to the goddess sits in the centre of Kayna. The village also has a small hall near the shrine where the residents gather for the communal dinner. Aelfric, the druidic priest, offers a prayer of thanksgiving before the meal.

Deceased villagers are wrapped in a shroud of white linen and taken some distance on the lake where Aelfric performs the funereal rites. The corpse is then dropped over the side weighed down by stone and rope.

### **Deutzen**

**Population:** 45 (Village)

**Ruling noble:** None

**Main sources of wealth:** Subsistence

**Village headwoman:** Wulfhild

**Notable NPCs:** None

**Inn or Tavern:** None

Built on a small rocky peninsula on the north shore of Ell Water, Deutzen is located 6 miles from Kayna and 24 miles from Sosa. The settlement is protected by a wooden palisade and

low, marshy ground between the rocky ground and the mainland. A causeway crosses the wetlands connecting Deutzen to the outside world. During the spring thaw and seasonal heavy rains, the level of the lake raises just enough to submerge the marsh.

The high ground of the peninsula is large enough for the villagers and their collective sheep flock. Every morning the village shepherds guide the sheep to the pastures along the lake and return with them at night. Others in Deutzen fish along the shore of the lake or hunt for fresh-water clams and crayfish in the marshland. As in Kayna, wild rice is gathered to augment their diet.

The village hall and shrine to the Earth Mother are located on the far side of the peninsula, where the land is at its highest. From this point, Wulfhild, the druidic priestess, can easily scan the surface of the lake and nearby land. During Mitterfrühl, a large pyre is built near the shrine for the night's fertility ritual. Rituals are also conducted on this spot for Nachter and Löwethiel.

Two miles north of the peninsula, the land is marked by many round barrows and menhirs. This consecrated ground is where the dead of Deutzen are returned to the Earth Mother.

### **Tapfwald**

Tapfwald is a wild woodland that borders the Ell Valley and the western edge of the Plains of Melk. Its remote location away from the more populated areas of Wissenland has left the forest and its small colony of Wood Elves, roughly 60 individuals, undisturbed by Humanity. Within the heart of the forest lies the Elf village of Sith Pingreanir and its sacred grove dedicated to Isha.

In addition to the Wood Elves, Tapfwald is home to Giant Owls, Dryads, and Treemen. These creatures assist the Elves in maintaining the tranquillity of their sylvan home, ever on the lookout for intruders, whether Human or greenskin.

The forest near the Hauns Hills is a darker, more dangerous area. Giant Spiders thrive in the low-lying, swampy area that even the Wood Elves avoid. The depressed area reeks of dark magic and attracts those foul necromancers or demonologists on the run from Imperial justice.

### **Hauns Hills**

There are no Human settlements in the Hauns Hills as its soil is poor and rocky. Copses of trees can be found along the streams running down the slopes to Tapfwald and the Ell Valley. Otherwise low-lying and thorny bushes are the most common vegetation in the hills.

The poor condition of the rolling lands is perfect for the Slit Nose tribe of Goblins. There is little competition from the Humans and no armed patrols seeking their destruction. The tribe's more pressing concerns are bands of Dwarfs who descend into the hills in response to any Goblin raids along the lower reaches of the Grey Mountains. Luckily, the Goblins can easily escape the pursuit by mounting their mangy pack of wolves and journeying to the other parts of their range across the western part of the Ell Valley.

## **Plains of Melk**

The Plains of Melk region of Wissenland stretches from the Tapfwald and town of Serrig in the west to the area surrounding Wusterburg in the east and bordered in the north by the Ziertwald. The land is an open, rolling countryside with the occasional small oak woods found along the many small brooks. The land is fairly dry compared to the rest of the province and rather poor for farming. Still there are isolated homesteads along the small streams where families struggle to make a living, mostly by raising livestock.

### **Barony of Mackensen**

One of the larger holdings in Wissenland, the Barony of Mackensen encompasses the eastern

portion of the Plains of Melk and is the crossroads where trade from Karak Hirn, southern Bretonnia, and Tilea coverage on its way to the larger markets in Pfeildorf, Wissenburg, and Nuln. The crossroads of trade also brings with it an unsavoury element consisting of thieves, smugglers, bandits and, worse of all, foreigners.

The revenue gained from trade has made the family of the Mackensen Baron wealthy.

### **Eigenhof**

**Population:** 90 (Village)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Agriculture

**Village headman:** Fritz Krupp

**Notable NPCs:** Rudolf Krupp  
(innkeeper/brewer)

**Inn or Tavern:** Fisherman's Larder

Eigenhof is located at the northern border of the Barony of Mackensen at the confluence of the Rivers Röten and Söll. It is also a small river port 22 miles from Wusterburg, 5 miles from Bedernau, 26 miles from Rötenbach and 28 miles from Eppiswald. The farmers transport their produce by river to sell at the Wusterburg market every Marktag.

The *Fisherman's Larder* riverside inn serves villagers and visitors alike. The speciality of the inn is the eel and potato pie, usually served in low summer after the eels' spawning season. While many villagers swear to the aphrodisiac qualities of the dish, it is an acquired taste for outsiders. Innkeeper, Rudolf Krupp, also brews a flavourful amber-coloured ale for his wealthier customers.

Eigenhof is the ancestral home of the current Mackensen Baron. The castle where the family originally lived several hundred years ago is nothing but ruins on a nearby hilltop. The castle, Schloss Eigen, is said to be haunted by several ghosts, the most prominent being a "white lady"

who is said to have died on her wedding night from an over-zealous husband.

### **Rötenbach**

**Population:** 65 (Village)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Agriculture

**Village headwoman:** Ingrid Freytag

**Notable NPCs:** Freiherr Hartwig Böll (warden)

**Inn or Tavern:** Standing Stone

Rötenbach is located 41 miles from Wusterburg, 19 miles from Galenhausen, and 26 miles from Eigenhof. The settlement is located at the terminus of the Quarry Road, although there is a path that leads to the quarries and the village of Steinwerks in the Tann Hills.

Freiherr Hartwig Böll is Baron von Eigerhof's man in the area, commanding a detachment of six men-at-arms. The area is a fairly quiet corner of the Barony of Mackensen, so the affable Hartwig spends a lot of time walking about and chatting with the villagers rather than being holed up in the nearby stone tower that serves as his and his men's quarters. Hartwig also spends time in the *Inn of the Standing Stone* visiting with the stone merchants and any other outsiders while his men conduct their patrols. The Freiherr enjoys hearing about news from the outside world.

The *Standing Stone* is owned by Ingrid Freytag, the matriarch of the extended family that calls Rötenbach home. There is nothing special about the fare served at the inn, but the Freytag family does make an excellent cherry cider.

### **Dietenwald**

Dietenwald is one of the two remnants of what was once an ancient and widespread forest now reduced to bordering the Tann Hills. The trees and undergrowth are not dense and parts of the woodland have been cleared for agriculture. Still, there is an ancient feel to Dietenwald. Folk believe that a forest spirit – called Voldanar –

guards the deeper forest from intruders. A small shrine dedicated to the spirit has been set before the main path into the woods, located across the River Röten around the midpoint between Rötenbach and Eigenhof. Those seeking herbs or truffles from the woods usually make an offering of a drop of blood in the hope of pacifying the spirit.

### **Tann Hills**

The Tann Hills and the surrounding forests mark the frontier between the Barony of Mackensen and the Ell Valley region of Wissenland. The hills are also the source of the bluish-grey stone used in many of the larger buildings in the region. The quarries and village of Steinwerks are situated at the eastern end of Tann Hills.

Other than the quarries, the Tann Hills offer nothing of any value and remain a wild area. Bandits are not found in this area as pickings are slim and the region is too far away from the safety of the mountains for Goblins to make a go of it. The hills are ideal for those few individuals wishing to vanish for a while, like any involved with blood feuds, unjustly accused of crimes, or being otherwise different from one's fellows (i.e. mutants).

### **Ziertwald**

Ziertwald is the other remnant of the ancient forest, and is unlike Dietenwald. There are always stories of long-forgotten treasures within the tangled woodlands, though many of these tales include a horrific beast or two. The few adventurous (and not terribly bright) souls who are known to have gone into the woods to seek their fortune are never heard from again.

### **Turbenthal**

**Population:** 41 (Village)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Subsistence

**Village headwoman:** Amalie Braun

**Notable NPCs:** None



**Inn or Tavern:** None

Turbenthal is located 5 miles from Wusterburg. The village is surrounded by simply a ditch as its palisades have long been taken down and the wood used to repair many of the homes in the village. The protective ditch is well-maintained as it keeps the livestock from wandering off.

There is a village hall where residents gather for religious festivities, favouring those of Taal and Rhya over the others. Amalie Braun serves as both priestess of Rhya and healer.

**Wusterburg**

**Population:** 800 (Town)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Market town, agriculture, trade

**Government:** Town Council

**Notable NPCs:** Ursula Raeder (innkeeper), Hanna Furtwängler (restaurateur/ crime lord), Heinz Trauttmensdorf (wizard guildmaster), Walter Hesse (barkeep), Anton Sachs (enforcer), Hugo Schurz (innkeeper)

**Inn or Tavern:** Shallya's Healing Hand, Wolf's Lair, Empty Nest, Shoemaker's Inn

Wusterburg is the seat of the Barony of Mackensen and the largest town in southern Wissenland. Like other nobles in the region, Baron Manfred von Eigenhof resides in a castle built by his ancestors on a hilltop overlooking his provincial capital to its west. **Schloss**

**Mackensen** is an imposing structure, built from the bluish-grey stone quarried in the Tann Hills to the west.

Wusterburg is located 5 miles from Hornfurt, 84 miles from Sonnefurt, 114 miles from Geschburg, and 126 miles from Karak Hirn. It is protected by a stone wall and series of ditches, the latter of which has been degraded over the centuries of peace in the region. On close inspection, the trained eye could see that the town defences are also in various stages of

disrepair. The more fretful residents privately complain about the Baron's preference for spending freely on lavish gifts for his court favourites and mistresses.

Wusterburg is organised into four districts, each with an alderman elected to a two-year term in the Town Council. The leading Sigmarite priest also sits on the Council where he is only allowed a vote in order to break any tie between the four aldermen.

***Nordentor district***

The Nordentor district is the poorest in Wusterburg, located both down river and down slope from the other districts. Long ago the land was a small marsh that the town filled in as it expanded. The basements within the district are subject to some flooding during the spring thaw, which causes the drainage of sewage to back up and leaving the area with a foul odour.

The **St. Magda Hospital of Wusterburg** borders the **Beinhausplatz (Charnel Square)** and is the largest building in Nordentor. During the hot summer of 2009 I.C., a man preaching "hope and change" to the town poor instead brought a virulent plague to them. Hundreds died before the disease was spent, but many others were saved by the ministrations of the Shallyan High Priestess, Magda Lehmann. The Shallyans worked alongside the Mórrian Mourners' Guild to bury the dead in charnel pits before consecrating the ground in order to build the hospital in their memory.

*Shallya's Healing Hand* is one of the hidden jewels of the district, located across the square from the hospital. Ursula Raeder and her family run the inn which is noted for its wholesome meals and cleanliness. The straw on the floor is replaced and bed linen cleaned regularly. Weak beer is the only beverage served in the inn as it is more wholesome than the water and nowhere as intoxicating as the speciality ales served at other inns and taverns. Visiting Shallyans in particular stay at the inn.

### ***Westentor district***

Westentor is the wealthy district of the town as it is upslope from the rest of town, allowing its sewage to quickly pass out of its boundaries and into the other districts. The gate in this district leads to Quarry Road which, as the name implies, terminates at the quarries in the Tann Hills. Some decades ago, the snobbish well-to-do petitioned the Baron to have another road build so that quarried stone could make its way to the quays by way of the Sudentor instead of through the district.

Westentor is also noted for its large spa, **Bad Irsee**, which is owned by the wealthy von Wusterburg family. The warm waters of the spa come from a spring on the grounds. The water from the baths is discharged into the surface sewer system where they wind through the other districts into the Söll.

The bluish-grey **Church of Sigmar** stands at the edge of the Westentor district near the town centre. It is the oldest surviving large church in the whole of Wissenland and the Dwarf-influenced architecture dates back to the time of Emperor Ludwig the Fat in the 11th century. The church looks like it was built to withstand a siege.

The *Wolf's Lair* serves both as an expensive eatery and casino. Admittance is strictly controlled to keep the riff-raff out. New patrons have to be directly introduced to Hanna Furtwängler by familiar clients before she allows them past the two burly Norscans hired to protect the establishment.

The casino also serves as the headquarters of Ranald's Chosen, Wusterburg's only criminal gang, which controls all illicit trade (drugs, slaves, and contraband smuggling) and illegal activities (loan sharking, prostitution). Unbeknownst to all but her lieutenants, Hanna has been the leader of the Chosen for the past twenty years after her husband was poisoned by the then rival Out of Towners gang. The resulting gang war saw the demise of the competition, the remnants of which were

absorbed by the Chosen. There has been recent gossip that another gang from the north is eyeing expansion into Wusterburg.

### ***Flusstor district***

Flusstor is the district along the banks of the Söll. The gate was removed 125 years ago in order to ease the flow of trade along the river, which certainly benefitted Ranald's Chosen in recent years. The Flusstor is a rough district, given to rowdy behaviour and brawls. The majority of the district's residents make their living on the river as fishermen, boatmen, stevedores, or smugglers.

Strangely, the small **Wusterburg Wizards' and Alchemists' Guild** is located down a narrow side street from the main docks. This chapter of the Wissenland Guild was chartered in 2506 I.C. by the Grand Countess as she continued her father's work in establishing centres of wizardry outside the control of Altdorf. The Guildmaster, Heinz Trauttmensdorf, prefers to keep a low profile and has built cordial relations with the local Church of Sigmar to avoid any unpleasanties. Trauttmensdorf is also a member of the Brotherhood of Antiquarians and is secretly engaged in the underground trade network of ancient artefacts.

The *Empty Net* is typical of the downtrodden dives and hostels found along the waterfront. The inn incorporates part of the former gatehouse and is said to be haunted by the ghost of a female admirer of a long-dead sergeant of the gate. Her love spurned by the infamous womaniser, the unnamed female (said to be the ugly daughter of a baron) threw herself off the top of the gatehouse. Her mournful sobbing can be heard every Geheimnisnacht by anyone staying in a second floor room. Once in a while, the ghost lets out a terrifying scream (anyone hearing the screech must pass a **CI** test to avoid wetting oneself).

The owner of the *Empty Nest* for fifteen years, Walter Hesse has managed to do well despite the

fact that the food served at his establishment is passable at best. He does serve an above average dark red ale he simply calls “Big Red”.

Warehouse 9 at the far end of the quays is little used for storage of goods in transit through Wusterburg to points beyond. It is an ideal location for a meeting place for members of Ranald’s Chosen. Anton Sachs, Hanna’s most trusted lieutenant and chief enforcer, meets with the low-ranking members of the gang once a month during the full moon of Mannslieb to keep order within the gang. These meetings include dealing out punishments for those who break gang laws. Punishment can range from a fine of a few pennies for a minor infraction to loss of a finger or ear for a more serious infraction to garrotting for betrayal or murder. The bodies of executed members are taken at night and dumped in the nearby Geltensumpf.

### *Sudentor district*

As the name suggests, the Sudentor district covers the southern part of Wusterburg and is the merchant and artisan district of the town. The southern gate leads to a dirt path which follows the west bank of the Söll to the ruins of Bugman’s Brewery. An arts and craft market is held every Marktag in the **Baron Jürgen von Bülow Platz**, named after the General whose reputation as a war leader was said to turn the marauding Orc army of Gorfang northward after the Battle of Pfeildorf. Historians who have researched the topic know Baron von Bülow to be a more accomplished braggart than soldier who somehow inexplicably convinced Wusterburgers of his non-existent martial prowess.

The *Shoemaker’s Inn* is typical of the places of lodging in Wusterburg. Owned by Hugo Schurz and his family, the well-kept inn is located on the edges of **Baron Jürgen von Bülow Platz** and serves visiting merchants and artisans. The food served at the inn is good, particularly Marianne Schurz’ meat pies. In addition to the standard

wine and weak beer served at all inns and taverns, Hugo serves a dark golden malt beer.

The two-storied, red brick **Courthouse**, where the Town Council meets, is also located on the square. The ground floor houses the courtrooms where Wusterburg justice is dispensed while the basement contains prison cells for those waiting for their speedy trial, or equally speedy execution. Stocks in **Baron Jürgen von Bülow Platz** are used for those being punished for minor infractions.

### *Outside Wusterburg*

The Wusterburg **Garden of Mórr** is situated on the north side of Quarry Road about 200 yards from the western gate. The cemetery is quite expansive with the **Shrine of Mórr** located at its centre. Mausoleums and crypts are built for the wealthy families on the east side of the cemetery, closer to the town.

A large stone-built **Temple of Taal and Rhya** stands on the south side of the road among a copse of large oaks, which are rumoured to be the remnants of an ancient, sacred grove. There is a power within the woods, a nexus of ley lines, but it is only perceptible to Taal, Rhya, and Old Faith priests.

### **Galenhausen**

**Population:** 45 (Village)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Agriculture

**Village headman:** Lorenz Brauer

**Notable NPCs:** None

**Inn or Tavern:** Weary Quarryman

Galenhausen lies along Quarry Road 23 miles from Wusterburg and 19 miles from Rötenbach. The village is surrounded by a partially filled-in ditch and low stone wall, the latter of which keeps the livestock safely within the boundaries of the settlement.

Owned by Lorenz Brauer, the *Weary Quarryman* is a large tavern by the standards of a village the size of Galenhausen. The establishment does excellent business with those involved in the stone trade, both the buyers and those transporting cut stone to Wusterburg for transport. The food is good at the tavern, but the very dark and hearty Quarryman Ale is excellent.

### **Geltensumpf**

The Geltensumpf is a marsh that lines the east bank of the Söll from Hitisau to the confluence of the river with the River Hornberg. The Geltensumpf is said to be haunted by demons and the ghosts of people murdered in the area and is oftentimes shrouded in low-lying fog. On cold winter nights, the fog rises and spills over the river to the opposite bank. Such nights are of great concern to the folk in Hitisau, Hornfurt and other nearby villages. In hushed tones, the villagers remember young girls in the past disappearing during the fog-enshrouded darkness.

### **Bugman's Brewery**

**Population:** 12 (Ruined Brewery)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Brauzeitfest, tourism

**Site Manager:** Duram Laagersson

**Notable NPCs:** None

**Inn or Tavern:** Bugman's Legacy

The ruins of Bugman's Brewery have attained the air of a legendary place, particularly to the Brewer craftguilds among the Dwarf kingdoms that border Wissenland. Several decades ago, the Brewer craftguilds of the neighbouring Dwarfholds sent a delegation to the grandfather of the current Baron to purchase the grounds of the famous brewery.

Technically, the land was not the Baron's to sell as it still belonged to the vanished Josef Bugman and whatever descendants could prove he was their ancestor. Still, the Baron needed money and had a group who wanted a charter in return.

The Bugman Preservation Society (BUPRESO) became the owners of the long-abandoned property. Their founding mission was not only to preserve the ruins in their current state of disrepair, but to create a celebration of Bugman's legacy. The Society built a large inn complex about two hundred yards from the ruins on the River Söll, which serves as the site for the annual Brauzeitfest.

Also known as Ale Week, the Brauzeitfest takes place from 5 to 12 Brauzeit. Master brewers and members of their craftguild from all over the region gather to pit their creations against one another in a friendly contest for awards and bragging rights. Due to increasing Human participation, BUPRESO opened up the competition to Human brewers about 10 years ago. While no Human brewed ale has won an award against the best of the Dwarf varieties, a number of them have moved up in the ranks.

The *Bugman's Legacy* inn is the largest in the Söll river valley in order to accommodate the crowds at Brauzeitfest. Despite its capacity, innkeeper Duram Laagersson and his family erect temporary shelters for the festival. In the off-season, Duram's family conducts tours of the massive ruins for a fee. The tours are quite popular with the Dwarfs of the mountain realms.

Duram is also a brewer of note, selling his Black Mountain Dark Bitter, the reddish-coloured Sunset Malted Ale, and Golden Horde to customers unwilling to settle for weak beer. The food is typical Dwarf fare, featuring salted and spiced meats and dark breads. Duram also produces a rather unusual cheese called Duram's special. The cheese is made by adding a mix of beer to the milk (the exact proportions are a family secret) with bits of chilli peppers (the plants were imported from the New World and are now grown in Duram's garden). The cheese is an acquired taste and popular with Dwarf visitors.

### **Hitisau**

**Population:** 39 (Village)

**Ruling noble:** Baron Manfred von Eigenhof

**Main sources of wealth:** Subsistence

**Village headwoman:** Michaela Bruckner

**Notable NPCs:** Ritter Rudolf Ebert (warden)

**Inn or Tavern:** Lonely Waters

Hitisau is located 18 miles from Thalfang, 12 miles from the ruins of Bugman's Brewery, and 30 miles from Wusterburg. The village lies at the southernmost region of the Barony of Mackensen. Merchants and boatman rarely stop at Hitisau, preferring to continue on their way to Thalfang or the riverside inn at the ruins of Bugman's Brewery.

For the few who do stop, the *Lonely Waters Inn* offers a comfortable, almost homey setting. Michaela Bruckner and her family run the establishment, noted for its excellent stew. The Bruckners also serve up an excellent pilsner.

A keep dominates the village, situated on a small hill just outside the ditch enclosing the settlement. The keep is the residence of Ritter Rudolf Ebert, a retired member of the Imperial Guard (Reiksgard) and now a servant of Baron von Eigenhof. Ritter Ebert is charged with maintaining the peace in the region.

### **Barony of Heisenberg**

The Barony of Heisenberg is one of the prosperous holdings in the south as it controls both banks of the Upper Söll between the Baronies of Mackensen and Südlichmark.

The portion of the Barony on the northern bank is the rolling grasslands of the Plains of Melk, ideal for raising livestock. The expanse and dryness of the plains beyond the Söll provides little sanctuary for would-be bandits and rustlers, so the area is relatively free from such troublemakers. The bigger danger is that the area suffers from occasional drought and summer wildfires.

### **Ertingen**

**Population:** 28 (Village)

**Ruling noble:** Baroness Katarina von Heisenberg

**Main sources of wealth:** Agriculture, horses, ferry

**Village headman:** Bernhard Fischer

**Notable NPCs:** Joerg Fechner (horsebreeder)

**Inn or Tavern:** Red Barn

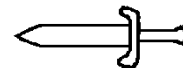
Ertingen is located across the River Söll from Sonnefurt and on the southern edge of the Plains of Melk. The village is 21 miles from Ostrach and 29 miles from Monheim. The river provides a barrier to any marauders from the Black Mountains and its foothills, so the village does not have palisades surrounding it. There is a twelve-foot deep ditch that encloses Ertingen and its common.

Bernhard Fischer and his family runs the small tavern, *The Red Barn*, as well as the ferry service that crosses the river to Sonnefurt. The quality of the food at the tavern is passable and only the standard weak beer is available.

With a charter from Baroness von Heisenberg, Joerg Fechner has a fortified farmstead near Ertingen where he breeds and raises draft and riding horses for use by merchant caravans as well as other folk who can afford such luxuries. As expected, the Baroness von Heisenberg receives a percentage of any profits realised by Herr Fechner.

### **Barony of Südlichmark**

The western portion of the Plains of Melk is under the control of the Barony of Südlichmark. The land becomes more rugged as one travels towards the west and the Grey Mountains. Small woods of oak become more frequent in the hills. The area is still remarkably cleared of Goblins and bandits, though rustlers are a problem.



### **Monheim**

**Population:** 58 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Horses, ferry

**Village headman:** Viktor Renner

**Notable NPCs:** Ritter Lorenz von Webern (warden), Emilie Renner (herbalist), Ottmar Fischer (ferryman), Gunnar Kesselring (horsebreeder)

**Inn or Tavern:** White Destrier

Monheim is located on the Upper Söll in the western reaches of the Barony, 29 miles from Ertingen and 12 miles from Serring. The village and its common are surrounded by a ditch and earthworks. A large stone tower is situated to the east of the village where Ritter Lorenz von Webern and the men-at-arms under his command maintain the peace in the area. Responsible for peace along the Söll from Monheim to Daiting, Ritter von Webern's men are as adept at travelling on horseback as they are on water. The warden's ship is moored on a quay by the tower and is equipped with a mounted swivel gun.

Owned by the Renner family, the *White Destrier Inn* is a riverside establishment providing comfortable accommodations for weary travellers. Viktor Renner is the innkeeper and brewer of the inn while his wife, Emilie, is the cook and village herbalist. The food is quite good at the inn as is the Renner's premium brew, Horseman's Malt.

Ottmar Fischer provides ferry service for any who wish to cross the Söll. There are no roads directly across the river at this point but travellers could make their way to the Kreutzhofen-Sonnefurt road by skirting the forest of Brenzwald.

Gunnar Kesselring is the richest man in Monheim with a large townhouse near the *White Destrier*, where he resides when in the village. Gunnar's main residence is to the north on a large ranch where he and his family breed horses. Though many of the horses raised by

Gunnar are intended to be riding mounts, some horses are trained to be light warhorses for Wissenburg's troop of light cavalry and nobility.

### **Serring**

**Population:** 54 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Subsistence

**Village headman:** David Grüber

**Notable NPCs:** Brita Grüber (brewer/ herbalist)

**Inn or Tavern:** Three Ravens

Serring is located on the River Söll 12 miles from Monheim and 10 miles from Daiting. At the south-western corner of the Plains of Melk, Serring is surrounded by a ditch and low stone wall.

Although there are few visitors arriving at the small quay of Serring, the *Inn of the Three Ravens* manages fairly well. David Grüber is both innkeeper and cook while his wife, Brita, is the brewer and herbalist. Meat pies are the specialty of the inn, particularly those containing rabbit or pheasant meat. The Grübers sell a tasty bitter ale in addition to the typical weak beer.

## **Upper Wissenland**

The Upper Wissenland region extends from the Kreutzhofen area to the border of the Geltensumpf along the River Söll. The region is very rural with few small towns and many villages. The region is also fairly wild with rolling hills and a number of woods. The only road is that which connects Schrambeck to Kreutzhofen via Sonnefurt. In Kreutzhofen, the road splits into two: one which becomes Winter's Teeth Pass and the other Montdidier Pass (the latter of which also leads to the Brenheim Pass to Tilea). One could also reach north-eastern Tilea through the Cave of Echoes from Kreutzhofen.

Bandits and several Goblin tribes make their lairs in the woodlands of the Upper Söll. It is

also generally believed that the centres of the larger woodlands are haunted by ghosts of wayward travellers, plagued by monstrous man-eating creatures, or the realm of evil sorcerers.

## Barony of Heisenberg

The Barony of Heisenberg ranges on both sides of the River Söll from Michelfurt in the west to Thalfang in the northeast. The portion of the Barony to the south of the Upper Söll is a much different place than the northern portion in the Plains of Melk. The southern side is hillier and more wooded with the threat of bandits and Wolf-Ears tribe of Goblins (so called because of the tufts of hair on their ears) in the less settled areas very real. Patrols of men-at-arms are on constant vigil in order to stem the threat.

### Thalfang

**Population:** 86 (Village)

**Ruling noble:** Baroness Katarina von Heisenberg

**Main sources of wealth:** Agriculture

**Village headman:** Fritz Kohl

**Notable NPCs:** Georg Keyserling (vintner), Frank Keyserling (innkeeper), Ingrid Bergmann (innkeeper), Paul Bergmann (innkeeper), Konrad Bergmann (vintner), Freiherr Erich von Pantz (castellan)

**Inn or Tavern:** Lacothea's Lament, Maid of Green River

Thalfang is located 36 miles from Sonnefurt, 18 miles from Ostrach, 18 miles from Hitisau, and 48 miles from Wusterburg. Traders on the River Söll will always put in at Thalfang if for nothing else than to sample the wine produced there. Thalfang has two riverside inns to accommodate travellers, boatmen and merchants.

*Lacothea's Lament* takes its name from the ancient story of the river goddess' dalliance with a handsome tribal prince that ended in the death of her mortal lover. The establishment is the older of the two inns and owned by the Keyserling family, passing from one generation

to the next. The family owns several tracts of vineyards in the rolling countryside to the south of the village, specialising in Riesling.

Georg Keyserling is the current patriarch of the family, overseeing operations at both the winery (located at the far side of the village) and *Lacothea's Lament*. His son, Frank, runs the inn with his family and children. The food at the inn is good and the wine the best in the area. *Lacothea's Lament* only serves weak beer alongside house wine with its meals. Premium wine is pricey as a result of both quality and limited production. Keyserling Riesling is the most expensive followed by Keyserling Zweigelt and Keyserling Gewürztraminer.

The *Maid of Green River* is the newer riverside inn, having been built about eight generations ago by the "upstart" Bergmann family. Ingrid Bergmann is the matron of the family, having inherited the family business when her late husband, Pieter, died from gout a few years ago. Ingrid retains some of the beauty from her wilder, younger days, and many a suitor has tried to press their case for her hand (some, no doubt, sent over by Georg Keyserling). Ingrid runs the establishment with her second oldest son, Paul, and his family while the family winery is run by the oldest son, Konrad, and his family. The Bergmanns own vineyards to the east of the village.

While merchants of means prefer *Lacothea's Lament*, boatmen and mercenaries prefer the less expensive *Maid of Green River*. The food at the *Maid* compares well with *Lacothea's* and the Bergmanns brew a good bitter as well as weak beer (also sold to *Lacothea's*) along with more affordable wine such as Biebern Riesling and Biebern Zinfandel.

Dominating the village on a nearby hilltop is Schloss Thalfang, Baroness von Heisenberg's winter castle. Freiherr Erich von Pantz is the castellan in charge of the castle whenever the Baroness is not in residence and responsible for maintaining the peace in the Barony's eastern frontier.

### Sidebar: Lacothea's Lament

*Lacothea's Lament* takes its name from the local and ancient story of the river goddess' dalliance with a handsome tribal prince. Their liaisons were held in secret as the prince did not want it known that his wisdom came from the goddess instead of himself. Otter, who also adored Lacothea, was quite suspicious of the prince and secretly spied on him. Otter learned of the prince's duplicitous nature, but knew the goddess would not believe his words. Instead, Otter enticed the prince's lawful wife to follow him as he led her to the place where the prince had his rendezvous with the goddess.

A prideful beauty in her own right, the prince's wife would not tolerate such betrayal. She then sought the Old Hag who lived in the nearby Biebern Hills, who was said to be a priestess of Écate, in order to obtain a suitable revenge. A small portion of the prince's wife's blood and some of the prince's nail clippings were sacrificed in a ritual that the Old Hag performed to summon the instrument of revenge into a vial of ale. The wife was then instructed to add the vial's contents into the prince's drinking horn before the forthcoming new moon.

The events took place as described. The prince left the king's hall shortly after the new moon celebration to meet his divine lover. As he neared to embrace her, the prince doubled over in agony. His insides were ripped apart as he screamed. A demonic creature burst through the prince's abdomen, killing him, and spraying his blood and gore upon the goddess. Enraged, Lacothea lashed out with the waters of the River Söll to destroy the prince's murderer.

The goddess was said to weep over the death of her beloved for three days, causing the river to flood the region. Many fled the rising waters, but the late prince's wife could not escape. The water flowed uphill after her and trapped her in a hilly ravine whereupon it overwhelmed her. The wife's drowned and bloated body was found six days later.

### Ostrach

**Population:** 38 (Village)

**Ruling noble:** Baroness Katarina von Heisenberg

**Main sources of wealth:** Subsistence

**Village headman:** Klaus Lipmann

**Notable NPCs:** None

**Inn or Tavern:** None

Ostrach is 21 miles from Sonnefurt and 18 miles from Thalfang. The village is surrounded by a ditch and wooden palisade, though neither is kept up particularly well. The main gate faces the River Söll with an adjacent watchtower from which a sentry can see the surrounding countryside. Few visitors stop at Ostrach as the village has little to offer in trade. Klaus Lipmann is the caretaker of the village hall.

### Sonnefurt

**Population:** 114 (Town)

**Ruling noble:** Baroness Katarina von Heisenberg

**Main sources of wealth:** Market town, wool, toll

**Town Headman:** Freiherr Gebhard Bader

**Notable NPCs:** Rüdiger Renner (brewer), Viktor Renner (innkeeper), Birgit and Karin Renner (cooks), Ludolf and Petra Braun (innkeepers), Philipp and Gisela (cooks), Theo Albers (carpenter)

**Inn or Tavern:** Lacothea's Spa, Zanger's Lair

The market town of Sonnefurt is one of the centres of the wool trade. The town is located 95 miles (via river) from Kreutzhofen, 30 miles from Schrambeck, and 84 miles from Wusterburg. It is also the seat of the Barony of Heisenberg.

To add to her income, Baroness Katarina von Heisenberg has established a toll station to control access to the ford on the River Sonne as well as another on the River Söll for river traffic. The toll rates are fairly cheap as the Baroness depends more on volume of traffic to fill her treasury than trying to squeeze the merchants of a sizable portion of their profits.



Sonnefurt is only walled on its landward sides with the tall hilltop of Heisenberg (from whence comes the name of the Barony and ruling family) anchoring its defences. The stone walls extend from Schloss Heisenberg to the edges of both the Rivers Sonne and Söll. Small stone towers about eight feet tall and six feet diameter are spaced every fifty yards along the river fronts to provide protection for archers opposing any river crossing.

The town has two inns to provide for travellers. The first is the riverside inn of *Lacothea's Spa*, situated near the confluence of the two rivers. A small spring arises within the grounds of the inn and flows into the River Söll. It is said that the water of the spring is blessed by the local river goddess, Lacothea. Boatmen usually toss coins (pennies) into the pool as an offering in the hope the goddess will see to it that their journey upon the river is without mishap.

*Lacothea's Spa* is owned by the Renner family, long-time supporters of and informants to the von Heisenberg family. The current patriarch, Rüdiger Renner, is the resident master brewer leaving the task of running the establishment to his son, Viktor. The inn serves up two varieties of ale to those of finer tastes: a golden-coloured pilsner, Oermath's Pleasure and a dark bitter, Taal's Tempest. Viktor's wife and eldest daughter, Birgit and Karin, are the inn's cooks. The fare is of good quality, but the apple strudel superb.

The second inn, *Zanger's Lair*, is located near the town gate leading to the Schrambeck Road. The inn is named after the local god of fertility and the rolling countryside south and east of Sonnefurt. Many farmers and herders make offerings to the god on the same day (17 Nachexen) that many Sonnefurters participate in ceremonies dedicated to Lacothea.

Ludolf and Petra Braun run the family-owned *Zanger's Lair*. Petra distils apple and peach schnapps, both of which are excellent. She also brews a dark-coloured malted ale she calls Dark Special. The Brauns' eldest son and daughter,

Philipp and Gisela, work as cooks in the kitchen. The fare at the inn is good and hearty.

Freiherr Gebhard Bader serves as the head of its militia at the pleasure of the Baroness. He takes his appointed tasks, primarily maintaining the peace, rather seriously. Many of the townsfolk despise Gebhard as an arrogant buffoon, wholly unreliable in an emergency.

Theo Albers is the carpenter, cartwright, and cooper of Sonnefurt. He is an upstanding member of the Wusterburg chapter of the Honourable Brotherhood of Cartwrights and chartered by Baroness von Heisenberg with the construction and repair of all wheeled wagons, carts, and carriages in the baronial capital. Theo – and by extension, the Baroness – make a tidy profit from travelling merchants.

### **Michelfurt**

**Population:** 58 (Village)

**Ruling noble:** Baroness Katarina von Heisenberg

**Main sources of wealth:** Fishing, agriculture

**Village headman:** Stehmar Driesch

**Notable NPCs:** Ritter August von Clausewitz (warden)

**Inn or Tavern:** Three Elms

Michelfurt is located where the Kreutzhofen-Sonnefurt Road fords the River Michel 21 miles from Sonnefurt, 15 miles from Wurmbaum, and 44 miles from Camfurt. The village is surrounded by a ditch and palisade as Goblin and bandit attacks from the Boas Hills and Black Mountains are not unknown.

Schloss Michel dominates the village from its perch atop a hill to the south where Ritter August von Clausewitz and his men-at-arms can watch the approaches along the River Michel to the River Söll 5 miles to the north. Ritter von Clausewitz and his ten men regularly patrol the Kreutzhofen-Sonnefurt Road east of Michelfurt as well as the southern track which passes through the village of Wurmgrube.

Named for the three large trees that shade it, the *Three Elms Inn* is the gathering place where villagers mingle with travelling merchants on the Kreutzhofen-Sonnefurt Road to get news and gossip from the outside world. Stehmar Driesch is the owner of *Three Elms* and runs the establishment with his family. Käsekrainer (a sausage filled with meat and cheese) is the house specialty along with a dark red bitter.

### **Wurmbaum**

**Population:** 42 (Village)

**Ruling noble:** Baroness Katarina von Heisenberg

**Main sources of wealth:** Subsistence

**Village headman:** Waldemar Schröer

**Notable NPCs:** Magda Schröer (druidic priestess)

**Inn or Tavern:** None

Wurmbaum is located on the River Michel, 15 miles upriver from Michelfurt. The village and its large common are surrounded by a series of steep-side ditches and ten foot high stone wall, both of which are well-maintained by the residents. Given their vulnerable position close to the Boas Hills, the villagers are suspicious of strangers and demand that any needing lodging in their village hall must first surrender all weapons.

The people of Wurmbaum are followers of the Old Faith. They principally venerate Kalim, local deity of the river and hills. Kalim is said to be a trickster and shape-shifter who usually assumes the form of a crow or fox when luring victims into his deceptions. Most of the time, the victims survive without more than being embarrassed, but occasionally the game turns very dark, and possibly fatal. Kalim dislikes Goblins and Orcs, and has been known to hunt roving bands of greenskins.

### **Barony of Südlichmark**

Unlike much of Wissenland, the Barony of Südlichmark is very woody and hilly. The land

is one of the remotest in the Empire, nestled in the Upper Söll valley where the Grey and Black Mountains merge into the majestic Vaults, the tallest peaks outside the Worlds Edge Mountains.

The various trade routes leading into the barony from outside the Empire brings both profitable trade as well as dangers, whether bandits or Goblins (sometimes Orcs). Goblins of the Wolf-Ears and Snaggle-Tooth tribes are known to reside in the nearby foothills with Orcs of what remains of the Blood-Axe alliance another threat. The greenskins are too numerous and the mountain valleys too many for the Dwarfs to effectively eradicate.

### **Brenzwald**

The Kreutzhofen-Sonnefurt Road runs through the heart of this haunted forest. Travellers on the road through Brenzwald are well-advised to travel armed and in great number. There are rumours of a small tribe of Goblins who ride large spiders, but these are usually dismissed even though the denser parts of the woods in the south are covered in webs. The few who have seen such webs report that the creatures like Goblins (other tribes?) have been found trussed up in these sticky traps.

### **Camfurt**

**Population:** 82 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Timber

**Village headman:** Samuel Gryphius

**Notable NPCs:** Ritter Boris Niemöller (warden), Theda Gryphius (wise woman/ healer)

**Inn or Tavern:** Drunken Griffon

Surrounded by a stockade of timber and ditch, Camfurt is located at the western edge of Brenzwald Forest and where the Kreutzhofen-Sonnefurt Road fords the River Cam. The village is 44 miles from Michelfurt and 35 miles from Kreutzhofen.

A large tower of wood stands on the eastern end of the village facing Brenzwald. This is the abode of Ritter Boris Niemöller and the men-at-arms he commands in the name of Count Pfeifraucher. The knight and his men are responsible for ensuring the road is kept clear of bandits, Goblins, and other hazards, as well as provide some protection for the woodsmen who fell the trees of the forest and charcoalers.

The *Drunken Griffon Inn* is the gathering place in Camfurt where villagers can mingle with outsiders to exchange news, rumours, and gossip. Owned and operated by Samuel Gryphius and his family, the inn is a clean establishment and serves very tasty fare, much of it seasoned with locally grown spices from the woods. The reddish-brown bitter served at the *Drunken Griffon* has a slight woody taste which comes from the wood used to construct the fermenting barrels.

Samuel's mother, Theda, is the wise woman of the village and known for the charms and healing potions she concocts. She also maintains the shrine dedicated to Taal, which stands just outside the east gate. Travellers should donate a few coins or food as they pray or give thanks to Taal for a safe journey through Brenzwald.

### **Daiting**

**Population:** 67 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Agriculture, livestock

**Village headwoman:** Isolde Kleist

**Notable NPCs:** Götz Kleist (heir, herder), Jakob Kleist (innkeeper), Elsa Kleist (cook/ brewer), Karin Kleist (herbalist/ carpenter/ priestess of Rhya)

**Inn or Tavern:** Cattleman's

Daiting is located on the north bank of the Upper Söll 10 miles from Serring and 50 miles from Kreutzhofen. The village and its large common are protected by a six foot high stone wall and several ditches. The village livestock (cattle, pigs) are kept in large pens in the common when

they are not led to the surrounding pastures and small woods to feed.

Isolde Kleist is the matriarch of the Kleist family, having survived the murder of her husband of thirty years. It is said that Isolde Kleist and her eldest son, Götz, quickly tracked down the killer six years ago and proceed to flay the rustler alive and butcher him as they would a steer and left the pieces of the man hanging for the ravens to pick clean. Folk still say that if one is quiet on a Kaldzeit evening, one could barely hear the rustler's screams being carried on the breeze.

Second son, Jakob Kleist, and his family run the *Cattleman's Inn*, located near the village quay. The house specialties are various kinds of sausage, both beef and pork, some stuffed with cheese and others with vegetables or a combination. Locally brewed dark bitter or distilled apple schnapps are available to wash down the hearty fare. Jakob's wife, Elsa, is the inn's cook and brewer.

Karin Kleist, Isolde's eldest daughter, is the village's herbalist, carpenter, and priestess of Rhya. She is a handsome woman of 26 years who has no plans on marrying. Quite frankly, she is too busy to be bothered with a husband, so PCs looking to marry into money should look elsewhere.

### **Wundt's Wood**

Wundt's Wood is a wild and tangled forest attached to the Weilerberg Estate and serves as a private hunting ground for the lord of that estate. Occasionally, expeditions are organized to rid the woods of a resident band of pesky Snotlings.

### **Ghostwood**

Ghostwood is a dark, forbidding forest said to be haunted by the spirits of those who have died an unnatural death and by other fell creatures. There is also a rumoured Moon Pool – believed to be sacred to the Old Faith and powerfully

cursed to non-followers – somewhere on the stream which winds through the heart of the forest.

Within the confines of the forest stand the ruins of Reichenbach Mansion, home of the hated family that once ruled the region from 2107 to 2302. Having been left unprotected by Magnus the Pious' demand for troops, the entire Reichenbach family were butchered and their home burnt down by the villagers the family had long oppressed. The story the murderous villagers have consistently pushed forward is that the family were slaughtered by bandits. This has now been accepted as official history.

### **Weilerberg**

**Population:** 63 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Agriculture

**Village headman:** "Count" Theodosius von Eisenstadt

**Notable NPCs:** "Old Mother" Claudia Eberhauer (wise woman)

**Inn or Tavern:** None

Weilerberg is located 2 miles from Kreutzhofen on a tributary of the River Söll. Details about Weilerberg can be found in the **Death's Dark Shadow** sourcebook for WFRP 1<sup>st</sup> edition. The population of this hamlet has increased as a result of recent migration from the north.

### **Kreutzhofen**

**Population:** 515 (Town)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Trade, agriculture

**Village headman:** Sigismund Klippel

**Notable NPCs:** Johann Silber (innkeeper), Andreas Saufer (brewer), Ralf Gross (innkeeper), Josef Gierig (merchant), Gretchen Erdheim (boatbuilder), Benito Sanglovesi (restaurateur)

**Inn or Tavern:** Black Eagle (inn), Helmsman (hostelry), Red Bull (il Taverna Tauro Rosso, restaurant)

Details about Kreutzhofen and its surrounding area can be found in the **Death's Dark Shadow** sourcebook for WFRP 1<sup>st</sup> edition. The population of the town has blossomed from 156 a year ago to its present number as a result of immigration from northern Tilea and the war-torn northern Imperial provinces. New construction of homes and farms are along the Sonnefurt Road to the east of the established town.

Kreutzhofen is located 50 miles from Daiting, 35 miles from Camfurt, 2 miles from Weilerberg, 95 miles from Sonnefurt, 370 miles from Salignac-la-Rouge in Bretonnia, 305 miles (via River of Echoes) from Alimento, 455 miles (via River of Echoes) from Campogrotta in Tilea, and 175 miles from Mortensholm in Border Princes.

## **Sonne Valley**

The Sonne Valley stretches from the foothills of the Black Mountains to the northern edges of the Alpils Woods, opposite the village of Lederfeld. Other than creatures descending from the mountains in search of food or raiding greenskins, the area is fairly stable. Many mercenaries and scouts descend on the area looking for employment as guards for merchants travelling to Karak Hirn and, in a pinch, are hired by the Baron of Dürnstein on a short-term basis to deal with bandits and other marauders.

### **Barony of Dürnstein**

The whole Sonne Valley region comprises the Barony of Dürnstein. Most of the Barony's wealth comes from the coal and ore extracted at the Tierhügel mines. Considerable trade also passes through the Barony as one of the trade routes to the Dwarf kingdom of Karak Hirn passes through the heart of the valley.

### **Lederfeld**

**Population:** 45 (Village)

**Ruling noble:** Baron Vicentus Preiss

**Main sources of wealth:** Agriculture  
**Village headman:** Ehrhardt Bloch  
**Notable NPCs:** None  
**Inn or Tavern:** Cooked Goose

Lederfeld is located just east of the Sonneweg and around the mid-point between Schrambeck and Sonnefurt, roughly 15 miles from either settlement. The village and the common are surrounded by a ditch and palisade.

Lederfeld has a small tavern, *The Cooked Goose*, which is run by Ehrhardt Bloch. The fare is passable and the weak beer adequate. Still, the tavern does a decent amount of business given it is positioned to provide travellers with a place to stop on their journey to and from Schrambeck. Ehrhardt likes to tell stories of his days in the Wissenland armies, patrolling the wilds of the Grey Mountains and hunting goblins, bandits, and Bretonnians. The sad truth is that Ehrhardt spent most of his one-year duty in the stocks for incompetence before being discharged as unfit.

#### **Hardtenau**

**Population:** 28 (Village)  
**Ruling noble:** Baron Vicentus Preiss  
**Main sources of wealth:** Subsistence  
**Village headman:** Hals Braun  
**Notable NPCs:** None  
**Inn or Tavern:** None

Hardtenau is located a mile away from the Sonneweg and 3 miles from Schrambeck. The village is surrounded by a ditch and palisade with a wood tower near the main gate. Visitors are rare in Hardtenau, but the few that do show up – pedlars mostly – stay the night at the village hall as the village is too small to support a proper tavern. In fact, the villagers are likely to drop in on one of the inns of Schrambeck for a midday break. Hals Braun is the village's priest of Taal.

#### **Schrambeck**

**Population:** 90 (Village)  
**Ruling noble:** Baron Vicentus Preiss

**Main sources of wealth:** Trade, ore, toll  
**Village headman:** Jakob Butenandt  
**Notable NPCs:** Magda Gutenberg (innkeeper), Leonhard Moltke (innkeeper), Lorenzo Giaccone (cook), Rudi Hase (spy), Claudia Schäfer (spice merchant), Silma Butenandt (innkeeper/ cook)  
**Inn or Tavern:** The Miners, Sleeping Dog, Iron Maiden

Schrambeck covers a lot more land within its stone walls than one would expect. Though situated across the River Sonne from the main road to Blackwood Pass, the village has accommodation for travelling merchants and their entourage as well as visiting miners from the nearby Tierhügel mines. Schrambeck is located 30 miles from Sonnefurt, 28 miles from Khazid Grentaz and 65 miles from Karak Hirn.

Baron Vicentus Preiss resides in Dürnstein Keep, which is built on a nearby hilltop. A path leads from Tierhügel Road to the keep, enabling his men at arms to respond to any trouble in or near the village. In addition to owning shares in the Tierhügel Mining Company, Baron Preiss makes a tidy sum from the tollhouse controlling passage over the ford near the village of Hardtenau. The toll is comparatively inexpensive as the Baron counts on volume of traffic to increase his wealth.

There are three inns in Schrambeck, each of which is partially owned by the Baron (a minority interest of 15%).

The *Inn of the Miners* is run by Magda Gutenberg and her family. Through widowed and in her mid-forties, the raven-haired Magda retains her good looks, which is one of the reasons – besides the food – why the inn is so popular with off-duty miners and the Baron's men-at-arms. Rumours have it that Magda has spurned the Baron's advances many times, but he prefers not to force her from the village. Some say that Magda is a powerful witch and someone the Baron counts on to keep the peace. Others contend that it's the whisky Magda and her family distils that give them power in the village.

Owned by Leonhard Moltke, the Inn of the Sleeping Dog is known for its honey-coloured ale called “Rhya’s Dream” and features an excellent Tilean cook from Luccini, Lorenzo Giaccone, who excels at southern Tilean cuisine. Lorenzo uses lots of spices and various sauces in the food he prepares to give his concoctions a unique taste. Unbeknown to the owner, Rudi Hase, the Tilean is also a spy for the Cacciabores dell’ Ombra, the assassin guild of Miragliano. Lorenzo keeps an eye out for those with whom the guild has “business.” His contact is the spice merchant, Claudia Schäfer, from the village of Sonnefurt.

The *Inn of the Iron Maiden* is the oldest inn in the village having been established during the reign of Empress Magritta and named in her honour. The establishment is owned by the gregarious Jakob Butenandt and his large family. The food is good, but the gooseberry pie his wife Silma bakes is the attraction of the inn as well as the cherry schnapps Jakob distils in the cellar.

### **Tierhügel**

**Population:** 140 (Mine)

**Ruling noble:** Baron Vicentus Preiss

**Main sources of wealth:** Iron ore, coal, quartz

**Company:** Tierhügel Mining Company

**Notable NPCs:** Reinwald Stark (mine boss), Kurt Rüttgers (foreman), Hugo Windaus (foreman), Otto Kollwitz (foreman), Heidi Schnitzer (barkeep/brothel madam), Sergeant Franz Butenandt (mercenary sergeant)

**Inn or Tavern:** Another Quartz

The Tierhügel mines are run by the Tierhügel Mining Company, which has its main office in Schrambeck, 20 miles away. The boss of the mine, Reinwald Stark, has his office near the main gate of the compound, which is protected by a wall of stone enclosing the opened end of a ravine where the entrance of the mines are located. Reinwald runs a no-nonsense operation and has little patience with troublemakers, as the stocks on the outside of the compound attest.

Three foremen oversee the mining operations, which run in shifts around the clock. Kurt Rüttgers is the more senior of the foremen and usually runs the day shift (8 AM to 8 PM) with Hugo Windaus.

The night shift is run by Otto Kollwitz, a borderline sadistic foreman, who oversees the criminal element of the mines: those serving sentences of hard labour. When not chained to their work area within the mines, the convicted are confined to their cells in the larger, fenced-off barracks known affectionately (by Otto at any rate) as the “Big House.”

For the rest of the gainfully employed miners, the mine company’s large tavern, *Another Quartz*, is the place where one could get a hot meal, hearty ale, and a little comfort for those single miners with energy at the end of the day. Heidi Schnitzer is the barkeep and madam of the establishment, employing ten women who help with a number of duties in the tavern, including providing nightly company for a fee.

A section of the mining compound is set aside for miners with families. Each two-room houses are provided with a small plot of land for farming and raising some chickens, a couple of head of livestock (pigs or sheep). The mining company provides the seeds while the family supply the labour. A portion of whatever is grown is collected for the kitchen of *Another Quartz*.

Each miner is expected to drill with spear and shield or bows on their day off (Festag) as each are members of the Tierhügel militia. Formerly a mercenary sergeant previously employed in the Blackguard Company operating out of Wurtbad, Sergeant Franz Butenandt is in command of the Tierhügel defence. Franz has three men serving him as sentries and unit leaders, the latter in case of attack by bandits, Orcs, or worse.

### **Kazad Hraban [Karak Hirn]**

**Population:** 50 (Fortress)

**Ruling noble:** King Alrik Ranulfsson

**Commander:** Threnk Axeblade

**Notable NPCs:** None

**Inn or Tavern:** None

Kazad Hraban demarks the western boundary of the Dwarf kingdom of Karak Hirn and is located 24 miles from Schrambeck and 4 miles from Khazid Grentaz. The fortress is located high on a mountainside overlooking the entrance to Blackwood Pass. A walled passageway connects Kazad Hraban to a guardhouse on the pass where Dwarf scribes record the arrival and departure of visitors to the kingdom as well as issue or collect travel warrants.

### **Hornberg River Valley**

The Hornberg River Valley stretches from the confluence of the River Hornberg and the River Söll to the foothills of the Worlds Edge Mountains. The road from Hornfurt to Legau is relatively busy with merchants, particularly as the River Hornberg is not navigable (except during the spring thaw). Bandits are a constant threat along the road as is the Goblin tribe of the Fanged Maws operating out of Aschwald.

### **Barony of Heidegger**

The Barony of Heidegger is one of the many smaller landholdings in Wissenland, though it is strategically placed at the crossroads where the trading route from Karak Hirn merge with the one upon which goods from southern Bretonnia and northern Tilea pass. Local bandits have a lair somewhere in the Ichen Hills and plague merchants travelling the road along the River Hornberg, thereby obligating Baron Heidegger to periodically raid the hills in an attempt to keep order.

#### **Hornfurt**

**Population:** 82 (Village)

**Ruling noble:** Baron Mayer Heidegger

**Main sources of wealth:** Agriculture, toll, trade

**Village headman:** Bruno Klasen

**Notable NPCs:** Rudolf Hahn (innkeeper), Gilda Hahn (cook), Arnold Hahn (brewer)

**Inn or Tavern:** Gallant Knight

Hornfurt is located on the River Hornberg near the confluence with the River Söll, at one of the fords on the river. The village is 45 miles from Kolbhügel by way of Old Stone Road, 24 miles upriver from Bedernau, and 30 miles downriver from Kroppenleben. It is also located two miles upriver from the Wissenlander town of Wusterburg. Most mercantile traffic to Karak Hirn travels by river to the quays just north of Hornfurt near Keep Heidegger.

Baron Mayer Heidegger and his men collect revenues from the quays as well as tollhouses set up on the Bedernau-Hornfurt Road, Old Stone Road, and the ford at the southern end of town. Baron Heidegger also owns the controlling share of the *Gallant Knight* Inn, which is conveniently located near the docks.

Rudolf Hahn is the innkeeper and minority owner of the *Gallant Knight*. His family helps him run the operation, Gilda Hahn is the head cook and the oldest son, Arnold, is the barkeep and brewer. Meat pies and stew are the house specialties as are the Red Lager and Brown Malt.

Though it does not have a surrounding palisade, Hornfurt has a tall observation tower on its eastern common. A low stone wall offers some limited protection on its eastern border.



#### **Affing**

**Population:** 21 (Village)

**Ruling noble:** Baron Mayer Heidegger

**Main sources of wealth:** Subsistence

**Village headman:** Reinhold Lenard

**Notable NPCs:** None  
**Inn or Tavern:** None

Surrounded by several ditches, Affing is located 27 miles from Mandling and 10 miles from Hornfurt on Old Stone Road. The residents are exempt from paying the toll to cross the causeway over the marshland when travelling to Hornfurt. The villagers are quite friendly to travellers and eager for news of the larger world. The only accommodation for the weary traveller is at the village hall.

### **Barony of Mackensen**

A small portion of the larger Barony of Mackensen projects into the Hornberg River Valley to encompass the village of Kell, the north-eastern slopes of the Wutach Hills and the poor lands to the confluence of the River Aulen and Hornberg. The lands in the Hornberg Valley are wilder than other parts of the Barony with the ever-present danger of bandits and Goblins.

#### **Kell**

**Population:** 68 (Village)  
**Ruling noble:** Baron Manfred von Eigenhof  
**Main sources of wealth:** Agriculture, peat  
**Village headwoman:** Carlott Harden  
**Notable NPCs:** Ritter Sigmund Brandt (warden)  
**Inn or Tavern:** None

Kell is situated along the west bank of the River Hornberg in a fairly isolated region of the Barony of Mackensen. It is located 21 miles from Kroppenleben, 9 miles from Hornfurt and 14 miles from Wusterburg. A number of villagers make their living collecting peat from the edges of Geltensumpf, which lies across the low-rolling Wutach Hills, and selling or bartering it as fuel to the neighbouring settlements.

Protective of his lands, Baron von Eigenhof maintains a small garrison led by Ritter Sigmund Brandt at Kell Tower. Other than collecting the taxes and putting in a nominal appearance at the

Tower, Sigmund and his men prefer to spend their time gambling at the *Inn of the Gallant Knight* in Hornfurt.

The absence of Sigmund is welcomed by Carlott Harden. In fact, she does everything in her ability to enable the Ritter and his men to stay away for as long as he desires. The village is protected by palisade and ditch, which Carlott believes is more than enough protection from rampaging Goblins and pillaging bandits. The village is too unimportant to maintain an inn, so the village hall doubles as tavern and place of assembly.

### **Barony of Kalb**

The Barony of Kalb covers the area where the waters of the River Aulen empty into the Hornberg as well as its northern bank and the land to the south of the river (except for the lands around the village of Legau, see below). The wild Aschwald falls into the jurisdiction of the Barony, which obligates the noble to clear the woods of the Fanged Maws. So far, the Baron has avoided this duty, desiring not to risk money or reputation on such a fruitless venture.

#### **Kroppenleben**

**Population:** 85 (Village)  
**Ruling noble:** Baron Johann von Kalb  
**Main sources of wealth:** Fur, agriculture, toll  
**Village headwoman:** Mathilde Grünwald  
**Notable NPCs:** Freiherr Eduard Schwarzenberg (steward), Viktor Schnitzer (innkeeper)  
**Inn or Tavern:** Hart and Fox

Kroppenleben is a fairly wealthy village as it is the centre of fur trade in the region and many of its people sell the type of provisions needed for mountain travel, particularly at Mathilde's General Store. Kroppenleben is on the River Hornberg, 30 miles from Hornfurt, 14 miles from Oshausen and 94 miles from Karak Hirn.

Baron Johann von Kalb is an absentee landlord, preferring to spend his time in Nuln for his



‘health.’ Freiherr Eduard Schwarzenberg rules the Barony in the name of von Kalb and resides in a fortified manor house within the village’s stockade. From this seat, Eduard and his men protect the residents as well as the Baron’s business interests, including the tollhouse on the ford crossing the River Aulen and the Inn of *the Hart and the Fox*. A number of the villagers are not particularly pleased with the rule of Freiherr Schwarzenberg.

*The Hart and the Fox* is located at the market cross in the centre square of the village. It is run by Viktor Schnitzer and his family. The fare at the inn is pretty average and unremarkable. In contrast, the Schnitzer family produces excellent Apple and Pear schnapps. The family’s pale yellow pilsner is also a crowd pleaser.

Kroppenleben is a good place for men proficient at arms to find employment as guards for the merchant caravans heading into the mountains. In addition, one can hire Dwarfs – many of whom are residents of the village – as guides or scouts for travelling in the mountains as well as brokers for traders coming to buy pelts brought in by trappers.

### **Ottakring**

**Population:** 42 (Village)

**Ruling noble:** Baron Johann von Kalb

**Main sources of wealth:** Agriculture, woodcraft

**Village headwoman:** Adam Werfel

**Notable NPCs:** None

**Inn or Tavern:** None

Ottakring is located 18 miles up the River Aulen from Kroppenleben. It is defended by a ditch and palisade with a watchtower near the northern wall that allows for an early warning in case of Goblin or bandit attack. The village has a hall where the friendly, though wary, folk gather for communal feasts.

### **Aschwald**

Aschwald is a wild wood bounded by the Rivers Aulen, Hornberg, and Grönen as well as the

Black Mountains. The tangled and forbidding forest is home to the Goblin tribe of the Fanged Maw and their wolves. The Goblins raid the surrounding countryside from this base and have tangled from time to time with bandits operating from the western portion of the woods.

Recently, a small pack of Wolfen (said to be the children of Ulric) from the northern part of the Empire have settled in the portion of Aschwald closest to the mountains. The werewolves are putting pressure on the Goblins and a war between the two races may be imminent.

### **Barony of Bezaufeld**

The remote Barony of Bezaufeld is located mostly on the west bank of the Hornberg across the river from the Barony of Kalb. A couple of generations ago the village of Legau on the east bank came under the jurisdiction of the Baron of Bezaufeld (see below).

The land of the Barony is rocky and not very fertile outside the river valley. The Goblin tribe of the Knobby Knees reside in the nearby Bezaufeld Hills. The greenskins are in a constant war with the Baron as Malmek Axeblade is a Dwarf who takes great pleasure at leading raids (which he refers to as the “Great Hunt”) into the Goblins’ lairs. The Baron has also launched attacks into Aschwald from his holding of Legau.

### **Oshausen**

**Population:** 96 (Village)

**Ruling noble:** Baron Malmek Axeblade

**Main sources of wealth:** Agriculture

**Village headman:** Gerhardt Dürer

**Notable NPCs:** Juliane Fechner (cook/ herbalist)

**Inn or Tavern:** Singing Axe

Surrounded by a stone wall of ten feet in height and a ditch, Oshausen is located on the River Hornberg, 14 miles from Kroppenleben, 7 miles from Legau, and 12 miles from Blaukopf. The stoutly-built Osfels Keep is the seat of the Barony and built on the western side of the village. The

large hall within the keep is decorated with many trophies of the Baron's hunts.

The *Singing Axe Tavern* is the centre of village society. Folk from the village gather there to exchange rumours and gossip as well as hear news of the outside world from travellers. The widower Gerhardt Dürer is the barkeep and brewer of the *Singing Axe* while his eldest daughter, Juliane Fechner, is the cook and village healer. The specialty of the tavern is roasted duck basted with a plum sauce as well as a dark, malted ale ("Baron's Choice") and cherry cider.

Wolfram Fechner is the village blacksmith/carpenter. In the distant past, Wolfram was a Celestial wizard on the rise in Altdorf, but he ran afoul of an ambitious master who demanded unquestioned obedience in his less-than-ethical experiments and studies. Wolfram thought he did the right thing by exposing the master to the upper echelon of the college, but learned the lesson that informers were as shunned as those who put the college at risk. Wolfram was given notice of his summons to the Star Chamber soon after the errant master was dishonourably discharged from the College. Rather than face trial without jury, Wolfram fled before his arrest and made his way as far from Altdorf as he could manage. As a result, Wolfram shuns outsiders and comes across as surly to any such requiring his services.

### **Blaukopf**

**Population:** 32 (Village)

**Ruling noble:** Baron Malmek Axeblade

**Main sources of wealth:** Subsistence

**Village headman:** Hildebrandt Luther

**Notable NPCs:** Ritter Leopold von Papen (warden)

**Inn or Tavern:** None

Blaukopf is located on the River Blau on the outer edge of the foothills of the Black Mountains near the eastern terminus of the Bezau Hills, 12 miles from Oshausen. The village and its large common are surrounded by a

thick, twelve-foot high stone wall and earthworks. The gatehouse is heavily fortified to further protect the exposed village from bandits Goblins, or worse that may come from the mountains.

Ritter Leopold von Papen and his ten men are headquartered in the twenty foot tall gatehouse from where they are expected to sally forth to confront any hostile scouting party that may come down the river valley from the mountains. A large signalling pyre has been constructed on top of the gatehouse in the event a large hostile force is coming from the mountains in order to alert the Baron at Oshausen and the nearby fortified homesteads of the approaching threat.

The village has a large hall in its common where the residents gather for religious observances and feasts. The hall is also constructed of stone as are most the buildings in the settlement. Hildebrandt Luther is the village priest of Taal and Rhya.

### **Legau**

**Population:** 33 (Village)

**Ruling noble:** Baron Malmek Axeblade

**Main sources of wealth:** Subsistence, toll

**Village headman:** David Bloch

**Notable NPCs:** None

**Inn or Tavern:** None

Legau was once part of the Barony of Kalb until Baron von Kalb's grandfather lost it in a card game to Baron Malmek Axeblade of Oshausen. It is located on the east bank of River Hornberg, 21 miles from Kroppenleben, 7 miles from Oshausen, 18 miles from Kazad Ruvalkbar and 28 miles from Khazid Nauk. Protected by a palisade and ditch, the village is often by-passed by mountain-bound travellers heading to the Inn of the *Mountain Panther*. David Bloch is the man in charge of the toll house on River Grönen.

### **Barony of Kalb**

Travellers heading towards the Black Mountains re-enter the Barony of Kalb south of the

confluence of Rivers Blau and Hornberg. At this point, the Barony is in the rugged foothills. Here the threat of bandits, Goblins, and other fell creatures are the greatest until one enters the frontier between the Empire and the Dwarf kingdom of Karak Hirn.

### **Inn of the Mountain Panther**

**Population:** 44 (Fortified Inn)

**Ruling noble:** Baron Johann von Kalb

**Main sources of wealth:** Last Imperial stopover for travelling merchants

**Proprietor:** Frederick Neurath

**Notable NPCs:** Helmut Neurath (distiller), Anna Neurath (cook/ herbalist), Diehl Neurath (carpenter/ blacksmith), Captain Jens Mengs (mercenary captain), Madame Theda (brothel madam), Benito and Pietro Mangini (bodyguards)

The fortified Inn of the *Mountain Panther* is one of Baron von Kalb's business interests, although he owns a minority interest while Frederick Neurath is the inn's principle owner. Given its location 4 miles south of Legau, the *Mountain Panther* does excellent business. There are plenty of whisky and other spirits available to give men strength for the arduous mountain travel ahead. Food tends to be pricier than other inns.

Frederick has passed the task of distiller to his son and heir, Helmut. Wife Anna still rules the kitchen and is the compound's healer. She is assisted by the wives of her sons. Many of the Diehl children assist in various tasks around the inn including working the stables. Younger son, Diehl, is the carpenter/blacksmith having recently replaced his late master.

The large inn complex is protected by a twelve-foot stone wall and twenty-foot gatehouses on both the north and south end. Captain Jens Mengs is a veteran who served well in Axebite Pass and has a rather unhealthy dislike of Bretonnians. He commands a force of fourteen men-at-arms to protect the inn complex as well

as light the signal fire atop the northern gatehouse – which can be seen as far as Oshausen (11 miles away) – in case of a major invasion. The soldiers at the inn are paid under a joint agreement between the Baronies of Kalb and Bezaufeld.

Within the complex is a brothel for those who prefer to spend time with fairer company than fortify themselves with drink. Madame Theda runs an efficient brothel staffed with ten mostly young women, some of whom were sold to the brothel to pay off family debt. Many of the women eventually marry men who retire from the hardship of escorting merchants to and from Karak Hirn.

Benito and Pietro Mangini are employed by Madame Theda to handle ruffians who mistreat or harm her girls. In addition to being protective of Madame Theda and her employees, the two Tileans are borderline sadists.

### **Kazad Ruvalkbar [Karak Hirn]**

**Population:** 50 (Fortress)

**Ruling noble:** King Alrik Ranulfsson

**Commander:** Drakko Mendalsson

**Notable NPCs:** None

**Inn or Tavern:** None

Overlooking the ford where Icy Wind Pass crosses the River Hornberg, Kazad Ruvalkbar protects this entry into the Dwarf kingdom of Karak Hirn. The fortress is located 18 miles from the Imperial village of Legau, 10 miles from Khazid Nauk, and 55 miles from Karak Hirn.

Kazad Ruvalkbar guards the main road into the interior of the Dwarf kingdom from the Empire and travellers must stop at the tower to register and receive travel warrants. Information such as visitor names, respective place of origin, and business are recorded on thin copper sheets, using a mix of runic and Reikspiel script. The travel warrant is expected to be presented upon request to any Dwarf patrol on the roads as well

as submit to any search the captain of the unit deems necessary.

### **Vale of the Upper Reik**

The Vale of the Upper Reik extends from the eastern slopes of the Walden Hills to the confluence of the Upper Reik and the River Oggel. The Vale encompasses the Averland and Wissenland sides of the mighty river. It should also be noted that the folk along this portion of the Upper Reik still refer to the side opposite of Averland as “Sudenland” and would be ill-disposed to anyone who calls the province “Wissenland”.

The people living along this stretch of the Upper Reik have more in common with one another than they do with the people elsewhere in their respective provinces. The worship of Sigmar easily blends with the worship of other gods, so the religious tensions in other regions of the Empire rarely manifest in most of the Vale of the Upper Reik.

There two roads of note that more or less follows the course of the Upper Reik. Both are noted for the roadside shrines to the Empire’s patron god can be found every 5-8 miles along the route between the larger villages. There is also the occasional shrine to Shallya as the Sudenland route is also popular with those of the goddess’ followers journeying to the healing waters and abbey near Waldbach.

In addition, roadwarden patrols are fairly frequent on both sides of the river, offering travellers a modicum of protection by keeping bandit activity to a minimum.

Officially known as the Pfeildorf-Staig and Staig-Ballenhof Roads, the old Sudenland route leading from Pfeildorf to Ballenhof is often referred to as the Pilgrim Way by the Sigmarites making their way to the sacred site of the Temple of the Holy Cave. The Temple was built on one of the campsites where Sigmar is said to have

rested after one of the skirmishes that preceded the Battle of Black Fire Pass and is guarded by the Order of the Black Griffon (**Warpstone #23**).

A relatively newer road has been constructed on the Averland side, leading from Colmfähre through the towns of Wuppertal, Loningbrück, Agbeiten and Hochleben to the Old Dwarf Road and Black Fire Pass. The main purpose of this road (unofficially called “The Road of Mourning”) is to facilitate the movement of troops from southern Averland and Wissenland to the east as the route along the Upper Reik is one of the main routes that hordes of Orcs and Goblins have historically used to invade the Empire.

The coaching line of Sigmar’s Carriage connects Pfeildorf to Steingart on the Sudenland road and once held the monopoly for coach travel in the area. It but now faces competition from the newly arrived Four Seasons coaching line of Altdorf which plan to run its own circuit on the Averland road.

Punctuated by the occasional woodlands along the region’s rivers, the Vale of the Upper Reik is mostly rolling grasslands. Bandits and rustlers are the only real threat to peace in the area and there are frequent gibbets on the roads to mete out punishment. Goblin raiding bands are very rare along the river as the local nobility have not been shy on paying bounties for greenskin scalps. Goblins are more common as one moves into the interior.

### **Averland County of Trattenfels**

Across the Upper Reik from Sudenland, the County of Trattenfels is one of the larger and more prosperous holdings in southern Averland. The border runs from the River Winne (to the west of where Wilhams is situated on the Sudenland side) to five miles east of Wuppertal. Other than the part of Achen Wood along the Averland side of the Upper Reik, the countryside is low rolling hills of open grassland.

### **Hepwald [Averland]**

**Population:** 98 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Timber

**Village headman:** Lorenz Mersch

**Notable NPCs:** Ritter Theobald Hassler (warden), Sigrun Mersch (cook/ herbalist/ priestess of Taal), Wilhelm “Red Willie” Lang (gameskeeper)

**Inn or Tavern:** Whispering Willow

Protected by a timbered stockade, Hepwald is located on the north bank of the Upper Reik within Achen Wood, 41 miles from Colmfähre (by river), 3 miles from Mauchen and 16 miles from Wuppertal (by river). There is a track that leads to the Colmfähre-Wuppertal Road and the *Inn of Sacred Grove* 7 miles to the north.

The village has two gates: one facing the Upper Reik and the other to the track following the River Hepwasser. Both gates have watchtowers with sentries round the clock. Forest tower is home to Ritter Theobald Hassler and his eight men-at-arms who are charged with the safety of the village, its woodsmen, and charcoalers.

The Mersch family runs the riverside *Inn of the Whispering Willow*, named for the legend of the tree that gave young Sigmar warning of a greenskin ambush when the young man was hunting boar with a princeling of the Tratten tribe of the Avermanni League. The *Whispering Willow* is the largest building in the village and the place where a visitor is likely to pick up on local rumours and gossip.

Lorenz is the owner and brewer of the *Whispering Willow* and serves an amber-coloured lager. His wife, Sigrun, is the cook of the inn as well as village healer, herbalist, and priestess of Taal. The local temple to Taal is located just outside Forest Gate next to the river.

A stone cottage stands a short distance upriver from the Temple of Taal. The abode is the dwelling of Wilhelm “Red Willie” Lang, gameskeeper to Count Kastor Leitdorf. Named

for his wild red hair, the hirsute Willie is responsible for ensuring that the villagers do not violate the Count’s Forest Law by poaching the deer and boar of the forest.

### **Achen Wood**

This large woodland covers both sides of the Upper Reik, stretching from the River Colm in the northwest to the western reaches of the Monastic Enclave of the Abbey of Ælaric the Wanderer in the southeast.

The portion of the Achen Wood in Averland is wilder than the woods on the Sudenland side of the Upper Reik. Bandits are a constant threat as is the Goblin tribe of the Knobby Knees, the latter of which is still a danger even though the greenskins are under constant pressure from Count Leitdorf and his huntsman.

To further complicate matters, the recently formed Shallyan Order of the Preservation of Wild Beasts (OPWB) has begun to agitate for a preserve to be set aside for the Goblin tribe within the forest so that the creatures could live their lives in peace. The Order’s ideals are currently derided by the Count as well as homesteaders who prefer to see the Goblins exterminated. Unfortunately, the fanatics of this Shallyan Order continue to press on despite public outrage.

### **Thann [Averland]**

**Population:** 41 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Subsistence

**Village headman:** Gerd Wilden

**Notable NPCs:** None

**Inn or Tavern:** None

Thann is located within the Achen Wood about 2 miles north-west of Wuppertal on the Colmfähre Road. The village is surrounded by a ditch and palisade over which lies a wooden causeway. There is a shrine dedicated to Taal and Rhya on the common next to the village hall.

## **Wuppertal [Averland]**

**Population:** 1,100 (Town)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Market town, trade, agriculture, woodcraft, ferry

**Government:** Town Council

**Notable NPCs:** Martin Halder (woodcrafter guildmaster), Luigi Stromboli (tavern keeper/cheesemaker), Max Schelling (hosteller), Wolf Treitschke (master brewer), Gregor Rilke (innkeeper), Rudolf Fechner (tavern keeper), Amadeus Niederauer (crime lord), Hunni Werfel (pawnbroker/ fence), Magistrate Helmut Brüning (judge), Stefan Eucken (tavern keeper), Rudolf “Red Rudi” Proudfeet (restaurateur), Gerhardt Haushofer (distiller), Glorfandol “Frank” Lutheniel (shopkeeper), Raphael Meitner (innkeeper), Antonio Baro (chef), Herpin Müller (innkeeper), Wanda Müller (priestess of Taal), Hergard Ranke (gravedigger), Marlene Delbrück (innkeeper), Eduard Delbrück (carpenter)

**Inn or Tavern:** The Marionette, Riverman, Hungry Catfish, Lion in Winter, Lonely Tree, Grand Elm, Four Horses, Wainwright

The largest settlement in southern Averland, the picturesque town of Wuppertal is 57 miles from Colmfähre via river (47 miles by road), 16 miles from Hepwald, 27 miles from Staig, and 52 miles from Loningbrück (51 miles by road). It is the seat of the County and ruled by Count Kastor Leitdorf, cousin to the present Elector of Averland, Grand Count Marius Leitdorf, from his stronghold of Castle Tratten, which overlooks Wuppertal from a nearby hilltop to the north.

Though the region has been at peace for centuries, Count Leitdorf has initiated a programme to repair and strengthen the Wuppertal’s defences. Stone is being quarried and shipped to the town from Demling, 21 miles up the Upper Reik.

### ***Waldwerkerviertel district***

The Waldwerkerviertel district is located on the western side of town near the River Erz and Achen Gate. The quarter is where the woodworkers, for which Wuppertal is famous,

live and work alongside the prosperous middle class families involved in the other crafts. To display and sell the result of their labour, the Honourable Brotherhood of Woodcrafters holds fairs on the first Marktag of each month (except during the winter months) in **Waldmannplatz**. The square includes a large, exquisite wooden statue of a warlord atop his rearing warhorse representing Count Reiner Leitdorf, founder of the House of Leitdorf and the great-great grandfather of the current ruler of Wuppertal.

The offices of the Honourable Brotherhood of Woodcrafters are located on the east side of the square in the two-storied timbered

**Waldmannhaus**. Once the Brotherhood held the reins of power in Wuppertal, but hubris and a failed effort to establish a free town resulted in the Count re-exerting his family’s ancient rights once he succeeded his spineless father to the rule of the County. While maintaining an outwardly good relationship with the Count, Guildmaster Martin Halder is surreptitiously working towards restoring the Brotherhood’s prestige and power, even if his methods are legally dubious.

Many of the woodcrafters in the district gather at such dives as *The Marionette*, where one can depend on a pint of wood-aged bitter, dark brown bread, and sharp-flavoured, wood-smoked cheese. *The Marionette* is owned by Luigi Stromboli, a former Tilean puppeteer, who ran afoul of a woodcarver from the hill country near Miragliano ten years ago. Now married, Luigi runs the establishment with the help of his wife, Bella, and his teenage son and three daughters.

**Schelling’s Boarding House** is located on an alley near *The Marionette* and is a safehouse for travelling wizards wary of public scrutiny and official notice. Max Schelling is the owner of the house and his modest establishment is known through the underground network that enables promising wizards to escape from the severely regimented Colour Colleges of Altdorf to practice their craft or escape it altogether and live peacefully far from the Imperial capital. Max will not accept boarders unless the

supplicant presents a coded letter of introduction from Schelling's small circle of friends and allies. Max maintains a library and storeroom of ingredients behind a magically locked door adjoining a secret room in the cellar.

Max is a one-time Celestial magister, though he was then known by a different name. Max had to arrange his own "death" in his abode outside Talagraad in order to escape the attention of Adolphus Becker, a wild-eyed witch-hunter who was rather obsessed with former wizard. The explosion and discovery of a burnt corpse planted by Max seems to have done with job as there has not been any word of Becker in well over a decade.

Currently owned by Wolf Treitschke, **Black Wolf Brewery** is located at the northern end of the Waldwerkerviertel above an ancient spring. Wolf's family has a long tradition of supplying quality ales – mostly a deep brown bitter ("Old Forest") and a malted lager ("Frosty Night") – to the more affluent inns and town while providing weak beer for many of the low end taverns and dives in Wuppertal. The Treitschke family was originally from Middenheim and relocated to Wuppertal many generations ago. The family are still devoted Ulricans, but do nothing to advertise their religious preferences in a town known for its strong Sigmarite leanings.

### *Hafengebiet district*

The Hafengebiet district is a long, narrow quarter which starts at the southern end of River Erz and wraps around the portion of Wuppertal facing the Upper Reik. A

number of small inns and smoke-filled, dim-lit taverns can be found amid the warehouses and wharves of the harbour. Much of the town's poor and lower working class live in the flood



prone Hafengebiet. Dwellings close to the river are raised on stilts.

Located just above the flood plain where the Hafengebiet and Althofen districts meet, the *Riverman Inn* caters to merchants travelling on the Upper Reik, providing home comforts and good food as well as serving brew from **Black Wolf Brewery**. Gregor Rilke runs a clean establishment with his family.

On the other side of the scale, the *Hungry Catfish* is a dingy tavern with a straw covered floor and unwholesome stench; not that the low-life, hard-drinking crowd within the depressing common room care about such ambiance. Rudolf Fechner serves a nasty tasting, highly alcoholic rotgut whisky to his normally intoxicated regulars. A large room beneath the common room has been set aside as a drug den for those whose miserable existence is made bearable by being lost in the peace of induced euphoria.

The wretched customers at the *Hungry Catfish* also provide cover for the crime lord, Amadeus Niederauer, and his lieutenants to meet in the secret backroom of the tavern. To ensure secrecy, the men usually enter through a secret door leading from the sewers of Wuppertal. A shrine to Ranald is located in a corner of the room.

**Werfel's Pawn Shop** is one of the small shops hidden in the narrow alleys of Hafengebiet. Hunni Werfel inherited the business when her husband of twenty years recently passed on from consumption. She supplements her income by also doubling as one of the premier fences in town, using her shop to move stolen items and contraband. Hunni prefers to trade rather than engage in cash transactions, which has allowed her to stockpile a rather large eclectic collection of goods. Rare and exotic items – such as forbidden tomes and the odd magical item – are kept under lock and key in the cellar, a number of which are more valuable than Hunni realises.

### ***Althofen district***

The Althofen district is the oldest part of Wuppertal and the centre of the town. **Sankt Josef Platz** dominates the quarter and is the site of the open-air market held every day except Festag. Crowds of people come to market, making it a good location to gather information from news to gossip. The market is most crowded in the morning when servants of the affluent buy provisions for their masters.

Standing on the eastern side of the square, the **Great Church of Sigmar** is by far the largest and most ornate building in Wuppertal. The main attraction for pilgrims visiting the town is the **Shrine of Josef the Reverent**, dedicated to the third century martyr whose intercession with Sigmar is often requested by his worshippers. The shrine is located on the southern side octagonal church. Lines of pilgrims are particularly long during the month of Sigmarzeit, a popular time for worshippers seeking divine guidance or assistance in their lives.

The two-storied, lavender-coloured **Council Hall** and red-bricked **Courthouse** stand at the north end of the square. Governance and justice are administered in these two buildings with stocks and gallows nearby to ensure that those convicted of crimes are duly punished. The Town Watch maintains the jail in the cellar of the **Courthouse**. No-nonsense Magistrate Helmut Brüning rules his court with an iron fist and rumoured to be a follower of Solkan, God of Retribution.

The *Lion in Winter Tavern* is located on the west side of **Sankt Josef Platz** and popular with the lawyers, scribes, and council clerks of Wuppertal. Owner Stefan Eucken keeps his prices reasonable, counting on the brisk business of ambitious social climbers with disposable income and the need to drown their daily routine in an assortment of mixed drinks (usually consisting of one distilled drink or another) to sustain his establishment's profitability. The food at the inn is quite good, though portions tend to be slightly smaller than more expensive eateries.

The *Lonely Tree Restaurant* is one of the more popular dining establishments in Wuppertal, located on a side street near the square. Run by Moot-born Rudolf "Red Rudi" Proudfeet and his large family, the *Lonely Tree* is well-known from its meatloaf, cheese-filled sausages, and stuffed goose. The Halflings also serve a variety of schnapps and cider that they distil in the cellar.

Owned by the family for generations, **Haushofer Distillery** is the main source of much of the alcoholic spirits sold and drank in Wuppertal. The distillery is located near Loningbrück Gate and is currently managed by Gerhardt Haushofer, a man with an unhealthy dislike of the Halfling "competition" at the *Lonely Tree*. Gerhardt is not known as a "man of action," but he has concocted several plans to destroy the Mootlanders. The problem is getting up the courage to actually implement any of these deadly schemes.

### ***Grünblatt district***

Located on higher ground in the north-eastern part of town and named for the many trees in the area, the Grünblatt district is the wealthy quarter of Wuppertal where the affluent live in their lavish townhouses. Unlike the rest of Wuppertal, watch patrols in the Grünblatt are frequent in order to discourage mischief by those outside the district. Tree-lined Ulme Strasse separates Grünblatt from the rest of town.

Though he claims to be a native of the Laurëlor Forest, Glorfandol "Frank" Lutheniel of **Starlight Book Shop** is actually a spy for the Ulthuan House of Elanndiel. Frank's task is to monitor the situation in the eastern Border Princes and Worlds Edge Mountains on the other side of Black Fire Pass and send coded messages once every six months to his contact in Nuln. The store is not quite a front since Frank (he took the Imperial name so his customers would feel more comfortable) does make a decent living selling books. Moreover, Frank has a printing press in the cellar so that he can indulge in his passion of writing poetry and treatises on other



subjects such as nature, science, and history. Frank maintains a **Shrine to Verena** in the corner near the front door of his book shop.

The *Inn of the Grand Elm* is located under the canopy of an ancient elm tree on Ulme Strasse. Raphael Meitner is the majority owner (Count Leitdorf owns a minority share) and innkeeper of the fine establishment. The *Grand Elm* caters to affluent visitors to Wuppertal and is priced accordingly. The restaurant in the inn serves Tilean (Miraglianese) cuisine – prepared by chef Antonio Baro – and fine imported wine. Antonio is also a former member of the Cacciabores dell’ Ombra, the assassin guild of Miragliano, having faked his death in a mountain expedition near Bretonnia (at the cost of his companions’ lives) about twenty years ago. Antonio is wary of engaging in conversation with strangers from Tilea as he is wary of discovery. It is said that the only way one leaves the Cacciabores is in a pine box.

### ***Outside Wuppertal***

Across the bridge from the Achen Gate, the *Inn of the Four Horses* is being refurbished and expanded by the Four Seasons into a proper coaching inn. The inn remains open during construction. Travellers on the new coaching line passing through Wuppertal on their way upriver need to disembark at the *Four Horses* and be transported by the coaching line to the *Inn of the Wainwright* on the other side of Wuppertal at the Loningbrück Gate.

The *Four Horses* was once owned by Herpin Müller, who has stayed on to manage it for Four Seasons. The food is good at the inn and the brew available to quench one’s thirst comes from **Black Wolf Brewery**. Herpin’s wife, Wanda Müller, is a priestess of Taal, and maintains the shrine located a hundred yards from the inn.

The **Eternal Rest of Mórr Cemetery** lies another hundred yards into the woods and on the opposite side of the road. The caretaker of the graveyard is Hergard Ranke, member of the

Mourners’ Guild, who lives in a small shack near the rear of the cemetery and close to the sanctified shrine of Mórr. Hergard likes talking to the dead as he goes about his work and recently struck up a friendship of sorts with the ghost of a young noble woman who died at the hands of a jealous husband about a hundred years ago.

The *Inn of the Wainwright* is still owned by Marlene Delbrück, a widow, and her family. Marlene is weighing an offer from Four Seasons and has countered with an offer of minority ownership to the coaching line. While negotiations are continuing, the inn is enlarging the enclosed grounds to support stables for additional horses and a carriage house. Eldest son, Eduard, is building the construction with his apprentices. The fare served at the inn is of average quality, the ale sold comes from **Black Wolf Brewery**, and the spirits from **Haushofer Distillery**.

### **Mühlfeld [Averland]**

**Population:** 73 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Agriculture, wine

**Village headwoman:** Erika Wien

**Notable NPCs:** Willibald Landsteiner (innkeeper), Konrad Dobbler (hunter), Tilsa Tannebaum (priestess of Taal and Rhya)

**Inn or Tavern:** Harvest Moon

Surrounded by a low stone wall, Mühlfeld is located on the River Erz, 3 miles north of Wuppertal. A small track connects the village to the town, following the course of the river. Vineyards surround Mühlfeld and belong to the wealthy Wien family, of whom Erika is the matriarch. The residents of the village work in some capacity for Mühlfeld Winery.

Willibald Landsteiner and his family run the *Inn of the Harvest Moon*. Most visitors to the inn are wine merchants from as far away as Nuln and Averheim. Given the wealth of its patrons, the specialties of the inn include roasted pheasant, smoked eel, and choice cuts of boar. The Wien

charter with the Count allows Erika's huntsman, Konrad Dobbler, to bring back such delicacies from Achen Wood and nearby fields. The *Harvest Moon* also serves Grüner Veltliner and Schwarzriesling from Mühlfeld Winery.

A shrine to Taal and Rhya is located near the entrance to the winery and manor house where the Wien family make offerings to the goddess for a bountiful harvest. Priestess Tilsa Tannebaum maintains the shrine and lives in a nearby hovel.

**Neuernhain [Averland]**

**Population:** 42 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Subsistence

**Village headman:** Eusebius Hammes

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by a ditch, Neuernhain is located 2 miles from Wuppertal, just off to the north of the Loningbrück Road. The village has nothing to offer a traveller, particularly being so close to Wuppertal. The village has a hall in its common, alongside a shrine to Taal and Rhya, which the residents keep up.

**Schladitz [Averland]**

**Population:** 28 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Subsistence

**Village headman:** Johannes Lenard

**Notable NPCs:** None

**Inn or Tavern:** None

Located 2 miles north of the Loningbrück Road from Neuernhain and roughly 4 miles from Wuppertal, Schladitz is a small hamlet surrounded by a ditch and short, picket-fence. The village common is used to pasture their livestock should the weather not permit them to be herded to the surrounding countryside. The folk are somewhat insular as the village is off the beaten path. A large barn acts as the village hall.

**Gerzen [Averland]**

**Population:** 32 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Subsistence

**Village headwoman:** Sigrun Dörnitz

**Notable NPCs:** None

**Inn or Tavern:** None

Gerzen is located 5 miles from Wuppertal just north of the Loningbrück Road. The village is surrounded by a ditch and a rather ragged four-foot high wooden wall. The village hall located in the centre of the common is where the residents gather to celebrate holy days. A shrine to Taal and Rhya is located nearby the hall. The folk of the village are friendly towards, but wary of, visitors.

**Demling [Averland]**

**Population:** 84 (Village)

**Ruling noble:** Count Kastor Leitdorf

**Main sources of wealth:** Quarry, wine, stop for the Four Seasons coaches

**Village headman:** Jürgen Brecht

**Notable NPCs:** Ritter Reinhardt von Kusch (warden), Lotte Brecht (cheesemaker), Sergeant David Künast (roadwarden sergeant), Viktor Krönert (vintner)

**Inn or Tavern:** Badger and Wolf

Deming is located 21 miles from Wuppertal, 6 miles from Staig, and 31 miles from Loningbrück by river (30 miles via road). The village is within the County of Trattenfels and a few hundred yards of its border with the County of Kusch. Deming is surrounded by a six-foot high stone wall and ditch. Ten foot tall stone gatehouses provide an excellent view of the surrounding and relatively flat land.

The south-eastern gatehouse is the residence of Ritter Reinhardt von Kusch, second son of the ruler of the neighbouring County. Reinhardt's retinue of eight men-at-arms are billeted in the north-western gatehouse. Sentries atop the gatehouses are members of the village militia who would fall under the Ritter's command in times of trouble.

Lying in the centre of Deming, the *Inn of the Badger and Wolf* has been expanded into a coaching inn by fencing off some of the village common in order to maintain a supply of horses with which to change the teams pulling the Four Seasons coaches. The inn is (still) owned by the Brecht family who are expected to cash in on the rumoured offer from the Altdorf-based coaching company. Not everyone in the village is pleased to see the inn expanded.

The food at the *Badger and Wolf* is very tasty, particularly when accompanied by the soft Deminger cheese made by Lotte Brecht and her daughters. In addition to weak beer, the inn features Grüner Veltliner wine from the Krönert Winery to well-to-do travellers.

In addition, Sergeant David Künast and his roadwarden patrol of eight men are based at the *Badger and Wolf*. The sergeant and his men are responsible for patrolling the road from Wuppertal to Loningbrück.

Located about half a mile to the north of Deming, Krönert Winery is owned by Viktor Krönert and has been in the family for many generations. The winery produces a limited volume of premium wine, mostly for trade. The manor house and winery are surrounded by a low stone wall and ditch.

Junkers Quarry lies 2 miles north of Deming and produces the stones used in building the walls surrounding many of the settlements in the region. Flecked sandstone blocks are also quarried for use in building the walls and major edifices in the town's of the region.

### **Barony of Wolfeld**

The Barony of Wolfeld on the Sudenland side of the Upper Reik covers the area from Urach Brook in the west to the middle of Achen Wood and Krems Brook in the east. The grasslands in the barony stretch south and west to the hilly country of the Wildens and Little Wildens, where rustlers and outlaws make their lairs.

Goblin raiders occasionally strike in the southern portion of the barony.

The grasslands make good pasture for the herds of sheep in the barony, an important aspect of the larger area's wool trade.

### **Wilhams**

**Population:** 33 (Village)

**Ruling noble:** Baron Rudolf Brecht

**Main sources of wealth:** Stop for Sigmar's Carriage

**Village headman:** Peter Bosch

**Notable NPCs:** Sergeant Pieter Mahler (roadwarden sergeant)

**Inn or Tavern:** River Horse

Wilhams is located 18 miles from Neukirch, 63 miles from Pfeildorf and 12 miles from Mauchen. The residents of this poor village support the local *Inn of the River Horse*. The inn is owned by Peter Bosch, who is also the agent for the Sigmar's Carriage coaching line. The fare at the *River Horse* is unremarkable as is the locally brewed weak ale. Peter just isn't a good brewer and he is hoping to find someone starting out in the craft to improve the quality of the drink.

Pieter Mahler and his roadwarden contingent of six men are based at the *Inn of the River Horse*. They are charged with keeping the road safe from Neberhausen to Mauchen.

### **Mauchen**

**Population:** 86 (Village)

**Ruling noble:** Baron Rudolf Brecht

**Main sources of wealth:** Wool, sheep, ferry

**Village headman:** Georg Haber

**Notable NPCs:** Barbara Haber (cook/brewer)

**Inn or Tavern:** Shepherd's Watering Hole

Seat of the Barony of Wolfeld, Mauchen is located on Upper Reik 12 miles from Wilhams, 3 miles from Hepwald, 15 miles from Wolfurt, 23 miles from Hörbranz by road (19 by river), 19

miles from Wuppertal and 76 miles from Pfeildorf. The village is an important part of the Sudenland wool trade with many herds of sheep in the surrounding fields and many of the villagers labour as weavers. Mauchen is surrounded by a timbered stockade with a stone gatehouse on the west and east through which the Pfeildorf-Staig Road passes.

Sheep rustling is a common problem and Baron Rudolf Brecht's men-at-arms constantly patrol the area to suppress the activity along with occasional vigilantes. Suspected rustlers are often hung before they can stand trial. Those found guilty by a travelling magistrate are hung from a huge oak tree that stands outside the village along a small brook named Tybrunn. A shrine dedicated to Maianda, goddess of the domesticated animals and pastures, stands nearby.

Brecht Keep is home to Baron Brecht and located one mile south of the village on a mound overlooking the River Wol. The Keep is quite old, having been by-passed by the invading Orc army in the 18<sup>th</sup> century.

The Haber family is the most influential in the village where the patriarch, Georg, runs the riverside inn of the *Shepherd's Watering Hole* as well as the ferry service across the Upper Reik. Georg is not above helping anyone in desperate need to cross the river under cover of darkness – other than rustlers on the run – so long as due consideration is paid in advance. The fare in the inn is above average with the house specialising in mutton dishes and shepherd's pie. Barbara Haber is both cook and brewer, and her dark bitter is quite hearty.

### **Wolfurt**

**Population:** 22 (Village)

**Ruling noble:** Baron Rudolf Brecht

**Main sources of wealth:** Agriculture

**Village headman:** Jacob Schmidt

**Notable NPCs:** None

**Inn or Tavern:** None

Wolfurt is located up the River Wol, 19 miles from Mauchen. The settlement is protected by a palisade and ditch as it is situated in the less populated interior. The village folk are insular and distrust strangers. Raids by bandits and Goblins are not uncommon.

### **Achen Forest**

The Sudenland Achen Forest is smaller and tamer than Achen Wood of Averland. Other than the areas marked for the harvest of trees for timber and charcoal, the rest of the forest is considered the hunting preserve for both the Baron of Wolfeld and the Abbot of the Monastic Enclave of Ælaric the Wanderer. Poachers can expect to be prosecuted to the full extent of the law, which generally results in the culprit being hanged.

### **Hörbranz**

**Population:** 42 (Village)

**Ruling noble:** Baron Rudolf Brecht

**Main sources of wealth:** Timber, ferry

**Village headman:** Kurt Waldmann

**Notable NPCs:** Hals Brandenbach  
(Gameskeeper)

**Inn or Tavern:** Grey Martin

Hörbranz located on the Upper Reik, 19 miles from Mauchen by river (23 miles via road and path) and across the river from the town of Wuppertal. Given its location, Hörbranz is economically tied to that Averland town. The villagers are mostly involved in the timber trade, felling trees from the Achen Wood for the famous woodcrafters of Wuppertal.

Kurt Waldmann runs the ferry service across the Upper Reik, which is quite profitable given that Wuppertal is a Sigmarite stronghold and many people cross the river to visit the shrine dedicated to Joseph the Reverent. Herr Waldmann also owns the riverside tavern of the *Grey Martin*. The fare is average as is the weak beer, but it is cheaper for residents to gather here than to pay the fee to cross the river to visit the taverns and restaurants in Wuppertal.

The cottage of gameskeeper Hals Brandenbach is situated about one hundred yards within the forest, demarking the limits to the area the woodsmen and charcoalers of Hörbranz can carry out their work. Hals and his apprentice, Edgar Klemperer, are entrusted with keeping poachers clear of the game claimed as the Baron's. The two have full discretion whether to bring any violators to the Baron's justice or lynch them outright near the road as a warning to others.

### Diocese of the Abbey of Ælaric the Wanderer

The Diocese of the Abbey of Ælaric the Wanderer has been a Sigmarite holding since the Age of Wars. The land was devastated in the Orc invasion of the early 18<sup>th</sup> century and, as a result, said to be haunted by those who died horribly in its defence.



One of the richer land holdings in the regions, the lands of the abbey stretch from the southeast corner of Achen Wood and Krems Brook to River Auf in the east and includes the headwaters of the River Klarwasser and the northern slopes of the Beuer Hills. Bandits and Goblins are problems in the hilly part of the enclave and highwaymen are known to plague travellers on the main road. The Sigmarites are not shy about hiring mercenaries to hunt down particularly bold bandits and greenskin vermin.

#### The Tired Coachman

**Population:** 16 (Coaching Inn)

**Ruling priest:** Abbot Artur Kepler

**Main sources of wealth:** Stop for Sigmar's Carriage

**Proprietor:** Wanda Bothe

**Notable NPCs:** Eduard Diez (blacksmith/carpenter/ hunter), Elisabeth Diez (cook/

herbalist), Sergeant Gunnar Müller (roadwarden sergeant)

Located 18 miles from Mauchen and 26 from Staig, the *Tired Coachman* is one of the stops for the Sigmar's Carriage coaching line. The coaching inn is just within the boundaries of the land granted to the Sigmarite Abbey of Ælaric the Wanderer. Baron Rudolf Brecht has long coveted the grounds upon which the coaching inn sits if only to collect the taxes generated by the coaching line. The establishment is located on the east bank of Krems Brook, the stream that demarks the boundary of the Barony of Wolfeld.

Wanda Bothe owns the walled coaching inn and runs the place with her children. Wanda's brother, Eduard Diez, is the blacksmith/carpenter/hunter of the *Tired Coachman* and his wife, Elisabeth, is the cook and herbalist. The food here is quite good, offering pheasant on occasion. Wanda brews her own amber-coloured beer called Wanda's Treat. Wanda also offers a local Riesling as the house wine.

Sergeant Gunnar Müller is in charge of the six man roadwarden patrol that is based at the *Tired Coachman*. This particular patrol ranges from Mauchen to Staig and is charged with keeping the road cleared of bandits, highwaymen, and other groups who threaten travellers.

#### Staig

**Population:** 42 (Village)

**Ruling priest:** Abbot Artur Kepler

**Main sources of wealth:** Stop for Sigmar's Carriage

**Village headman:** Adam Gutenberg

**Notable NPCs:** Hunni Gutenberg (cook/ brewer)

**Inn or Tavern:** Merry Monk

Surrounded by a ditch and low stone wall, Staig is located on the River Klarwasser near its confluence with the Upper Reik, 41 miles from Mauchen, 10 miles from Doren, 25 miles from Rottum, 25 miles from Loningbrück, and 46 miles

from Ellenwangen. The village stands on the site of an earlier settlement destroyed when the Orcs annihilated the provincial army led by the doomed Grand Baron Eduard von Durbheim of Sölland in 1707 I.C. With his victory, Gorbard Ironclaw took possession of the Sölland Runefang from the mutilated and partially eaten Elector.

Whenever the two moons – Mannslieb and Mórrslieb – are full, the villagers shutter their windows and bolt their doors. The air becomes much cooler with the setting sun, no matter the season, as the spirits of the dead are roused to do battle again. Usually, the sounds of battle are barely audible and the only thing one can see is the low-lying mist upon the ground.

Once in a while, the mist congeals into soldiers and greenskins with the sounds of swords clashing and the cries of the dying loud enough for all to hear. It is believed by the villagers that anyone caught outside during such an occurrence must fight for his life against the Orcish ghosts or die horribly. Their belief is not unfounded.

The *Merry Monk* is the only inn in Staig and stop for the Sigmar's Carriage coaching line. In addition to being the owner of the *Merry Monk*, Adam Gutenberg is the wealthiest man in this poor village of farmers and fisherman. Adam's wealth comes from his days as a merchant (actually smuggler) in Nuln who ran afoul of the Oldenhaller family. After fleeing the city ten years ago, Adam arrived at the village and bought the inn outright from the previous owner who later committed suicide in a nearby copse. Adam married a local girl and they together manage the coaching inn. Hunni Gutenberg is both the cook and brewer of the inn. The fare is quite good and the inn serves its signature pilsner, "Monk's Pleasure".

The Abbey of Ælaric the Wanderer, located 200 yards up the River Klarwasser from Staig, overlooks the village from a rise. Abbot Artur Kepler has ruled the land for the past fifteen years, though he travels often to Pfeildorf and Nuln on Church business. Locals believe that

Abbot Artur is positioning himself to be the first in line to succeed the current Sudenland Lector.

### **Doren**

**Population:** 21 (Village)

**Ruling priest:** Abbot Artur Kepler

**Main sources of wealth:** Subsistence

**Village headman:** Daniel Schäfer

**Notable NPCs:** None

**Inn or Tavern:** None

Doren is located 10 miles upriver from Staig and 35 miles from Pforzen. The village grows enough food to feed itself and has little outside contact. It is protected by a ditch and palisade to keep bandits and Goblins at bay. As the village is on the Finning Road, it does get visitors from time to time, particularly travelling pedlars. Visitors are allowed to sleep in the village hall, but they need to trade in goods or services to obtain food or drink.

### **Rottum**

**Population:** 38 (Village)

**Ruling noble:** Abbot Artur Kepler

**Main sources of wealth:** Stop for Sigmar's Carriage

**Village headman:** Frank Leibniz

**Notable NPCs:** Sergeant Rolf Loeb (roadwarden sergeant)

**Inn or Tavern:** Red Stork

Located on the Staig-Ballenhof Road where it crosses the River Auf, Rottum is located at the south-eastern boundary of the diocese, 25 miles from Staig, 15 miles from Dessau, and 21 miles from Ellwangen. Many of the villagers work in some capacity – mostly as farmers – for Frank Leibniz. Rottum is surrounded by a short stone wall that merely marks the village boundaries and keeps most of the livestock within.

The coaching inn of the *Red Stork* is a stop for Sigmar's Carriage and is situated near the river's ford. It is owned by the Leibniz family, who also owns shares in the coaching line. The fare is reasonably priced, featuring rabbit meat in the

stews served at dinner. The Leibniz children raise rabbits behind the inn. Frank Leibniz serves a filling lager he calls Sigmar's Gold.

In addition, the inn serves as a base for the local six-man roadwarden patrol led by Sergeant Rolf Loeb. Loeb and his men are charged with keeping the road from Staig to Ellenwangen safe for travellers.

### **Averland County of Kusch**

The County of Kusch stretches from a few hundred yards from the village of Deming to River Mergen outside the village of Auhöfe. The County of Kusch is the heart of southern Averland's fertile vineyards and farmland. It is also a major passageway for the southern Averland's cattle barons to take their herds to market.

#### **Tandern [Averland]**

**Population:** 78 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Agriculture, Stop for Four Seasons Coaches

**Village headman:** Leberecht Bürger

**Notable NPCs:** Ludmilla Harden (Taal and Rhya)

**Inn or Tavern:** Maid and Unicorn

Tandern is located on the Wuppertal Road just outside the town walls of Loningbrück. The boundary of the village is marked by a low stone wall. It is also the stop where passengers on the Four Seasons coach must disembark to enter Loningbrück. Those wishing to continue to Agbeiten must pass through town and cross the bridge of the River Kalten to the coaching inn in Kaltenbrunn.

The *Inn of the Maid and Unicorn* already had a large stable area when the Four Seasons coaching line purchased a minority interest, so adding a coaching shed to the inn was a small expense. Merchants travelling by road always have to put in at the Maid and Unicorn and temporarily store

their goods in small warehouses in Tandern until such items could be moved by the Teamsters to destinations within Loningbrück or to small warehouses in Kaltenbrunn if the merchant intends to continue on the road.

Leberecht Bürger is the owner of the Maid and Unicorn and runs the inn with his extended family. The kitchen and housekeeping are the provinces of his wife, Anika, and his three daughters. Leberecht's sons are involved with brewing, clearing the stables, grooming horses, and carpentry. The food and serve is good at the inn and the featured drink is Reik Golden Ale, a tasty pilsner.

A temple to Taal and Rhya is located near the *Maid and Unicorn*, about a hundred yards from the Wuppertal Road towards the rear of the inn compound. The temple is under the care of the priestess, Ludmilla Harden, who lives in a nearby hovel under the shade of a large willow tree. While well respected in the village, Ludmilla is considered to be a little eccentric or bit odd. She is known to hold conversations with 'Grandmother Willow' and some of the jays that alight on its branches.

#### **Loningbrück [Averland]**

**Population:** 850 (Town)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Market town, agriculture, wine, ferry

**Government:** Town Council

**Notable NPCs:** Matthias Brüning (innkeeper), Ernst Bader (tavern keeper), Samuel "Little Sammy" Schliemann (crime lord), Hartwig Böhrnsen (shopkeeper), Hans Schnitzer (ferryman), Quintus Marsch (publisher/shopkeeper), Konstantin Bader (master archivist), Alexandra "Alex" Driesch (tavern keeper), Hieronymus Grimm (tavern keeper), Wolmar Niemöller (bawd/ tavern keeper), Mankel Ironside (innkeeper/ brewer), Elisa "Lizzie" Brandywine (cook/ distiller), Justus Eiger (wizard/ herbalist), Reinhold Landsteiner (vintner)

**Inn or Tavern:** Eight Cups, Starling and Hawk, White Owl, Student's Quill, Broken Staff, Hammer and Tongs

Protected by fifteen foot high stone walls and taller towers, Loningbrück is 52 miles from Wuppertal by river (51 by road), 31 miles from Deming, 25 miles from Staig, 21 miles from Ellwangen and 67 miles from Agbeiten by river. It is the seat of the County of Kusch.

Though not a large town, Loningbrück is wealthy and somewhat of an oddity in the Empire. Rare among the Averland nobility, Countess Selena von Kusch was educated almost exclusively by the Temple of Verena in her youth. The Countess is, in fact, one of the most liberal rulers in the Empire, having abolished the guild structure that exists in so many large cities and towns and forced the merchants and various craftsmen to compete in what is styled as a "capitalist" economic system (one advocated by one of her tutors, Professor Adam Schmidt). Though some grumbled and departed for a more controlled and structured life, a number have profited from lower prices and better services than elsewhere.

Still, some things remain as elsewhere. The Countess resides in Schloss Kuschberg, which oversees Loningbrück from the top of a nearby hill north of town on the River Kalten. Unlike other ruling nobles, Countess von Kusch actively participates in the meetings of the town council. Councillors who find the vigorous involvement of a woman in governing unsettling soon find themselves removed from their position of privilege.

### ***Flusshafen district***

In the southern part of town, the Flusshafen district is the most active part of Loningbrück where merchants, tradesmen, and other townsfolk gather for market everyday except for Bezahltag. The wide **Marktstrasse** allows traffic to transverse the town from Wuppertal Gate to Agbeiten Gate without causing problems

for the stalls of merchants which line both sides of the street. Several members of the town watch have been trained to control the flow of traffic – both carts and pedestrian – in order to minimise accidents, arguments, and potential mayhem. Those who disobey any Watch directives will find themselves spot-fined.

The *Eight Cups Inn* is typical of the inns along the waterfront of the Upper Reik. Owned by Matthias Brüning and his family, the *Eight Cups* is clean establishment catering to travelling merchants and visiting scholars. The food is quite good at the inn and the pilsner "Golden Dawn" is the specialty house beer. Secretly, Matthias is a member of the Verenan Order of Scholars and Historians (page 24) and can act as a intermediary with the local temple should there be such a need.

On the other side of the scale, the Starling and Hawk Tavern is a typical dim-lit, musty-smelling waterfront dive where stevedores, boatmen, and others who work the docks gather after hours for drinking, gossip, gaming, and (occasionally) brawling. A big, burly man who serves as his own bouncer, Ernst Bader is the owner of the Starling and Hawk and former pit fighter from Nuln.

A private room in the back of the *Starling and Hawk* serves as a meeting place for Samuel "Little Sammy" Schliemann, the local crime lord, and his henchmen. Little Sammy's gang specialises in smuggling and racketeering. He also has actively thwarted the encroachment of Smugglers Inc. (page 21) into his turf by arranging for the envoys of the Halflings to disappear. Little Sammy owns a minority interest in **Quidde's Stockyards and Abattoir**, located next to the village of Tandern, and a place perfectly suited to disposing of unwanted visitors.

**Hartwig's Emporium** is a good place to find unusual rarities and – if the customer is properly vetted – stolen items needing to be discreetly moved for cash or trade. Hartwig Böhrnsen is the eccentric owner of the shop, though some people suspect his tendency to talk to or argue against his



invisible assistant, Paulus, is nothing but a ruse to throw off the authorities. If one has the time to search town records, Hartwig did indeed once had a fellow named Paulus work with him years ago, but the man simply disappeared one day. Given his dual role as fence, Hartwig is under the protection of Little Sammy, enabling the crime lord to keep tabs on strangers appearing suddenly to question Hartwig.

Should anyone wish to cross the Upper Reik, **Schnitzer's Ferry** is available for service. Operated by Hans Schnitzer and his sons, Ernst and Kurt, the ferries run from dawn to dusk. For an additional fee, the Schnitzers will ferry people at night by lamplight, no questions asked. A bell on the Dessau side of the river can be used to call one of the Schnitzers.

### *Verenadom district*

Named after the large temple to Verena, the Verenadom district is dominated by the large **Sanzt Katarina Platz** where most of the temples and administrative bodies are located in the north-western part of town. The bronze statue of the Verenan saint for whom the square was named stands in the centre with its right arm outstretched in the gesture of peace while she holds an open book in her left hand. A large oak stands at the northern end of the square upon which notices and proclamations are nailed for the reading public. A town crier appears at "poster tree" every day at noon to announce the information on the tree for the many who cannot read.

A nearby stand holds the broadsheets printed by Archeweiler Printing, which is located in the cellar of nearby Marsch Books. Owned by the unconventional mystic and political gadfly Quintus Marsch, the bookshop is situated on a narrow alleyway a few streets from the square. Rare books can be found among Marsch's collection, though he keeps the more valuable tomes in a secret room where he can peacefully study during the dark of the night. Marsch has also printed copies of the more "intellectually challenging" manuscripts in his collection

through use of the printing press he has in his cellar (in order to minimize the noise so his nosy neighbours will not complain). Marsch has contacts among the university's more radical elements.

The Temple of Verena is the largest house of worship in Loningbrück and situated on the southern end of the square. The temple is built in the style of the temples in Remas with marble colonnades and elaborate friezes. It also includes an extensive library in its basement with numerous books covering many aspects of mankind and the history of law. Konstantin Bader is the master archivist of the library and keeper of the keys to the restricted tomes.

To the right of the temple and along the east side of the square is the three-storied, light blue coloured Hall of Justice. The presiding magistrates are well-versed in Verenan Law and tend to extend more courtesy to those who stand accused of crimes in their courtrooms than what is common in other Imperial jurisdictions (in other words, those alleged of breaking the law are not as abused as they would be elsewhere). The Town Watch has its barracks on the ground floor and guards those awaiting trial or execution in the cells in the basement.

The two-storey, cream-coloured Council Hall stands to the left of the Verenan temple on the west side of the square. A statue of Count Magnus von Kusch, the current Countess' great-grandfather, stands before the hall where the business of Loningbrück is conducted. Petitioners line every Wellentag when the meetings of the town council are opened to the public. Countess von Kusch makes it a point to attend these meetings along with her bodyguards to ensure her safety. The Countess is well-aware that her (comparatively) liberal policies could be exploited by demented anarchists bent on destruction.

The White Owl Tavern stands next to the town hall and serves the secular and religious bureaucracies that run Loningbrück in its large

common room. Physically fit and a former mercenary, Alexandra “Alex” Driesch owns the establishment complete with private booth and rooms where sensitive business can be conducted without outside interference. Anyone seeking to become somebody in Loningbrück will have to spend considerable time in the White Owl rubbing elbows and schmoozing. The fare at the White Owl is above average and the house specialities are Kusch Riesling, apple cider, and dark Loningbrück Bitter.

Smaller religious establishments line the northern edge of the square. Both the Chapel of Sigmar and Temple of Ulric are relatively small affairs, where people can stop by to make offerings or pray to the deities. The Hospice of the Lonely Tear is situated between the house of Sigmar and Ulric. The Hospice contains a chapel dedicated to Shallya.

The University of Loningbrück is located to the south of the Verenan temple and is considered an anomaly in that small towns of Loningbrück’s size do not have such institutes of higher learning. The closest universities would be found at Nuln and Averheim. The von Kusch family founded the University of Loningbrück several generations ago, donating and renovating an old palace for use by the college. The school is well-known for its courses in philosophy, economics, history, rhetoric, and law.

As one would expect, many taverns surround the university. Owned by Hieronymus Grimm, the Student’s Quill Tavern is typical of these high-ceiling, brightly-painted drinking establishments catering to the hard-drinking students and professors of the university. Private rooms are available at hourly rates for those wishing discreet assignations. The food at the Student’s Quill is passable and the weak beer is highly alcoholic, enabling students to get stone drunk faster than they could in taverns in other parts of town.

Patterned after the Wasteland Export-Import Exchange in Marienburg [**Marienburg: Sold**

**down the River**, pages 61-63], the **Loningbrück Mercantile Exchange** sits to the west of **Council Hall** and is the centre of economic activity in southern Averland. Shares of larger enterprises are bought and sold by investors representing the affluent and not-so-affluent. The board overseeing the activity of the exchange include a prominent Verenan priest well-versed in economic theory and (on a part-time basis) Professor Schmidt.

The Verenadom is also the district where the affluent residents of Loningbrück live in their elegant townhouses. The residential area is near the **Hall of Justice**, making it easier for the Watch patrols to frequently walk the quiet neighbourhood.

#### ***Kaltenseite district***

The Kaltenseite district is the poorest in Loningbrück and located in the north-eastern part of town along the River Kalten. Narrow, crooked, dark streets mark the lower part of Kaltenseite. Known simply as “The Hollow,” the lower district is run by Little Sammy’s gang. In contrast, the upper portion of the district (“Upriver”) is where the lower middle class and craftsmen (smiths, cobblers, tailors, etc.) call home. Streetlamps are found on the corners of the major thoroughfares and the watch occasionally patrol these streets

The *Broken Staff Tavern* is a typical vice-ridden establishment in the Hollow where slumming students and nobles come for a taste of what the seedy side of Loningbrück has to offer. Anything from prostitutes to drugs can be found at the *Broken Staff*, but the risk of footpads and cut-purses can be fatal to the lonely patron. Wolmar Niemöller is the owner of the tavern and man who can arrange for anything his customers might wish to indulge. The food is generally poor at the *Broken Staff* (really, who comes to eat here?), but the distilled spirits such as whisky are rather potent.

Near the unofficial border with the Hollows, the *Hammer and Tongs Inn* in Upriver is run by the former torturer of Grand Countess von Liebewitz and pit fighter, Mankel Ironside, a rather crusty, tough Dwarf of indeterminable age. Recently, two of Little Sammy's racketeers had the misfortune of demanding protection money from Mankel and his neighbours. Mankel personally delivered the two broken bodies to Little Sammy at the *Starling and Hawk* and made it clear that the crime lord should reconsider any expansion plans into a peaceful neighbourhood.

The *Hammer and Tongs* is a well-run establishment and as well known for its signature brews – Redstone Lager and Oakleaf Bitter – as the berry pies and schnapps. The cook and distiller, Elisa "Lizzie" Brandywine, is a member of the extensive Halfling family with cousins in most large Imperial settlements, forming a rather extensive and informal intelligence network. She is also a contact for Grand Countess von Liebewitz's intelligence organization (referred to as the Seidemasken), a fact known to Mankel.

**Eiger Apothecary** is a well-respected establishment where one can find herbal cures, charms, and potions for those afflicted with physical or emotional ailments – whether real or imagined. Justus Eiger is the proprietor of the shop and informal head of the local association of wizards, a rather clandestine group as Loningbrück has yet to receive a charter to allow for a formal chapter of the Wizard's Guild to be founded. The application is lost somewhere in the political in-fighting raging in Averheim.

### *Outside Loningbrück*

**Quidde's Stockyards and Abattoir** is located next to the village of Tandern on the banks of the Upper Reik, just downriver from Loningbrück. The corrals are large enough to accommodate a thousand head of cattle at any given time, though these are rarely filled to capacity. Cattle are driven to the stockyards by the southern Averland cattle barons in the early fall.

**Hindemith Tannery** is also a large operation, preparing the hides of the cattle slaughtered at the abattoir for use by the cobblers, saddlers, and other leather workers in Loningbrück as well as trade. The tannery is located downriver from the slaughterhouse.

The **Garden of Mórr** lies across River Kalten to the north of the village of Kaltenbrunn. The Loningbrück cemetery is fairly large and characterised by the many ornate tombstones and mausoleums erected by townsfolk over the centuries. The graveyard and shrine to Mórr are well-maintained by the local Mourners' Guild.

**Landsteiner Winery** is located just north of Schloss Kuschberg on the River Kalten and is the largest vintner in the County of Kusch. The winery produces the Loningbrück Ruby wine, though they hotly deny any slanderous rumour that cattle blood from the stockyards is an ingredient in their famous wine. Reinhold Landsteiner is the patriarch of the family and retains the position of Master Vintner as he grooms his eldest son, Richard, in the family business. The winery also produces Loningbrück Gewürztraminer, the favourite wine of the Countess.

### **Gnotzheim [Averland]**

**Population:** 43 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Subsistence

**Village headman:** Andreas Gauss

**Notable NPCs:** None

**Inn or Tavern:** None

Gnotzheim is located 3 miles upriver on the west bank of River Kalten from Loningbrück. A short stone wall of three foot height surrounds the village. The folk are friendly and visitors are allowed to stay at the hall in the centre of the village common. A small shrine to Taal and Rhya is located within the village hall.

### **Kessel [Averland]**

**Population:** 63 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Salt

**Village headman:** Marius Salzhammer

**Notable NPCs:** Eva Pauli (tavern keeper), Hans Pauli (brewer)

**Inn or Tavern:** Stubborn Mule

Surrounded by a double ditch, Kessel is a mining settlement located on a gravel path 2 miles north-west of Gnotzheim. The actual salt mines are a little more than a half-mile away and are jointly owned by the Countess and the Kessel family, now headed by Otto Kessel after his father recently passed on (helped along by the son and wife before Leopold Kessel could change his will, if rumours are to be believed).

In addition to extraction, the people of Kessel are involved in the initial stages of preparation so that the salt can readied for transport to other centres of the salt trade in the Empire. Marius Salzhammer is the Kessel family's representative and chief foreman of the mines.

After their shift is over, the miners usually stop at the *Stubborn Mule Tavern* for drinks, gossip, and the occasional game of chance. The widow Eva Pauli and her family run the tavern, which serves good fare, weak beer, and apple cider. Her eldest son, Hans, is still developing as a brewer as his training was cut short when his father suddenly died of a heart attack (the suspected witch has yet to be found). Hans has not yet been able to successfully brew a higher quality of ale to sale.

### **Kaltenbrunn [Averland]**

**Population:** 28 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Stop for Four Seasons Coaches

**Village headwoman:** Susanna Brüning

**Notable NPCs:** Alberich Dönitz (innkeeper/brewer), Sergeant Gebhard Rilke (roadwarden sergeant)

### **Inn or Tavern: Four Seasons**

Kaltenbrunn lies on the other side of the bridge spanning River Kalten from Loningbrück. The village is surrounded by a low stone wall.

The *Four Seasons Inn* lies in the middle of Kaltenbrunn. The inn was once the village hall, but was recently converted and expanded with funds from the Four Seasons coaching line of Altdorf.



Alberich Dönitz and his family recently moved from Kemperbad to Kaltenbrunn to take over management of *Four Seasons*. The locals were not terribly pleased that one of their own was employed by the Four Seasons in such a capacity. Susanna Brüning, in particular, was unappreciative of the slight and complains bitterly to anyone within ear shot.

The food at the *Four Seasons* is good and the locals are slowly coming around. Alberich is a good brewer and has finally been able to make his reddish lager "Red Sunset" available for those with a few extra coins to imbibe something more potent than weak beer.

Sergeant Gebhard Rilke and his six man roadwarden patrol are now based out of the *Four Seasons* and responsible for clearing the road between Loningbrück and Auhöfe of bandits, outlaws and highwaymen.

### **Zang [Averland]**

**Population:** 38 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Subsistence

**Village headman:** Leopold Zang

**Notable NPCs:** None

**Inn or Tavern:** None

Zang is located on the east bank of River Kalten, 4 miles north of Loningbrück and connected to

Kaltenbrunn by a dirt path. Like the neighbouring village of Gnotzheim, Zang is surrounded by a low stone wall. There is a village hall in the middle of the common where religious observances are held as well as a once a week communal dinner. A shrine to Taal and Rhya is positioned near the entrance of the hall. The folk of Zang are not as friendly towards strangers as their neighbours to the south and prefer any such visitors to stay elsewhere if possible.

**Auhöfe [Averland]**

**Population:** 99 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Agriculture, wine, toll, stop for Four Seasons coaches

**Village headwoman:** Martha Weise

**Notable NPCs:** Freiherr Reiner Klausen (seneschal), Erich Weiss (innkeeper), Selena Weiss (brewer/ cheesemaker), Therese Stark (cook/ herbalist)

**Inn or Tavern:** Gibbet and Crow

On the verge of being chartered as a township, Auhöfe is located 33 miles from Loningbrück by road (38 via river), 17 miles from Ellwangen, 16 miles from Ballenhof, and 29 miles from Agbeiten. The village is surrounded by a stone wall, which is currently being rebuilt as the boundaries of the settlement are being expanded and new streets laid in anticipation of its new status. Even the toll bridge across River Mergen is being rebuilt in stone.

Freiherr Reiner Klausen is the Countess' seneschal overseeing the work at Auhöfe including the keep to which the Countess can journey on occasion but otherwise be the residence of her heir and favourite cousin, Baron Reinhardt von Kusch, who recently came of age.

The stone for the construction of the walls and keep come from the nearby Kaunfeld Quarry, located about three miles north of Auhöfe. Owned by the wealthy Kaunitz family of Loningbrück, the stones from the quarry are used

across Upper Reik valley from Wuppertal to Agbeiten and north to Heideck. The stone is noted for its rust-colour flecking on an otherwise light grey sandstone.

The *Gibbet and Crow Inn* is named for the ancient gibbet that used to be placed at the site before the inn was built. A yard and coach shed was recently added to accommodate the Four Seasons coaches. The *Gibbet and Crow* is also used by the roadwarden patrols based near Loningbrück and Agbeiten to rest before continuing their duty.

The *Gibbet and Crow* is owned by Erich Weiss, who recently sold a minority interest to Four Seasons in order to secure funds for the expansion of the inn. Erich's wife, Selena, is the brewer and cheesemaker of the village. Her signature malt ale, "Quarryman's Choice," is complemented by the hard and aromatic Auhöfer cheese. The Weiss' eldest daughter, Therese Stark, is the inn's cook and village herbalist.

The wealthy family owns the winery and manor house just to the northwest of Auhöfe. The family, led by its widowed matriarch, Martha, are long-time residents of impeccable reputation and the primary drivers to secure the charter establishing the township. The Weise winery produces quality wines, mostly Grüner Veltliner and Schwarzrieslings. These wines are popular at Countess von Kusch's court.

The Wiese family is also funding the construction of chapels to be consecrated for the worship of Sigmar and Verena along the planned Wieseplatz.

**Kaunfeld [Averland]**

**Population:** 56 (Village)

**Ruling noble:** Countess Selena von Kusch

**Main sources of wealth:** Quarry

**Village headman:** Otto Steinmeier

**Notable NPCs:** Anika Steinmeier (barkeeper/ brewer)

**Inn or Tavern:** Mason's Chisel

The village of Kaunfeld is located outside the quarry of the same name and houses the men and families that work in the small quarry 3 miles northwest of Auhöfe. Of late, the quarry has been very busy as stone is being excavated and shaped for the nearby construction of the soon-to-be-proclaimed township.

The *Mason's Chisel Tavern* is the centre of the village where workers gather after their shift to complain about work conditions, their "hated" foreman – Otto Steinmeier who also owns the tavern – and whatever else strikes their fancy. Otto has no problem with playful jabs directed at him, but will not take too kindly to anyone insulting his wife and children. Otto's wife, Anika, actually runs with tavern along with her children and brews the dark-coloured malt ale popular with the quarrymen. The food at the *Mason's Chisel* is pretty good as well, even though only the single men stay long enough to eat supper.

### **Barony of Schönborn**

Bounded by River Auf, Hagenwald and a demarked border mid-way between Rivers Emden and Sim (roughly south of the Averland village of Auhöfe), the Barony of Schönborn is a green and pleasant land. The Barony also has a reputation for strongly enforcing provincial law against banditry, which has resulted in outlaws and highwaymen to seek their fortunes elsewhere. Other than the hard-pressed Four Fingers tribe, Goblins rarely roam into the Barony as much for the slim pickings as the Baron's fondness for hunting the greenskins.

#### **Dessau**

**Population:** 29 (Village)

**Ruling noble:** Baron Werner Fröbel

**Main sources of wealth:** Timber

**Village headman:** Erwin Baum

**Notable NPCs:** Freiherr Hergard Mengs (warden), Tobias Mehlhorn (innkeeper)

**Inn or Tavern:** Sailing Merchant

Dessau is located on the Upper Reik across from Loningbrück in Averland. It is 15 miles off the Staig-Ballenhof Road and Rottum, as well as 21 miles downriver from Ellenwangen.

A small tower stands between the village and the small forest of Habichtwald. Freiherr Hergard Mengs and his men-at-arms are quartered in the tower, serving Baron Fröbel of Ellenwangen. The knight is charged with keeping the woods cleared of bandits and Goblins so that the woodcutters and charcoalers from Dessau and Ellenwangen can safely perform their labours.

A small riverside inn, the *Sailing Merchant*, is run by Tobias Mehlhorn, one of Freiherr Mengs' trusted comrades. Tobias was forced to retire from service when his leg wound received at the hands of a Goblin shaman turned gangrenous and had to be amputated. Tobias' right leg was cut off below the knee and replaced by a wooden stump. The fare at the inn is passable as is the weak beer. Anyone wanting something tastier can take the ferry across to Loningbrück. There is a bell near the landing where one can summon the ferry from Loningbrück.

### **Habichtwald**

The woodland of Habichtwald runs along the Sudenland side of the Upper Reik from River Auf to River Emden. Other than the areas designated for woodcutting and charcoal-making, the Habichtwald is the private hunting grounds for Baron Fröbel and falls under Forest Law. Poachers and other violators of the law can expect to be punished to its fullest extent.

The Four-Fingers Goblins are so named for their ritual amputation of the small fingers of the hands of the warrior caste to their god, Trupka the Ever-Hungry, upon reaching adulthood. The tribe is under great pressure from the Humans surrounding their forest haunts. The tangle centre of the forest remains their greatest ally, but the tribe's population is on a downward spiral. The Goblin chieftains are now considering migrating to the Hagenwald and the

hills beyond, though they will have to battle other Goblins to carve out a new home.

### **Ellenwangen**

**Population:** 88 (Village)

**Ruling noble:** Baron Werner Fröbel

**Main sources of wealth:** Agriculture, stop for Sigmar's Carriage

**Village headman:** Fritz Brahms

**Notable NPCs:** Edgar Bebel (innkeeper/jailer), Elias Greenfingers (brewer/ cook)

**Inn or Tavern:** Hanged Man

The village of Ellenwangen is the seat of the Barony of Schönborn and is located 21 miles from Rottum, 46 miles from Staig, 21 miles from Loningbrück, 17 miles from Auhöfe, and 30 miles via road from Ballenhof (33 miles via river)..

Baron Werner Fröbel is a firm believer in the strict enforcement of the law. Law-breakers such as rustlers, bandits, and the like can expect harsh treatment as the Baron likes to set examples. The more infamous can expect to spend time in the dark, musty cells beneath the nearby Keep Schönborn, into which the waters of a nearby spring leak during the spring thaw and summer rains. Lesser criminals are simply locked in the grate covered pits near the riverside inn.

The *Hanged Man* is a large inn and a stop for the Sigmar's Carriage coaching line. It also contains a courtroom near the common room where trials against the accused are conducted either by travelling magistrates from Pfeildorf or the Baron himself. Between the courtroom and common room is a stairway that winds its way up to the two floors above. In the centre of the top of the ceiling is a large beam upon which is tied a rope. Those convicted of a capital crime are hung from this rope. The fall is designed to either snap the neck of the guilty or crush the windpipe ensuring that criminal expires fairly quickly if not painfully.

Edgar Bebel is the innkeeper of the *Hanged Man* as well as the Baron's jailer. The cook and brewer is Elias Greenfingers, a Halfling who specialises in mince pies and a rather potent spirit he distils in the cellar: The Pilgrim's Medicine (named after the Halfling deity, not the pious Sigmarites journeying eastward). Elias also brews a light, peach-flavoured pilsner.

### **Herfatz**

**Population:** 22 (Village)

**Ruling noble:** Baron Werner Fröbel

**Main sources of wealth:** Subsistence

**Village headman:** Gustav Fechner

**Notable NPCs:** None

**Inn or Tavern:** None

Located 12 miles up the River Emden from Ellenwangen, Herfatz is surrounded by a ditch and five foot tall stone wall. As with other isolated settlements, the villagers are wary of outsiders, especially strangers from foreign lands. Gustav Fechner is charged with the task of encouraging people passing through to move along.

### **Hagenwald**

The forest of Hagenwald lies along the borders of the Baronies of Schönborn and Uhland. By agreement, the barons of both lands are free to hunt within the portion of the woods each claims as their own. This leaves a great unclaimed (disputed) land in the centre of the forest, which has retained its twisted, primordial nature. The Hagenwald is believed to be haunted with a witch rumoured to live in a small hut with the ability to move about within at her command. Some believe that the stories are nothing more than tales used to frighten children. Yet, no one can explain the wicker figures hanging from the trees thereabouts.

## **Averland County of Papen**

The County of Papen is a landholding in southern Averland, stretching along the Upper

Reik from River Mergen across the village Auhöfe to River Bothen some ten miles to the east of Agbeiten. The land is mostly the monotonous rolling countryside that is ideal for raising sheep.

**Ensdorf [Averland]**

**Population:** 88 (Village)

**Ruling noble:** Count Matthias von Grünwald

**Main sources of wealth:** Agriculture

**Village headman:** Georg Hilbert

**Notable NPCs:** None

**Inn or Tavern:** None

Ensdorf is located on the north bank of the Upper Reik along Loningbrück Road, 25 miles from Auhöfe, 9 miles from Ballenhof, and 4 miles from Agbeiten. Ensdorf is surrounded by a ditch and low stone wall. Visitors to Ensdorf are few as Agbeiten is close by and many on the road prefer to reach the larger settlement. The village has a hall and an adjacent shrine to Taal and Rhya next to its common.

**Agbeiten [Averland]**

**Population:** 350 (Town)

**Ruling noble:** Count Matthias von Grünwald

**Main sources of wealth:** Market town, agriculture, sheep, ferry, stop for Four Seasons

**Government:** Town Council

**Notable NPCs:** Stehmar Vorrman (innkeeper), Birgit Vorrman (cook/ distiller), Jürgen Vorrman (brewer/ herbalist), Viktor Hammes (tavern keeper/ crime lord), Gabi Hammes (cook/ cheesemaker), Karl Wassermann (ferryman), Rosa Grüber (herbalist)

**Inn or Tavern:** Griffon's Claw, Coiled Snake

Though not particularly wealthy, Agbeiten sits at the crossroads in southern Averland. The Loningbrück-Hochsleben Road passes through the town and interests the Heideck Road which leads northward to the Old Dwarf Road and Averheim. Agbeiten is located on the Upper Reik 67 miles (via river) from Loningbrück, 58 miles from Bernloch, 87 miles from Heideck,

150 miles from Averheim, 75 miles from Hochsleben, and 74 miles from Merfeld.

Agbeiten is also the seat of the County of Papen. Like the other castles of southern Averland, Schloss Papen is built on a hill overlooking its county seat from the north.

**Taalebenplatz** is the large square where Agbeiten holds its daily market and it located at the market cross at the crossroads of the Loningbrück-Hochsleben and Heideck Roads. On the northern end of the square are shrines to Sigmar, Ulric, and Verena. The round, timber-built **Temple of Taal and Rhya** is one of the large in the southern Empire and one of the few located within the stone walls of a town. The people of Agbeiten are mostly followers of Taal and Rhya. There is also a sizable minority of the population who are adherents of the Old Faith.

The two-storied, pale green **Town Hall** on the eastern side of the square contains the town council meeting hall, courthouse and barracks for the watch. Holding cells in the cellar house those accused awaiting trial and the guilty awaiting execution. Public executions are usually held outside the Hochsleben Gate, conveniently near the **Gardens of Mórr**.

The *Griffon's Claw Inn* is located on the west end of the square and was recently been expanded with a coaches shed and stable for horses in order to be a proper Four Seasons facility. Still owned by Stehmar Vorrman, the Griffon's Claw is one the favourite places for local folks to gather news, rumours, and gossip from travellers. Stehmar's wife, Birgit, is both cook and distiller, serving up roasted lamb and cherry schnapps as house specialties. Their eldest son, Jürgen, has taken over the role of brewer and herbalist. His "Taal's Pleasure" is a popular dark lager among the residents of Agbeiten.

The *Coiled Snake Tavern* lies closer to Agbeiten's quays and is a favourite haunt of the boatmen plying the livelihoods on the river and the stevedores working the docks. The tavern is



owned by Viktor Hammes and his family. The ceiling is low in the common room, but not as smoky and dreary inside like some of the dives found in larger towns. Viktor's wife, Gabi, is the cook and cheesemaker with her sharp, crumbly Agbeitener white cheese a local favourite.

The gregarious Viktor is also what passes as the crime lord of Agbeiten, running a small time smuggling and rackets operation. His tavern is the perfect cover and, quite frankly, his family's main means of income. Given the smallness of the town, there is no way that Viktor can run a large, aggressive gang and avoid unwanted attention from the authorities.

Karl Wassermann runs a ferry service next to the *Coiled Snake*. He typically works during the daylight hours, but is willing to take people or goods across the river at night like so many other ferrymen on the Upper Reik for additional consideration. Given his position, Karl also acts as a lookout and spy for Viktor.

**Mother Rosa's Apothecary** on the north end of Agbeiten is the place to go for people looking for herbal remedies, charms, and healing poultices. Many people in town believe that Rosa Grüber is a wise woman or witch, but she is, in fact, a former priestess of Rhya who was forced through ill fortune to leave her home in Steingart years ago.

### **Sugenheim [Averland]**

**Population:** 42 (Village)

**Ruling noble:** Count Matthias von Grünwald

**Main sources of wealth:** Subsistence

**Village headman:** Bernhard Kohl

**Notable NPCs:** None

**Inn or Tavern:** None

Sugenheim lies 2 miles to the north of Agbeiten off the Heideck Road. The village is surrounded by a series of ditches, though these have not been maintained for centuries and are partially filled in. The villagers are friendly and there is a hall in the

common where visitors can stay if need be. A shrine to Taal and Rhya are located within the hall.

### **Velburg [Averland]**

**Population:** 38 (Village)

**Ruling noble:** Count Matthias von Grünwald

**Main sources of wealth:** Subsistence

**Village headwoman:** Berta Werfel

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by a wooden picket fence and shallow ditch, Velburg is located 5 miles north of Agbeiten on the Heideck Road. Berta Werfel is the resident priestess of Taal and Rhya as well as the settlement's healer and herbalist. The village has a hall near its common and a small round temple in the centre.

### **Naabeck [Averland]**

**Population:** 46 (Village)

**Ruling noble:** Count Matthias von Grünwald

**Main sources of wealth:** Subsistence

**Village headman:** Rudi Husserl

**Notable NPCs:** None

**Inn or Tavern:** None

Naabeck is located about a half mile to the north side of the Hochsleben Road and 3 miles from Agbeiten. The village is surrounded by a five-foot high wood fence and can be reached by a dirt path leading from the main road. The village has a small hall in the centre of its common.

A copse of old gnarly oak trees stand about a quarter of a mile north-east of Naabeck, within which is a ten-foot tall standing stone. The grove is sacred to the villagers who follow the Old Faith. Rudi Husserl is their druidic priest.

### **Barony of Mersch**

In its western reaches, the Barony of Mersch is a rolling, featureless grassland. The eastern portion of the barony is dominated by the swampy, gloomy, and dangerous Marschwald, the heart of

which even bandits avoid. The relative poor potential and isolation of the holding has prompted Baron Anton Domagk to spend his time outside the area, first at the Court in Pfeildorf and, since the merger of Sudenland into Wissenland, the Grand Countess' Court in Nuln.

**Ballenhof**

**Population:** 98 (Village)

**Ruling noble:** Baron Anton Domagk

**Main sources of wealth:** Agriculture, fishing, ferry, stop for Sigmar's Carriage

**Village headman:** Edmund Sturm

**Notable NPCs:** Freiherr Markus Wieland (steward), Martina Daimler (master brewer/cook), Sergeant Gisela Ebert (roadwarden sergeant), Gottlieb Buber (ferryman)

**Inn or Tavern:** Marsh Hare

Surrounded by a six-foot high stone wall, Ballenhof is seat of the Barony of Mersch and is located 30 miles from Ellenwangen (33 via river), 16 miles from Auhöfe, 13 miles from Agbeiten, and 31 miles from Rusch. Mersch Keep is the home of Baron Anton Domagk, an absentee landlord who prefers to spend most of his time schmoozing at Court. The Baron has left the running of his barony to Freiherr Markus Wieland, a knight with a nose for profit.

Using his position, Freiherr Wieland convinced (pressured) Edmund Sturm to sell him the riverside/ coaching inn of the *Marsh Hare* as well as the hand of his daughter, Alice, in marriage. Most villagers were taken back by the match and rumour began to circulate that Wieland might have been involved with what was considered the accidental drowning of Pieter Cohn, Alice's betrothed, several weeks before. None of the fisherfolk and farmers of Ballenhof are particularly concerned about finding proof of Wieland's involvement given the influence the Baron's man has on their lives. Still, one or two might be willing to secretly assist outsiders in their investigations.

The *Marsh Hare* is one of the stops for the Sigmar's Carriage coaching line. Wieland employs Martina Daimler as cook and master brewer. The fare is quite good and the stew particularly spicy. Martina uses her skills to brew some unusual and tasty beverages such as Dragon's Mead and Deep Fire Red Ale. Both are rather potent brews and reduce the will of anyone to resist the urge to have "just one more". Some villagers whisper that Martina was taught by a Dwarf master brewer, but others think that her cooking skills point to a Halfling teacher. Martina prefers to keep her secrets.

A hard-drinking woman and loyal patron of Martina's mead, Sergeant Gisela Ebert and her six-man roadwarden patrol are based at the *Marsh Hare*. The patrol is responsible for keeping the roads safe from Ellenwangen to the ford across from the village of Gestratz. In order to keep her command, Gisela must always demonstrate that she does not shy away from hard decisions. With a bit of a sadistic streak within her, Gisela likes to hang those found guilty of banditry on the edges of Marschwald, a short ride from the road to Gestratz. She is careful that they do not strangle quickly once hung so that they can live their last moments in fear that some fell creature from the haunted wood would come for them before Mórr.

The ferryman of Ballenhof is Gottlieb Buber, a jolly and rather large man. His demeanour hides a very perceptive man who is also an informant for Wieland. Gottlieb is always on the lookout for troublemakers (basically, people like the PCs) and will report any suspicious behaviour straightaway.

**Arget**

**Population:** 26 (Village)

**Ruling noble:** Baron Anton Domagk

**Main sources of wealth:** Timber

**Village headman:** Gerd Hesse

**Notable NPCs:** Karin Fröbel (tavern keeper/cook), Konrad Fröbel (barkeep/ brewer)

**Inn or Tavern:** The Mallard

Surrounded by a short stockade of six feet, Arget is located across the Upper Reik from the Averland town of Agbeiten on the northern edge of Marschwald at the confluence of the Upper Reik and the River Oggel. It is also 13 miles from Ballenhof and 24 miles from Madau.

A small riverside tavern, The Mallard, is the terminus for the ferry that connects the village to Agbeiten. Karin Fröbel owns the establishment and is also its cook. Her adult son, Konrad, is the barkeep and master brewer of the establishment. The tavern features his best brew, Sunset Lager.

### **Marschwald**

Except for its western edges, the Marschwald is a dark and dangerous forest. The ground is waterlogged for the most part and the smell that permeates its air is of waterlogged, rotting wood. Marschwald has an ill-reputation among the locals, with tales of restless spirits and monsters who eat wayward children. Some believe there is a witch residing in the middle of the forest in a hut raised on stilts. It is said that the hut moves on its own accord during moonless or foggy nights.

There are folks that scratch out a living within Marschwald, generally trapping the large river rats for their fur. These “swamp folk” are considered a wee bit touched by those living outside the forest and shunned. The inhabitants of Marschwald know their way around the tangle and soggy forest as well as to how avoid the dangerous creatures living within.

### **Gestratz**

**Population:** 21 (Village)

**Ruling noble:** Baron Anton Domagk

**Main sources of wealth:** Subsistence

**Village headwoman:** Theodora Hegel

**Notable NPCs:** None

**Inn or Tavern:** None

Gestratz is located across a ford on the River Sim from the Ballenhof-Steingart Road about 12 miles upriver from Ballenhof. The village is

surrounded by the typical ditch and palisade prevalent in the small, isolated settlements of Sudenland. The villagers are fairly unfriendly and keep the gate facing the river closed. In contrast the gate at the opposite side of the enclosure is opened during daylight hours.

## **Finning Road**

The Finning Road is the northernmost of the interior roads crossing Sudenland. It begins at the village of Staig and transverses the land for 82 miles to Witthausen. Few people travel the eastern portion of the provincial road as the country is fairly hilly with a sizable forest near Pforzen and plagued by the Bloody Ear Goblin tribe and the Finnwald Bandits. In contrast, the western part of Finning Road is an easier route with escorted merchants travelling between Pforzen and Witthausen.

### **Barony of Finnwald**

The Barony of Finnwald is one the interior land holdings in the formerly independent Grand Barony of Sudenland (as the locals still refer to their province) as well as one of Baroness Etelka Toppenheimer’s lands. The barony is dominated by the forest from which it derives its name and bordered by rough hills to its north and east.

The Finning Road cuts through the wild forest of Finnwald. The Bloody Ears and local bandits sometimes engage in a running battle for control of the woods, which allows travellers some chance of making the trip through the forest unmolested. There are stories of something darker within the heart of Finnwald. Unfounded rumours claim there is a shadowy warlock or some sort of evil spirit at work under the forest’s canopy.

### **Pforzen**

**Population:** 67 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Timber, Woodcraft

**Village headman:** Paul Waldmann

**Notable NPCs:** Ritter Leopold Strum (warden)  
**Inn or Tavern:** Merry Piper

Pforzen lies in the western portion of Finnwald and is located 35 miles from Doren, 45 miles from Staig and 36 miles from Witthausen. The industry of the village is timber and fine flutes, the latter of which are highly regarded in the southern Empire.

Ritter Leopold Strum is the Baroness' man in charge of the area, leading his men-at-arms against the local Goblins and bandits and protecting the local woodsmen. Ritter Strum and his men do not live in the ditch and stockade protected village, but in a nearby wood keep built on an earthen mound.

Within the main village gate is the *Merry Piper*, a small inn with only three rooms and space in the stable available for travelling merchants and their escorts. The inn is owned and run by Paul Waldmann and his family. Fare is generally of good quality and the weak beer passable.

Like a number of larger villages in the interior of Sudenland, Pforzen has a shrine dedicated to Haugoth, the antlered god of the forest and hills. The shrine is located within the local temple to Taal and Rhya in the village common.

### **Haverz**

**Population:** 20 (Village)

**Ruling noble:** Baroness Etelka Toppenheimer

**Main sources of wealth:** Subsistence

**Village headwoman:** Hanna Landwirt

**Notable NPCs:** None

**Inn or Tavern:** None

Haverz is located just north of the crossroads of Finning Road and Pedlars' Path near the western edge of Finnwald, 11 miles from Pforzen, 25 miles from Witthausen, and 28 miles from Hurlach. Most of the folk of the stockade settlement aren't keen on visitors. If they must, the villagers allow visitors to stay the night within the village hall.

## **Pedlars' Path**

Pedlar's Path is another of the tracks that crosses the open Sudenland interior. It is roughly 129 miles long and is used by pedlars to buy and sell goods. Many of the pedlars travel in groups with several armed hirelings to provide security against bandits and goblins.

There are no roadwarden patrols along the road, though Grand Countess von Liebewitz has been known to send troops on occasional sweeps against any marauders.

The Bloody Ear Goblins plague the western portion of the road north of the River Witten while the Warty Nose tribe range in the eastern portion. Bandit gangs are more transient, having to contend with armed men in the service of the nobility as well as battling the Goblin tribes. Travellers on this road have been warned.

## **Diocese of the Abbey of the Healing Spring**

The Shallyan Diocese was granted the land surrounding a natural spring at the end of the Age of Wars in the middle of the fourteenth century. A series of grants since that time has enlarged the diocese so that it extended into the Upland region. The land is hilly and open countryside. Bandits are the only real concern for travellers on the road.

### **Waldbach**

**Population:** 78 (Village)

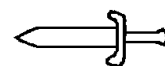
**Ruling priestess:** Abbess Dagmar Brüning

**Main sources of wealth:** Blessed spring, pilgrims

**Village headman:** Josef Bunsen

**Notable NPCs:** Ritter Herbert von Krafft-Ebing (protector)

**Inn or Tavern:** White Lady



Located at the crossroads of Pedlars' Path and Middle Way, Waldbach is 32 miles from Rusch, 28 miles from Moosach, 40 miles from Pähl, and 65 miles from Söchtenau. The village is the seat of the Diocese of the Abbey of the Healing Spring, which is dedicated to Shallya.

The nominal ruler of the land, Abbess Dagmar Brüning rarely leaves the peace of the Abbey. She prefers to administer to the devoted who have journeyed far to bathe in the healing waters of the local blessed spring. Pilgrims are expected to contribute based upon their means, which the priests and monks are about to accurately assess no matter how some of the wealthy try to masquerade as penniless vagabonds.

Ritter Herbert von Krafft-Ebing, a knight of the Sigmarite Order of the Sacred Heart, has been charged with the task of maintaining peace within the enclave. He has been provided a small retinue to assist him in his endeavour as well as a manor house built within the palisade of the village.

The *Inn of the White Lady* is fairly large given that it's usually the place of lodging for visitors to the sacred spring. The inn is run by Josef Bunsen and his family. The establishment is known for its cleanliness and the high quality of its fare. The meals generally have less meat than other inns, but proportionally more vegetables and fruits. The house wine and weak beer are generally good, though more watery than normal (in order to keep imbibers from getting drunk).

### **Barony of Uhland**

The Barony of Uhland lies within a small valley bounded by the Beuer and Engels Hills and Hagenwald Forest. Tauf Water is the dominant feature of the Barony and is reputed to be quite deep. The Goblins of the Warty Nose tribe are the only danger for travellers on Pedlars' Path.

### **Moosach**

**Population:** 62 (Village)

**Ruling noble:** Baron Hals Uhland

**Main sources of wealth:** Tolls, Subsistence

**Village headman:** Aldheim Busch

**Notable NPCs:** None

**Inn or Tavern:** Baron's Brewery

Located on the north-eastern shore of Tauf Water, the village of Moosach is 28 miles from Waldbach, 41 miles from Hurlach. The village grows enough food to feed itself, but has little to trade. Moosach is protected by a stout timbered palisade and deep ditch partially filled by waters from the lake.

Baron Uhland, lord of Moosach and the surrounding land primarily gets his income from tolls collected from anyone crossing the ford in the River Tauf. His stronghold lies 500 feet upriver from the tollhouse in case his men-at-arms need to enforce the Baron's law.

The Baron also owns the only inn in the village – *the Baron's Brewery* – which is run by Aldhelm Busch, a loyal man who keeps an eye out for trouble-making visitors to the village. The fare is average, at best, as is the weak beer brewed by the inn.

Like Pforzen, Moosach has a shrine dedicated to Haugoth, the antlered god of the forest and hills, located within the temple to Taal and Rhya in the village common.

### **Aitrang**

**Population:** 24 (Village)

**Ruling noble:** Baron Hals Uhland

**Main sources of wealth:** Subsistence

**Village headman:** Wolfgang Fried

**Notable NPCs:** None

**Inn or Tavern:** None

Found deep in the foul-smelling Dankwater Swamp (*Feuchtwassersumpf*) on the northern shore of Tauf Water, the isolated village of Aitrang can only be reached by a small unmarked track

from Pedlar's Road followed by a series of causeways. Surrounded by a palisade and water-filled ditch, Aitrang is located 13 miles from Moosach. A stout tower and wooden platforms around the village gate augments the defence.

There are also mysteries surrounding Aitrang. Like many remote villages, almost all the residents are related to one another, making the settlement very close knit. Yet, the Warty Nose Goblins keep well away from the village. There are stories of the swamps being haunted by restless spirits as well as tales of trolls roaming for unwary travellers to fill their bellies. Moreover, many believe that wolves are abundant in Dankwater Swamp and cite the howling of such creatures from the direction of the swamp.

Unbeknownst to its neighbours, the residents of Aitrang are Wolfen – the shape shifting children



of Ulric – who have migrated long from the Forest of Shadows and eastern Drakwald. The Aitrangers are all related and the similarities are obvious to the few who venture to the village. All villagers have amber-coloured eyes, rather long noses, and thick, grizzled hair (colour ranges from black to brownish-grey to reddish-brown). Most of the villagers are the descendants of Wolfgang and his wife, Greta.

### **Sidebar: The Wolfen**

Long before Sigmar, when the Beltanni were the dominant people of the land, an ancient people lived in the Forest of Shadows. The tribe was known as the Children of Ulric (*Ulricskinden*) or the Wolfen, kin to the Norscan Ulfwerenar. Wolfen can easily change from human to wolf to wolfen (bipedal wolf) forms.

With the migration of the peoples that would become the tribes of the Empire conflict was inevitable. In time, the Wolfen and the various tribes of the area reached an uneasy peace, particularly in light of the threats from the Goblins and Orcs raiding across the Worlds Edge Mountains.

Centuries of warfare brought the Wolfen and other tribes closer together. In time, Sigmar became the chieftain of the powerful Unberogen tribe and unified all the tribes against the greenskin horde. Peace ensured after the tribes and their Dwarf allies crushed the greenskin horde in the Battle of Black Fire Pass.

The following centuries brought about a slow assimilation of the Wolfen into the larger population, particularly among the nobility. Yet, the 6<sup>th</sup> century campaign of Emperor Sigismund II in the region marked the end of the Wolfen in Ostland. The Church of Sigmar arrived in the Conqueror's wake and sought to elevate those with pro-Sigmar sympathies to power above the rest of the population. In this effort, the Church prepared genealogies to determine the heritage of the noble houses.

Recognising the danger of being discovered by zealot Sigmarites, the Wolfen fled from their original homeland near the site of Wolfenburg. They feared that the knowledge of their existence and heritage might expose them to a suspicious and violent populace as well as pogroms by the nobility seeking to possess the holdings of the Wolfen. By escaping so quickly, the Wolfen eventually disappeared from the awareness of the Empire.

Although a number of Wolfen clans went feral after their migration from Ostland, many others have decided to settle down to a more Human existence. Wolfen villages – such as Aitrang – are found in marginal lands in the more remote regions of the Empire far from their original homeland.

Wolfen villages essentially consist of an alpha male and female of the village and the rest of the Wolfen pack. The older offspring set off on their own when they reached their early teens (Wolfen age as humans) in hopes of finding a mate of the Blood (another Wolfen). A few return with mates while others return alone to mate with siblings to continue their line. Given the dangers of the outside world and some risk of going feral, many Wolfen simply disappear from all knowledge of the village.

Wolfen villages grow crops, raise a few livestock, gather wild berries, and hunt wild game – the latter sometimes in their wolf forms. Unlike Human villages, those of the Wolfen have no dogs, cats, or even vermin within the village. The predator within the Children of Ulric would not permit such creatures to freely roam among them.

Wolfen primarily worship Ulric, but they also venerate Taal, Rhya, and Mórr. The alpha male leads the villagers in the religious observances on the holy days of the four deities. The main holy day for Ulric is Monstille (the winter solstice) which the Wolfen mark with howling at the moon. Wolfen are kindly inclined towards followers of the Old Faith, but keep a respectful distance from other cults and remain suspicious of more organised religions, particularly the Church of Sigmar.

## Barony of Toller

The Barony of Toller comprises of the land on the upper reached of River Witten bounded by the Finnwald to the north and the Beuer and Engel Hills to the east and south. The rolling countryside of the barony is ideal for raising sheep. Goblins and bandits are an occasional problem, but rustlers are a primary source of trouble for the people of the barony.

### Hurlach

**Population:** 64 (Village)

**Ruling noble:** Baroness Astrid Toller

**Main sources of wealth:** Sheep, wool, toll

**Village headman:** Aldebrand Erhard

**Notable NPCs:** Juliane Erhard (brewer)

**Inn or Tavern:** Black Sheep

Hurlach sits astride Pedlar's Path where it crosses the River Witten, 45 miles from Wittenhausen, 41 miles from Moosach, 28 miles from Haverz, and 39 miles from Pforzen. A tollhouse is situated on the south side of the stone bridge to ensure travellers pay a toll to cross the span. Hurlach has a small quay so the townfolk can send the black wool for which it is

famous to market in Pfeildorf by way of Wittenhausen. The village is surrounded by a five foot stone wall.

Given its location on river and road, Hurlach receives a number of visitors, particularly pedlars and merchants. Its single inn, the *Black Sheep*, is quite sizable for a village the size of Hurlach. The *Black Sheep* is owned by Aldebrand Erhard, the wealthiest resident of the village, outside Baroness Astrid Toller. Not surprisingly, the inn features mutton for lunch and dinner, whether in a stew or as a main course. Aldebrand's oldest daughter, Juliane, has proven to be a very good brewer of beer with her Deep Red Stout.

Baroness Toller lives in Keep Toller, about half a mile upriver from Hurlach on a hillock with an excellent view of the Witten river valley. The position of the keep allows the Baroness' men-at-arms to spot potential trouble in sufficient time to act upon it. A large bell in the gate tower allows the Baroness to warn her villages of any impending danger.



A round, stone-built temple to Taal and Rhya is located just outside the village's northern gate, within which is a shrine dedicated to Haugoth, the regional god of the forest and hills.

**Eresried**

**Population:** 23 (Village)

**Ruling noble:** Baroness Astrid Toller

**Main sources of wealth:** Subsistence

**Village headman:** Rudolf Hilbert

**Notable NPCs:** None

**Inn or Tavern:** None

Protected by a water-filled double ditch, Eresried lies 5 miles from Hurlach on Forelle Brook, a tributary of the River Witten. This village lies a distance from the Pedlar's Path, so visitors are quite rare. The village hall is a converted barn at the edge of the common. Rudolf Hilbert is the leader of the small village militia.

**Kislegg**

**Population:** 28 (Village)

**Ruling noble:** Baroness Astrid Toller

**Main sources of wealth:** Sheep

**Village headman:** Frederick Reiter

**Notable NPCs:** None

**Inn or Tavern:** None

The small village of Kislegg is 12 miles from Hurlach near the southern edge of the Beuer Hills. Many of the villagers are shepherds and involved in the wool trade. Given its location, Kislegg is protected by a ten-foot tall stone wall with a fifteen foot tall watchtower near the gate providing a sentry with a good look at the surrounding countryside. There is a warning bell atop the wooden tower.

**Uplands region**

Along with the eastern portion of Sudenland, the Uplands is a region of the province where the Old Faith is the predominant religion. Few travellers journey along the tracks (Middle Way

and Old Stone Road) that transverse the area. Many of the people in the Uplands keep to themselves and are not terribly talkative to strangers. Still, they do follow the ancient laws of hospitality, so they are unlikely to turn away those in need. In addition, the people in the Uplands generally have one name as they find there is not a need for surnames.

Surrounded by hills and woods, the Uplands is an area dominated by several lakes amid open grasslands. The presences of such bodies of water moderate the weather in the valley, making it more tolerable in the summer and winter months than other regions near the mountains.

The western portion of the Uplands region is plagued by the Clawed Hands tribe of Goblins. Few bandits operate in the area as there isn't really anything of value for them to steal.

**Diocese of the Abbey of the Healing Spring**

The Diocese of the Abbey of the Healing Spring encompasses the north-eastern entrance to the isolated Uplands region, which lies between Waldbach and Navis. The land in this portion of the diocese is rough until one passes Navis on the road to Torrach. The nearby Sulz Hills and Gnaldenwald are wild areas, but there are no Goblin tribes in the area and few bandits (not much pickings in the Uplands region).

**Navis**

**Population:** 23 (Village)

**Ruling noble:** Abbess Dagmar Brüning

**Main sources of wealth:** Subsistence

**Village headman:** Mayer

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by a double ditch, Navis is located on Middle Way, 10 miles from Waldbach and 16 miles from Torrach. The village has no inn, but travellers needing a place to stay are welcome to spend the night in the village hall within the



common. A shrine outside the hall is dedicated to Shallya as well as Taal and Rhya.

### **Barony of Kien**

The Barony of Kien is the land holding on the north-western region of the Uplands, bounded on the north and west by the Kolber Hills, Lohnswald, and Pürn Hills. Essentially, the barony encompasses all the villages in the Kien river valley. The western portion of the barony is rugged hills and thick forest while the portion on the other side of River Kien is open and rolling grasslands. What traffic exists passes on Middle Way, alert for Goblin raiders from the Clawed Hands tribe.

#### **Leogang**

**Population:** 26 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Subsistence

**Village headwoman:** Agnes

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by a ten-foot tall wooden stockade and ditch, Leogang is situated on the east bank on the River Kien, just north of Middle Way. The village is 7 miles from Söchtenau and 32 miles from Torrach. Few people stop at the village, which suits the insular folk there very well. There is a village hall on its common.

#### **Lohnswald**

The Lohnswald is a small woods that serves as a hunting preserve for Count Bruno Pfeifraucher should he make one of his infrequent visits to the Barony. The northern and western areas of the forest are tangled and very dark under the thick canopy. Rumours of ghosts and vengeful spirits are common, given substance by the fear Goblins have of the woods.

#### **Söchtenau**

**Population:** 78 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Wool

**Village headman:** Manfred

**Notable NPCs:** Ritter Theodor von Papen (castellan)

**Inn or Tavern:** Oveato's Home

Söchtenau is the seat of the Barony of Kien and one of Count Bruno Pfeifraucher's holdings. The village lies astride Middle Way, 49 miles from Rohrhof, 65 miles from Waldbach, and 53 miles from Pähl. The people of the village are involved with the wool trade as shepherds and shearers.

The Count's man in the Barony – Ritter Theodor von Papen – is responsible for the security of the land and collection of taxes. He and his men-at-arms reside in Kien Tower, an ancient stronghold located on a hilltop just south of the village. Söchtenau is protected by a wood palisade, watchtowers at both gates, and double ditch.

*Oveato's Home* is the village inn, catering to the merchants and their guards who arrive from Rohrhof. The inn serves mutton for most of its meals and serves up a heady and dark malt beer. *Oveato's Home* is owned by Manfred, the village priest of Taal. The name of Oveato refers to the ram-horned god of hills and woods of the upland region. There are shrines to the local god wherever there are temples to Taal and Rhya. One such temple exists outside *Oveato's Home*.

#### **Trun**

**Population:** 18 (Village)

**Ruling noble:** Count Bruno Pfeifraucher

**Main sources of wealth:** Subsistence

**Village headman:** Byrhtnoth

**Notable NPCs:** None

**Inn or Tavern:** None

Trun is located 11 miles downriver from Söchtenau on the Upper Kien Water where River Kien empties in the lake. The few outsiders who manage to find the village do not find a friendly welcome. Outsiders are viewed with suspicion and discouraged from staying. A number of round barrows are located to the west and south of the

village. The villagers are followers of the Old Faith and led by Byrhtnoth, the druidic priest.

### **Upper Kien Water**

Upper Kien Water is believed to be blessed by the Earth Mother. Newborns in the village of Trun are brought to the edge of the lake where the druidic priest dips water on the baby's forehead while whispering prayers to the Earth Mother and the spirit of the lake, Kien. The spirit is said to have an underwater home in the deep waters of both the Upper and Lower Kien Water.

The water of the lake is quite cool and refreshing. Fish are plentiful and supply food to the villagers.

### **Lower Kien Water**

The area north of Lower Kien Water and bounded by the Upper Kien and Long Water is an expanse of grassland where large herds of bison and elk roam and packs of wolves hunt them. The herds of both creatures are sacred to the Balmon, spirit of the grasslands. Local hunters understand that they must perform the proper ritual before a hunt to be successful. The rite involves the hunter sacrificing some blood, which he drips onto the ground, while speaking words honouring the sacrifice of spirit of the creature to be hunted and promising to burn the heart in gratitude to Balmon. Any hunter who fails to observe the proper ritual will find wolves interfering with the hunt.

### **Barony of Einsamhügel**

The Barony of Einsamhügel stretches along Old Stone Road from the area surrounding the village of Torrach to the River Süssen in the south. The northern end is a rolling countryside which slopes to the flow of the valley where the regional rivers empty into Long Water.

To those who have the sense for such things, there is an ambient magical aspect to the valley which is soothing to the soul. Bandits and

Goblins are unknown in the valley as if some unseen force repels these marauders.

### **Torrach**

**Population:** 25 (Village)

**Ruling noble:** Baroness Elise Ostwald

**Main sources of wealth:** Subsistence

**Village headman:** Ecgfirth

**Notable NPCs:** None

**Inn or Tavern:** None

Located at the crossroads of Middle Way and Old Stone Road, Torrach is 14 miles from Pähl, 32 miles from Leogang, and 16 miles from Navis. The village of Old Faith worshippers sits on a ridge overlooking the Fieber river valley to the south. Visitors are welcome to stay the night in the village hall, though food and drink are not usually served. Double ditches surround Torrach.

Several stone structures – dolmens and menhirs – are located between the village and the River Fieber to the south.

### **Pähl**

**Population:** 58 (Village)

**Ruling noble:** Baroness Elise Ostwald

**Main sources of wealth:** Subsistence

**Village headman:** Æthelward

**Notable NPCs:** None

**Inn or Tavern:** None

Pähl is located where the Old Stone Road fords the River Fieber, 53 miles from Söchtenau, 40 miles from Waldbach, 43 miles from Kolbhügel. It is the seat of the Barony of Einsamhügel, which encompasses the lands around Torrach to the River Süssen along the eastern shore of Long Water. The current ruler, Baroness Elise Ostwald, resides in a stone tower on an earthen mound within the palisade of the village.

The Baroness is also the High Druid of her barony. Folk from the other villages congregate at Pähl for the various Old Faith ceremonies.

There is a long barrow and several rounds barrows east of village, along with dolmens and menhirs. A stone circle is located near Obernwald, far to the south-east.

### **Ranalt**

**Population:** 22 (Village)

**Ruling noble:** Baroness Elise Ostwald

**Main sources of wealth:** Subsistence

**Village headman:** Osred

**Notable NPCs:** None

**Inn or Tavern:** None

Ranalt is located where the River Fieber empties into Long Water, 8 miles from Pähl and 22 miles from Volders on Old Stone Road. The villagers are wary of outsiders. A hall sits on the village common amid several ancient oak trees. There is also a cairn on the shore of Long Water where the villagers make offers to the spirit of the lake.

### **Long Water**

Long Water is a very deep lake in the heart of the Upland region. It is fed by all the major rivers in the region



and is rich with fish. The surface of the lake is often covered in mists, particularly in the morning. The locals believe that Aquos, spirit of Long Water, makes her home in the deepest recesses. Her home is guarded by Nassach, a large creature that is oftentimes described as a long-necked turtle.

### **Barony of Penz**

The Barony of Penz covers the area surrounding Old Stone Road from River Süssen in its north to the ridge just south of the village of Mandling. The land is fairly peaceful as it is poor. The ambient magical power of the valley continues in

this land, though it lessens once one passes the southern border.

### **Volders**

**Population:** 26 (Village)

**Ruling noble:** Baron Wolfram Mommsen

**Main sources of wealth:** Subsistence

**Village headman:** Oswald

**Notable NPCs:** None

**Inn or Tavern:** None

Volders is located on the eastern shore of Long Water astride Old Stone Road, 22 miles from Ranalt and 13 miles from Kolbhügel. The folk are marginally friendlier than those at Ranalt, but they still prefer that outsiders do not stay longer than a night.

### **Kolbhügel**

**Population:** 65 (Village)

**Ruling noble:** Baron Wolfram Mommsen

**Main sources of wealth:** Subsistence

**Village headman:** Theodbald

**Notable NPCs:** None

**Inn or Tavern:** None

Kolbhügel is the seat of the Barony of Penz and located where Old Stone Road fords River Penz, about 43 miles from Pähl and 45 miles from Hornfurt. There are barrows and a stone circle south of the village.

Baron Wolfram Mommsen and his men-at-arms reside in a tower outside the village. The Baron is a follower of the divine children of the Earth Mother (Taal, Rhya, Ulric, and Mórr), even though the villagers are followers of the Old Faith. This has caused some problems periodically, but the baron has been able to work these out with the Druid, Theodbald.

### **Mandling**

**Population:** 23 (Village)

**Ruling noble:** Baron Wolfram Mommsen

**Main sources of wealth:** Subsistence

**Village headman:** Wilfrid

**Notable NPCs:** None

**Inn or Tavern:** None

Located near the border of the barony, Mandling is surrounded by a wood palisade and double ditch. The village of 23 people sits on the west side of Old Stone Road, 8 miles from Kolbhügel and 27 miles from Affing. Like those lower in the valley, the villagers in Mandling prefer to be left to their own devices and are very wary of outsiders.

### **Teisenwald**

The Teisenwald is a forest sacred to the followers of the Old Faith living in the valley of Long Water full of oaks with massive trunks that bespeak their old age. The villagers believe that a number of the trees in the woods are sentient and able to speak the Druids in their own arcane tongue. Hunting is not allowed within the forest save by Druids performing the ancient rites of sacrifice and ritual. Anyone who violates this unspoken law can expect the anger of the forest to be fully aroused against them and punishment forthcoming.

### **Derge and Zemen Hills**

These rugged foothills of the Black Mountains recall a long forgotten time when the lands of the Empire were wild and the number of Humans low. Herds of bison and elk roam the region as they do the lower grasslands west of Long Water.

The hills were once the homeland of the Sawtooth tribe, a large and relatively peaceful band of Goblins which had found the richness of the hills enough to satisfy their needs that they did not need to raid Human settlements. Recent expansion of Wolfen clans from the valleys of the nearby Black Mountains resulted in a war that resulted in the extinction of this wolf-riding tribe of Goblins.

The Children of Ulric have established their small settlements along the upper reaches of River Penz and its tributaries. The Wolfen clans tend to be isolationists when it comes to dealing with the outside world, almost as much as the people living along Long Water. The homes in these hamlets tend to be crudely built. Each hamlet has a six-foot cairn where the werewolves gather to worship Ulric on the God of Wolves' holy days as well as Taal, Rhya, and Mórr.

### **Obernwald**

The Obernwald is a large, enchanted forest surrounding the Upper Süssen and the southern and eastern shores of Süssen Water. The woodlands are home to sprites, zoats, giant owls, unicorns, and other creatures in the service of the Earth Mother. Other than druidic priests, Humanity and other sentient races from outside are not welcome within the confines of the Obernwald.

Intruders into the Obernwald feel uneasy as they can sense the hostility of woodlands. Songbirds and other wildlife fall silent in the area where interlopers tread and the surrounding air feels oppressive. The guardians of the forest are instantly aware of the presence of trespassers under the canopy and begin to stalk the unwelcomed outsiders, always out of sight, but audibly nearby. The guardians are said to be under the control of Khirreth, the shapechanging entity of Obernwald who typically assumes the form of a bipedal, tawny-coated forest cat.

Invaders who do not immediately leave the forest will find their sense of foreboding increase as they continue forward. Additionally, those sensitive to magic feel drained by the mounting tension and any who can manipulate sorcerous energies find their ability to do hindered. If the intruders continue to ignore the warnings, the guardians of the forest act in concert with the living woods to expel or exterminate those who do not belong.

## **Oggel River Valley**

The Oggel River Valley marks the beginning of the eastern frontier of Sudenland. The religions of Taal and Rhya, as well as Ulric and Mórr, are dominant on the west bank of the river while the worship of the Old Faith is pre-dominant to the east. The Oggel river valley is bounded by woods and hills. There are no sizable settlements on the east bank of River Oggel until Mendelhof, where the River Nafing empties into the Oggel. The southward road from that village is one of the two routes into the Dwarf kingdom of Karak Angazhar.

Goblins of the Howling Moon tribe range in the foothills of the Black Mountains as well as the nearby lowlands of Eastern Sudenland. Bandits are a minor problem as the region outside of Steingart is fairly poor.

### **Diocese of the Abbey of Saint Helena**

The Church of Sigmar was the beneficiary of extinction of the House of Loewi during the Wizards' War (1983 to 1991 I.C.) when the Baron and his family were burnt at the stake for being accomplices of the Arabian demonologist Bashar ibn Morsi. The Barony of Loewi was granted to the Church in recognition that the land needed to be healed of the scourge of godless black magic.

The Church granted the land to the Order of St. Helena, Sigmarite patron saint of healing, in order to administer cleansing rites across the land to expunge the evil committed there during the war. The Order of the Fiery Heart provided the necessary enforcement of Empress Magritta's edict that any servant of darkness be consigned to the cleansing flame. The Fiery Heart withdrew from the region once their mandate was met.

The Diocese of the Abbey of Saint Helena covers the area from the southern fringes of Marschwald to Loewi Brook, about halfway on the road to Steingart. The land is rolling grasslands with numerous small brooks. The only dangers in the diocese come from the foul creatures lurking

under the canopy of the swampy Marschwald and the occasional bands of outlaws.

Although the diocese belongs to the Church of Sigmar, most of the villagers living in the former Barony of Loewi are worshipers of Taal and Rhya. The Diocese marks the furthest extent to the religion of Sigmar in this corner of the Empire.

### **Inn of the Prancing Doe**

**Population:** 12 (Coaching Inn)

**Ruling priest:** Abbess Käthe Erzberger

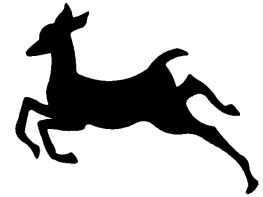
**Main sources of wealth:** Stop for Sigmar's Carriage

**Proprietor:** Hildebrandt Schmidt

**Notable NPCs:** Ehrmann and Hunni Schmidt (innkeepers), Michaela Kirchner (carpenter/healer), Otto Kirchner (hunter), Captain Jürgen Bloch (roadwarden captain)

The Inn of the Prancing Doe is 25 miles from Ballenhof, 3 miles from Rusch, and 26 miles from Erbshausen on the Ballenhof-Steingart

Road. The inn is a stop for the Sigmar's Carriage coaching line. Due to its location near haunted Marschwald, a stockade has been erected around the grounds of the inn, which also serves as a place of safety for the local farmers in case of danger.



Hildebrandt Schmidt is the owner of the coaching inn and its blacksmith. His brother and sister-in-law, Ehrmann and Hunni, run the inn with their five children performing tasks like waiting on tables, cleaning the rooms, and caring for the horses in the stable. Hildebrandt's sister, Michaela, serves as both carpenter and healer while her husband, Otto Kirchner, is the inn's hunter and militia leader.

The fare at the *Prancing Doe* features rabbit and pheasant during the late spring and summer months, with the occasional venison. Such

meats add 2 shillings to the normal costs of dinner. Hunni also brews a dark lager and a pale pilsner for those customers who prefer something more flavourful than the typical weak beer.

Based at the *Prancing Doe*, Capitan Jürgen Bloch is the leader of the six-man roadwarden detachment that patrols the road from the ford across Gestratz to Erbshausen. However, Jürgen and his men don't care to ride along the lonely stretch of road to Gestratz, so they rarely cover this end of their charge.

### **Rusch**

**Population:** 28 (Village)

**Ruling priest:** Abbess Käthe Erzberger

**Main sources of wealth:** Agriculture

**Village headman:** Oskar Lenard

**Notable NPCs:** None

**Inn or Tavern:** None

Rusch is located at the crossroads of Pedlars' Path and the Ballenhof-Steingart Road, 31 miles from Ballenhof, 16 from Erbshausen, and 32 miles from Waldbach. At the crossroads stands a gallows where the authorities in Erbshausen hang highwaymen and outlaws as a warning to others of the same ilk. Carrion birds – such as ravens and crows – gather here to feast whenever the execution party from Steingart arrive to perform their grim task to the latest villain found guilty.

The village doesn't have an inn for visitors to stop at, though the village hall can be pressed into duty as a place of lodging should the headman so decide. Generally, the villagers prefer that travellers continue to pass it by. A shrine to Taal and Rhya is located in the middle of the village common.

### **Madau**

**Population:** 43 (Village)

**Ruling priest:** Abbess Käthe Erzberger

**Main sources of wealth:** Timber

**Village headman:** Edmund Bloch

**Notable NPCs:** Hanna Sturm (herbalist/ cook), Erwin Sturm (tavern keeper), Father Edgar Waldmann (priest of Taal and Rhya)

**Inn or Tavern:** Woodman's Bane

Madau is located on the south-eastern edge of Marschwald, 24 miles from Arget (via river) and 9 miles from Erbshausen. The village is surrounded by a palisade and ditch filled with water from the river. A tall watchtower looks over the wall facing the forest, providing sentries with a good view should anything deadly shamle out of the ill-reputed woods.

During the day, the menfolk of Madau make their way into the woods near the settlement to cut down trees to produce timber and charcoal. Several men are designated as lookouts to ensure that none of the fell creatures of the woods – particularly the various giant spiders within – snares one of their own. The men retire behind their stockade well before dusk.

*The Woodsman's Bane* is the only tavern in the village and social gathering place. Owned by the widow Hanna Sturm (whose late husband was the last villager the spiders caught), the tavern is run by her eldest son, Erwin. Hanna remains involved in the kitchen where she can keep an eye on things as well as train her daughter-in-law, Klara, in the arts of cooking and herbal lore.

A small temple to Taal and Rhya exists just within the gates of Madau. Father Edgar Waldmann is the priest who cares for the temple and the people of the village. Father Edgar is a former trapper who knows of the secret pathways within the Marschwald as well as its dangers. A shine near River Oggel is dedicated to Teigue, local deity of the Rivers Oggel and Staffel.

### **Erbshausen**

**Population:** 74 (Village)

**Ruling priest:** Abbess Käthe Erzberger

**Main sources of wealth:** Agriculture, wine, stop for Sigmar's Carriage coaches

**Village headman:** Diehl Brenner

**Notable NPCs:** Dagmar Berg (brewer), Brita Eiger (healer/ witch)

**Inn or Tavern:** Cock and Wolf

Surrounded by ditch and timbered palisade, Erbshausen is located on the west bank of River Oggel where the waters of Röbwasser Brook mingle with the river, 9 miles from Madau, 16 miles from Rusch, and 21 miles from Steingart. The Ballenhof-Steingart Road passes through the centre of the village.

The *Cock and Wolf Inn* is the largest building in the village and owned by Diehl Brenner and his family. The coaching inn is a stop for Sigmar's Carriage coaching line and, thus, a place where locals can obtain news from the outside world. The fare at the *Cock and Wolf* is good and the portions generous. Diehl's daughter, Dagmar Berg, has taken over his duties as brewer in the past year and has introduced a malted lager she calls "Daughter's Pride" to the other premium brews the *Cock and Wolf* offers (the bitter "Dark Moon" and pilsner "Sundance").

Brita Eiger is the local wise-woman of the village and has been given the protection of the Abbess for helping the members of the abbey recover from a bout of a mysterious sickness three years ago. Though unknown to the holy order, the illness was instigated by a sorcerer-priest of Nurgle who was dispatched by Brita before she could use all her skills – magical and herbal – to bring about a cure. When the witch-hunters of Sigmar later appeared, Abbess Erzberger used her power to save the white witch from their rough interrogation and the stake.

Brita also maintains the shrine dedicated to Haugoth, antlered god of the forests and hills, which is located on track to the abbey.

The stone-built Sigmarite Abbey of St. Helena is located on Röbwasser Brook a mile upstream from Erbshausen. The fortress-like abbey is

surrounded by vineyards from which the brothers and sisters of the monastery grows, harvests, and crush the grapes to produce wine for trade. The abbey is known for the ruby coloured wine known as "Emperor's Gem" a unique blend of Riesling and Schwarzriesling grapes.

## Barony of Schuschnigg

The Barony of Schuschnigg encompasses the land from Loewi Brook (halfway between Erbshausen and Steingart) to Hutten Brook which empties into River Oggel across from the village of Schmirn. The western borders of the barony reach the eastern slopes of Hutten Hills with its eastern boundary lies across the Oggel to the north-western slopes of the largely wild Raggel Hills.

The land away from River Oggel is not terribly fertile outside the area surrounding Steingart, though there are many farmsteads scratching a living in these areas. Bandits and rustlers are not much trouble in the area, though shepherds keep a constant watch for menacing wolves and large wildcats.

## Steingart

**Population:** 82 (Village)

**Ruling noble:** Baron Frederich Herbart

**Main sources of wealth:** Agriculture, wool, sheep, ferry, terminus for Sigmar's Carriage coaches

**Village headman:** Ralf Hesse

**Notable NPCs:** Stefan Hesse (brewer/ distiller), Annalise Hesse (cook/ herbalist), Sergeant Alicia Dönitz (roadwarden sergeant), Lorenz Speer (blacksmith/ carpenter), Anton Forster (ferryman)

**Inn or Tavern:** Sword and Plough

Steingart lies on the west bank of River Oggel, 21 miles from Erbshausen, 12 miles from Krossbach, 9 miles from Vals, and 8 miles from Mendelhof. The village was once the second largest town in Sölland until a detachment of Orcs and Goblins from Gorbard's army in the early 18th century

sacked and burnt Steingart to the ground. Decades passed before people returned to the area to rebuild what was destroyed. Priests of Mórr arrived to open the way for the restless spirits of those slaughtered in the orgy of greenskin violence to enter the God of Death's realm.

Built upon the ruins of the old town, present-day Steingart is a quiet agricultural marketplace and centre for the wool trade in eastern Wissenland. Other than wool merchants or scholars studying the extensive ruins of Taal's Teeth (see below), visitors are rare in this remote corner of Sudenland. Steingart lies at the terminus of the road that connects it to Pfeildorf and is surrounded by thick, fifteen-foot high stone walls.

Schloss Schuschnigg is the ancient home of the ruling family and is situated half a mile west of Steingart on a rise near Nagel Brook. The old Baron Wolfgang von Schuschnigg died about five years without a direct surviving son or daughter to succeed him. Instead of naming some distant relative as his heir, Baron von Schuschnigg named his trusted aide and seneschal, then Freiherr Frederich Herbart, to become the new ruler of the Barony. Baron Herbert's ascension is not without challenge by the old Baron's family, though there is little indication that Grand Countess von Liebewitz will rule upon this matter anytime soon.

The Inn of the Sword and Plough is the largest building in Steingart and the end of the line for Sigmar's Carriage coaching line. The coaching inn is owned and operated by Ralf Hesse and his family. Ralf's younger brother, Stefan, is the inn's brewer and distiller with his reddish bitter, malted ale, and apple schnapps the premium drinks at the inn. Ralf's wife, Annalise, is the main cook and healer of the inn. The house specialty of spiced meatball soup is her creation.

The *Sword and Plough* is said to be haunted by a friendly sort of ghost. Believed to be that of a young, lovelorn gentleman, the ghost only manifested about one hundred years ago and is referred by the villagers as "Georg." The ghost usually appears offering to buy a female a drink

or softly nudges a visitor asking for news. Only the person that is the object of Georg's attention can see the ghost. Any who reject the ghost, will cause Georg to disappear weeping. When Georg next appears to the same individual, he will be less than cordial and somewhat vengeful (the nature of which is more nuisance than harmful).

Sergeant Alicia Dönitz is a veteran of provincial skirmishes having served on the Talabecland-Stirland border, though she is careful not to let on as to which side she was employed. She has been in charge of the six-man roadwarden patrol based at the *Sword and Plough* for the last four years. It is said that her incompetent and corrupt predecessor drank himself to death (he is reputed to have fallen into the river during one cold Kaldzeit night. Sergeant Dönitz and her men are responsible for the road to Erbshausen.

Ralf Hesse's brother-in-law, Lorenz Speer, is the village blacksmith and carpenter. His workshop is next to the inn. Lorenz also has some skill at repairing armour and mending bent weapons in addition to providing repairs to Sigmar Carriage coaches. Lorenz has two apprentices to help him with work.

Anton Forster is the village ferryman, though there really isn't much business as few people are eager to cross the river to journey into Raggel Hills. Anton spends most of the day tending to the shrines dedicated to Taal and the river god Teigue, both of which are located near his home and dock at the river.

### **Krossbach**

**Population:** 71 (Village)

**Ruling noble:** Baron Frederich Herbart

**Main sources of wealth:** Sheep

**Village headman:** Fritz Gluck

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by a double ditch, Krossbach is located on a dirt path 12 miles northwest from



Steingart. The villagers are friendly enough, but a bit reserved, when dealing with the few visitors that find their way to Krossbach. There are no taverns in the village, just an old barn that doubles as a hall. There is a small temple to Taal and Rhya at the entrance to the village.

### **Taal's Fangs**

Taal's Fangs is the name of a vast circle of standing stones, with a smaller ring of megaliths inside it, located 16 miles southwest of Steingart. The local name comes from the sharpness of the stones inner ring and their resemblance to cracked teeth. The fact, however, is that no one knows who built the structure or to what purpose. The cult of Taal certainly does not claim it, nor has anyone of the Old Faith asserted ownership.

Scholars from the University of Nuln suggest it may be an astrological calendar. One researcher in particular claims that the structure foretells a great disaster to befall the southern Empire soon. The nature of that calamity, however, along with everything else about the site, is the subject of endless debates in the safety of the university's halls.

Taal's Fangs is indeed an astronomical calendar, but it has another, more sinister purpose. There is an ancient underground tomb from the days when a Chaos-worshipping tribe lived in the area, long before Sigmar's time. A particularly brutal and bloodthirsty chieftain was paralysed by his tribe's shamans, overthrown and buried alive. The design of the stones forms a magical prison and the calendar marks the time and window for which a ritual can be performed to release this horror into the world.

### **Vals**

**Population:** 63 (Village)

**Ruling noble:** Baron Frederich Herbart

**Main sources of wealth:** Agriculture, fishing

**Village headman:** Klemens Erlenmeyer

**Notable NPCs:** Brother Ottmar Grünweide (priest of Taal and Rhya), Bruno Erlenmeyer

(barkeep/ brewer), Theda Erlenmeyer (cook/ herbalist)

**Inn or Tavern:** Black Martin

Surrounded by a double ditch and four-foot high stone wall, Vals is located on the west bank of River Oggel, 9 miles from Steingart and 8 miles from Ollersbach. A small temple to Taal and Rhya is located next to the river, alongside of which is a shrine to Teigue. Both temple and shrine are tended to by Brother Ottmar Grünweide.

The riverside *Black Martin Tavern* is the largest building in Vals and owned by the Erlenmeyer family. Bruno Erlenmeyer recently became the barkeep and brewer, having succeeded his now retired father, Klemens. Bruno serves a dark bitter as the house specialty. The food, which is of good quality, is prepared Bruno's wife, Theda.

### **Ollersbach**

**Population:** 56 (Village)

**Ruling noble:** Baron Frederich Herbart

**Main sources of wealth:** Sheep

**Village headman:** Rolf Bebel

**Notable NPCs:** None

**Inn or Tavern:** None

Ollersbach is located on the north bank of Ollers Brook, 8 miles on a dirt track from Vals. The village is surrounded by a double ditch and a low stone wall (roughly three feet in height). A small temple to Taal and Rhya is located in the village common within which is a shrine to Ulric and the antlered god, Haugoth. Rolf Bebel is the local priest of Taal and Rhya.

Other than the occasional pedlar, the villagers of Ollersbach are wary of outsiders as very few have visited the settlement in living memory.

### **Raggel Hills**

The Raggel Hills are a spur of wild hills of deep, narrow ravines from the Black Mountains that separate the river valleys of the Oggel and

Staffel. The untamed area is for all intents and purposes considered outside Imperial Law, home to malcontents, outlaws, and rugged individuals who seek to live a life unimpeded by the larger society.

The land is fairly infertile; so many farmsteads are just getting by eking a life from the soil or raising goats. Rustlers and bandits are a problem, but rough justice ensures that those caught are quickly dispatched to Mórr's realm. The hills are claimed by the barons of the surrounding lands, but none really have the strength to enforce their will in the treacherous region.

Wolves and hill cats are a greater threat than human predators in the Raggel Hills.

### **Diocese of Obernfels**

The Diocese of Obernfels is an ancient land grant – one of the few granted to the Cult of Taal – bordering a region where the Old Faith mingles with the worship of the Earth Mother's firstborn. The land grant is dated from the Empire's founding as Sigmar himself proclaimed the land to be a gift honouring the cult's assistance in the war against the greenskins.

The land of the diocese is fairly wild stretching from the eastern fringes of Obernwald to River Oggle and encompassing the valley surrounding Ummen Brook. There are many small woods in the diocese and the people outside the villages live in fortified farmsteads. Goblins from the Howling Moon tribe are known to use the brook as one of their raiding routes into Eastern Sudenland.

#### **Ummenbach**

**Population:** 88 (Village)

**Ruling priest:** Abbott Heinz Werfel

**Main sources of wealth:** Subsistence, toll

**Village headman:** Albert Hegel

**Notable NPCs:** Gretchen Hegel (cook/herbalist), Erich Hegel (mercenary/ militia leader)

**Inn or Tavern:** Antlered Man

Ummenbach is located on the west bank of River Oggel, 10 miles from Schmirn, 12 miles from Tosens and 2 miles from Hochsölden. The village is surrounded by an eight foot tall stone and earthen wall as well as a double ditch. A tollhouse is located on the ford across the river, which collects a small fee from those wishing to cross the Oggel.

The *Antlered Man Tavern* is the gathering spot in Ummenbach where locals can obtain news and rumours from pedlars, pilgrims and other visitors to the village. The inn and tollhouse is owned and run by the Hegel family with the Monastery of the Sacred Wood having a minority interest in both. Albert Hegel is the tavern keeper and distiller of the *Antlered Man*, serving up apple and cherry schnapps as well as brewing a pale amber lager. His wife, Gretchen, is the cook and village herbalist. Albert's and Gretchen's eldest son, Erich, returned some years ago after spending a stint as a mercenary to become the head of the village militia.

The fortified Monastery of the Sacred Wood is located on a hill one mile up Ummen Brook from Ummenbach and is home to a community of Taalite monks. The walls surrounding the main buildings of the monastery are ten feet in height and made of timber backed with an earthen rampart. A twenty foot watchtower provides the monks with a good view of the Ummen Valley to the Black Mountains. A warning bell is set in the tower and used to signal the larger bell set above the tall, round Temple to Taal to sound an alarm, which can easily be heard in the village.

The grounds within the walls of Monastery of the Sacred Wood are large enough for the community to grow its own food, feed its livestock when necessary, and grow grapes so the monks can ferment their own wine. The

Temple is the centre of monastic life. The monks also maintain shrines dedicated to Rhya, Ulric, Mórr, Khirreth of Obernwald and Teigue of River Oggel. All these deities are considered important to the circle of life in the region.

The Monastery of the Sacred Wood is protected by the Taalite Order of the Bear, a group of deadly rangers who seek out and destroy bands of Goblins and other fell creatures. The Order also acts as another screen of protectors of Obernwald as the forest is as venerated by the Cult of Taal as it is sacred to the Old Faith.

### **Tosens**

**Population:** 64 (Village)

**Ruling priest:** Abbott Heinz Werfel

**Main sources of wealth:** Agriculture

**Village headwoman:** Magda Kuhn

**Notable NPCs:** None

**Inn or Tavern:** None

Surrounded by double ditches and earthen defensive works, Tosens is located on the top of a small hill 12 miles from Ummenbach. Visitors to the hill fort are few in number, though the people are friendly towards those who do call. Tosens has a hall where the villagers gather for religious observances. A shrine is located nearby where offerings and prayers can be made to all the old and local gods.

### **Barony of Steinhelm**

The Barony of Steinhelm is located in the triangle formed by the Rivers Oggel, Nafing, and Riffel. From the fertile rivers, the rugged and rocky land slopes to the Black Mountains. The Goblins of the Howling Moon tribe occasionally raid the land, but recent clashes have reduced the number of greenskins. Orc raiding bands from the area of Black Fire Pass sometimes skirt the Dwarf realm of Karak Angazhar to raid this far into Sudenland. The few bandits in the region are only a threat along the path known as Oggel Weg.

The Barony has been a holding for the Axehand clan for centuries, having been awarded by Grand Count Ulrich von Liebewitz in the aftermath of the 18<sup>th</sup> century Gorbard War. As Steingart was sacked, the Axehand clan led a force that engaged and destroyed the Orc contingent responsible for the deed; thereby rescuing the captives the greenskins took as provisions for their march to rejoin the Warlord. In the ensuing battle, the reluctant Baron and his equally hesitant heirs were killed, leaving the Barony without a ruler until Brek Toreksson was elevated and married the late Baron's wife, Alfrida. The fifteen year union was simply political and offered some measure of continuity. Brek took a Dwarf wife after the Baroness passed away.

### **Mendelhof**

**Population:** 95 (Village)

**Ruling noble:** Baron Gorim Axehand

**Main sources of wealth:** Metalcraft, agriculture

**Village headman:** Olaf Schmidt

**Notable NPCs:** Irina Schmidt (innkeeper), Grint Leadbarrel (master brewer/ distiller), Sergeant Claudia Schaffer (roadwarden sergeant), Ursula Eichenenschild (druidic priestess), Gorma Ironblade (herbalist/ priestess of Valaya)

**Inn or Tavern:** Raven's Claw

Mendelhof is located at the confluence where the waters of River Nafing mingle with that of River Oggel, 8 miles from Steingart, 16 miles from Schmirn and 32 miles from Mathon. Surrounded by stone walls fifteen feet in height and water-filled moat from the rivers, the heavily fortified village lies at the northern terminus of Oggel Weg, one of the trading routes eventually leading to the Dwarfhold of Karak Angazhar. It is also the western end of Raggel Weg which crosses the hills to the Staffel river valley. Watchtowers at the gatehouses, each with a warning bell, provide a good view of the surrounding land.

Baron Gorim Axehand takes his role as protector of the Oggel Valley seriously, mounting expeditions against the Howling Moon Goblins

with the singular goal of annihilating the tribe. The Baron's massive keep at the south-eastern corner of the village houses his entire retinue, which forms the elite of the barony's defenders.

The population of Mendelhof is fairly evenly split between Dwarfs and Humans. Tensions tend to be low as both segments have lived together for countless centuries and easily mingle. They also gather in the common room at *Raven's Claw Inn* at the end of the workday and to celebrate religious festivals.

The *Raven's Claw* is owned by Olaf Schmidt, who is also the village blacksmith. Olaf's apprentices include his oldest son, Kurt, and a Dwarf bearding, Segmond Ariksson. Olaf's wife, Irina, runs the inn and supervises her daughters, Elsa and Hedwig, in the kitchen. The food is quite good, particularly the salted pork and chicken-stuffed pork sausages.

Grint Leadbarrel is the master brewer who has been in the employ of the Schmidt family since Olaf's grandfather became owner of the establishment after his predecessor defaulted on payments he owed to the blacksmith. Grint's specialties are "Dark" (bitter) and "Light" (lager), both of which are full-bodied. The old Dwarf also distils a hearty whisky for those who want a bit more kick than the two varieties of quality beer offer. Grint has two young apprentices to assist him while learning the craft: his cousin, Omor, and Artur Schmidt, Olaf's youngest son.

A veteran mercenary long in the Baron's employ, Sergeant Claudia Schaffer recently took command of the heavily-armed and armoured eight-man roadwarden squad that regularly patrols Oggel Weg from Mendelhof to the border with the Dwarf kingdom as well as provide escort for the carts of ore from the mines at Hochsölden. Her predecessor died from wounds he received when the patrol was ambushed by a Goblin patrol.

The people of Mendelhof are followers of the Old Faith as well as the Dwarf Ancestor Gods. A small copse of trees just outside the village defences is considered sacred and the religious ceremonies held within the oak grove are conducted by the druidic priestess, Ursula Eichenenschild. Ceremonies honouring the Dwarf gods are usually conducted by Gorma Ironblade, a priestess of Valaya, at an entrance to an underground cavern a quarter mile from Mendelhof.

### Schmirn

**Population:** 76 (Village)

**Ruling noble:** Baron Gorim Axehand

**Main sources of wealth:** Timber

**Village headwoman:** Maldena Axehand

**Notable NPCs:** Wilhelm Brandt (innkeeper/distiller), Egmont Ironside (blacksmith/ brewer), Gregor Silberblatt (druidic priest)

**Inn or Tavern:** Night Owl

Schmirn is located astride Oggel Weg on the east bank of the river and within the confines of Brauchenwald. The village is 15 miles from Vals, 16 miles from Mendelhof, 10 miles from Ummenbach, and 12 miles from Hochsölden. Schmirn's defences consist of a palisade and double ditch, the latter of which is partially filled with water from the river. The watchtower of the village is situated in the middle of the river wall, complete with a warning bell that can be heard as far away as Mendelhof.

A skilled fighter in her own right, Maldena Axehand is the Baron's niece and leader of the Schmirn militia. She takes it upon herself to meet and interview every visitor that comes within the walls of the village to ensure that there will be no trouble during their stay.

The common room of the Night Owl Inn is the place where the villagers gather to meet visitors and learn about the news of the outside world. The inn is owned by Wilhelm Brandt and his



family. The Brandts are pride themselves on the cleanliness of their rooms and freshness of the bedding. The food at the inn is very good, particularly the apple strudel and brambleberry pie. Wilhelm also takes pride in his signature beverages: cherry cider and apple schnapps. He also serves a malted beer, “Smednir’s Frothy”, brewed by the Dwarfen blacksmith, Egmont Ironside.

A small chapel is located near the river where all the Dwarf ancestor gods and Old Faith spirits are venerated. Shrines are built within the chapel and dedicated to Grungni, Valaya, Smednir, Ishernos the Earth Mother, Oermath the Sun God, and Teigue (spirit of the Oggel). Religious observances are led by Gregor Silberblatt at a small hill in the forest from which a cool spring believed to have healing powers emerges.

### **Hochsölden**

**Population:** 85 (Village)

**Ruling noble:** Baron Gorim Axehand

**Main sources of wealth:** Mining, ore

**Village headman:** Aldhelm Eckehart

**Notable NPCs:** Thum Ironhammer (tavern keeper/ brewer/ herbalist), Alicia Reiter (barkeep/ cook), Thylda Hahn (cheesemaker), Götz Heiligstein (druidic priest)

**Inn or Tavern:** Badger’s Den

The mining village of Hochsölden is located in the foothills between Oggel Weg and the river, 2 miles from Ummenbach, 12 miles to Schmirn and 12 miles from Kazad Zhum. The settlement is protected by a twelve-foot high stone wall complete with battlements and gatehouses. An underground passageway, lined with thick stone, connects Hochsölden to the mines five hundred yards to the south-east. The passageway is only used in case of attacks by Goblins or other fell creatures, enabling the miners to safely retreat to the fortified village.

Aldhelm Eckehart is the Baron’s warden of Hochsölden, residing in the gatehouse above the east gate. His charge is to hold the village and

protect the people against any attack as well as raise the alarm for the rest of the barony. To this end, Aldheim conducts weapons drills for all residents in the village common every Konistag. The villagers are drilled on use of bow and fighting with spear and shield. A warning bell is located above the west (river) gatehouse, which can be heard as far as Schmirn.

The *Badger’s Den Tavern* is the local watering hole, located in the centre of the village and at the edge of the common. The tavern is owned by Thum Ironhammer, who is also the village brewer and herbalist. Thum prefers to spend his time brewing the bitter (“Warrior’s Delight”) and malt lager (“Goblinbane”) for which he is known, leaving the running of the *Badger’s Den* to Alicia Reiter and her daughters – Sigrid (19), Gertrude (17) and Michaela (15). The food of the tavern is quite good, particularly the sharp-tasting Hochsölder cheese produced by Thylda Hahn.

Four large, gnarly oak trees dominate the village common, where Götz Heiligstein leads the villagers of Hochsölden in the various religious observances of the Old Faith as well as those of Dwarf Ancestor Gods, chiefly Grungni and Valaya.

### **Kazad Zhum [Karak Angazhar]**

**Population:** 50 (Fortress)

**Ruling noble:** King Duregar Sharpblade

**Commander:** Hayk Drenneksson

**Notable NPCs:** None

**Inn or Tavern:** None

As it ascends into the mountains, Oggel Weg becomes Pinetop Pass. 12 miles from Hochsölden, the road passes through a narrow valley. A large gatehouse stands in the middle of the ravine where the slopes of the surrounding mountainside are steepest. The gatehouse is connected by a covered stone passageway to the stronghold of Kazad Zhum on the eastern slope. The Dwarf fortress is 17 miles from the town of Khazid Hafak.

The gatehouse of Kazad Zhum marks the border of the Dwarf kingdom of Karak Angazhar in the Black Mountains. As with other border strongholds, those wishing to travel within the Dwarf realm are required to register as a group with the Dwarf scribes and receive a travel warrant which they are obligated to show Dwarf scouting parties or guards upon demand. Any who are found without a travel warrant should expect to be taken captive until they can be delivered to the proper Dwarf officials for possible interrogation and trial.

### **Eastern Frontier**

The Eastern frontier of Sudenland (Wissenland) is the region of the Vale of the Upper Reik between Rivers Oggel and Staffel as well as the Vale of Staffel. It is an area of marginal fertility where the Old Faith holds sway. The land around the Upper Reik is the typical rolling grassland found along the river. The land becomes more rugged as one moves up River Staffel towards the Black Mountains.

Goblins from the Howling Moon tribe are the largest threat in the Eastern Frontier along with the occasional Orc warband that somehow makes it through Black Fire Pass from the Border Princes.

### **Averland Barony of Holst**

The Barony of Holst stretches from River Bothen on the Averland side of Upper Reik to its confluence with River Staffel. The country around the small landholding is the same rolling grasslands and low hills typical of southern Averland.

#### **Gremheim [Averland]**

**Population:** 98 (Village)

**Ruling noble:** Baron Alfricht von Holst

**Main sources of wealth:** Agriculture, sheep, stop for Four Seasons

**Village headman:** Joachim Krafft

**Notable NPCs:** Franz Herder (innkeeper), Astrid Herder (cook), Ludolf Herder (brewer/ herbalist), Sergeant Eckhardt Schelling (roadwarden sergeant), Ralf Becker (blacksmith/ carpenter)

**Inn or Tavern:** Four Ravens

Gremheim is located on the Averland side of the Upper Reik astride the Agbeiten-Hochsleben Road, 23 miles from Agbeiten, 11 miles from Wenns, and 48 miles from Hochsleben. The village is the seat of the Barony of Holst.

Schloss Holst is built within the fifteen foot high stone enclosure as the rest of Gremheim on the higher ground of the settlement. An inner curtain wall separates the castle and its courtyard from the village proper. The Baron prefers to reside with his people rather than get caught up with the intrigue at the Grand Court in Averheim. A man of the people, Baron von Holst can often be found around town and in the *Inn of the Four Ravens*, where he owns a minority interest.

The population in Gremheim and the barony is growing as an influx of northerners displaced by war in their provinces has recently relocated to the safer lands to farm. There is some tension with the locals as many of the later are worshippers of the Old Faith and concerned that the religion of the newcomers will change the character of the barony. In contrast, Baron von Holst is making sure the newcomers are welcome as their presence means more revenue for the noble and a chance to petition Averheim for a charter to establish Gremheim as a town. A small, round temple dedicated to Taal and Rhya – the deities closest to the Old Faith – is being built near the village common.

The principal owner of the smallish coaching inn is Franz Herder, a man who is seeking funds to expand the *Four Ravens* to match the recent growth of the village. The inn has a small yard for a couple of horse and a newly converted barn to act as a shed for coaches. Franz's family helps about the inn: Franz's wife, Astrid, is the main cook while eldest son, Ludolf, has taken

over the role of brewer and herbalist. The *Four Ravens* sells a reddish pilsner as its premium beer.

Sergeant Eckhardt Schelling and his six-man roadwarden patrol are based at the *Four Ravens*. They are responsible for maintaining the peace along the Agbeiten-Hochsleben Road within the borders of the Barony.

Ralf Becker is the village blacksmith and carpenter. With the coming of the Four Seasons coaching line, business has been booming. Ralf has taken on a third apprentice to help with the chores while deciding whether to elevate his oldest son to journeyman status. Though none in Gremheim know of his past, Ralf is a former wizard who was forced to turn in his master to the witch-hunters of Sigmar when the old wizard started dabbling in the dark arts. Ralf departed Nuln decades ago in the hope of leaving his previous career behind. Recently, the temptation to return to magic has been growing within Ralf, but he has – so far – resisted it.

A small copse of oak trees with a spring lies within a couple hundred yards of the Gremheim. The small woods are considered sacred and the place where the villagers gather to celebrate the holy days of the Old Faith, led by druidic priest Joachim Krafft.

### **Bernshof [Averland]**

**Population:** 34 (Village)

**Ruling noble:** Baron Alfricht von Holst

**Main sources of wealth:** Subsistence

**Village headman:** Hartwig Lynen

**Notable NPCs:** None

**Inn or Tavern:** None

Bernshof is located 2 miles upriver from Gremheim and just off the Agbeiten-Hochsleben Road. The villagers are a friendly folk, but cautious of strangers from other parts of the Empire. Surrounded by a double ditch, Bernshof is built around a small copse of oak trees, which are sacred to the residents. Celebrations of the

Earth Mother and local spirits are led by the druidic priest, Hartwig Lynen.

### **Barony of Mergenthal**

The Barony of Mergenthal is bounded by Rivers Oggel, Staffel, Upper Reik, and the northern end of Raggel Hills. The land is fertile around the rivers, becoming rocky and barren the closer one gets to the hills. The small, marshy woods at the confluence of River Oggel and Upper Reik are part of Marschwald, which largely sits across the Oggel. Small farmsteads and hamlets line the western bank of Upper Reik across from similar settlements in Averland.

River bandits on the Upper Reik and adjacent roads are the greatest danger to the region as the area is far from the population centres of southern Averland. The pickings are rather slim as there is not much trade that moves beyond these remote borderlands.

### **Wennis**

**Population:** 57 (Village)

**Ruling noble:** Baroness Rosa Freytag

**Main sources of wealth:** Fishing, agriculture

**Village headwoman:** Maria Rilke

**Notable NPCs:** Heinrich and Helmut Rilke (fishermen/ brewers/ distillers), Mechthild Eichenblatt (druidic priestess)

**Inn or Tavern:** Swan and Wolf

Wennis is located on the Sudenland bank of the Upper Reik, 11 miles from Gremheim, 34 miles from Arget and 17 miles from Osterzell. The village is surrounded by a double ditch and low stone wall of four feet in height.

The riverside *Swan and Wolf Inn* has a few rooms available for weary travellers. The inn is owned by Maria Rilke, an attractive widow who recently lost her husband in a fishing accident. There are rumours that the late Oskar's death was no accident as he was known to an abusive drunk of a husband. Maria wears black as if in mourning, which does nothing to dispel the

notion that she may have been behind the “accident.”

Maria is helped around the inn by her twin sons, Heinrich and Helmut, both of whom are more than willing to defend their mother’s honour. Neither of the sons was fond of their father. The twins have undertaken the responsibility of brewing malt beer and distilling malt whisky for the inn as well as fishing for dinner at the inn.

A round temple made of stone sited on the village common is dedicated to Taal and Rhya. A shrine to Ulric is located within the temple. Next to the temple is a great old gnarly oak, which is considered sacred by the followers of the Old Faith. The folk of Wennis celebrate both the Earth Mother and her first-born divine children. The druidic priestess, Mechthild Eichenblatt, leads the villagers in celebration of the holy days.

### **Osterzell**

**Population:** 88 (Village)

**Ruling noble:** Baroness Rosa Freytag

**Main sources of wealth:** Fishing, agriculture, ferry

**Village headman:** Matthias Harden

**Notable NPCs:** Captain Elfrida Döbreiner (Captain of the Guard), Silma Harden (cook/herbalist/ druidic priestess), Ulrich Kleist (ferryman), Helmuth Koch (druidic priest)

**Inn or Tavern:** Teigue’s Spear

The seat of the Barony of Mergenthal, Osterzell is located at the confluence of River Staffel with the Upper Reik; 17 miles from Wennis, 15 miles from Kauns, 23 miles from Merfeld, and 24 miles from Hochsleben. The village is at the northern end of Staffel Weg, which connects Osterzell to the Sudenland settlements along River Staffel.

Osterzell is surrounded by a twelve-foot stone wall with fifteen-foot high gatehouses facing the Upper Reik and leading to the road. Schloss Mergenthal is included within the village’s

fortification, though the ancient structure is built on the high ground. There is no intervening curtain wall between castle and village, which is a reflection of the historically close bonds between the people and their ruler.

Captain Elfrida Döbreiner leads Baroness Freytag’s men-at-arms in their patrols on the pathways of the barony. Captain Elfrida is a hard-drinking, well-respected commander with quite a bit of experience fighting in the frontier of the Empire. There are stories that Elfrida was forced to resign her commission in the Talabecland frontier after killing her superior, an insufferable effete nobleman from a family on the decline, who led his troop into an obvious ambush of Orcs. None of the survivors would testify against Elfrida, knowing full well that they would have also been food for the ravens if not for her.

Owned by Matthias Harden and his family, the *Inn of Teigue’s Spear* is located near River Gate and the quays of Osterzell. The villagers commonly gather in the common room during the late afternoon to pass along rumours and obtain news of the outside world from any travellers passing through. The common room also serves as a meeting place for villagers to assemble whenever the Baroness holds an audience in town, usually at the beginning of the year.

Poached bass and catfish fillets are specialties of *Teigue’s Spear*, both of which are prepared with a secret blend of herbs and spices by Silma Harden, Matthias’ wife. Silma is often sought after by those in need of a healing draught or herbal remedy for ailments. In addition to weak beer, the inn also serves malt whisky and cherry schnapps to those of means.

When not out fishing, Ulrich Kleist ferries people across the Upper Reik from Osterzell to the Agbeiten-Hochsleben Road. Ulrich charges a reasonable fee, but he adds an extra charge if the passenger wants to cross at night or before dawn (prime fishing time). A bell on the far side



the river calls Ulrich if there are travellers on the Averland side seeking to come across. A shrine to Teigue stands next to Ulrich's hovel as the ferryman maintains the site for the god of the Staffel.

Helmuth Koch is the druidic priest of Osterzell, living in a small house next to a small grove of oak trees that stand near the village well: both grove and well are considered sacred. The site of the grove and well is where Helmuth leads ceremonies honouring the Earth Mother and the spirits of the land and river.

### **Kauns**

**Population:** 74 (Village)

**Ruling noble:** Baroness Rosa Freytag

**Main sources of wealth:** Mining, agriculture

**Village headman:** Diehl Lenard

**Notable NPCs:** Ritter Ruprecht von Mecklenburg (warden), Franziska Braun (tavern keeper/ brewer/ herbalist), Pieter Braun (blacksmith/ carpenter)

**Inn or Tavern:** Mine Shaft

Kauns is a mining village located at the edge of Raggel Hills 15 miles from Osterzell. The village and mine are surrounded by a twelve-foot high wall made from stones excavated from the mine. A twenty-foot high stone watchtower gives the village a good view of the lowlands and rivers.

The watchtower is part of the fifteen-foot tall gatehouse where Ritter Ruprecht von Mecklenburg resides along with his retinue of seven men-at-arms. The knight is charged with the protection of Kauns and escorting shipments of ore or gemstones to Osterzell.

The *Mine Shaft* is the tavern of Kauns where the villagers gather to celebrate the end of the workday and social occasions such as weddings. Franziska Braun and her family run the tavern, which is generally empty of customers while the miners are working. Franziska brews a dark bitter and malt beer, both of which are favoured

by the miners after hours. Franziska's son, Pieter, is the village blacksmith and carpenter.

Diehl Lenard is the owner of the Staffelwasser Mining Co with minority interests held by Baroness Freytag, Baron Baum, and Baron Raeder. His manor house lies within the fortifications of Kauns. Diehl is able to live so close to his Kauns employees as he is seen as a fair and firm boss. He periodically visits the other company mines at Mathon and Staffelhügel.

### **Barony of Dämulmark**

The Barony of Dämulmark is the most remote of the Sudenland landholdings, stretching from a few miles north of Dämulwald to the foothills of the Black Mountains and sandwiched between the Raggel Hills and River Staffel. Most of the land is rugged and fairly wild, particularly Dämulwald and the area south of Schleier Brook.

Two roads – Staffel Weg and Raggel Weg – crossing the barony meet at the village of Jengen. The main road to the Dwarf kingdom of Karak Angazhar lies across the river on the Averland side of the Staffel. Known as Schwarzbergstrasse, the trade with the Dwarfs makes it way by road to the quays at Merfeld where small river barges take the trade to Agbeiten. From that Averland town, trade goods can continue downriver in larger barges or by caravan on the road to Averheim. Trade can also cross at the river ford at Jengen where it makes its way to the settlements of the Oggel Valley by way of Raggel Weg.

Howling Moon Goblins are the largest threat to traffic on the roads along River Staffel. The presence of the greenskins also keeps the number of bandits down as Goblins and their wolves would more readily attack outlaw gangs than fortified villages.



### **Tarrenz**

**Population:** 54 (Village)

**Ruling noble:** Baron Ottmar Raeder

**Main sources of wealth:** Timber, agriculture

**Village headwoman:** Juliane Weideblatt

**Notable NPCs:** Artur Hahn (innkeeper), Jürgen Hahn (brewer), Birgit Röhm (cook/ herbalist), Stehmar Röhm (blacksmith/ carpenter)

**Inn or Tavern:** Greenwood

Tarrenz is located on the west bank of River Staffel at the edge of Dämulwald, 8 miles from Merfeld and 8 miles from Jengen. The village is protected by a double ditch and ten-foot high timber palisade with stone gatehouses through which Staffel Weg passes. The top of the fifteen foot tall watchtowers give sentries a good view of the road and river.

The *Greenwood Inn* has been in the Hahn family for untold generations. Artur Hahn is the current owner and has recently turned over the duties of brewer to his eldest son, Jürgen. The inn features the lager the family has brewed for generations as well as an apple cider. Eldest daughter, Birgit Röhm, is the cook of the *Greenwood* and village herbalist, having succeeded her mother who passed away a few years ago from a long illness.

Stehmar Röhm, Birgit's husband, is the village blacksmith/ carpenter. His dual vocations keep Stehmar quite busy as does the fact that he is also leader of the village militia.

Responsible for the welfare of the villagers, Juliane Weideblatt is the druidic priestess of Tarrenz. The shrine to Teigue is located next to her home, within which is a font of water that Juliane uses when scrying the future.

### **Dämulwald**

Dämulwald is the wild woodland which dominates and gives its name to the barony. The area around the village of Tarrenz is fairly tame, enabling the woodmen to harvest trees and the druidic priestess to wander about unescorted.

The rest of the forest is believed to be fairly dangerous, causing marauding Goblins and many bandits to avoid it.

Stories of the restless dead keep all but the foolish from attempting to reach the heart of the woods. Some say that an evil necromancer lives in the dark centre of the woods while others say that the ghosts of Orcs slain by the forest during the early 18<sup>th</sup> century invasion seek victims to wreck their vengeance.

### **Jengen**

**Population:** 61 (Village)

**Ruling noble:** Baron Ottmar Raeder

**Main sources of wealth:** Subsistence, toll

**Village headman:** Fritjof Weissshirsch

**Notable NPCs:** Ritter Alfred Raeder (commander of Baron's Guards), Gustaf Wittel (innkeeper), Ulla Wittel (cook/ cheesemaker), Andreas "Little Andy" Branmuffin (brewer/ distiller), Sergeant Karl Reiter (roadwarden sergeant)

**Inn or Tavern:** Bellowing Stag

The seat of the Barony of Dämulmark, Jengen is located on the west bank of River Staffel, 8 miles from Tarrenz, 14 miles from Mathon and 8 miles from Staffelhügel. The village, enclosed by a twelve-foot high stone wall, guards the ford across the Staffel. Both the Staffel Weg and Raggel Weg pass through the gatehouses and meet in Dämulplatz. A shrine dedicated to Teigue stands at the intersection of the two roads.

Schloss Dämul is located in the fortified village on the higher ground near Dämulwald. As with other ruling nobles in the region, Baron Ottmar Raeder prefers to be in residence in the castle than rubbing elbows with the effete courtiers in Nuln. Baron Raeder's eldest son and heir, Ritter Alfred Raeder, is the commander of the Baron's retinue.

Other than the castle and fortifications, the three-storied *Bellowing Stag Inn* is the largest building in Jengen and dominates Dämulplatz. The inn is owned by Gustaf Wittel and his family. The

establishment is very clean, changing the bedding in the rooms every other day or after the departure of a guest. The fare at the *Bellowing Stag* is good, especially the yellow hard cheese (“Jengener”) made by Ulla Wittel, Gustaf’s wife.

The drinks at the *Bellowing Stag* are quite varied, thanks to the efforts of Andreas “Little Andy” Branmuffin, yet another member of the far-flung Halfling family that seem to infest Greater Wissenland. Little Andy distils a heavy, dark-coloured malt whisky (“Elk’s Rut”) as well as cherry schnapps. He also brews a malt beer (“Pilgrim’s Repast”), dark brown bitter (“Griffon Bane”), and foamy lager (“Warm Light”).

Sergeant Karl Reiter is the leader of a six-man roadwarden patrol based at the *Bellowing Stag*. The roadwardens are responsible for searching for signs of bandits, outlaws, Goblins, and other dangers on the roads of the Barony. Sergeant Reiter is a hard, cynical man with a long scar on his left arm from a bandit ambush five years ago. The sergeant has been given the latitude to dispense immediate justice if bringing captured bandits to Jengen for judgment puts his men at unreasonable risk. Sergeant Reiter has not (as yet) betrayed the Baron’s trust.

The druidic priest Fritjof Weissshirsch is responsible for maintaining the shrine to Teigue as well as conducts the religious ceremonies held in the village. Such celebrations include a visit to the nearby edge of Dämulwald where ancient oaks and bubbling spring mark the site as sacred to the Earth Mother.

### **Mathon**

**Population:** 42 (Village)

**Ruling noble:** Baron Ottmar Raeder

**Main sources of wealth:** Mining, quarry

**Village headman:** Rüdigar Unterhügel

**Notable NPCs:** Hultz Kossel (tavern keeper/ militia leader), Sigrid Kossel (cook/ herbalist), Drakma Mogmansdottir (brewer), Maldek Transson (mine foreman)

**Inn or Tavern:** Shovel and Pick

Mathon is located in the Raggel Hills near the Raggel Weg, 14 miles from Jengen and 32 miles from Mendelhof. The village and mine entrance is surrounded by a twelve-foot high stone wall and ditch. A large, tall gatehouse provides protection for the gate and excellent view of the approaches to the village.

The *Shovel and Pick Tavern* is the largest building in Mathon and the first thing visitors see when they pass through the main village gate. The tavern is owned by retired man-at-arms Hultz Kossel and his family. His wife, Sigrid, is in command of the kitchen where she prepares the thick and filling mutton stew popular with the miners, particularly those without families of their own. Sigrid is assisted by her daughters, Gabrielle and Carina, in the kitchen and garden.

The pilsner and weak beer served at the *Shovel and Pick* are brewed by Drakma Mogmansdottir, who has been in the service of the Kossel family since the time of Hultz’s grandfather. Drakma moved to Mathon from Karak Angazhar after her husband shamed his clan by failing to uphold his end of an agreement to which he gave his word. Once in Human lands, Drakma separated from her husband once he took the Slayer’s Oath. She has not seen him since that day.

Maldek Transson is the firm and fair foreman of the Mathon mines, which is owned by the Staffelwasser Mining Company. Maldek is originally from Wissenland having descended from a long line of Expatriate Dwarfs who emigrated to the Empire two millennia ago. Maldek was one of many Expatriates who tried to connect with their ancient heritage by moving to a Dwarfhold to settle with their own kind only to find the tradition-bound mountain Dwarfs insufferable as well as intolerant of the “Manling-influenced flatlanders.” After a decade of being treated as “less than Dwarf”, Maldek returned to the Empire twenty years ago and took a job in the Mathon mines. He was soon promoted to foreman when his predecessor was killed in a cave-in.

A stream of clear, cool water emerges in a valley a couple of hundred yards downhill of Mathon amid ancient elm trees. This sacred site is where the druidic priest Rüdigar Unterhügel leads the villagers to celebrate the holy days of Old Faith. The ceremonies usually requires the villagers to wade into the stream and have another pour water over their heads while praising the blessings the Earth Mother has bestowed on their families.

### **Averland Barony of Erzberg**

The remote Averland Barony of Erzberg is named after the mountain peak in the Black Mountains that dominates the skyline. The barony covers the rough triangle of land bounded by the waters of River Staffel and Upper Reik as well as the Black Mountains and consists of lowlands by the confluence of the two rivers and the highlands of the foothills.

#### **Merfeld [Averland]**

**Population:** 98 (Village)

**Ruling noble:** Baron Joachim Baum

**Main sources of wealth:** Ore, metalcraft

**Village headman:** Lorenz Wallach

**Notable NPCs:** Captain Rainer Mehlhorn (commander of Baron's Guards), Sergeant Hergard Bühren (roadwarden sergeant), Kurt Weiss (innkeeper), Helena Weiss (cook/distiller), Mantek Lenksson (brewer), Gotthold Schmidt (head blacksmith)

**Inn or Tavern:** Standing Stone

Merfeld is the seat of the barony and located 74 miles from Agbeiten, 23 miles from Osterzell, 35 miles (via road) from Hochsleben, 8 miles from Tarrenz, 24 miles from Staffelhügel, 56 miles from Kazad Nardak, and 81 miles from Karak Angazhar. The village is surrounded by thick, fifteen-foot high stone walls and a ditch, partially filled with water from the Staffel.

Schloss Erzberg is located on top of a nearby hill overlooking the village and surrounding countryside. An enclosed fortified passageway

of about two hundred yards connects the castle courtyard to the village. Parts of the passageway are underground while the exposed portions have arrow slits through which defenders can fire upon attackers.

Baron Joachim Baum is man who takes his role as defender of his people seriously. He often rides with Captain Rainer Mehlhorn and his men-at-arms along the barony borders, looking for signs of Goblin or Orc activity. The Baron sometimes will ride with Sergeant Hergard Bühren and his eight-man roadwarden patrol along Schwarzbergstrasse. The patrol is responsible for the road from the Upper Reik to the baronial borders beyond the village of Staffelhügel.

The *Inn of the Standing Stone*, named after the large eight-foot tall stone situated between the main building of the inn and the river, is the centre of much of the social life in Merfeld. It is said that the stone once had the power to heal any suffering from consumption and the village was built around this gift from the Mother. The power was lost centuries ago when a cursed witch tried to call the power of the stone unto herself so that she could slay the witch-hunters on her trail. With little concern for the beliefs of the villagers, the Sigmarites tied the witch to the stone and burned her on the spot, further contaminating the holy stone.

Kurt Weiss and his family own and run the *Standing Stone*. The common room is usually filled at midday and the evening with villagers and whatever visitors are in the village. The food at the inn is very good and features Helena Weiss' fruit pies and cider. Mantek Lenksson is the long-time brewer of the *Standing Stone* having served generations of the Weiss family. Mantek's malt beer – which he calls "Old Stone" – is a favourite of the villagers.

Merfeld has more than its share of smiths, many of whom are involved with processing raw ore from the mines at Mathon and Staffelhügel into tin, lead, and iron ingots for shipment to the

smiths and craftsmen in the towns and villages along the Upper Reik. Gotthold Schmidt is the leader of the Smithy Brotherhood, a cross between guild and syndicate. While such a consortium could be very powerful and demanding, Baron Baum has made it abundantly clear that anything he deems as unreasonable, which also disrupts trade, will be met with force.

The villagers of Merfeld are followers of the Old Faith, venerating Teigue and Langrina – huntress of the foothills and ravines – alongside the Earth Mother. A small, nearby woodland is considered sacred and religious ceremonies are often lead by the druidic priest, Lorenz Wallach.

**Staffelhügel [Averland]**

**Population:** 79 (Village)

**Ruling noble:** Baron Joachim Baum

**Main sources of wealth:** Mining, goats

**Village headman:** Gerd Hochhügel

**Notable NPCs:** Ritter Dieter Herzberg (warden), Frederick Köhler (innkeeper), Adelbert Köhler (barkeep/ brewer), Alicia Köhler (cook/ herbalist), Hans Köhler (blacksmith/ carpenter), Bruno Kepler (foreman)

**Inn or Tavern:** Mountain Shadow

Protected by fifteen-foot high stone walls, Staffelhügel lies in the shade of the Black Mountains next to Schwarzbergstrasse and above River Staffel. The village is 24 miles from Merfeld, 8 miles from Jengen, 32 miles from Kazad Nardak.

A veteran of border fighting, Ritter Dieter Herzberg is charged with the protection of Staffelhügel and its mine. The gatehouse includes a tall bell tower, which is used in times of emergency to warn the settlements downriver of any invasions – Goblin or Orc – from the mountainous regions outside of Imperial or Dwarf control. Ritter Herzberg resides in the upper floor of the gatehouse.

The *Mountain Shadow Inn* is frequented by merchants and their escorts travelling to and

from Karak Angazhar. Owned by the Köhler family, the two-storied inn is located in the centre of the village, next to its common. The ailing patriarch of the family, Frederick, is slowly turning over operations to his eldest son, Adelbert, and daughter-in-law, Alicia. The food at the inn is above average and the malt beer a passable, though a bit more expensive, alternative to the traditional weak beer. The *Mountain Shadow* has a large shed to store carts and stables for horses.

Hans Köhler, the second son of Frederick Köhler, is the village blacksmith and carpenter. He spends a lot of time repair carts damaged from travelling on the rutted mountain roads as well as provide some processing of the raw ore that comes from the mines.

The mine entrance to the Staffelwasser Mining Company's operation in Staffelhügel is safely located within the village fortifications, but at the far end of the settlement. An iron gate closes the main tunnel when the mine is not operating. Large mastiffs are trained to go into the main tunnel once the gates are open to each day to detect whether underground dangers – such as Goblins and Skaven – have broken into the mine.

A company man and former pit-fighter, Bruno Kepler, is the foreman of the mine and lives in a newly finished townhouse, the largest residence in the village. Despite his age (nearly forty), Bruno is still an imposing figure and will help the miners with hauling if the need arises. He also acts as a bouncer at the *Mountain Shadow* should visiting merchants or, more likely, their escorts cause problems.

Gerd Hochhügel is the druidic priest of Staffelhügel. Most of the ceremonies honouring the Earth Mother and Teigue are conducted on top of the bluff overlooking River Staffel. The observance that is conducted on the summer solstice is held at a stone circle on a hilltop about half a mile from the village.

### **Kazad Nardak**

**Population:** 82 (Fortress)

**Ruling noble:** King Duregar Sharpblade

**Commander:** Drenkan Bromsson

**Notable NPCs:** None

**Inn or Tavern:** None

The Dwarf fortress of Kazad Nardak is located on Schwarzbergstrasse, guarding a river crossing as well as the entrance to the Dwarf kingdom of Karak Angazhar. The stronghold is 32 miles from Staffelhügel and 25 miles from the Dwarfhold of Karak Angazhar. As the writ of the Empire only extends to the edge of the Black Mountains, much of the area between Staffelhügel and Kazad Nardak is considered wilderness where dangerous creatures as Trolls, Ogres, Orcs, and the occasional Giant tread with little to fear.

Travellers to the Dwarf kingdom must pass through the gates of Kazad Nardak, register with the Dwarfs, and obtain a warrant allowing them



to continue on their way. The roads and mountainsides beyond the fortress are patrolled by companies of Dwarf scouts. Travellers must be able to produce their warrants if so demanded in order to avoid any misunderstandings (bands of armed Humans without warrants are considered bandits and Dwarfs tend to take a very dim view of such people).

## **Adventure Hooks**

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The following briefs are provided to assist the GM in developing scenarios with which the various groups or settlements described in this sourcebook can be used.

### **To Have or Have Not**

The PCs have found themselves in the employ of a very powerful and influential man with ties to the criminal elements in Nuln. One day, Baron Leonhard von Steuben summons the PCs to a meeting in an empty warehouse. The setting should concern the PCs as they have heard rumours that the Baron had several men working for his rival executed in this very warehouse several months ago.

When the PCs appear before Baron von Steuben they are surprised to find the corpulent noble sweating and nervous. Their benefactor informs them that he finds himself in a tight situation

(meaning that his life may be on the line) and needs them to complete a little mission for him: break into the Library of Verena and steal an ancient Arabian fetish for the cult's rare collections. The Baron describes the item as a sceptre made of ebony wood with an ivory-carved jackal head at one end. He then tells the PCs they have one week to retrieve the item for him, and they must complete this task without unduly setting off an alarm within the Library. If need be, the Baron tells the PCs that things will not go well for them should they fail him.

The PCs may be tempted to find ways to avoid performing their assigned task in the hope that they can outlast the Baron. Anticipating such a move, Baron von Steuben requires the PCs to report their progress to one of his trusted henchmen, Bruno Heine, on a daily basis. Bruno is the Baron's enforcer and a character to whom mercy has no meaning.

The mission is one of surveillance and infiltration. The PCs will have to spend time casing the Library and perhaps finding someone vulnerable (or stupid) enough to befriend or capture for interrogation. The person targeted could be a young initiate or older scholar who frequents the Library. In the latter case, the PCs mark a member of the Order of Scholars and Historians or the Brotherhood of Antiquarians as their intended victim.

Depending on how subtle they approach the problem, the PCs may encounter opposition from the Order of Guardians. The Guardians do not take their charge lightly and will conduct surveillance on the PCs should they gain access to the restricted collections and act suspicious.

The Arabian fetish is itself a necromantic item, used in certain rituals that were thought by the Order of Scholars and Historians to have died out with the ancient Nehekharan culture. The reality is different as a shadowy organisation innocuously known as “Friends of the Pharaoh of Nehekharā” (*Freunde des Pharaos von Nehekharā*) seeks to gather the treasures of that long ago realm for some dark purpose. The agents of the unknown group have compromised Baron von Steuben in some fashion, forcing the noble to be their agent.

Should the PCs succeed in securing the fetish, they will have to contend with the Order of Guardians on one side and the Friends on the other.

### Special Delivery

The younger brother of Dieter König, a wealthy merchant in Wissenland, has gone missing. Ludwig was last seen staggering drunk in the Embankment area several nights ago, rumoured to be heavily in debt to the local crime lord, Albrecht Carstens of the Fluss Strasse gang. Herr König has set forth a reward of 200 GC for the safe return of his sibling.

If the PCs ask about (with the help of drinks or bribes), they learn that Ludwig was last seen near one of Joerg Herbart’s warehouses. In addition, the PCs may learn that Joerg is in the business of storing goods moving along the trade route passing through Wissenburg to other points in the Empire. If the PCs are lucky, they might even gain the knowledge that Joerg may also be involved in the smuggling trade.

With whatever information they have, the PCs may attempt to pressure Joerg to reveal what he knows of the younger König. Eventually, Joerg caves in and informs the PCs that Ludwig pleaded to be smuggled out so that he can escape Herr Carstens’ thugs. Joerg informs the PCs that Ludwig had a vial of some draught that he said would put him in a deep sleep so that he could be shipped in a crate to Pfeildorf, a journey of about a day and a half.

If asked about the name of the ship, Joerg tells the PCs that he does not know. Joerg does not make the arrangements for the movement of goods from his warehouse. Such arrangements are made by the merchants handling the transactions and the Guild of Stevedores involved with the loading and unloading of vessels. If the PCs press on the name of the merchant, Joerg points them to Herr Jens Schmidt.

Herr Jens Schmidt is a small time merchant who grew wealthy as a front man for Smugglers Limited. His initial involvement with the smuggling enterprise was not quite voluntary. Jens’ business fortunes were suffering from competition with the König family, as well as his predilection for women of the night and gambling, forcing him to take out a loan from the Branmuffin family to pay his debts. As Jens could not meet the terms of the loan, the Branmuffins accepted service in lieu of payment and drew up another contract binding him to Smugglers Limited.

When the PCs question Jens, they learn that the crate Joerg was placed was actually marked to be delivered to Baron Amadeus von Hesse in the

town of Meissen, which is eight days away from Wissenburg. Joerg had been placed with an item that was being sent to the minor noble for his collection. The crate was sent via the river barge, Granite Lady, with instructions to be housed in a Pfeildorf warehouse overnight. The intent was that someone in Pfeildorf was expecting Joerg and made arrangements to remove the young man from the crate.

The PCs arrive in Pfeildorf where they learned that the captain of the Granite Lady, Ralf Zenger, did not stop in Pfeildorf, but continued straightaway to Meissen. Ralf owed someone a lot of money from his previous stop in that town and it would be much harder to pilot his craft with broken legs. Ralf urgently needed to deliver the item to the Baron to collect enough money to satisfy his debt.

The item in the crate with Joerg is not just any objet d'art. It is an erotic statuette of three people embraced in what could be best described as unnatural positions that was originally uncovered in Ind by the famed and late explorer, Stefan Papen. The item is believed to have magical properties when it disappeared from the ransacked Altdorf townhouse of the murdered explorer.

The unexpected prolonged proximity of the drugged Joerg to the statuette had a devastating effect on the younger König. Three small amorphous shapes cracked the tops of the three figures and oozed through Joerg's nostrils to enter his body. Joerg essentially became the host of the creatures as the crate made its way to the Baron.

Depending on the pace the PCs set, they can either find Captain Zenger taking on cargo at Meissen or on his return trip to Pfeildorf. From the Captain, the PCs learn which warehouse the crate was left and its route to the Baron's manor house in the countryside, which is located several miles to the northwest of Meissen.

When the PCs arrive, they find no activity at the manor house. The outside is eerily quiet. Once the PCs step into the manor house itself, they

encounter a disturbing scene. Blood and gore are everywhere, but the condition of some of the corpses indicated a debauchery beyond the slaughter. Worse, they find the open crate in the drawing room with the corpse of Joerg König. Something seems to have exploded from within the late Joerg's torso as his ribs are bent outward from the gaping hole in his chest.

PCs with the *Sixth Sense* skill know that the group is being watched. The three creatures that incubated with Joerg are daemons of Slaanesh (could be daemonettes, but the GM is encouraged to come up with something equally alluring and lethal) who seek to extract their pleasure in whatever vile manner they choose before being forced to leave this plane of existence. They are currently bound to the manor house.

To add even more chaos to the scene, a small group of men arrive at the manor house. A member of the Order of the New Dawn, Eugen Mahler, and his entourage have been on the trail of the Slaaneshi item and are intent on recovering it. They are likely to consider the PCs as the cultists who have been one step ahead of them through this entire ordeal.

Piling on the PCs' woes, an assassin has been contracted by Smugglers Limited to take out those who recently dealt with the recently dispatched Jens Schmidt. The Branmuffins are not certain if the PCs' snooping has exposed its operations, but the family is taking the precaution of removing the possible threat. The assassin should arrive sometime after the PCs are being hunted by the Slaaneshi daemon.

## **Encounter at Dankwater**

There are a number of possibilities of using a Wolfen village as an encounter or centre of an adventure scenario. What is presented below is just one example.

The area of Dankwater Swamp (*Feuchtwassersumpf*) has an ill-reputation



among the residents of the nearby village of Moosach and other villages in the vicinity. Many believe the mist-covered marsh to be haunted and rumours of ghosts and wisps abound. Pedlars will also tell strangers who ask of an isolated village in the marshes populated by an odd folk who keep to themselves. There are also stories of wolves in the area.

As the PCs move through the area, they see a large wolf seemingly paralleling them. The wolf occasionally glances at the PCs and disappears when they finally set camp. The wolf is one of the scouts of Aitrang making his way back to the village to warn of a large Goblin attack. His return takes him close to the path upon which the PCs are travelling.

Several hours later that night, a PC on watch sees the reflection of many wolves' eyes at the edge of the campfire. The size of the Goblin raiding party should be whatever the GM deems as challenging for the PCs. The Goblin wolfriders are momentarily sizing up the PCs to determine just how much booty and food (the PCs and horses) they will get from this raid. Though they normally carry bows, Goblins are fairly poor shots. Wolfriders prefer to charge into combat with spear and shield (though a few might carry swords and axes they pinched from elsewhere) in order to get the fiercer wolves into action.

As the PCs are startled awake and scramble for their weapons and gear, the wolfriders charge. The battle should run for a couple of rounds, long enough for the PCs to realise they might not survive the fighting. At some point, the howling of several wolves will be heard not too far away. The PCs may desperately believe that more wolfriders are on their way. The wolf mounts of the Goblins know otherwise and must make a morale test to remain in battle. Those that fail back away from on-going fight and move towards the approaching danger. Wolves failing miserably break from combat and flee with their rider holding on for his life cursing at his mount.

At the edges of the campfire, the PCs can make out shadowy shapes battling it out among the sounds of snarling, yelping, and the occasional Goblin curse. The fight lasts for several rounds before it breaks off. All becomes quiet as the PCs wait from something else.

If the PCs search by torchlight or wait until morning, they come across a sorely wounded man near the area of the night's second fight. The hairy man is naked with many cuts across his body and arms. He begins to stir as the PCs decide what to do with him. There is nothing to indicate the man is a werewolf should the PCs leap to that conclusion. The PCs are likely to ask about the man's clothing as there aren't any shreds of cloth near him. The man simply states that he was a Goblin prisoner who managed to escape when Ulric sent the wolves after the greenskins.

The wounded man introduces himself as Günter, should the PCs inquire. He slowly rises and thanks them for whatever kindness they may have shown him. He tells the PCs his village is very near and that he can make it on his own. Günter will only accept any offer of an escort for a time if there is a priest of Ulric among the PCs.

Should the PCs accompany Günter, he thanks them for their assistance once he reaches the edges of Dankwater Marsh. He informs the PCs that he can make his way from here and waits until the PCs have departed before continuing on his way.

The PCs may have feigned departed at this or any earlier time with the intent on following Günter unseen. With the keen hearing and sense of smell of his kind, it doesn't take Günter long to detect the PCs following his trail. Given his familiarity with his environment, Günter finds one of the shallower channels in the marsh and leaves the main trail to one of the other islands. There, he crouches behind a large shrub and shape shifts into his wolf form. He then watches for the PCs from his place of concealment.

The PCs realise soon enough that Günter is no longer on the track. Assuming the PCs find his trail, they can quickly determine that he crossed the water and could be on any of the surrounding soggy islands. If the PCs decide to turn back, then nothing further occurs.

Should the PCs decide to continue forward, Günter concludes that they may well be just another bandit band, albeit new to the area. Once the PCs are out of his sight, Günter lets out a howl to warn the village of Aitrang of the PCs' approach. Wolfgang and Greta have more than enough time to prepare to greet the PCs in a manner appropriate to the situation.

Aitrang's defences include a single tower which guards the main gate of the surrounding palisade and a ditch is filled with marsh water. A small gate – only tall enough for a wolf to run through it – is situated on the opposite side of the village. If attacked, many of the villagers take up bows and spears and guard the main gate from the

tower and wooden platforms on either side of the gate. A small group shapeshift into their wolf form and quickly pass through the rear gate with the goal of flanking the attackers.

Horses of bandits or other attackers catching the scent of Wolfen ready for fight recognise the danger as do the wolves ridden by Goblins. Both types of mounts suddenly become uncontrollable by their riders, wanting only to flee. The Aitrangers hold their positions, only fending off attacks until they hear the howling of their fellow villagers. This signals the Aitrangers to launch their counterattack.

Once an enemy is set to flight, the Wolfen change their tactics and forms. Those able to do so chase their attackers through the marshland. The goal of the Aitrangers is to ensure that the any survivors who make it out of the marsh are few in number and sufficiently terrorized that they will convince others of like mind to stay away Dankwater Swamp.

## Appendix One-A Brief History of the von Liebewitzes

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Of the great noble families of the Empire, the von Liebewitzes are the ones most associated with Wissenland and their history is intertwined with that of the province. The family traces its roots to the time of Sigmar, but the historical records of the Temple of Verena only mention the family five centuries later.

### Early History

The family is first mentioned in the Verenan Chronicles of the Southern Realms in the sixth century. Udo Liebewitz was a commander of the Emperor's Horse during Sigismund the Conqueror's campaigns in the lands of what are now Bretonnia and Border Princes. The Emperor granted Udo lands near the village of Wissenburg as recognition for his valiant stand against a Bretonni counterattack on the far side of Axebite Pass.

The family was not mentioned again in the Chronicles until the collapse of Sigmar's Empire in the aftermath of the fall of the ruling House of Hohenbach, the infamous Drak Wald Emperors. It was the time when the Black Plague swept the land, decimating families and decapitating the ruling families. In the ensuing chaos, Mandred of Middenheim raised his standard in defiance of the dark forces overrunning the land. Baron Hildebrandt von Liebewitz was among the first to join his retinue and levies to Mandred's forces.

The battles of Arnsberg Forest, Illertissen, Lechfeld and Recknitz against the forces – Human or otherwise – opposed to Mandred's efforts to resurrect Sigmar's Empire proved Baron von Liebewitz's mettle and helped paved the way for him acquiring new lands, wealth and honours. Soon after, Baron von Liebewitz married Bianka von Meissen, daughter of the ruling family of Wissenland. From this time forward, the fortunes of the Meissen and Liebewitz families would be intertwined.

The reign of Mandred I of Middenheim ended with the Emperor's assassination. The Empire of Sigmar collapsed as feuding nobles, warlords and robber barons established their dominions and threatened those of their neighbours. For over two hundred years, the time known as the Age of Wars fell across the land. Related by blood to the von Meissens, the von Liebewitz family campaigned with their cousins to bring breakaway territories in Wissenland back into the fold.

The Election of Emperor Otto VI in 1359 I.C. brought peace to the southern and western Empire, though the secession of Talabecland with its ruler declared herself as Empress would continue the strife in the north and central Empire. During the Age of Emperors, Wissenland and Sölland were relatively peaceful. Due to their connections, the von Liebewitz family thrived as the region prospered.

### The Orc War

The relative peace in the southern Empire was shattered in 1707 I.C. A massive greenskin invasion led by Warlord Gorbard swept into the Empire through Black Fire Pass after devastating the countryside in the Border Princes. Rather than follow the Old Dwarf Road to Averheim, the Orcs moved along the Black Mountains until they reached the Upper Reik. Crossing the river in force, the Orcs swept across central Sölland and devastated the countryside.

Count Ulrich von Liebewitz raised 1,000 fighters and joined Grand Count Erich Adolphus von Meissen before the rampaging horde of greenskins. The Grand Count's utter incompetence as a command proved to be a disaster and his Grand Army of Wissenland utterly defeated. The remnants of the army were forced to flee, opening the road to Wissenburg, which the Orcs destroyed. Count von Liebewitz

led the rearguard action which allowed the army to cross into Reikland in order to regroup.

The Battles of Grissen and Nuln threw the entire Imperial West in turmoil. As Nuln was sacked by the Orcs, the Army of the West regrouped at Grünberg only to be routed again in 1708 I.C. With the fall of Grand Count von Meissen, Count von Liebewitz assumed command of the remaining Grand Army of Wissenland and led them in good order to Altdorf. The subsequent Battle of Altdorf (1712 I.C.) was a victory for the rump Empire, leading to the death of Gorbád and the scattering of his Orc army.

Given his gallantry and leadership in the war and the destruction of the ruling House of Meissen by the Orcs, Ulrich von Liebewitz was elevated by newly elected Nuln Emperor Dietrich II of the Reikland in the aftermath to the rank of Grand Count of Nuln and Wissenland. In addition, the war also saw the obliteration of the ruling House of Durbheim and the leading noble families of Sölland. Emperor Dietrich II proclaimed that the Wissenland would absorb what was left of the devastated province, thereby greatly expanding the von Liebewitz prestige and power. Further enhancing his prestige, Grand Count von Liebewitz was bestowed the position of the Keeper of the Great Seal of the Emperor.

### **The House of von Liebewitz**

Despite Sigmarite historical texts to the contrary, Empress Magritta was not elected to ascend the throne of the remains of what was called the Grand Empire when she was a child. Though born in Marienburg, Magritta had in fact spent considerable time in Nuln learning statecraft from her father, Grand Count Amschel von Liebewitz.

With the death of Emperor Konrad von Clausewitz of Stirland in 1979 I.C., the remaining Electors could not settle on one of three candidates. The northern provinces of the Old Empire have since seceded from the realm Sigmar once ruled either by choice (Middenland

and Talabecland had its own Emperors while Nordland joined with Middenland and Hochland leaning towards Talabecland) or isolation (Ostland was cut off from the rest of the remaining Imperial provinces). Vicious rumours circulated that Grand Theogonist Gottri – who has been vilified by many Verenan historians as overbearing and very ambitious – was pushing himself as candidate for the Imperial throne. After several failed ballots, Magritta emerged as the compromise candidate and was elected by the over-reacting and self-centred provincial Electors.

His legitimate concerns rejected by the other Electors, Grand Theogonist Gottri pronounced the Election a sham and declared that the three Sigmarite Electors would immediately withdraw from the clearly compromised Electoral College. This move left only five provincial Electors, thus depriving the College of a quorum for future Elections. Empress Magritta ignored the Grand Theogonist's writ and established her court in Nuln.

Fighting soon broke out along the River Reik between Empress Magritta and Talabheim Emperor Oskar III as the latter sought to test the new Empress' resolve. The battles proved indecisive. Without gaining any advantage, both sides readily agreed to end hostilities.

### **The Wizards' War**

War was endemic throughout the Empire during the Dark Age period after the election of Empress Magritta. While the provincial rulers were continually vying with one another for power and territory, no one saw the growing threat posed by the demonologists and necromancers practicing their foul arts in the dark recesses. In 1983 I.C., the Middenheimers uncovered a coven led by Georg Galgowege at the foot of the Flauschlag near the village of Warrenburg. The ensuing battle witnessed the heinous death of many who sought to bring the demonologist to justice.

Word quickly spread of the struggle across the fragmented Empire. Through dark sorcery, these malevolent wizards rose up against the ruling nobility and luckless peasantry. Empress Magritta reached a truce with the Emperors of Middenheim and Talabheim so that she and the provincial rulers could direct their forces against the foul wizards in her domain. Though concerned about the ill-effects of Magritta's growing influence, the Grand Theogonist lent his support to the effort. Almost as one, the Emperors outlawed wizardry, declaring its practice a capital crime. Led by the Church of Sigmar and the other established Imperial cults, the war expanded from those who openly rebelled against the fragmented Old Empire to those suspected of harbouring treasonous aspirations.

Sigmarite Witch-Hunter Gottfried von Mauchen was appointed by the Grand Theogonist to cleanse Wissenland of the taint of sorcery. The activities of von Mauchen and his men were lost to historical archives, though some of his alleged deeds made it into local folklore. Many of these stories describe his heroic efforts in uncovering secret covens and burning the enemies of the Grand Empire at the stake.

The Wizard's War lasted eight years. Many wizards and their agents met a well-deserved and fiery death. Unfortunately, so did countless of innocent people who happened to be at the wrong place at the wrong time. Several villages rose in revolt when the people could no longer suffer abuse from the authorities.

## **Dark Age**

From the end of the calamity of the Wizards' War, Empress Magritta's policies fell into a pattern of unpopular taxes, debasement of currency, and confrontation with the Miners' Guilds in Übersreik, Auerwald, and Meissen. Her difficulties with the cantankerous Grand Theogonist Gottri resumed.

Around this same time, the Dwarf Engineers' Guild of Nuln – with the concurrence of the High King of Karak Ankor – received a charter from Empress Magritta to open Richtofen's Foundry for the manufacture of cannons and handguns. Soon after, the Imperial School of Gunnery opened nearby so that selected artillerists could be taught the gunnery skills.

Grand Prince Siegfried von Übersreik took advantage of dissatisfaction and unrest in Reikland to approach the Grand Theogonist with a bold plan. On the 1 Nachexen 1993, the leader of the Church of Sigmar crowned the Grand Prince as Emperor Siegfried of Altdorf, thereby splintering the rump Empire. This secession also separated the Empress in Nuln from the wealth of the Barony of Westerland and Marienburg, even though that region remained loyal to Magritta.

Exhausted from years of war, Empress Magritta allowed the outrageous act to go unchallenged. She needed to focus her energies on re-building what remained of her Empire (Wissenland, Stirland, and Averland) and securing its borders from her Imperial enemies. Westerland gained its first taste of independence.

The destruction of Mordheim by the comet – referred to as "The Hammer of Sigmar" by doomsayers in 2000 I.C. – re-directed Empress Magritta's attention. Bands of mercenaries from the Nuln Empire – particularly Marienburgers – vied with mercenaries from the other provinces and free companies for control over treasure and the mysterious wyrdstones found in the ruined Ostermark city.

Meanwhile, doomsayers, zealots and agitators in the large cities were stirring unrest in the large cities. Many took the fall of the comet as a sign of Sigmar's displeasure and the coming apocalypse. Riots broke out in Nuln, Averheim and Wissenburg while Wurtbad – the largest settlement closest to the ruined Mordheim – was a hotbed of rebellion. Empress Magritta mobilised her army to violently put down the

insurrections. Facing down the short-lived rebellion would be the last threat she met. Having ruled for 24 years, the Empress died of a mysterious ailment in 2003. Her nephew, Maximilian von Liebewitz of the Meissen branch, succeeded her as Elector of Nuln and Wissenland.

About the same time, Grand Prince Johann the Grey of Reikland succeeded his father Siegfried as Altdorf Emperor.

The unsettled situation in Mordheim was put to an end in 2010 when a large army from Sylvania led by Count Vlad von Carstein swarmed over the ruin city and obliterated the small warbands infesting it. Survivors brought rumour of this massive army to the west and north. The Sylvanian army then struck northward, ravaging Talabecland and Ostermark before being defeated in a series of battles which included Krähefeld, Hunger Wood, and the Siege of Castle Tempelhof.

Countless wars – both large and small – were endemic in this new period of Imperial history. Tensions between the various Emperors – particularly between Altdorf and Nuln – continued to create economic difficulties in the Southern Empire as the major northern trade routes passed through Reikland. Trade with the Dwarfs in the surrounding mountains continued, but the merchants of Nuln wanted to reach even further.

In 2107 I.C., Emperor Adelbert IV von Liebewitz sent a force to southern Wissenland under Count Axel Reichenbach's command to secure the newly found Montdidier Pass, which led to southern Bretonnia and, via a connecting route, to northern Tilea. The settlements along the River Söll grew rapidly as the new trade routes brought wines, spices, dried foodstuffs, and other goods into Wissenland, by-passing the routes that passed through Axe Bite Pass and Marienburg.

As a result of trade, Nuln grew to be a larger, more cosmopolitan city than any Imperial city other than Marienburg. Ambitious public works and extravagance by a succession of Emperors proved very costly. Emperor Alban von Liebewitz found his Court to be in great debt to Nuln and Miragliano banking interests in the late 23<sup>rd</sup> century. In order to meet the Court's obligations before it would default, Emperor Alban reached an accord with the prosperous von Mecklenburgs to separate the old province of Söllland from the more dominant Wissenland and establish it as the new Electoral province of Sudenland.

### **Magnus the Pious**

In 2301 I.C., a massive Chaos army invaded Kislev from the north. Rumours of the impending doom raced across the land. Soon, a gifted and far-sighted young man by the name of Magnus from an old Stirland noble family began to preach in Nuln of Sigmar's dream of a united and mighty land which would be the bulwark of humanity. He called for the raising of a large Imperial army to confront and defeat the enemy.

Grand Countess Beatrice von Liebewitz, Elector of Nuln and Wissenland, was among the first of the great Imperial noble houses to throw her support behind the visionary. The Grand Countess swore to follow the eldest son of Duke Josef von Bildhofen wherever he led and began raising troops to fight under his standard. The armies of Wissenland and Nuln were soon joined by troops from Sudenland, Averland, and Stirland. Magnus led them through Altdorf, Middenheim, and Talabheim as his ever growing army made its way to Kislev. Under his command, the Imperial armies and their allies relieved the Siege of Kislev before decimating the Chaos forces in a series of battles.

Returning to great acclaim, Magnus named the Pious was elevated to the Grand Prince of Reikland by the Grand Theogonist as the House of Holzkrug became extinct when the old

Emperor Ludwig VII and his heirs fell at the Siege of Kislev.

Having demonstrated the power of a united realm, Magnus the Pious was unanimously elected Emperor of the restored Sigmar's Empire. Magnus the Pious establishes his capital in Nuln, thus obligating Grand Countess von Liebewitz to relocate her Court to Wissenburg and settling for a lesser castle when in residence in Nuln.

The Imperial capital remained in Nuln until the ascension of the House of Holswig-Schliestein to the Imperial throne in 2429 I.C. when it was moved to Altdorf. With the departure of the Imperial Court, the ruling von Liebewitz family returned their court to Nuln from Wissenburg.

### **Rival to Altdorf**

With the power of the Holswig-Schliestein Emperors increasing due to the location of the Colleges of Wizardry and Grand Theogonist within the city walls of Altdorf, many of the more powerful Electors sought ways of increasing their own power to counter the Emperor's.

During his reign (2480-2503 I.C.), Grand Count Konrad von Liebewitz reformed (simplified) the onerous and often contradictory legal and tax codes, streamlined the provincial bureaucracy, and re-negotiated trade agreements with other Imperial provinces, bordering Dwarf kingdoms, and neighbouring realms such as Bretonnia and the northern Tilean city-states. The Grand Count's goal was to replenish his provincial treasury so as to undertake rebuilding programmes in Nuln and Wissenburg.

The state of Nuln had been declining since the election of Emperor Wilhelm von Holswig-Schliestein in 2429 I.C. The Imperial Court that existed in Nuln had drained the treasury of the city and its surrounding lands.

In 2482 I.C., Grand Count von Liebewitz reached an agreement with the Colleges of Sorcery to open a subordinate school for all disciplines in Nuln so that promising recruits from the southern Empire could be screened for admittance to the Altdorf colleges. Those with limited promise could then be trained in the Nuln school for non-military roles while those with higher potential would be transferred to the Altdorf schools to complete their training.

In 2484 I.C., the Elector of Nuln and Wissenland contracted Dwarf engineers from Nuln to reconstruct the crumbling Wissenburg harbour and resolve the flooding problem that occasionally occurs from the spring thaw. With its port modernised, Grand Count von Liebewitz looked to establish the town as a smaller version of Nuln. Within the same year, a conservatory and opera house were built along Wissenburg's main square.

The build-up in Wissenburg included its own sanctioned guild for wizards, the doors of which were opened in 2488 I.C. The Wissenburg chapter pales in comparison to its more magnificent counterpart in Nuln.

Grand Countess Emmanuelle von Liebewitz succeeded her father in 2503 I.C. and brought an unparalleled vivacity to the Nuln society. Suddenly, the Nuln Court was the Imperial trendsetter for fashion, masquerade parties, music theatre, and literature. Young, aspiring men came to the Nuln Court to impress the Grand Countess in the hope receiving a position of consequence.

Grand Countess von Liebewitz has all but abandoned Wissenburg for a year-round residence in Nuln with an occasional stay in Meissen. She installed Count Bruno Pfeifraucher to rule Wissenland in her stead so that she could concentrate on her efforts to rebuild Nuln.

Even with her reputation for frivolity, the Grand Countess maintained the tax policies of her

father and ensured that she get fair compensation for whatever limited-time monopolies she granted to capable Court favourites. In this fashion, she continued the building programme throughout Wissenland. The temple to Panasia in Wissenburg and the refurbished Temple of Verena in Nuln are but two examples of the Grand Countess' public works.

Grand Countess von Liebewitz also continued to strengthen the importance of Nuln as a counterbalance to Altdorf as well as her father's work in establishing centres of wizardry outside the control of Altdorf. In 2506 I.C., she chartered the establishment of another chapter of the Wissenland Wizards' and Alchemists' Guild in Wusterburg.

The Grand Countess did not restrict her efforts to conspicuous consumption. As she gained in experience from her advisors, Grand Countess

von Liebewitz became more engaged in Imperial politics beyond her borders. She was a major player in the behind the scenes peace negotiations to end the Civil War of 2512-2514 I.C. The Grand Countess was also decisive in removing Count Pfeifraucher from ruling Wissenland in her stead when he authorised the raising of troops to assist Stirland in that war against Talabecland.

Moreover, Grand Countess von Liebewitz quickly resolved an untenable situation in Sudenland caused by Baron Sektliebe's depraved indiscretions by moving swiftly to bring the province under the rule of Wissenland in 2515 I.C.

Despite her reputation, Grand Countess von Liebewitz has proven to be one of the more powerful Imperial Electors.



## Appendix Two- New Gods

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The 1<sup>st</sup> edition WFRP descriptions for the following Gods have been detailed in **Gathering Darkness: Rising Shadow** and **Gathering Darkness: Grim Pursuits** scenarios. The abbreviated versions appear in this publication for completeness sake.

### **Deanosus, God of Wine, Vineyards, and Revelry**

**Description:** The lesser God of Wine, Vineyards, and Revelry, Deanosus is the son of Manann and Panasia. In many stories, Deanosus is the merry companion of Ranald and the two often get into predicaments that require the smooth-tongued Trickster God's skills to extricate them. These stories are regaled on Deanosus' holy days, mostly in Tilea and eastern Estalia.

Deanosus is often depicted as a rotund, joyous deity wearing a wreath of grapes wines on his head and purple robes and sandals in a style that speaks of the ancient Tilean past. Deanosus is also described with cheeks almost as rosy in colour as his nose. In some representations, Deanosus is shown carrying a large cask of wine on his way to some festival, followed by dancing satyrs playing pipes or flutes and frocking nymphs.

There is also a darker side to the worship of Deanosus. In some places, the rites performed in his honour away from the lights of towns and villages border on practices similar to Slaanesh, which the witch-hunters of Solkan would find repelling. Stories of human sacrifice and decadent orgies circulate from time to time, prompting the authorities to investigate and, possibly, violently suppress.

**Symbol:** Deanosus' symbol is that of a wine goblet filled with grapes or a piece of leafy vine with a cluster of grapes. His priests and priestesses wear purple or lavender robes and –

during the spring and summer – a wreath made of grapevines. They also wear a silver medallion fashioned in the shape of a bunch of grapes, though ranking priests and priestesses may have small round amethysts embedded as the grapes.

**Areas of Worship:** Very popular in the wine growing areas of the southern Old World and has been brought to the southern Empire by Tilean immigrants. Like the worship of the Earth Mother as well as Taal and Rhya, the worship of Deanosus differs by degrees from one locale to the next. Much of the difference can be attributed to the priests of the area.

**Temples and Shrines:** The cult of Deanosus has no temples. Instead, the cult maintains shrines in many vineyards, as well as in the nearby forests and surrounding hills. The shrines range from open air, marble shrines build by wealthy vintners to rocky cairns on hilltops and forest clearings. The priesthood are not assigned to any specific shrine, but they maintain a number of these in a given area.

**Friends and Enemies:** The cult of Deanosus is friendly with the religions of the rural areas of the Old World such as the Old Faith, Taal, Rhya, Ulric, Manann, Panasia, Phaestos, and Mórr. The cult is also on good relations with the worshippers of Ranald and Shallya, as well as the Elvish cult of Liadriel and the Halfling cults of Esmeralda and the Pilgrim. To the surprise of some, the cult of Deanosus is on good terms with the Dwarf cults, particularly Grungni and Valaya. In contrast, the cult of Deanosus is a bit standoffish with what it perceives as the prudish and humourless cults of Sigmar, Verena, Myrmidia, Alluminas, and Solkan. Worshippers of Deanosus have no dealings with the cult of Kháine or any of those of the Ruinous Powers.

**Holy Days:** There are three days of particular importance for the cult of Deanosus. Mitterfrühl marks the day when the first buds appear on the

grapevines signalling the beginning of the growing season. 33 Vorgeheim is the day to bless the oak barrels crafted for fermenting the wine. Finally, 10 Nachgeheim is the day when the crush (the beginning of winemaking) begins. All three days are marked by ritual and celebration, though the nature of these varies from place to place.

**Saints:** The cult of Deanosus does not recognise saints.

**Cult Requirements:** Followers of Deanosus come from all walks of life.

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** Initiates and Priests of Deanosus must abide by the following:

- Never let a goblet of wine go to waste.
- Always help a vintner in need with his trade.
- Always repair a damaged sacred site.
- Always assist a worshipper who is overcome by the cult's rituals.
- Never allow a sacred site to be violated.

**Trials:** Rarely does Deanosus require his mortal servants to undertake any trials as he finds such utterly boring. When he does, trials typically involve clearing an abandoned vineyard of weeds and other undergrowth, working for a vintner for no compensation, or tending to a sacred site dedicated to Deanosus for one year.

## **Écate-Goddess of the White Moon, Night, and Witchcraft**

**Description:** Écate is the Goddess of the White Moon and daughter of the Earth Mother. She is also the patron goddess of the night, bitter truths, vengeance, dark knowledge, and witchcraft. Many theologians consider Écate as nothing more than an aspect of the Earth Mother, albeit a

dark version. Her worshippers – from the wandering Strigany to scheming witches – consider Écate as a goddess in her own right. Not all followers of Écate revere her in the same way as few give equal weight to her various facets.

According to legend, Écate was born from the grief of her mother when the Earth Mother's first sons (Taal and Ulric) along with their sons (Manann and Mórr, respectively) overthrew her consort, Oermath the Sun God, in the aftermath of the Gods' War on Chaos. Not certain how her other divine children would react to their new sibling, the Earth Mother placed Écate in the celestial sky to watch over her. Écate observed from her vantage point the disrespectful manner in which her divine siblings usurped the various powers of the Earth Mother, thereby weakening her. It is also believed by some that it was Écate and not some unnamed demoness who took the form of Rhya to seduce Ulric and begat Kháine.

Soon after, Écate revealed herself to the Young Gods (as the other divine children of the Earth Mother and their offspring are called by followers of the Old Faith and Écate) and announced that she would oppose their plots at every turn. Offended by her lack of respect, the Young Gods set upon the wilful goddess and entombed her within Mannslieb. But Écate had prepared a gate through which she could pass into the world unseen whenever the light of the White Moon shone its brightest in the night sky. It is during the phase of the full moon when Écate is said to work her mischief.

Some of the more ardent followers of Écate are the Strigany. Though they travel the roads of the Empire in brightly coloured wagons, these wanderers are very secretive about their religious beliefs, even to the point of referring to their Druidic Priests (always female) as "Grandmother" [*"Petru"* in the Strigany tongue]. The cult of Écate is very protective of her people and considers outsiders as lesser persons of whom the Strigany can take advantage. They tend to be outwardly friendly and very emotional

folk, quick to laughter and anger. Socially, the Strigany are quite different from Imperials and other Old Worlders and are seen by some as immoral. Some Imperials, especially young men lusting after the exotic Strigany women, become enamoured with the lifestyle of the nomadic folk and run away from home to join them. Some are accepted into the clan, but a number find themselves sacrificed to Écate far from home and alone when the Goddess demands their blood.

Écate has sometimes been identified as the mysterious Nehekharan moon goddess who took pity on the original vampires of Lahmia, providing them with shelter when other gods cursed them and men hunted them. According to scholars of the vampire prophecies, it was under Écate's dark veil that the vampires fled to safety in the Old World after their kingdom of Lahmia was destroyed.

**Symbol:** The cult of Écate prefers its initiates and priests to avoid standing out in a crowd. The clergy dress as their followers when undertaking daily activities. During ceremonies, initiates and priests wear robes of a colour that emphasizes the aspect of Écate being celebrated. Clergy focussing on the revenge and domination aspects of Écate wear black, while those stressing dark knowledge and power for its own sake wear white. Initiates and priests celebrating Écate as the goddess of the white moon or night wear black robes with white highlights (in the form of Mannslieb and stars) and trim.

The symbols worn by followers of Écate are personal and idiosyncratic. These can take the form of Mannslieb and stars as well as a cauldron (the mystical source of dark magic), the latter of which is used by witches and those seeking dark knowledge. Tokens in the form of scythes or sickles are worn whenever justice or vengeance is to be meted out. Some followers prefer to wear other symbols in the shape of black cats, snakes, or jackdaws.

**Areas of Worship:** The cult of Écate is worshipped by the nomadic Strigany peoples

throughout the Old World and various remote places in the Old World such as several kingdoms in the land of the Border Princes. She is also revered by a number of scattered secret cults and individuals, such as cultists of the Great Necromancer Nagash, who believe their master's apotheosis was arranged through a secret bargain with Écate. The worship of Écate is generally considered undesirable by many authorities – evil by a few. It is considered worse than the cult of Ranald given its association with the Strigany and other less savoury followers and is generally outlawed or persecuted in much of the Old World.

**Temples and Shrines:** There are no temples or shrines erected to the worship of Écate. Her worship is pursued in secret, sometimes at locations that are associated with the worship of the Old Faith, such as stone circles and old burial sites (barrows). There is no formal hierarchy in the cult, but Druidic priests are acknowledged as such and shown respect and deference

Groups of witches and warlocks who worship Écate may meet in a coven for mutual support, protection, and sharing of knowledge and craft. Ideally, the number of members in a coven would be thirteen, but any number will do. Each coven has its own rules; some are dominated by one or two powerful leaders whereas others are communities of more-or-less equals. Some covens may have regular meetings for worship and practice of dark knowledge and sorcery while other covens gather irregularly if at all.

**Friends and Enemies:** The cult of Écate sometimes makes common cause with followers of Kháine, though disdainful and wary of their madness. The cult might even enter temporary and guarded alliances with Slaaneshi cultists if it serves their purpose. Otherwise, the cult of Écate is hostile towards the worshippers of other Chaos Powers and maintains a bitter hostility towards the cults of the other divine descendants of the Earth Mother. The cult of Écate is respectful of the Old Faith, even though they believe the Druidic priests all too easily

acquiesce to the power of the other official cults. The cult of Écate is unconcerned with the cults of Dwarves, Elves, and Halflings.

**Holy Days:** In common with the Old Faith, the cult of Écate observes four holy days: Mondstille Winter Solstice, Mitterfrühl Spring Equinox, Sonnstill Summer Solstice, and Mittherbst Autumn Equinox. In addition, the worshipers of Écate (particularly witches and seekers of forbidden knowledge) celebrate both Hexensnacht and Geheimnisnacht. Where communal worship of Écate takes place – such as among the Strigany – a Druidic priest leads a procession around the settlement or campsite invoking Écate's protection against the evil that is abroad during both "witching night" and "night of mystery." Followers of Écate also hold as holy the nights when Mannslieb is full.

**Saints:** The cult of Écate does not honour saints.

**Cult Requirements:** Followers of Écate like the Strigany are generally born into the cult. Those seeking vengeance or searching for legends and ancient tomes to gain knowledge of the dark mystic secrets come into the worship of Écate hoping to gain her favour for their endeavours

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** Initiates and priests of Écate must abide by the following:

- Always serve and protect your kin and people with whatever means are at your disposal.
- Always honour the Old Ways that preserve you and your people.
- Never shun the Darkness.
- Be careful with whom you place your trust.

The following additional strictures are for those seeking dark knowledge:

- Knowledge is power. Do not allow others to deny you the knowledge they seek for their own ends.
- The thing you fear is not necessarily evil. It may simply be dangerous, and you must overcome it by any means possible.
- In order to gain power, you must take risk. Be bloody, bold, and resolute.
- Always remember that all beings seek gratification, wealth, and power. Those who claim otherwise are fools or liars.

**Trials:** Trials set by Écate usually take the form of acts of vengeance where the priest is expected to make a transgressor pay for their crime. Such a transgressor is often a high ranking official or noble as these influential individuals usually find someone less fortunate to take the fall for their crimes. Transgressors such as these make this kind of trial all the more dangerous. In some cases, a trial may require the offender to recover a tome or scroll of dark knowledge from the temples of the sanctioned state or rival organisations such as the magic colleges and guilds.

## **Kháine-God of Murder and Undead**

**Description:** Kháine is the dread Lord of Murder – the patron of assassins and murderers – and God of the Undead. It is said that he is the son of Ulric and a demoness (in some stories, his mother is Écate). Kháine is jealous of his elder half-brother Mórr's rulership over the world of the dead. He steals the souls of those unprotected by the Cult of Mórr and those murdered or sacrificed in his name. With these souls he builds his own dark realm, a realm from where Necromancers call forth some of the Undead spirits.

Kháine is depicted as a grotesque, squatting demonic being with a huge, leering fanged mouth, a great horned head, and four arms, each holding a bloody dagger. He also wears a necklace of innumerable skulls. Kháine is an insane god worshipped either by murderous men or would-be Necromancers eager to wield the

powers Kháine offers in return for service. Kháine is generous to those who add to his dark realm with offerings of blood and murdered souls.

**Symbol:** Kháine's symbols are a scorpion poised to strike and a human bone carved in the likeness of Kháine. In secret rituals and ceremonies, initiates and priests wear black robes or other outer garments trimmed with red and yellow, and elaborate masks depicting the horned, fang-jawed face of Kháine. Additionally, they bear staves carved from human bone which feature the fanged skull motif.

**Area of Worship:** A secret cult proscribed and actively persecuted in the Old World and Araby. The cult of Kháine originally found followers in ancient Nehekhar which worshipped a large pantheon of decadent gods. Kháine is still worshipped openly in isolated areas in the Badlands and the Dark Lands. Worship in the Old World is rare and followers remain few.

**Temples:** There are no obvious temples or shrines to Kháine in the Old World or Araby. Instead, his worship is pursued in secret temples and shrines hidden in basements, caves, remote areas, etc. There is no common architecture to these places of worship, except for the blood stained altar before a statue of Kháine. Participants in ceremonies and rituals take mind-altering drugs which facilitate communion with the Lord of Murder and Undeath. Primarily, these rituals consist of consecrating souls in ritual sacrifices to Kháine. In other cases, these rituals may be conducted as a petition to Kháine to grant participants Unlife so they can better serve his will.

**Friends and Enemies:** Friends to no one (except maybe Écate), not even to the Chaos cults as the cult of Kháine tends to be treacherous, unpredictable, and highly unreliable. The cult is an eternal enemy of cults of the Old World, Mórr and Oermath the Sun God in particular.

**Holy Days:** Kháine has no holy days. Kháine will always accept a soul dedicated to him. If the sacrifice pleases Kháine, he may bestow a blessing. At times, initiates and priests may be directed by Kháine to undertake more aggressive sprees of murder and assassination or mass ritual sacrifices. Failure to perform Kháine's pleasure usually results in the cultist gaining an insanity point or two. After all, Kháine's followers always perform better after they have become a little unhinged.

**Cult Requirements:** None. However, Kháine does not permit a cultist to renounce his worship at a later date. Any attempt to withdraw from the cult guarantees an effort by other cultists to capture the traitor in order that the fool meets a horrific and ritualised death at the hands of a Kháinite priest. This then sends the soul of the traitor to Kháine's dark realm for eternal torture.

**Priestly orders, including monks:** None

**Sponsored fighting orders-Templars:** None

**Strictures:** Initiates and priests of Kháine must abide by the following strictures:

- Serve Kháine by feeding his power through sacrifice and populate his dark realm.
- Never permit an opponent to live as their death better serves Kháine – preferably administered by ritualised sacrifice.
- By advancing his cause and performing required tasks (generally scores of ritualised murder), one will gain power and eternal (un)life.
- Failure to perform a task requires a death, even one's own, to atone for that failure.
- Those souls populating Kháine's dark realm may be called forth to perform specific tasks in the Land of the Living. These tasks must involve additional deaths so that Kháine's cause is advanced.

**Trials:** Trials set by Kháine typically involve the capture and ritualistic murder of a cult enemy, particularly those of Mórr.

## **Lacothea, River Goddess of the Söll**

**Description:** The origins of the many of the local river deities of the Empire are tied in some fashion to Taal, his storm god aspect of Domthar, or his river god aspect of Karog. Lacothea is said to have sprang from the wound Taal suffered in battle against the rampaging dragon, Crysothela. The God of the Hunt tracked the mighty beast in its lair beneath the Vaults and fought against it in the dark for three days.

Lacothea is the goddess of the River Söll and is often depicted as a slender woman with a very fair complexion and smooth bluish white hair. Though her appearance is very much in keeping with the usual cool clear waters of the river, Lacothea is believed to take a new different appearance when an unusually warm spring thaw turns the river into a raging torrent. In these situations, Lacothea takes on the guise of an angry woman with wild white hair and an insatiable appetite for destruction. Great flooding would occur, prompting the use of Human sacrifice in ancient times to placate the goddess. Such practices are believed to have died out long ago.

**Symbol:** Lacothea's symbols are three parallel wavy lines or a wavy silver line.

**Areas of Worship:** As a local goddess, the worship of Lacothea can only be found along the River Söll from Sonnefurt to Meissen.

**Temples and Shrines:** There are no temples or shrines specifically dedicated to Lacothea. Small shrines are generally included within the area temples to Taal and Rhya or in some corner of the homes of those making their living from the river (such as boatmen and fishermen).

**Friends and Enemies:** The cult of Lacothea is friendly with the religions of the rural areas of the Old World such as the Old Faith, Taal, Rhya, and Ulric. In all other matters, the cult follows the leanings of the cult of Taal and Rhya.

**Holy Days:** There are two days of particular importance for the worship of Lacothea. 17 Nachexen represents the first day of spring and the beginning of the spring thaw along this stretch of the River Söll. Celebrations may include tossing garlands of flowers, festivities, dancing, or pouring of last year's wine into River Söll in reverence to the goddess as well as an appeal to minimize the Spring flooding. 17 Nachgeheim is the first day of autumn and snowfall appears in the high mountains, ushering the time when the Söll turns colder. Like that of 17 Nachexen, the ritual and celebration of the first day of autumn varies from place to place along the river.

**Saints:** The cult of Lacothea is too small to consider saints.

**Cult Requirements:** Open to all who live along the stretch of the River Söll where Lacothea is worshipped.

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** The cult of Lacothea has no dedicated priesthood, so there are no specific strictures

**Trials:** Lacothea does not require followers to undertake trials.

## **Panasia, Goddess of Music, Poetry, and the Arts**

**Description:** The lesser Goddess of Music, Poetry, and the Arts, Panasia is the daughter of Taal and Rhya and the wife of Manann. According to mythology, Panasia was born in the aftermath of the Gods' War that was fought when the Ruinous Powers invaded the world through the collapsed polar gates. The world had just survived a near catastrophe and there was much mourning for the dead and great suffering among the living. When she appeared, full of

song and merriment, the dreary greyness that covered the world burst into vibrant colours as if in the first blush of spring. Some stories even claim that her arrival even made grim Ulric smile.

Panasia is generally depicted as either a young, joyous woman or a regal, mature woman. Hair colour and style differs depending upon where she is worshipped, darker-coloured hair in the southern Old World and a lighter colour in the Empire. She typically wears clothing of soft colour (chartreuse, saffron, and lavender are among her favourites) in the ancient Tilean style. In many images, Panasia carries her lyre or flute and is followed by dancing animals (in particular deer or swans), satyrs and/or nymphs.

Though generally seen as pleasant and inoffensive, there is a sinister side to the worship of Panasia. In many cities and large towns, self-absorbed artists and anarchists have dedicated themselves to an esoteric belief that societal conventions are imposed by the affluent to keep down the less enlightened. Thus, such rules are not applicable to the superior few whose intellect and artistic aptitude places them above the arrogant nobility and simple commoners.

**Symbol:** Panasia's most common symbol is a musical instrument, usually a lyre or flute. Many of her priests and priestesses have the symbol embroidered on the right breast of their soft-coloured tunics or crafted into a medallion or pendant (usually made of silver) to wear around the neck. The clergy of the cult do not wear robes or such common to many of the other religions. They wear whatever the fashion is of the city or land where they live.

**Areas of Worship:** The cult of Panasia is popular in the cities and towns of Tilea, Estalia and southern Bretonnia; especially in the quarters where artists, entertainers, and musicians congregate. The cult has recently come into its own in the southern and western Empire and counts Grand Countess Emmanuelle von Liebewitz as one of its important advocates.

The cult is also popular in a number of districts in Marienburg, particularly near the University and Tilean quarter.

**Temples and Shrines:** The cult of Panasia has few temples – mostly small affairs – in large urban centres usually near conservatories or opera houses. In the Empire, such temples can be found in Altdorf, Nuln, Pfeildorf, and Wissenburg. Others can be found in Brionne, Quenenlles, Bilbali, Magritta, and every Tilean city-state. Shrines to Panasia can be found in theatres, art schools, and the abode of various artists.

**Friends and Enemies:** The cult of Panasia has its closest relations with the cults of Deanosus, Liadriel (Elvish), and the Pilgrim (Halfling). The cult is also friendly with the Taal, Rhya, and Manann cults. The cult of Panasia has an ambivalent view towards the other cults, believing them too limited to take pleasure in the arts. In contrast, the cult does have a rather complex relationship with the cult of Slaanesh, being both attracted to its possibilities and repulsed by its extremes. The Panasian cult has no dealings with the cult of Khaine or any of those of the other Ruinous Powers.

**Holy Days:** The days held holy by the cult of Panasia vary from location to location. Geheimnistag is the most widely held day of celebration, marked by art and craft fairs and other events. The latter also vary widely. In some places, singing and/or poetry contests may be held where admission to the public is free. In others, the day is marked by the closing of successful plays and the opening of new ones.

**Saints:** The cult does not recognise saints, but many well-known artists gain a stature that many of their respective followers consider of equal status.

**Cult Requirements:** The cult is opened to all who embrace the arts in all its forms as essential to life, if not the basis for it.

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** Initiates and Priests of Panasia must abide by the following:

- Always show one's appreciation to a performer of music or song as well as any artist.
- Always allow for the expression of emotion through song, poetry, or the arts.
- Always provide shelter for an artist, even one that is being prosecuted (though one must take care not to put oneself unduly at risk).
- Always lend assistance in maintaining and repairing places where art is performed or exhibited.

**Trials:** It is seldom that Panasia calls upon any who worship her to undertake arduous trials as penance for some offence. When she does, these are typically mundane tasks and beneath the notice of true artists, such as sweeping the stage of a theatre, cleaning a tavern after a raucous celebration, and tutoring an ungifted student of the arts for a specified duration

## **Phaestos, God of Crafts and Smiths**

**Description:** Phaestos is the lesser God of Crafts and Smiths, as well as the son of Mórr and Verena and brother to Myrmidia and Shallya. According to legend, Phaestos arrived in the ancient Estalian city of Estacrez in the guise of an itinerant craftsman as an army from long dead Nehekharans (before that land became the realm of the dead) approached to lay siege. The defenders of Estacrez had been routed in an earlier battle, leaving most of their weapons and armour behind. The city was gripped in fear that they did not have the means to fend off the enemy expected to arrive by daybreak. Without a word, Phaestos set to work in the city's foundry and worked with speed and skill throughout the night. When the Nehekharans arrived, the city walls glistened with defenders wearing newly crafted armour and armed with sharp weapons.

The sight so unsettled the Nehekharans that they retreated from the realm without a fight.

Phaestos is generally depicted as a well-muscled, bald man nearing middle age with a heavy dark-coloured moustache and thick eyebrows. In various representations, Phaestos either wears a leather apron over the typical attire of a craftsman or is shirtless. He is also shown either with a hammer and chisel at hand or with a hammer and tongs.

There are rumours of a fraternity of Phaestos worshippers who believe that adding the blood of sacrifices – animal, perhaps even Human – to the foundation of whatever a craftsman is creating will give that construct greater strength and resiliency. No one is certain where this fraternity resides, but the quality their efforts are said to be beyond compare.

**Symbol:** Phaestos' cult prefers to avoid standing out in a crowd. Initiates and priests dress in the attire appropriate to whatever craft they specialise and wear simple medallions of iron, bronze, brass, stone or wood. These medallions are most often in the shape of a tool used by the wearer.

**Areas of Worship:** The cult of Phaestos is popular in the cities, towns, and villages of Tilea and Estalia, as well as the southern regions of Bretonnia and (since the 23rd century) the Empire.

**Temples and Shrines:** Temples dedicated to Phaestos are usually small affairs attached to various trade guildhalls (such as those of the Engineer, Mason, or Smith Guilds) in cities and the larger towns. In smaller settlements, a shrine to Phaestos can be found within the work areas of the resident craftsman (artisan), generally near where the tools of the craft are stored. There is also a monastery to the cult located in the Irrana Mountains near the Estalian town of Ragaños. The monastery is renowned throughout the southern Old World for its well-crafted swords.



**Friends and Enemies:** The cult of Phaestos is very close to the Dwarf cults of Grungni, Morgrim, and Smednir, as well as the cults of Mórr, Verena, and Myrmidia. The cult has friendly relations with other martial cults (Grimnir, Sigmar and Ulric) as well as the cults of Taal/Rhya and Manann. The Phaestos cult is rather ambivalent towards other cults, including those of Elves, Halflings and other Dwarf cults. The cult considers the cult of Kháine and those of the other Ruinous Powers as enemies.

**Holy Days:** The cult of Phaestos recognise two holy days. The first, held on Hexenstag, celebrates the completion of old work from the past year and beginning of the new. The nature of festivities differs from one location to the next. The second on Geheimnistag signifies the end of starting new projects so that all the ones currently in progress can be completed. The observation of this date is fairly low-key with apprentices and journeymen given a half day off in recognition. If there are no more old projects in the works, then the craftsman can take on new work so long as these can be completed by the following Hexenstag.

**Saints:** Though the cult of Phaestos does not recognise saints, they do honour past craftsmen of renown, such as Leonardo da Miragliano.

**Cult Requirements:** Followers of Phaestos are dedicated craftsmen who take pride in their work.

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** Initiates and Priests of Phaestos must abide by the following:

- Always exert one's best effort in any endeavour, especially those associated with one's craft.
- Do not work with shoddy materials or defective tools.
- Take credit for only the work created by one's own hands.

- Never accept a commission or job that cannot be completed in a reasonable time.
- Honour one's master (except when the master is found guilty of a crime against the cult and/or his masters).

**Trials:** Trials set by Phaestos usually take the form of charitable work, particularly for the cults of Mórr, Verena, or Shallya. In some cases, the craftsman might be charged with accompanying the army into the field to serve without normal compensation.

## **The Pilgrim, the Wandering Halfling God**

**Description:** This deity is only known by the name of The Pilgrim, a Halfling with insatiable wanderlust. The deity has a frisky and cheerful disposition with a quick tongue and restless feet. The Pilgrim is known for the embellished tales of his adventures. He wanders the roads and rivers of the Old World, making good on his claim of having been everywhere and seen everything. In myth and legend, the Pilgrim is often the constant companion of the more popular gods, especially Ranald, Rhya, Shallya, and Taal. He is not featured as a figure of bold action and challenge, but more of desperate and clever reaction and improvisation -- a hero of circumstance. In great quests, the Pilgrim is rarely the primary actor, but often a pivotal figure in the final telling. His greatest virtues are his independence and charm, and his excellence as a companion. The Pilgrim knows healing and cookcraft, courtesy and storytelling, and the other skills that make him a welcome guest, even doing whatever work his host needs done.

**Symbol:** The cloak, staff, pipe, and oversized backpack are the common trappings of followers, and a staff, pipe, or spoon is most commonly used by priests as a sacred token. Clerics wear no distinguishing emblems, as there is little formal interest in symbols or clerical dress.

**Area of Worship:** The Pilgrim is a minor cult that is worshipped in the northern Old World by

the few Halflings that make their living travelling on the roads and rivers.

**Temples:** There are no temples of the Pilgrim, no ecclesiastic hierarchies of priests and doctrines. There are occasional roadside shrines, most of which are part of a larger shrine of Taal or Rhya.

**Friends and Enemies:** Followers of the Pilgrim are on friendly terms with the entire Halfling pantheon as they are all members of the same divine family. The cult is also friendly with the pantheons of the Dwarfs (particularly Valaya), Elves (partial to Liadriel), and Humans (mostly, those of Ranald the Gambler, Rhya, Shallya, Sigmar, and Taal). Followers of the Pilgrim dislike the enemies of the Halfling race, particularly Goblins and Skaven.

**Holy Days:** Every day is a Pilgrim cult holiday save one week – Homesickness Week, which is 1-8 Erntezeit, the same week as the “Pie Week” of Esmeralda. During Homesickness Week cultists are supposed to reflect on the family and friends they miss and recite a prayer to Esmeralda for their good health and well-being. If possible, cultists are expected to visit their family and friends during this week. The visiting cultist offers the ritual greeting of: “Blessings to hearth and home for your generous hospitality. Allow me to regale you with a story for permitting me to rest my weary feet.” At the conclusion of such visits in this week, cultists of the Pilgrim use the ritual farewell of: “Thank the sun and moon for the roof that is over your head.”

**Saints:** The cult of the Pilgrim does not have saints in the tradition sense of the Human cults. Still, the cult does celebrate those whose lives do the Pilgrim honour. One such Halfling was Gundo Furrfooter, who was the companion and chronicler of the Norse explorer (and pirate) Leif Red-Beard. Gundo travelled the length and breadth of the Western Ocean with Leif and his crew until the death of the Norse at the hands of Elven marines. Gundo then began a career of travelling about the coastal villages of Bretonnia

and the Empire telling fanciful tales of his days with Leif Red-Beard: rescuing Elven princesses from Estalian pirates, fighting off fleets of Elven ships, and raiding Arabian ports. Another famous follower of the Pilgrim was Falgo Goldfoot, friend of Damean the Wise, a wizard of renown who travelled throughout the Old World seeking lost magical artefacts whose existence was only known by rumours. Falgo accompanied the good wizard on many of his quests, including the one that proved fatal to the wizard. Some believed that Falgo’s embellished tales inadvertently led some Dwarfs to mark Damean as someone who was seeking lost Dwarfen artefacts. This belief led to Damean’s death when he crossed the Grey Mountains on the basis of a rumour of a lost Elven magical item from the days of the War of Vengeance.

**Cult Requirements:** The cult is open to any Halfling who has essentially turned his back on family, friends, home, and hearth, and dedicated himself to the life of the road. The Pilgrim cult is also open to Humans and Elves who make their living travelling from town to town, such as entertainers, minstrels, and troubadours.

**Priestly orders, including monks:** None

**Sponsored fighting orders- Templars:** None

**Strictures:** Initiates and Priests of the Pilgrim must abide by the following strictures:

- Never turn down hospitality -- especially food and drink --when it is offered nor abuse that hospitality.
- Always strive to aid and entertain one's hosts and companions.
- Always listen to and remember a tale so that it can later be told with artistic embellishments.
- It is wisdom to appreciate the false tale that ought to be true, that the world might seem a better place.
- It is not necessary to tell the truth all the time; the world is bad enough as it is.
- Never pass by a traveller on the road in need.

**Trials:** Trials typically involve journeys and adventures that promise the dire risk of infrequent or interrupted meals. In rare cases, such trials may involve travelling to remote and dangerous regions of the world.

## **Solkan-Law God of Vengeance and Retribution**

**Description:** Solkan is the brother of Alluminas (god of heavenly illumination) and brother/consort of Arianka (goddess of law and discipline) and is the angry god of vengeance and retribution. He is most often depicted as a tall, intense man on the brink of fury. In most depictions, Solkan is attired either in shiny armour or in black clothing with a wide brim black hat. In either appearance, Solkan is always armed with his flaming sword of vengeance, Flammendrung.

The cult believes that Solkan was the foremost of the Law Gods who allied themselves with the forces opposing the Chaos powers. The alliance was more one of convenience than of convergent beliefs. It was the Law Gods who advocated total war with the goal of eradicating Chaos, even at the risk of destroying everything. When the war ended in a stalemate, the Law Gods broke from the alliance. Along with Arianka, Solkan became the most unrelenting foe of Chaos. Sometime later, the complex machinations of Tzeentch, the Changer of the Ways, resulted in the capture and imprisonment of Arianka.

Deprived of his sister and consort (and receiving no help from his esoteric brother Alluminas), Solkan further intensified his campaign against Chaos while searching for Arianka. Solkan also became the patron of law and discipline when Arianka was imprisoned.

Some scholars of divine matters believe the Law Gods to be another manifestation of Chaos and point out that worship of the Law Gods did not commence in any form until sometime after the coming of Chaos. Others say that the Gods of

Law pursued the Chaos powers into the world to continue their ages old war. Whatever the truth may be, all scholars of divine matters agree it is safest not to discuss these heretical theories within earshot of any cultists of the Gods of Law.

**Symbol:** Solkan's symbol is the flame. Priests wear black hooded robes trimmed with the colours of fire (reds, oranges, and yellows) and wear amulets of blackened iron with a fire opal embedded into their centre (representing the cleansing flame).

**Area of Worship:** Solkan is worshipped throughout the Old World. In the past, Solkan was the principle deity of the now-extinct, militant Hellene city-state of Spartius. Solkan also enjoyed varying degrees of popularity (according to the Emperor) within the ancient Remean Empire. Currently, the followers of Solkan are few compared to other Old World cults (though still more numerous than Alluminas).

**Temples:** Once there were great temples dedicated to Solkan. The two largest temples were located in Spartius (ruins of which are buried beneath the soil in the land of Border Princes) and the Tilean city-state of Remas. These temples were solidly built structures with outer columns surrounding the exterior walls. The columns and walls were austere in design, lacking ornamentation of any sort. The interiors of the temples were unfurnished except for an altar and podium upon which stood the Solkan "Book of Laws" (lost in some past disaster). What remains of the temple in Remas are largely ruins with only a small portion still in use. Here, amid uncaring masses (for whom the Chaos threat serves only to frighten wayward children), the temple remains the centre of the cult and its hierarchy.

The temples' decline can be traced to increasing intolerance, fear, and distrust of Old Worlders towards the narrow perceptions and rigidity of the Solkanites. A consequence of this decline

was the rise of the Solkan shrines where cultists meet in small, highly cohesive groups. These shrines are generally located adjacent to homes of a priest, near courtrooms, or housed at a location purchased by cultists. Outwardly, these shrines can not be distinguished from the surrounding buildings. The interiors, however, resemble the old temple interiors with only an altar and podium as furnishings.

**Friends and Enemies:** As the cults of Sigmar and Ulric are seen as the forefront of the weak struggle against Chaos, the cult of Solkan affords them minimal respect, while being somewhat contemptuous of the other Old World cults. Followers of Solkan are openly hostile towards the cult of Ranald for its disregard of authority. Moreover, the cult of Solkan has a barely concealed disdain for cults of the Elder Races, for they failed miserably in the first battles to eradicate Chaos. Further, the cult is a sworn enemy of – and possesses unbridled hatred toward – all Chaos cults (the four powers and the Horned Rat), including the renegade powers (e.g. Malal, Necoho, Zuvassin).

**Holy Days:** There are no specific holy days dedicated to Solkan as the threat of Chaos is unrelenting and cultists must be ever vigilant.

**Priestly orders, including monks:** None

**Sponsored fighting orders-Templars:** Knights of the Cleansing Flame (to confuse matters, there is a Sigmarite order of the same name).

**Cult Requirements:** Any who petition to join the cult must be free of Chaos taint and approved by a priest.

**Strictures:** Initiates and priests of Solkan must abide by the following strictures:

- Always oppose and, if possible, exterminate Chaos and its minions whenever and wherever they are encountered.
- Never allow those who are soft and blind to the Chaos threat dissuade one from the primary task of extermination.

- Never allow others' opinions of oneself or Solkan to deter you from the primary duty.
- Always hold inviolate the letter of the law (unless that law is counter to the above principles). The so-called "spirit of the law" concept is employed by those too weak to discipline law-breakers.
- Always oppose foolish "laws" which make a mockery of the natural order. Examples include edicts which would protect servants of Chaos (mutants, cultists, etc.) and those that grant the lowly classes (thieves, beggars, peasants) the same rights as those of higher breeding (aristocracy).
- Never allow a wrong to go unanswered.

**Trials:** Trials set by Solkan generally involve confronting and defeating Chaos encroachments. Examples include destroying Chaos shrines, clearing an area of marauding bands of Chaos creatures, and exposing (at great personal risk, naturally) Chaos infiltration at high levels of society.

## Appendix Three-Local Deities in Wissenland

Given the religious aspect of Wissenlanders, the folk of the province venerate many local gods, goddesses, and spirits. The following table is represents only a sampling of such entities:

Local Gods, Goddesses, and Spirits of Wissenland			
Deity/Spirit	Where worshipped	Holy Days	Notes
Ahalt	Southern and Eastern Wissenland	Varies by location. Usually Geheimnstag	God of the Hunt, Fertility, and Sacrifice
Aquos	Barony of Einsamhügel	Sonnstill	Spirit of Long Water
Balmon	Area around Kien Water	17 Nachexen	Spirit of the Grasslands
Braug	Nehren, Barony of Stuppach	33 Pflugzeit	God of Brewing and Springs
Dottra	County of Liebewitz	17 Nachexen	Goddess of the River Dottern
Gargali	Small villages in Alt Wissenland	33 Pflugzeit	God of Mining and Hidden Ore
Gorsum	Grey Mountain Foothills, Liebewitz	17 Nachexen	Goat-headed spirit of the hills
Green Man	Stadtstaat of Nuln	Mitterfrühl	Spirit of the Great Forest
Haenoth	Around Pfeildorf	17 Nachgeheim	Harbinger of the North Wind
Haugoth	From Pforzen to Erbshausen	18 Sigmarzeit	Antlered god of the forests and hills
Kalim	Boas Hills, Heisenberg	17 Nachexen	Trickster, shape-shifting God of River and Hills
Khirreth	Area around Obernwald	Mitterfrühl	Shapechanging God of the Obernwald
Kien	Lakes in the Barony of Kien	Sonnstill	Spirit of the Upper and Lower Kien Water
Kriesha	Ell Valley	Sonnstill	Spirit of Little Water
Lacotha	From Sonnefurt to Meissen	17 Nachexen	Goddess of the River Söll
Lenka	County of Schwarzspitzen and Stadtstaat of Nuln	Mitterfrühl	Goddess of Lenka's Woods
Löwethiel	Ell Water	Mitterfrühl	Lion-headed spirit of the lake
Maianda	From Pfeildorf to Mauchen and Wurmgrube	17 Nachexen and Mittherbst	Goddess of domesticated animals, pastures, and the Wilden Hills
Masel	County of Liebewitz	17 Nachexen	God of the Upper Reik
Millavog	Electoral Court	-	Goddess of social climbing, dancing
Mittlmund	Travellers	-	Guardian of Restless Spirits
Nachter	Ell Valley	Geheimnstag	Dark Spirit of Ell Valley
Naila	Border of the Counties of Schwarzspitzen and Schliestein	17 Nachexen	Goddess of Rivers Grissen and Becher

<b>Local Gods, Goddesses, and Spirits of Wissenland</b>			
<b>Deity/Spirit</b>	<b>Where worshipped</b>	<b>Holy Days</b>	<b>Notes</b>
Nemieth	Around Pfeildorf	Mitterfrühl	Goddess of the confluence of the Söll and Upper Reik
Oermath	Grey Mountain foothills, Pfeildorf as well as Baronies of Toppenheim, Metternich, Heisenberg, Heidegger, and Steinhelm	Sonnstill	Ancient Sun God, husband of Ishernos the Earth Mother, father of Taal, Ulric, and Rhya
Oveato	Along Middle Way in Sudenland	17 Nachexen	Ram-horned god of hills and woods of the Upland region
Reicantra	Stadtstaat of Nuln	17 Nachexen	Goddess of River Reik
Simma	Barony of Brauchitsch	17 Nachexen	Goddess of Brook and Clay
Steinmar	Limestone quarries near Wissenburg	Nights Mannslieb is full	God of Stone
Teigue	Eastern region of old Sudenland	17 Nachexen	God of Rivers Oggel and Staffel
Voldanar	Barony of Mackensen	Mitterfrühl	Spirit of Dietenwald
Wendred	Wissenland towns	-	God of Duty and Service

## Appendix Four- Religious Observances in Wissenland

The commonly held ceremonies to the major Imperial deities in Wissenland are as follows:

Calendar Day	Deity or Deities	Common Ceremonies
Mitterfrühl	Taal and Rhya, Ulric, Earth Mother	Spring Equinox. Marks beginning of planting season. Bonfires in the hills. Spring Queen selected
18 Sigmarzeit	Sigmar	First day of summer. Marks the date of both Sigmar's coronation and abdication.
Sonnstill	Taal and Rhya, Earth Mother	Summer Solstice. Large feast and a play based on ancient myth mark the middle of summer.
1 Nachgeheim	Mórr	Day of the Dead. Musicians dress as skeletons play their instruments as they parade about the villages in honour of the God of the Dead.
Mittherbst	Taal and Rhya, Ulric, Earth Mother	Autumnal Equinox. Marks the end of the harvest. Slaughter of livestock. Feasting and drinking.
Mondstille	Ulric, Earth Mother	Winter Solstice. Festivities held in the largest open area – square or commons – in a given settlement (as weather permits).

Even within the same province, there are differences between the respective regions. Some of these variations are described below:

### Hexenstag

This day is held sacred to both Phaestos (God of Crafts and Smiths) and Smednir (Ancestor God of Metalcraft and Craftsmanship) in the larger settlements along the River Söll and Upper Reik. Human crafters and Dwarf smiths mark the holy day with the completion of old work and beginning of the new.

### 17 Nachexen

This holy day falls on the first day of spring and is held in various locations to honour local deities. Many of the current celebratory practices for these deities have dark origins in the distant past that included human sacrifices.

Within the area surrounding Pfeildorf and the Wilden Hills, Maianda (Goddess of Domestic

Animals and Pastures) is venerated with the release of the flock and herd of livestock from their winter quarters to the spring pastures. The ritual involves a selection of a young girl to kiss a chosen newborn from the livestock upon its forehead. If the creature calmly accepts the kiss, then it is considered a sign of good fortune for the health of the flock or herd. Should the creature resist or panic, a sacrifice of the creature is made to appease the goddess to prevent ill fortune.

In the region of the River Söll from Sonnefurt to Meissen, garlands of flowers tossed in River Söll by young girls in reverence to the Lacothea (Goddess of the middle reaches of the River Söll). The purpose of the ceremony is to appeal to the goddess to minimise the Spring flooding.

A similar ceremony takes place in honour of Teigue, the god of the Rivers Oggel and Staffel in the eastern portion of Sudenland. The people along these waterways toss burnt pieces of

animals sacrificed for the occasion in the hope of assuaging the hunger of the river god so he does not drown any children for his sustenance.

This day is also one in which the people along Middle Way in central Sudenland honour Oveato, the ram-horned god of hills and woods of the Upland region. The ceremony is tied to fertility rites where a designated 'ram' bellows on a nearby hill for his chosen 'ewe' to join him in circling a flock of sheep thrice. Once completed, the 'ram' and 'ewe' depart the revellers for a private place to complete a ritual mating.

### **Mitterfrühl**

Mitterfrühl is the Spring Equinox and one of the four major holy days on the Imperial calendar.

The Ancestor Goddess Valaya is venerated during this day in the towns and settlements where Dwarfs can be found. Due to the importance of ale and beer throughout the southern Empire, Valaya is also honoured by Human brewers. The day represents the planting of hops, barley, and any other grain used in the production of beer and ale. On this day, fields of these grains are blessed as well as the remaining untapped casks of the different types of drink brewed in the previous year.

Celebrations along the wine growing regions of the valley of the River Söll on this day are dedicated to Deanosus (God of Wine, Vineyards, and Revelry) and the start of the grape growing season. Many of these festivities are marked by the free flow of wine, revelry, and public drunkenness.

In Pfeildorf, the day also marks the Swim of Nemeith's Beloved which is held at the confluence of the Söll and Upper Reik in the goddess' honour. The ceremony involves a young man swimming three circles within the confluence of the River Söll and the Upper Reik before making his way to the quays at Söllhafen. During the days before Sigmar, the young man

chosen as Nemeith's Beloved would have been drowned in sacrifice to the goddess.

The day of the Spring Equinox is also the holy day of the lion-headed spirit Löwethiel of Ell Water. The ceremony takes place during the evening hours when the local druidic priest offers a few drops of blood into the lake where the spirit resides.

### **33 Pflugzeit**

This is the first of the holy days in the year dedicated to the Ancestor God, Grungni. In the southern Empire, the Dwarf deity is venerated by Dwarf and Human craftsmen and miners alike. Beer generally flows during these celebrations, which have caused some to mistakenly believe that Grungni is being celebrated as the god of brewing, which is actually the realm of his divine wife, Valaya (see above). In Pfeildorf, officials have enshrined this error as they honour Grungni with the blessing of the hop and barley fields.

This day is also sacred to Brauag, the local god of brewing and springs who is venerated in Nehren, Stuppach. It is marked with a blessing of the local fields of hops and barley by the local priest of Rhya who sprinkles water from the spring beneath the village. In the far distant past, the water would be mixed with a few drops of blood from a human sacrifice.

### **18 Sigmarzeit**

This day marks the first day of summer and is the holy day honouring Sigmar. The towns of Wissenland celebrate the founder of the Empire with processions and festivities. Some of these may include parading around the town walls blessing the defence works, priests washing the feet of the poor, giving of alms, and open-air plays in the public square depicting an event in Sigmar's mythic life as a young warrior, chieftain, and Emperor.



Many hunters and other rural folk in the interior of Sudenland between Pforzen and Erbshausen venerate Haugoth, the antlered god of the forests and hills. The celebrations of the day include a ritualised hunt where one person is nominated to be the “prey.” If that person succeeds in avoiding the hunters by sunset, the individual is feted as the “King of the Hunt.” Otherwise the “King” is the “hunter” who succeeds in taking down the “prey.” The ritual hunt can lead to injury, but rarely death. In the far past, the selected “prey” was a criminal kept alive long enough to participate in a far more deadly version of the sacred hunt.

### 10 Sommerzeit

Day of Folly or Contrary Day is said to be held in honour of Ranald, though authorities deny that the proscribed religion is behind the celebration. Instead, the official line is that the merriment is held in honour of Shallya as the goddess held that laughter and joy were the best defences against evil and misery.

### Sonnstill

Sonnstill is the summer solstice and the second major holy day in the Empire with festivities across Wissenland. It marks the day where the night hours are the shortest.

In parts of Wissenland, such as in Pfeildorf and Hornfurt, the old sun god Oermath is remembered in the celebrations of this day in a story told by the local priest of Taal to an audience and sometimes performed as a play. The tale relates to the War of Gods where the deities of the world battled invaders from the Void and the falling out between Oermath and the Earth Mother (Ishernos) in its aftermath. The legend ends with the rise of Taal, Rhya, and Ulric to prominence as well as the decline of Oermath.

Sonnstill is also a time of rituals in the Uplands region of Sudenland. Blood sacrifices are made by local communities to Kien and Aquos, the

spirits of Kien Water and Long Water, respectively. A few drops of blood from the finger of the druidic priest are all that Kien requires. In contrast, Aquos demands a young animal, usually a lamb or kid (in times of severe stress such as drought or famine, Aquos may demand a human child). The rites are conducted at the first light of dawn.

### 33 Vorgeheim

Both Deanosus and Grungni are honoured on this day, which is marked by the blessing of the newly crafted wooden casks for the brewing of ale and wine fermentation. Some (mostly Dwarfs) travel so they can arrive at the ruins of Bugman’s Brewery near the Wissenland town of Wusterburg on this day to offer prayer or thanks at the still standing shrine to Grungni.

For most Dwarf communities, this is also the Day of Remembrance (*Zagazdeg*). The Dwarfs gather in the temples and shrines dedicated to Grungni in order to tell of the stories of their ancestors and their deeds, both great and small. They also recount tales of woe and fulfilled grudges, the latter of which could spark new grudges if those with whom the Dwarf mentioned in his grudge are present. Many casks of ale and beer are opened and filled tankards drank on this day.

### Geheimnstag

The Day of Mystery is a holy day for Panasia (Goddess of Music, Poetry, and the Arts), and Phaestos in the towns along the River Söll. The day is marked with an Art and Craft faire during the day. Children in costumes go from home to home gathering treats during the early evening.

The day is also a time to placate some of the darker gods of the province. Nachter of the Ell Valley is one such spirit of the dark said to crawl out of holes that descend deep under the land during the night in search of prey, preferring wretched folk such as thieves and despoilers. The solemn ritual takes place during the light of

the day with the raising of the wicker man, a wooden construct into which the sacrifice is placed to appease the dark spirit. At the coming of nightfall, the celebrants retire to the safety of their home, leaving the victim alone to face his horror and fate.

### **10 Nachgeheim**

As this date is the tradition start of the harvest (crush) of wine grapes, it is a day in which Deanosus is honoured and the harvest blessed. These ceremonies occur along the Söll river valley as well as other wine-growing regions.

### **17 Nachgeheim**

The first day of autumn marks the beginning of the harvest and the preparation for winter. Across the Wissenland, it is a day to honour Rhya and is marked with feasting and election of a Harvest Queen.

In the Pfeildorf area, the day is also dedicated to Haenoth, harbinger of the north wind, said to be the divine son of Ulric and a northern forest spirit named Bythada. In a ritual with the purpose of pleading with Haenoth to turn Ulric's wintry fury from them, a 50 foot tower is built where young men tie a rope to their ankle before leaping off. The rope is just long enough to stop the plunge before the jumper shatters his skull upon the ground. Though fatal accidents do occur occasionally, this ceremony is less bloody than the ancient rite of which used to involve hurling a selected young man (a criminal or member of a tribal enemy) off the cliff face of the Adlerhorst (Pfeildorf) hill fort and to his death in the Upper Reik.

### **Mittherbst**

Mittherbst is the Autumnal Equinox and the third of the major Imperial holy days. The day marks the end of the harvest with feasting and drinking. The slaughter of livestock also begins of this date as does the preparations for the coming winter. In parts of Wissenland where cattle or

sheep are raised, the Mittherbst ceremony follows the old tradition of a bull or ram past its prime being sacrificed to Rhya with the High Priest or Priestess of (Taal and) Rhya consuming the cooked heart of the beast in the goddess' stead.

The celebration in the Wilden Hills area includes Maianda, though there is no separate ritual in her honour. She is mentioned in the ceremony to Rhya.

Festivities are held in honour of Valaya in many of the large settlements and breweries in the province, marking the day when brewing process begins with the year's crop of hops, barley, and other grains. A lot of beer and ale flow on this day, much to the delight of tavern keepers.

### **5-12 Brauzeit**

The Brauzeitfest (Ale Week) festivities at the site of the ruined Bugman's Brewery are also a celebration dedicated to Valaya in her role as patroness of brewing. The week opens and closes with a prayer of thanksgiving to the Dwarf Ancestor Goddess, led by the eldest Dwarf master brewer participating in the contest.

### **19 Brauzeit**

Known as "The March of the Greenskins", this day marks the celebration in Heisenberg when the Orc Warlord Garruz and his horde were repelled from town after a great battle in 1339 I.C. The festivities include a mock battle between the noble people of the village and the vile "greenskins" (fellow villagers in horrific green masks). In recent years, the villagers have added a snotball match to the merriment. It seems that kicking a tightly bound Snotling is more satisfying than "killing" a "greenskin" in a fake fight.

Replenished, the greenskins later defeated the Grand Count of Wissenland's army in battle and trapped the Elector at Fraunburg. Legend has it

that Sigmar appeared and destroyed the Orcish horde in 1343 I.C.

### **33 Brauzzeit**

The third of the days honouring Grungni is one marked with the sealing and blessing of the last of the ale barrels of the year. A prayer is also offered to Valaya for the successful fermentation of the ale and beer. Contests of strength and endurance are added to the festivities along with a lot of food, salted pork being a particular Dwarf favourite.

### **Mondstille**

The Winter Solstice is the fourth of the major Imperial hold days and one in which festivities are held in the open air only if the weather permits. In the portions of the province near the mountains, the cold winter forces most celebrations into the village halls or taverns. The size of the meals during this holy day is very much dependent on the prosperity of the settlement. In times of famine, celebrations are muted affairs where people gather for warmth as much as sharing their misery. In contrast, times of plenty bring about large feasts and camaraderie.

### **33 Vorhexen**

The fourth of Grungni's holy days is the day the first of the ale barrels of the year is opened as well as the celebration of the ending of the year. Gathering in the underground temples to Grungni, Dwarfs recount the favours shown their clan and families as well as note existing and new grudges that they will be taking into the new year. The Dwarfs start their end of year observation by eating hard tack to represent the old year passing and then freshly baked barley bread to symbolise the start of the new. Drinking and drunkenness are the hallmarks of this day.

## Appendix Five-Price List for Inns and Taverns

Unlike river travel in the Empire, travellers walking along roads and pathways pass through more villages than the places where boatmen are likely to stop. Pedlars and others who frequently travel by land make perfect guides to help weary travellers avoid unfriendly places. Though few in number, some villagers do not take kindly to strangers and will waylay lone travellers as quickly as any gang of bandits would.

Travelling on land also carries greater risks than by river as bandits and goblins abound in places where the lord's law holds little meaning. In

these areas, travelling in large numbers is generally the safest way to reach one's destination.

The inns in Wissenland charge the prices in the following table with some small variations on price (a penny or so more or less) and available foodstuffs depending on the local economy. The inns located in the settlements away from the main rains and rivers charge a bit more. Prices in 1<sup>st</sup> and 2<sup>nd</sup> editions are in shillings (s) and pennies (d), while 3<sup>rd</sup> edition is in silver (s) or brass (b) coins.

Accommodations and Fare	Prices		
	1st ed	2nd ed	3rd ed
Breakfast Typically a bowl of porridge, wedge of cheese, a piece of dark brown bread and a pint of standard (watered-down) ale	1/6	4d	3b
Lunch Typically a bowl of vegetable stew with an occasional piece of mutton, wedge of cheese, a piece of dark brown bread, a slice of fruit (usually apples or pears, sometimes candied) and a pint of standard ale.	2s	8d	4b
Supper/Dinner Same meal as lunch with the additional a side of vegetables (carrots, turnips, potatoes) and slice of mutton, pork, or chicken. For an additional charge (roughly a third more), a customer can get a joint of meat, half a chicken, or three eggs	3 to 6s	2 to 3s	5b
Standard (Weak) Beer, pint	9d	1d	1b
Quality Ale/Beer, pint	1/1 to 1/8	2d	2b
Standard (House) Wine, bottle	4s	1s	5b
Quality Wine, bottle	20 to 30s	10s	1s
Lodging per night- Private Room for 4	30s	10s	2s
Lodging per night - Common Room (table)	2s	5d	4b
Lodging per night - Common Room (bench)	1/6	4d	3b
Lodging per night - Common Room (floor)	1s	3d	2b
Lodging per night - Stables	1s	3d	2b
Stabling Horse per night	1/6	10d	3b

Common rooms are typically locked at midnight and opened again at 6AM. These hours are also subject to local conditions.

# Appendix Six-Gazetteer of Wissenland

## LEGEND:

### Settlement Size:

CS= City State (any size)

C= City (10,000+)

T= Town (1,000 - 10,000)

ST= Small Town (100 - 1,000)

V= Village (1-100)

F= Fort (any size)

M= Mine (any size)

Wealth (1= Improvised, 5= Very Rich)

Garrison/Militia (Quality rated as Excellent (a), Average (b), or Poor (c))



GAZETTEER OF THE GRAND COUNTY OF WISSENLAND							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
WISSENBURG	T	Grand Countess Emmanuelle von Liebewitz	9,000	4	Government, Trade, Ore	150a/ 1000b	Provincial capital
Dotternbach	V	Grand Countess von Liebewitz	95	3	Wool, Livestock	-/10c	
Dottrahof	V	Grand Countess von Liebewitz	68	3	Tile, pottery	-/8c	
Grätz	V	Grand Countess von Liebewitz	32	2	Goats	-/5c	
Haigerbach	V	Grand Countess von Liebewitz	48	2	Agriculture	-/4c	Nearby monastery of the Sigmarite Templar Order of Black Hammers (Grandmaster Marius von Plauten).
Höslwang	V	Grand Countess von Liebewitz	24	1	Subsistence	-	
Maselhof	V	Grand Countess von Liebewitz	32	1	Subsistence	-/4c	
Rohrhausen	V	Grand Countess von Liebewitz	90	2	Agriculture, Wine	-/9c	
Steinheim	V	Grand Countess von Liebewitz	86	3	Stonecutting	-/12c	Wissenland limestone quarry
Stonecarver Town	ST	Grand Countess von Liebewitz	210	2	Ale, Stonework	10b/60c	Dwarf settlement north of Wissenburg
Waltershofen	V	Grand Countess von Liebewitz	44	1	Subsistence	-/5c	
Weningen	V	Grand Countess von Liebewitz	43	2	Agriculture	-/5c	
Windisch	V	Grand Countess von Liebewitz	35	2	Goats	-/5c	
BALLENHOF	V	Baron Anton Domagk	98	2	Agriculture, Fishing	6b/14c	Ferry across Upper Reik
Arget	V	Baron Domagk	26	2	Timber	-/4c	Ferry across Upper Reik
Gestratz	V	Baron Domagk	21	1	Subsistence	-/4c	
BEDERNAU	V	Baroness Theresa Delbrück	86	3	Agriculture, Fishing, Wine	8b/10c	Ferry across River Söll
Hofstetten	V	Baroness Delbrück	34	2	Agriculture, Livestock	-/8c	
Sontheim	V	Baroness Delbrück	38	2	Agriculture	-/8c	
DEUTZEN	V	-	45	1	Subsistence	-/10c	Isolated village in Ell Valley

GAZETTEER OF THE GRAND COUNTY OF WISSENLAND							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
ELLENWANGEN	V	Baron Werner Fröbel	88	2	Agriculture	6b/10c	
Dessau	V	Baron Fröbel	29	2	Timber	4b/6c	Ferry across Upper Reik
Herfatz	V	Baron Fröbel	22	1	Subsistence	-/4c	
EPPISWALD	ST	Lector Raphael von Mauchen	155	2	Fishing, Wine	14b/40c	Sigmarite Abbey of St. Ewald nearby.
Gutach	V	Lector von Mauchen	54	1	Subsistence	-/8c	
Kluftern	V	Lector von Mauchen	68	2	Agriculture	-/10c	
Lenzfeld	V	Lector von Mauchen	42	1	Subsistence	-/6c	
Todtmoos	V	Lector von Mauchen	87	2	Timber	-/10c	
ERBSHAUSEN	V	Abbess Käthe Erzberger	74	2	Agriculture, Wine	6b/4c	Sigmarite Abbey of St. Helena, known for its ruby coloured wine
Madau	V	Abbess Erzberger	43	2	Timber	-/6c	Edge of Marschwald
Rusch	V	Abbess Erzberger	28	2	Agriculture	-/4c	Crossroads where Pedlars' Path meets Ballenhof-Steingart Road
GESCHBURG	ST	Baroness Etelka Toppenheimer	600	3	Agriculture, Trade, Livestock	20b/ 60c	Ferry across Söll
Althausen	V	Baroness Toppenheimer	83	3	Wool, Wine	-/8c	
Fluorn	V	Baroness Toppenheimer	78	2	Agriculture	-/7c	
Puchheim	V	Baroness Toppenheimer	26	1	Subsistence	-/4c	
Zöblen	V	Baroness Toppenheimer	28	1	Subsistence	-/4c	
GRISSENWALD	T	Count Bruno Pfeifraucher	4,500	3	Boatbuilding	50a/250b	Ferry, Dwarf shantytown of Khazid Slumbol at the south wall.
Bad Deining	V	Count Pfeifraucher	42	2	Agriculture	-/5c	Holy springs
Dirnaich		Count Pfeifraucher	41	2	Fishing, Timber	-/6c	At edge of Lenka's Woods
Kröning	V	Count Pfeifraucher	23	1	Subsistence	-/4c	
HINKEND	V	Baron Immanuel Grillparzer	72	2	Agriculture	4b/8c	
Allach	V	Baron Grillparzer	52	2	Stonecutting	-/6c	Grillparzer Quarry
Aying	V	Baron Grillparzer	45	2	Mining	-/5c	
Malfurt	V	Baron Grillparzer	42	2	Agriculture	-/5c	Malfurter cheese
Moosen	V	Baron Grillparzer	34	2	Agriculture	-/4c	
Walnussbach	V	Baron Grillparzer	52	2	Agriculture	-/4c	
HORNFURT	V	Baron Mayer Heidegger	82	2	Agriculture	6b/12c	Confluence of Rivers Söll and Hornberg
Affing	V	Baron Heidegger	21	1	Subsistence	-/3c	
HURLACH	V	Baroness Astrid Toller	64	2	Sheep, Wool	6b/6c	Famous for its black wool
Eresried	V	Baroness Toller	23	1	Subsistence	-/4c	
Kislegg	V	Baroness Toller	28	2	Sheep	-/5c	

GAZETTEER OF THE GRAND COUNTY OF WISSENLAND							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
JENGEN	V	Baron Ottmar Raeder	61	1	Subsistence	5b/7c	Ford across River Staffel
Mathon	V	Baron Raeder	42	2	Mining, Quarry	-/8c	
Tarrenz	V	Baron Raeder	54	2	Timber, Agriculture	-/7c	Near Dämulwald
KAYNA	V	-	44	1	Subsistence	-/10c	Isolated village in Ell Valley
KELGARD	V	Count Pfeifraucher	78	1	Subsistence	-/10c	
Lauben	V	Count Pfeifraucher	61	1	Agriculture	-/10c	
Simbach	V	Count Pfeifraucher	48	2	Pottery	-/9c	
KOLBHÜGEL	V	Baron Wolfram Mommsen	65	1	Subsistence	5b/9c	Barrows and Stone Circle south of the village
Mandling	V	Baron Mommsen	23	1	Subsistence	-/3c	
Volders	V	Baron Mommsen	26	1	Subsistence	-/3c	
KROPPELEBEN	V	Baron Johann von Kalb	85	3	Trade, Furs	6b/10c	On trade route to Karak Hirn
Ottakring	V	Baron von Kalb	42	2	Agriculture, Timber	-/6c	
KREUTZHOFEN	ST	Count Pfeifraucher	515	4	Trade, Agriculture	20b/40c	Crossroads of the Montdidier and Winters Teeth Passes with River Söll
Camfurt	V	Count Pfeifraucher	82	2	Timber	-/12c	In Brenzwald Forest, ford across River Cam
Daiting	V	Count Pfeifraucher	67	2	Agriculture, Livestock	-/8c	
Monheim	V	Count Pfeifraucher	58	2	Horsebreeding	-/8c	Ferry across Söll
Serrig	V	Count Pfeifraucher	54	1	Subsistence	-/6c	
Weilerberg	V	Count Pfeifraucher	63	2	Agriculture	-/6c	
MAUCHEN	V	Baron Rudolf Brecht	86	3	Wool, Sheep	6b/10c	Ferry across Upper Reik
Hörbranz	V	Baron Brecht	42	2	Timber	-/4c	Ferry across Upper Reik
Wilhams	V	Baron Brecht	33	1	Subsistence	-/4c	
Wolfurt	V	Baron Brecht	22	1	Subsistence	-/3c	
MENDELHOF	V	Baron Gorim Axehand	95	2	Metalcraft, Agriculture	8b/12c	Road to Dwarf village of Khazid Hafak
Hochsölden	V	Baron Axehand	85	2	Mining	-/12c	
Schmirn	V	Baron Axehand	76	2	Timber	-/10c	
MOOSACH	V	Baron Hals Uhland	62	1	Subsistence	4b/6c	
Aitrang	V	Baron Uhland	24	1	Subsistence	-	
NEHREN	ST	Baroness Theresa von Mecklenburg	125	2	Agriculture, Brewing	15b/30c	Known for its amber ales. Road to Karak Ziflin
Aich	V	Baroness von Mecklenburg	56	2	Agriculture, Brewing	-/8c	Aich cheese, schnapps
Fraunburg	V	Baroness von Mecklenburg	64	2	Agriculture	-/10c	Monastery of St. Joachim the Steadfast. Western terminus of Pilgrim Road
NOBITZ	V	-	32	1	Subsistence	-/10c	Isolated village in Ell Valley

GAZETTEER OF THE GRAND COUNTY OF WISSENLAND							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
OSHAUSEN	V	Baron Malmek Axeblade	96	2	Agriculture	8b/15c	
Blaukopf	V	Baron Axeblade	32	1	Subsistence	-/4c	
Legau	V	Baron Axeblade	33	1	Subsistence	-/4c	
OSTERZELL	V	Baroness Rosa Freytag	88	2	Fishing, Agriculture	5b/12c	Ferry across River Staffel near Upper Reik
Kauns	V	Baroness Freytag	74	2	Mining, Agriculture	-/8c	
Wenns	V	Baroness Freytag	57	2	Fishing, Agriculture	-/6c	
PÄHL	V	Baroness Elise Ostwald	58	1	Subsistence	-/10c	Long barrow and several rounds barrows east of village
Ranalt	V	Baroness Ostwald	22	1	Subsistence	-/3c	
Torrach	V	Baroness Ostwald	25	1	Subsistence	-/4c	Crossroads where Middle Way meets Old Stone Road
PFORZEN	V	Baroness Toppenheimer	67	2	Timber, Woodcraft	-/12c	Known for its fine flutes
Haverz	V	Baroness Toppenheimer	20	1	Subsistence	-/3c	Crossroads where Pedlars' Path and Finning Road meet
ROHRHOF	V	Countess Bergida von Äms	98	2	Wine, Wool	15b/12c	Toll station in middle of River Söll.
Hürm	V	Countess von Äms	53	2	Sheep, Agriculture	-/6c	
RUHFURT	V	Count Matthias von Schliestein	64	2	Agriculture	-/8c	Part of the Reikland County of Schliestein, toll-booth on ford, Ruhfurter cheese
SALMFÄHRE	V	Baron Gabriel Kiesinger	94	2	Agriculture, Wine	6b/12c	Ferry over the River Salm
Hofkirchen	V	Baron Kiesinger	63	2	Fishing, Timber	-/10c	Near haunted Salmwald Forest
Martinsbuch	V	Baron Kiesinger	43	1	Agriculture	-/7c	
SCHARMBECK	V	Baron Vicentus Preiss	90	3	Livestock, Ore	5a/8c	
Hardtenau	V	Baron Preiss	28	1	Subsistence	-/4c	
Lederfeld	V	Baron Preiss	45	2	Agriculture	-/5c	
Tierhügel	M	Baron Preiss	300	3	Ore, Coal	15b/ 40c	
SEXAU	V	Baroness Toppenheimer	56	2	Wine, Wool	4b/10c	
Diepolz	V	Baroness Toppenheimer	33	2	Agriculture	-/4c	
Leupolz	V	Baroness Toppenheimer	24	1	Subsistence	-/3c	
SÖCHTENAU	V	Count Bruno Pfeifraucher	78	2	Wool	6b/12c	
Leogang	V	Count Pfeifraucher	26	1	Subsistence	-/4c	
Trun	V	Count Pfeifraucher	18	1	Subsistence	-/3c	



GAZETTEER OF THE GRAND COUNTY OF WISSENLAND							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
SONNEFURT	ST	Baroness Katarina von Heisenberg	114	2	Agriculture, Wool	8b/10c	Ford across the River Sonne. Road to Khazid Grentaz
Ertingen	V	Baroness von Heisenberg	28	2	Agriculture, Horses	-/4c	
Michelfurt	V	Baroness von Heisenberg	58	2	Fishing, Agriculture	-/7c	Ford across River Michel.
Ostrach	V	Baroness von Heisenberg	38	1	Subsistence	-/5c	
Thalfang	V	Baroness von Heisenberg	86	2	Agriculture, Wine	-/8c	
Wurmbaum	V	Baroness von Heisenberg	42	1	Subsistence	-/5c	
SOSA	V	-	52	1	Subsistence	-/12c	Isolated village in Ell Valley
STAIG	V	Abbot Artur Kepler	42	1	Subsistence	-/6c	Sigmarite Abbey of Ælaric the Wanderer nearby
Doren	V	Abbot Kepler	21	1	Subsistence	-/3c	
Rottum	V	Abbot Kepler	38	1	Subsistence	-/4c	
STEINGART	V	Baron Frederich Herbart	82	2	Agriculture, Wool, Sheep	5b/8c	Ferry across River Oggel. Ancient site called Taal's Teeth nearby.
Krossbach	V	Baron Herbart	71	2	Sheep	-/8c	
Ollersbach	V	Baron Herbart	56	2	Sheep	-/6c	
Vals	V	Baron Herbart	63	2	Agriculture, Fishing	-/7c	
TRULBEN	V	Countess von Äms	89	2	Agriculture, Metalworking	5b/14c	
Asenham	V	Countess von Äms	56	1	Subsistence	-/6c	
Rabenden	V	Countess von Äms	68	1	Subsistence	-/7c	
UMMENBACH	V	Abbot Heinz Werfel	88	1	Subsistence	4b/14c	Taalite monastery nearby. Ford across River Oggel
Tosens	V	Abbot Werfel	64	2	Agriculture	-/8c	
WALDBACH	V	Abbess Dagmar Brüning	78	1	Subsistence	-/8c	Shallyan Abbey of the Healing Spring.
Navis	V	Abbess Brüning	23	1	Subsistence	-/3c	
WITTENHAUSEN	V	Countess von Äms	98	2	Wine, Agriculture	6b/14c	
Soyen	V	Countess von Äms	28	1	Sheep	-/4c	
WURMGRUBE	V	Baroness von Mecklenburg	78	2	Agriculture	6b/10c	
Saulgrub	V	Baroness von Mecklenburg	34	1	Subsistence	-/5c	Across from Black Willow Marsh

GAZETTEER OF THE GRAND COUNTY OF WISSENLAND							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
WUSTERBURG	ST	Baron Manfred von Eigenhof	800	3	Agriculture, Trade	10b/80c	Ferry, Site of Bugman's Brewery nearby
Eigenhof	V	Baron von Eigenhof	98	2	Agriculture	-/10c	
Galenhausen	V	Baron von Eigenhof	45	2	Agriculture	-/5c	
Hitisau	V	Baron von Eigenhof	39	1	Subsistence	-/4c	
Kell	V	Baron von Eigenhof	68	2	Agriculture	-/6c	Peat from nearby bogs
Rötenbach	V	Baron von Eigenhof	65	2	Agriculture	-/6c	
Turbenthal	V	Baron von Eigenhof	41	1	Subsistence	-/4c	

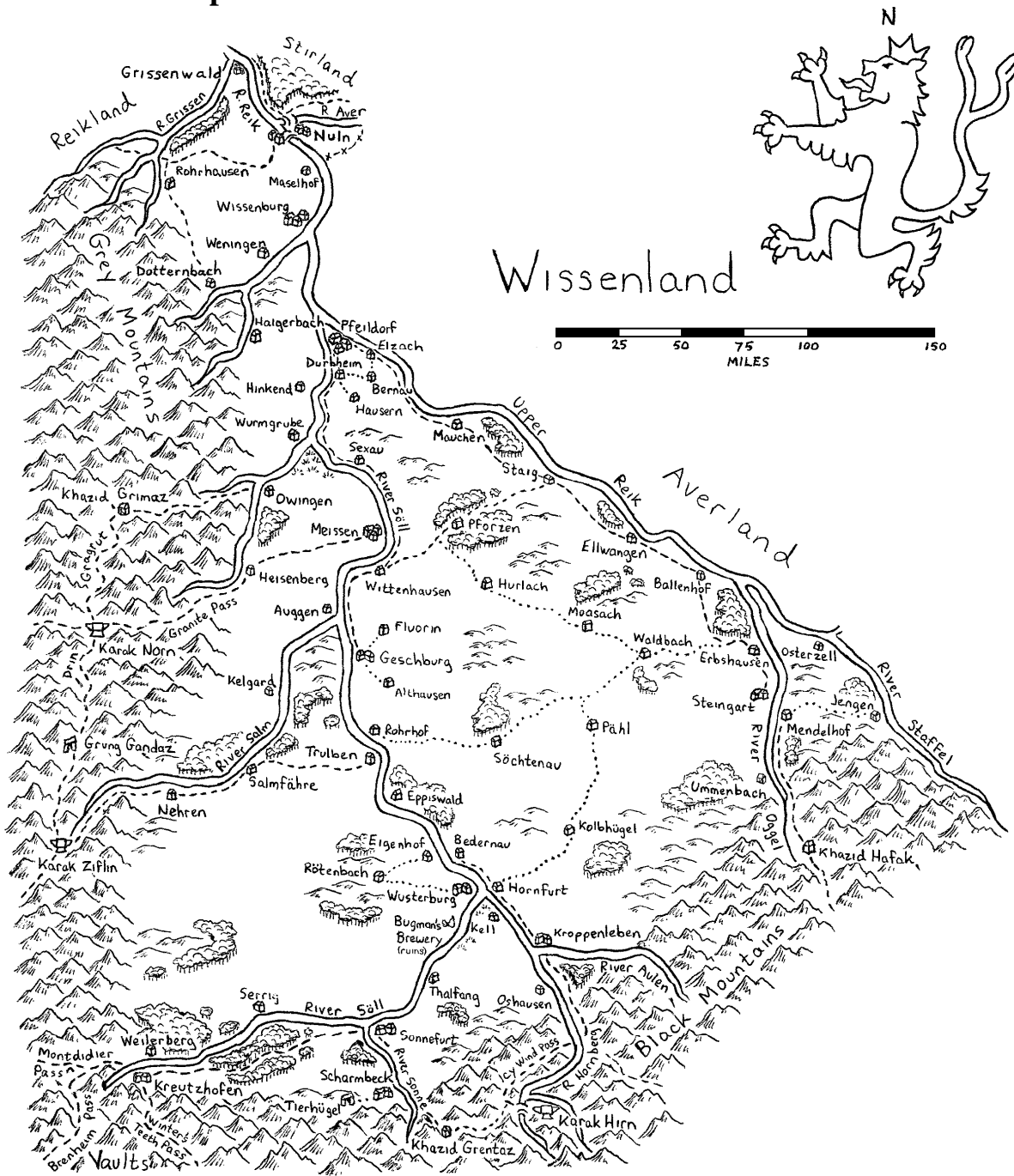
GAZETTEER OF THE GRAND STADTSTAAT OF NULN							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
NULN	CS	Grand Countess von Liebewitz	85,000	5	Trade, Metal, Government, Wine	300a/ 4500b	City-State, Imperial School of Gunnery, Richthofen Foundry, Verenan Monastery of St. Flavia (Holy Order of the True Light)
Ambosstein	V	Grand Countess von Liebewitz	80	3	Trade, Agriculture	-/15b	Local Agricultural Market.
Armedorf	V	Grand Countess von Liebewitz	52	1	Subsistence	-	
Arschel	V	Grand Countess von Liebewitz	64	2	Agriculture	-/10c	
Biberdorf	V	Grand Countess von Liebewitz	46	2	Agriculture, Fishing	-/5c	Ferry
Bleichdorf	V	Grand Countess von Liebewitz	32	1	Subsistence	-	
Brandtstadt	V	Grand Countess von Liebewitz	52	2	Agriculture	-/10b	
Braundorf	V	Grand Countess von Liebewitz	62	2	Agriculture, Fishing	-/15b	Ferry.
Eschedorf	V	Grand Countess von Liebewitz	47	2	Agriculture, Fishing	-/10b	Ferry.
Furtzhausen	V	Grand Countess von Liebewitz	74	3	Trade, Agriculture	-/15b	"Friendly Hearth" Halfling Inn; first stop on the way to the Moot.
Königsdorf	V	Grand Countess von Liebewitz	52	2	Agriculture, Woodcarving	-/10c	Emperor Magnus the Pious spent the night here once.
Kotzenheim	V	Grand Countess von Liebewitz	61	3	Trade, Agriculture, Fishing	-/15b	Ferry, coaching inn.
Krauthof	V	Grand Countess von Liebewitz	42	2	Agriculture	-	Pickled Cabbage famous throughout The Empire
Mattersheim	V	Grand Countess von Liebewitz	37	2	Agriculture, Fishing	-/5c	Ferry
Segeldorf	V	Grand Countess von Liebewitz	48	2	Agriculture	-/10c	
Wahnfurt	V	Grand Countess von Liebewitz	32	1	Subsistence	-	
Winkelhausen	V	Grand Countess von Liebewitz	62	2	Agriculture	-/10b	
Wurstheim	V	Grand Countess von Liebewitz	78	2	Agriculture	-/15b	Signal Tower, Famous for smoked sausage.
Zecher	V	Grand Countess von Liebewitz	32	1	Subsistence	-	

GAZETTEER OF THE FREISTADT OF MEISSEN							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
MEISSEN	ST	Grand Countess von Liebewitz	700	4	Silverware, Ore, Trade, Agriculture	15a/70c	Freistadt. Famous for its silver products
Auggen	V	Grand Countess von Liebewitz	65	1	Subsistence	-/6c	
Betzigau	V	Grand Countess von Liebewitz	56	1	Subsistence	-/5c	
Heisenberg	V	Grand Countess von Liebewitz	95	3	Agriculture, Wine	-/8c	Known for its deep red wines. Road to Granite Pass and Karak Norn
Owingen	V	Grand Countess von Liebewitz	32	1	Subsistence	-/4c	Ford to road leading to Khazid Grimaz
Penzfeld	V	Grand Countess von Liebewitz	52	2	Cattle	-/8c	
Stanzach	V	Grand Countess von Liebewitz	48	2	Agriculture	-/7c	
Willstätter	V	Grand Countess von Liebewitz	46	2	Agriculture	-/6c	

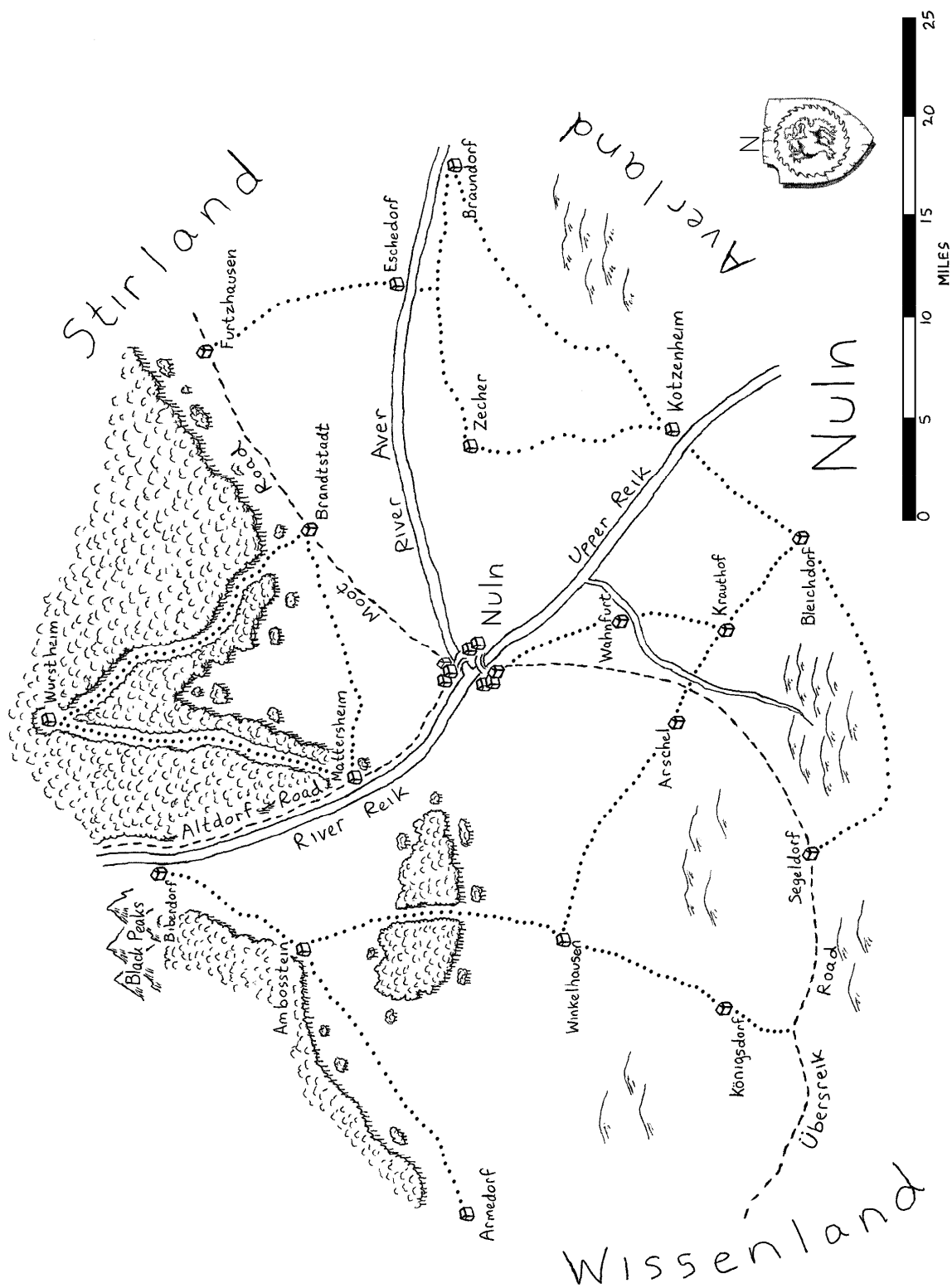
GAZETTEER OF THE FREISTADT OF PFEILDORF							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
PFEILDORF	T	Baroness Toppenheimer	6,800	3	Trade, Fishing, Clothing	75a/500b	Former Capital of Sölland and provincial capital of Sudenland until 2515. Received Freistadt charter in 2515. Centre for the Sudenland wool trade
Bernau	V	Baroness Toppenheimer	90	3	Wool, Agriculture	-/10c	
Durbheim	V	Baroness Toppenheimer	92	2	Agriculture	-/10c	Coaching inn
Elzach	V	Baroness Toppenheimer	87	2	Fishing	-/8c	
Fulgenstadt	V	Baroness Toppenheimer	52	2	Agriculture	-	
Gerechtfeld	V	Baroness Toppenheimer	76	2	Agriculture	-	Temple to Taal and Rhya
Hausern	V	Baroness Toppenheimer	56	1	Subsistence	-/5c	
Mecklenburg	V	Baroness Toppenheimer	94	2	Wool, Agriculture	-/12c	
Nebelhausen	V	Baroness Toppenheimer	45	1	Subsistence	-	
Neukirch	V	Baroness Toppenheimer	51	1	Subsistence	-/4c	Tollhouse on ford
Possenhof	V	Baroness Toppenheimer	47	1	Subsistence	-	Nearby coaching inn
Rosenhausen	V	Baroness Toppenheimer	48	2	Agriculture	-/4c	Tollhouse on ford
Schaffenhof	V	Baroness Toppenheimer	64	2	Agriculture	-	
Tannau	V	Baroness Toppenheimer	39	1	Subsistence	-	

# Appendix Seven-Maps

Map 1. Wissenland province



Map 2. City-State (Stadtstaat) of Nuln



### Map 3. Northern Wissenland

## Northern Wissenland and Nuln



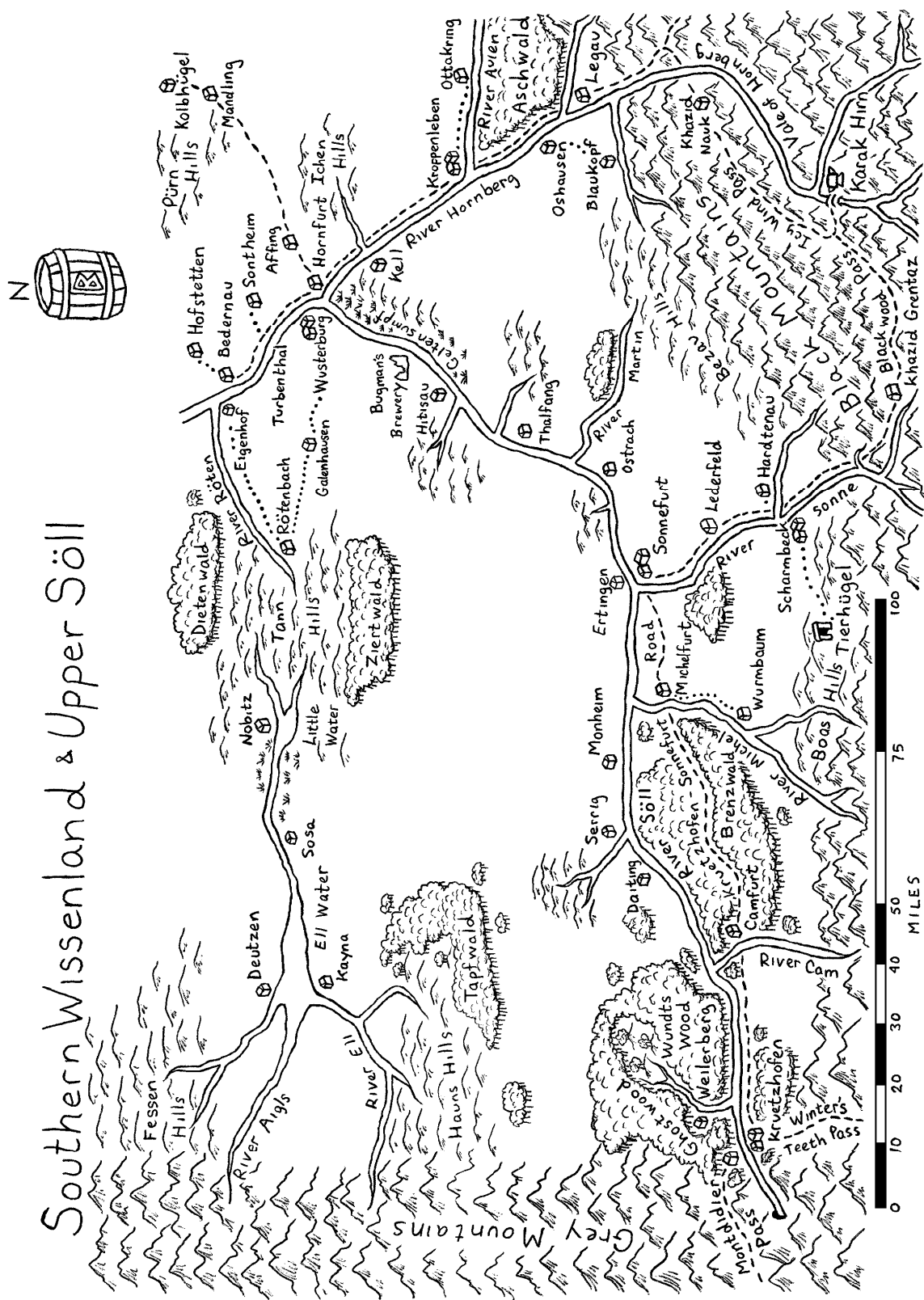
# Central Wissenland

The map depicts a region with a mountainous western half and a more open eastern half. The **Grung Mountains** run diagonally from the northwest to the southeast. Key features include:

- Mountains:** Grung Mountains, Kazad Skom, Harrach Mountains, Granite Pass.
- Rivers:** River Salm, River Witten, River Söll, River Harrach.
- Roads:** Road Meissen, Finning Road, Pilgrim's Road, Middle Way.
- Settlements:** Sexau, Leupolz, Diepolz, Owingen, Stanzach, Meissen, Willstätter, Penzfeld, Heisenberg, Wittenhausen, Auggen, Betzigau, Lauben, Simbach, Kelgard, Martinsbuch, Fluorin, Puchheim, Geschburg, Zöblen, Althausen, Rohrhorf, Hürm, Eppiswald, Rabenden, Trulben, Salmfähr, Aich, Fraunburg, Nehren, Ank, Tark, Ziflin, Karak, Grung Tumz, Grung Grimaz, Grung Emk, Grung Zum, Grung Kranz, Grung Strak, Grung Gandaz, Grung Momek, Kazad Sauk, Kazad Almon, Kazad Rhek, Karak Norn, Kazad Thran, Grung Stum, Grung Gandaz, Grung Momek, Kazad Ank, Kazad Tark, Karak Ziflin.
- Other Features:** Wurmgrube, Saulgrub, Marsh Willow, Harach, Salmhügel, Finnwald, Haverz, Söven, Witten, Söllweg, Trulben Road, Eppiswald, Rabenden.

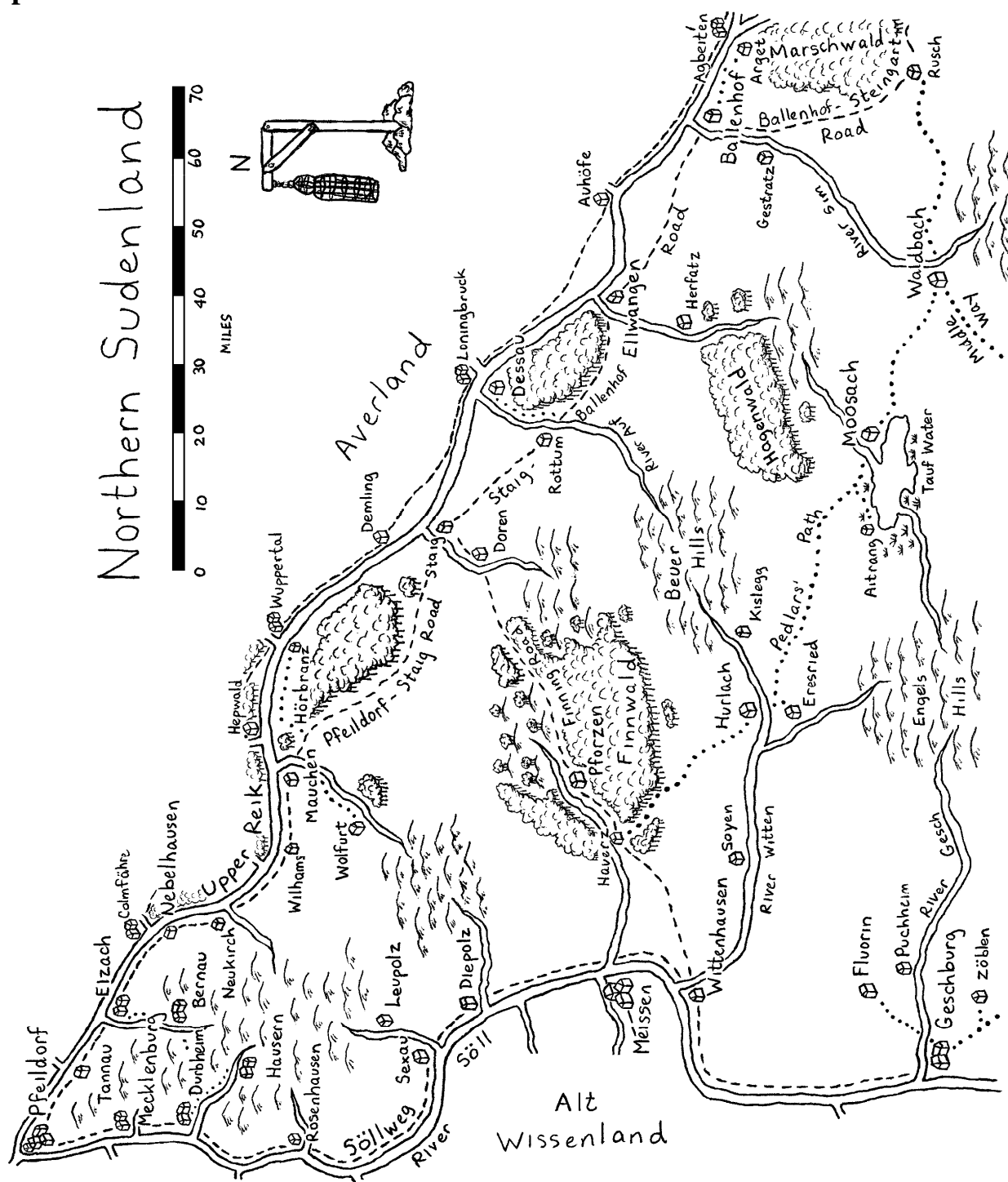
A scale bar at the bottom indicates distances in miles (0 to 100). A north arrow is located in the top left corner.

Map 5. Southern Wissenland

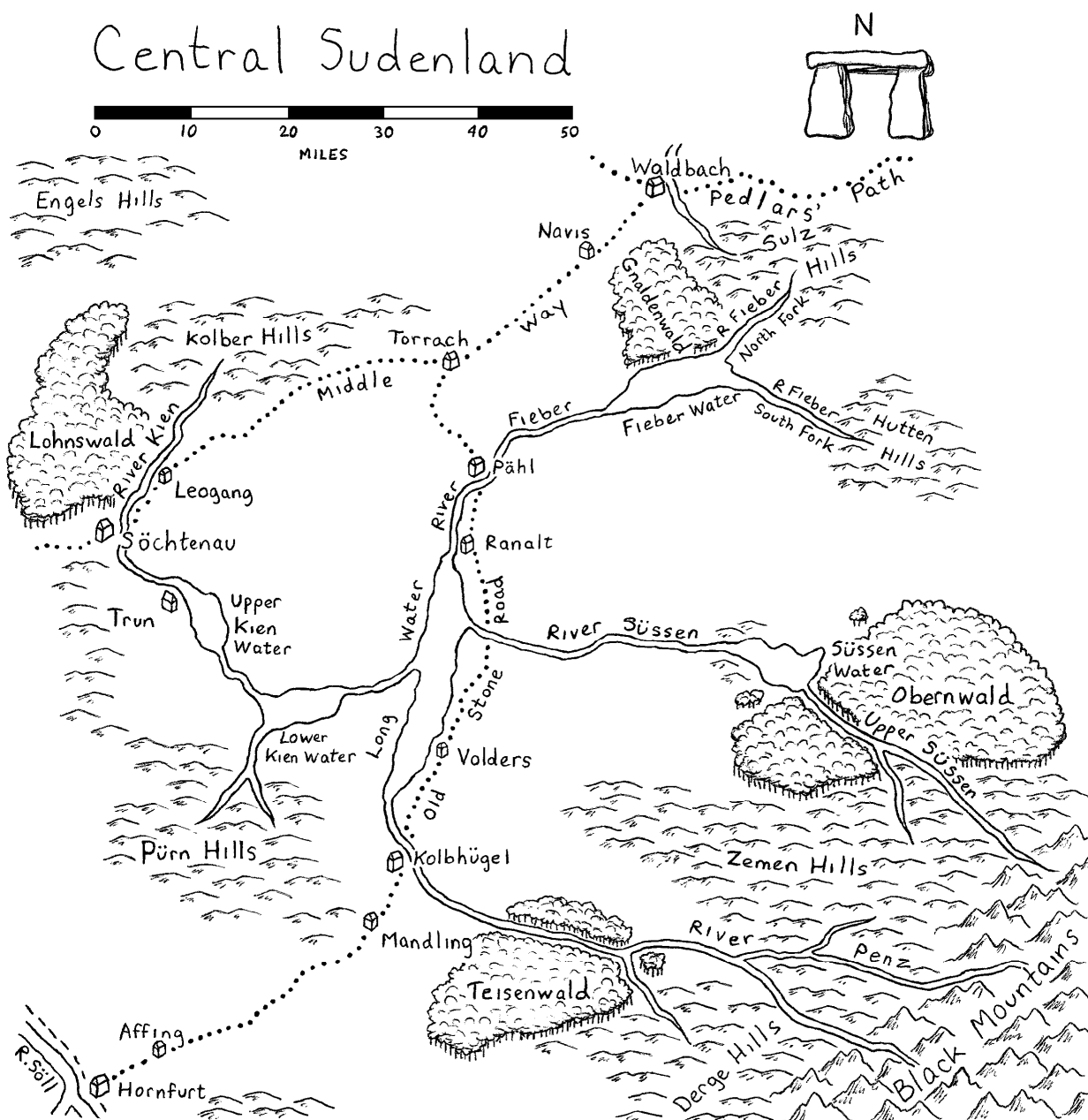




Map 6. Northern Sudenland



### Map 7. Central Sudenland



Map 8. Eastern Sudenland

