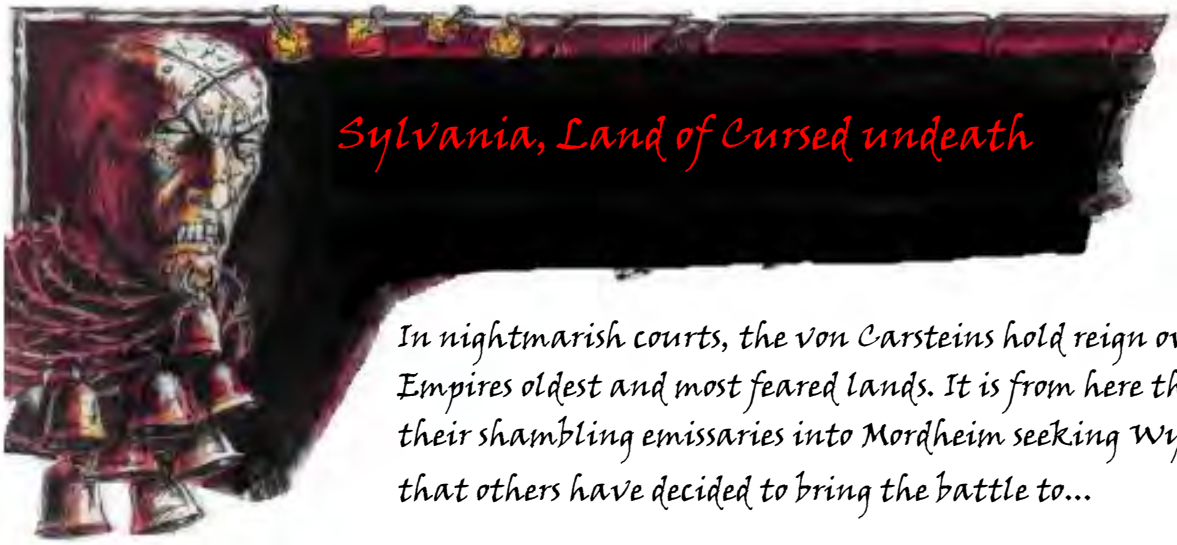

Sylvania, Land of Cursed undeath

In nightmarish courts, the von Carsteins hold reign over one of the Empires oldest and most feared lands. It is from here that they send their shambling emissaries into Mordheim seeking Wyrdstone. It is here that others have decided to bring the battle to...

Welcome to Sylvania, a land of perpetual darkness and ever-lasting evil. There are few facts but much legend surrounding the origins of this land. Since the beginning of historical record, Sylvania has always been referred to as a cursed and evil land. Its surface is covered for the most part by dark and dangerous forests, its soil poor and unproductive. It is a land where the darkest energies of magic flow strong. The dead long have the reputation of not resting easily here, as attested by the Sylavnian tradition of burying the dead deeply and face down so that it is more difficult for them to dig their way to the surface. Rumors circulated in the Empire accusing the nefarious von Drak counts and many of the other Sylvanian nobles of being corrupt practitioners of the black arts. Indeed those rumors were founded in reality. These vile noblemen built their castles at mystical points where the winds of dark magic concentrated to gather power for their iniquitous spells, and celebrated ancient rituals of death in their dank dungeons. The Sylvanian people were kept in a state of misery and superstitious ignorance and their squalid hamlets were dominated with ruthless cruelty.

Sylvania is a haven for necromancers expelled form the human kingdoms of the Old World. The Empire tolerated the presence of this accursed place only because the Sylvanians were, at least in theory, loyal to the Empire. But this changed in the year 1797 when Count Otto von Drak died without a male heir, and a mysterious stranger married his daughter, Isabella, and seized power over Sylvania. The name of the newcomer was Vlad von Carstein...

From deep within the bowels of Drakenhof Castle, Vlad von Carstein sends forth his undead hordes into the Empire. They are directed at Mordheim in the attempt to gain Wyrdstone to fuel his dark magics. Fierce is the competition for the damned shards, and so there is a constant stream of undead that flows into the Empire from Sylvania bent on the domination of Mordheim and her bounty. A few brave or foolish men gather now to enter Sylvania to stop the tide of darkness.

New Rules

Treasure: The warbands have ventured into Sylvania to combat the undead and recover lost treasure from this benighted land. Treasure can be a variety of things - wyrdstone shards, coins, precious stones and jewelry, valuable art, magical artifacts, or even merchant goods. Whatever their form, they act exactly as wyrdstone shards in the basic game – they are found through Exploration or sometimes as the objective in a scenario, and are sold using the same chart on p.134 of the main rulebook. Note that while the normal chart is used to calculate the number of Treasures found, this setting uses its own Exploration charts.

Distrust: Such is the superstition and distrust among the Sylvanians that they shun outsiders. As such, warbands who do not possess a model with the *Street Wise* ability are forced to add +2 to the rarity of all items they seek. Once the *Street Wise* skill is attained, the rarity roll will return to normal.

Land of Little: Sylvania is not known for it's hospitality, nor it's welcoming inns or bustling towns. Not many venture to Sylvania (as fewer still ever return!) but those that do are hardened veterans of many battles or criminals seeking ambiguity. Should a warband wish to recruit a hired sword, a D6 roll is required. On a 4+, the Hired Sword they seek is available and willing to be recruited. Anything less, and either there is no one matching what they seek, or the persons in question do not wish to be found. A warband may only attempt to seek two Hired Swords per post-battle sequence, and may not attempt to find the same Hired Sword twice in one turn.

Darkness Rules

The lands of Sylvania are in perpetual gloom and darkness. At the beginning of each scenario, unless otherwise stated, a roll must be made on the following Darkness Table to determine what type of light is available.

Darkness Table (D6 Result):

1 - Dark Skies: Visibility is limited to 12 inches.
2 - Foggy: Visibility is limited to 12 inches at the start of the battle. On each subsequent turn increase visibility by D6 inches as the fog gradually lifts.
3 - Overcast and Drizzle: No model may see farther than 24", and excluding thrown weapons, all shooting attacks are -1 to hit .
4-6 - Gloomy: Normal Rules apply.

Regardless of the result of the Darkness Table or whether or not the Darkness rules are used in a particular scenario, the following rules are in effect:

Shadows: Due to the overall gloom of Sylvania, a model must half its Initiative when looking for *Hidden* models. Dwarves, Elves, Goblins, Orcs, Trolls, Skaven, Rat Ogres, Animals, and Undead are unaffected by this rule.

Spooky: Exploring the haunted lands of Sylvania is bone-chilling experience. Models are subject to *All Alone* tests when no friendly models are within 12", be they in combat or not. Models with the Stupidity rule and models that are immune to psychology or fear may ignore this rule.

Lanterns & Torches: A model equipped with a lantern or torch receives the following benefits and drawbacks:

- The model adds +2 to its LD for purposes of taking *All Alone* tests triggered by the **Spooky** rule. This bonus may not increase the model's LD beyond 10.

- In scenarios using the **Dark Skies** rule the model's visibility is increased to 18 inches. Additionally, any models with Line of Sight to this model can see it from 18 inches away.

- The model is unaffected by the **Shadows** rule, meaning that it uses its full Initiative (+4 inches due to lantern/torch bonus) when spotting Hidden models. Additionally, a model uses its full initiative when attempting to spot a Hidden model that is equipped with a lantern or torch (the light and smell of burning fuel is hard to conceal).

The Roaming Dead

Sylvania is a land full of roaming dead. Unless otherwise stated in the scenario specifically, follow these guidelines.

After terrain set up but before deployment, roll a D6+1 to determine the number of zombies wandering about the board. Starting with the oldest player, each player takes turns placing one zombie on the table. No zombie may be placed within 8 inches of a deployment zone.

The zombies have their own turn after the last player. Zombies will move toward the closest non-zombie model it can see. If a zombie starts its turn within 8 inches of a non-zombie model, it will charge that model. If a zombie cannot see any non-zombie models, it will move 4 inches in a random direction (use a scatter dice). If two or more non-zombie models are equidistant from a zombie, roll randomly to determine the zombie's target. Destroyed zombies are worth 1 xp each.

Exploration

The following charts are to be used when exploring inside of Sylvania. While searching for treasure is much the same as searching for wyrdstone, the possible encounters vary drastically.

Doubles:

(1 1)

Well.

You happen upon a small hamlet, all doors and windows are shut and no one is willing to let you in. There's a well in the village square that you could get some water from, but as you draw near you hear a voice from one of the houses, "Do not go near the well, not if you value your lives!"

You must select a hero to check out the well. Roll a D6 and check the table:

1-The water teems with giant leeches, roll for injury (treat results of 55 or better as "Full Recovery)

2-The poor chap meets the horrid denizen of the well, a mutated human-eating frog. He must roll for injury (treat results of 55 or better as "Full Recovery) If he survives he gains 1 experience.

3-4 -You see a severed head floating in the water. It might have scared the peasants but your men just shrug and turn away.

5-6 -You found a murdered merchant's body in the well, his body sucked dry of blood. He has one piece treasure on him.

(2 2)

Unfriendly Inn

The moment you walk into this old and musty roadside inn you feel something is not right. The men playing cards seem to watch your every move, and the barkeep is nervous about your presence. You question the men upon a successful LD test, they tell you about series of tunnels. In your next game you can use the tunnels to position up to three man-sized (or smaller) fighters anywhere on the battlefield at ground level and at least 8" away from an enemy model. On the turn they are placed, the model(s) cannot move or charge and count as having performed a regular move.

(3 3)
Dry corpse
You find a human body devoid of blood.

Roll a D6 to see what you find:
1-2 D6gc
3 1 spear
4 1 axe
5 1 sword
6 1 suit of light armor

(4 4)
Terrified man
Walking the road at night, you are startled by someone screaming for help. You find a madman muttering something about a castle he fled and what he saw there.

- An undead warband will bleed him dry and make a new zombie.
- A good warband gains an extra dice for its next Exploration Phase.
- An evil warband sacrifices the fool and its leader gains 1 exp.
- A skaven warband gains 2D6 by selling him into slavery.

(5 5)
Abandoned house
You come across a wooden shack that shows no signs of inhabitance. Whoever once lived here, left in haste.

Roll a D6 to see what you find.
1 lucky charm
2 rabbits foot
3 rope & hook
4 1 dose madcap mushrooms
5 D3 lanterns
6 2D6 gc

(6 6)
Gallows Tree
The wind moves a dead priest of Morr hanging from a gallows tree.

- An undead warband gains a zombie and D6 gc for selling the priest's vestments.
- An evil warband sells his body and vestments for 2D6 gold crowns.
- A good warband buries the corpse in a respectful manner and D3 Heroes gain 1 exp each (player's choice).

Triples:
(1 1 1)
Pickpocket
A young gypsy boy tries to steal from the warband.

Roll a D6:
1 He eludes your grasp and disappears into the forests, you lose D6 gc.
2-3 The boy runs away, accidentally leaving behind his lucky rabbit's foot
4 -5 You catch him in the act, and decide his fate:

- Any warband may sell him to slavers for 2D6 gc.
- A good warband may try to recruit him by having its leader pass a LD test. If failed, the boy runs away and you gain nothing. If passed, the warband gains a Human Scout hired-sword. The warband doesn't pay a hire fee, but must pay upkeep. The boy is equipped with a sling and 2 daggers.

6 As you grab the boy, you hear a deep male voice from the shadows: "Tsk tsk, my young apprentice still needs some practice. Release him, and I'll pay for his life."
He gives you 4d6 gold in exchange for the boy.

(2 2 2)
Smithy
In a town, you see the blacksmiths shop abandoned as the smith was murdered during the night. None of the locals will dare to enter the building.

Roll a D6 to see what you find.
1 D3 swords
2 D3 spears
3 D3 hammers (or maces)
4 D3 axes
5 Double handed weapon (sword or axe)
6 3D6 worth of metal goods

(3 3 3)
Prisoners
In an old barn, you find scared young women tied to poles. They tell of being abducted and left here for an unknown purpose...
-An undead warbands gains D2+1 zombies.
-An evil warband sacrifices them and gains D3+1 exps to randomly distribute amongst their heroes.
-A skaven warband sells them into slavery for 6D6gc.
-A good warband returns them to their hamlet and receive a 25 gc reward from their father, a wealthy merchant.

(4 4 4)
Fletcher
A town's fletcher has gone mad after his wife was killed by a vampire and disappeared into the woods. Searching his workshop you find:

Roll a D6 to see what you find:
1-2 D3 short bows
3 D3 bows
4 D3 long bows
5 1 quiver of hunting arrows
6 D3 crossbows

(5 5 5)
Herbalist
An old, toothless woman lives in this vine-covered shack. She grows many herbs and has a fondness for riddles. If your leader passes a Ld test, he answers the riddle and receives a reward. If the test is failed, you pay her 5 gc and gain nothing.

Roll a D6 to see what you find:
1 D2 doses madcap mushrooms
2 D2 doses of dark venom
3 D2 doses of crimson shade
4 D2 dose of mandrake root
5-6 D2 doses of healing herbs

(6 6 6)
Returning a favor
You find a former hired-sword accused by the towns-folk of being a vampire and he asks you to testify on his behalf. If your leaders passes a LD test, and the hired-sword is freed and tells you where he has buried some valuables. Gain D3 Treasures and your leader gains 1 exp. If the test is failed, the man is beheaded and burned. You gain nothing.

Four of a kind:

(1 1 1 1)
Gunsmith
A renowned gunsmith tried to set up shop in this town, however he is now missing and rumor says he was bitten by the wrong type of wolf whilst hunting. The shop's lock is rusted and does not keep you out for long.

Roll a D6 to see what you find:
1 1 blunderbuss
2 1 brace of pistols
3 1 brace of dueling pistols
4 D3 handguns
5 D3 doses of superior black powder
6 1 hochland long rifle

(2 2 2 2)
Shrine
You find an abandoned shrine to local god in a wooded glade. There's no one to care for it, yet the locals dare not approach it.
-An evil warband defiles the shrine and gains 3D6 gc +1 exp for a hero of your choice.
-A good warband can either loot the shrine for 4D6 gc <u>or</u> pray and get one melee weapon blessed so that it will gain +1Str against the Undead, Skaven, and Chaos.

(3 3 3 3)
Broken down coach.
You happen upon an empty coach on a forest road, with no one around, alive or dead. In a trunk you find cathayan silk clothes, a jeweled dagger worth 15 gc, and a holy (or unholy) relic.

(4 4 4 4)
Armory.
In the forest, you find the charred remains of a manor. A skeleton lying near the door has a stake in it's chest. A symbol of Sigmar is nailed to one of the doors. While the manor was purged of evil and torched, you found the manor's armory relatively intact.
Roll a D6 to see what you find:
1 D6 shields or bucklers (you choose)
2 D6 helmets
3 D6 suits of light armor
4 D3 suits of heavy armor
5 1 suit of ithilmar armor
6 1 suit of gromril armor

(5 5 5 5)
Graveyard.
Moss-covered headstones mark the place where the dead "rest".

-Any warband can loot the graves and gain D6 x 10gc.
-An undead warband has the option to defile the graves to gain D3+1 zombies instead of looting.
-A good warband that includes a witch hunter or priest may instead choose to consecrate the graves. D6 heroes of player's choice gain 1 xp.
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(6 6 6 6)
Catacombs.
While camping, you find a concealed entrance to a labyrinth of tunnels. In your next game you can use the tunnels to position up to three man-sized (or smaller) fighters anywhere on the battlefield at ground level and at least 8" away from an enemy model. On the turn they are placed, the model(s) cannot move or charge and count as having performed a regular move. Inside the tunnels you find 5d6 gc.

Five of a kind:

(1 1 1 1 1)
Gypsy Camp.
Colorful wagons of the gypsies stand near the road, from among them you can hear music and singing. A dark-haired woman motions you to come inside her wagon, offering prophecies and magical baubles. Up to 3 heroes may consult her, for a cost of 5gc each. Roll a D6 for each such hero.

1 The woman gazes at him with fear and mutters about ill omens. Next time the hero rolls on the Serious Injury table, roll twice and choose the lower result.
2 The woman fools him into paying her more with promises of things he wishes to know. Lose D6 gc.
3 The woman's prophecy is meaningless and puzzling, you learn nothing. If the hero passes a Ld test, he steals a lucky charm as he exits the wagon.
4 The woman foretells the character will become a great hero. He gains +1 to his Leadership. If leadership is at it's maximum he gains +2 exp.
5 The woman foretells good luck. Next time the hero rolls on the Serious Injury table, roll twice and choose either result.
6 The woman reveals the answers to the hero's most secret desires. The hero gives the gypsy 2D6 gc and exits the wagon pale-faced. The hero gains 3 xp.

(2 2 2 2 2)
Alchemists Workshop.
This stone tower was a home to a master alchemist, but he passed away after contracting a magical sickness. His workshop has been looted but you still manage to find an unopened lockbox under a pile of debris.

Roll a D6 to see what you find:
1-2 D3 firebombs
3-4 D3 doses of flash powder
5-6 D3 healing potions (healing herbs)

(3 3 3 3 3)
Moneylender's House.
This small house has iron bars and sturdy doors to keep intruders out. Yet something has managed to punch a hole in the wall. The walls are painted in blood and gore. In a small lockbox you find D6x10 gc. A random hero must pass a Ld test to avoid a poisoned needle. If the test is failed the hero is poisoned and may not participate in the next scenario.

(4 4 4 4 4)
Merchants House.
A foreign merchant hastily abandoned his residence, leaving the wares that were too heavy to carry behind. You gain D2+1 pieces of treasure and on a roll of 5+ you find a ledger that will give one hero the *Haggle* skill.

(5 5 5 5 5)
Monastery.
The small monastery has been abandoned for years. The locals believe it haunted, so they dare not enter.

-A good warband rolls a D6 and finds:
1-2 6 vials of blessed water
3 1 blessed hammer (+1Str vs undead)
4 1 holy relic
5 1 holy tome
6 1 high priest's holy symbol (counts as a holy relic that also grants wearer immunity to *Fear* caused by undead)

-An evil warband desecrates the monastery and gains 3d6 gc worth of loot and D3+1 exps to distribute to heroes and/or henchmen groups.

(6 6 6 6 6)
Ancient Catacombs.
Searching through a village you discover that in the town square there is an entrance to a network of tunnels. They seem to lead in every direction. You get to re-roll two exploration dice during each post-game sequence while in Sylvania.

Six of a kind:
(1 1 1 1 1 1)
A vampire's resting place.
You glimpse a pale figure sneaking inside a crypt as the sun is rising. You have found the coffin where a lone vampire sleeps. Already deeply wounded, the Vampire proves to be no match for the group, and you plunder his tomb as he turns to ashes around the stake in his chest. The reward for killing the vampire are as follows:

- Leader gains 1 exp
- One non-leader witch hunter or priest gains 1exp
- D6 x 10gc
- And roll a D6 for each item:
4+ 1 jeweled sword (worth 20 gc)
4+ 1 jeweled dagger (worth 10 gc)
5+ 1 piece of treasure
5+ 1 lucky charm
6+ 1 tome of magic

(2 2 2 2 2 2)
Treasure chest
A recent flood unearthed a moldy chest that was buried deep into the earth. The warband finds:
-5D6 x 5gc
-And roll a D6 for each item:
5+ D3 pieces of treasure
5+ 1 holy relic
5+ 1 suit of heavy armor
5+ D3 gems worth 10gc each
5+ 1 elven cloak
5+ 1 holy tome
5+ 1 ithilmar sword
3+ 1 trap that will strike a random model with a S5 hit

(3 3 3 3 3 3)
Dwarven smithy
The low round house once belonged to a clan of dwarves. Now there is little but dwarven bones strewn about, mixed with the bones of wolves. Inside a few items are still intact from the clan's smithy.

Roll D6: for each item:
3+ D3 double handed weapons
4+ D3 suits of heavy armor
5+ 1 Gromril axe
5+ 1 Gromril hammer
6+ 1 Gromril double handed weapon
6+ 1 suit of Gromril armor

(4 4 4 4 4 4)
Old battlefield
A forest clearing opens before you and everywhere you see the skeletons of warriors lying on the ground. Covered in rotten clothes and rusty armour, the fallen soldiers still seem to be looking at you from within their empty sockets. You can scavenge the weapons in relatively good condition for yourself. The warband finds:

- D6 x 5gc
-And roll D6 for each item:
4+ D3 suits of light armor
4+ 1 suit of heavy armor
5+ 1 suit gromril armor
5+ 1 gromril sword
4+ D3 swords
4+ D3 spears
3+ D3 shields
4+ D3 bows
3+ D3 helmets

(5 5 5 5 5 5)
The Black lake.
Stopping near the edge of a placid lake, you decide to make camp for the evening. As the howls increase as the night wears on, one of the party notices something glimmering from within the murky depths of the water.

Select one hero (it cannot be your leader) and roll a D6.

1- The warrior makes it in to his hips, and is suddenly dragged beneath the water. As the ripples reach the shoreline, the lake stills and all is quiet again. Roll a D6. On a 1-2 remove the warrior from your roster. On a 3+ the hero breaks free and drags himself to shore, empty handed, but gains +2 exp.
2- Grasping the object with searching fingers while trying to keep his head above the water, the Hero pulls forth a golden chalice from the sandy lake-bed. It is worth 60 gc.
3- Discarding all weapons and armor, the Hero dives into the water, determined to find the object that had so entranced him. After a few tense moments, his head breaks the calm surface of the lake, a smile spread across his face. Gain D3+2 pieces of treasure.
4- Swimming far out into the lake, those on the shore can hear the deep intake of breath as the warrior dives under it's mirror-like surface. He comes back to the beach several times, dragging many treasures from their murky resting place. You gain D3+1 pieces of treasure, 2D6 x 5 gc, and a Star Sapphire pendant worth 50 gc. If you do not sell the jewel, you can wear it as a sign of wealth. A hero equipped with the pendant gets +1 to all rare rolls & +1 to the hero's Ld stat (max 10)

5- A beast that resides within the lake attacks the hero, but proves to be no match for his skill at arms. The Hero gains 2 exp and manages to shake off the horrifying effects of the attack. You may re-roll on this table for this hero, treating another result of **5** as the hero finding nothing of interest.
6- Astonished, the hero walks from the water after a short while, bearing his findings within the folds of his soaking cloak. Roll on the Magical artifacts table.

(6 6 6 6 6 6)
The old Knight.
While walking through the countryside on a spooky moonless night, you spot a dark figure upon a horse. It is slumped over in the saddle, riding slowly towards you. Tumbling from his horse, the knight coughs, crimson bubbling from his lips. Struggling, he speaks his final words: “I have laid down my life to destroy Argon Von Carstein. I go to my grave knowing that I have sent that demon back to the hells that spawned him."

As he reaches beneath his torn, bloodied tunic, he says, "I...I've no longer any use for this.” In his hand is a shimmering pendant.

Smiling, the light fades from the old Knight's eyes, and he sighs his last breath away. Shortly after the knight dies, the horse also succumbs to its many wounds.

If the warband includes a priest or witch hunter in your warband, the warband buries the Knight with his belongings (save for the magical pendant he gave you) and each hero and henchmen group gains +2 exp (the priest or witch hunter gain s+3 exp).

If the warband does not include a priest or witch hunter, the warband loots the knight's equipment before burying or leaving him on the road.

Roll a D6 for each item

Auto - 1 magical pendant (causes *fear* in all undead, and wearer is immune to *fear* caused by undead). It cannot be worn by undead. It may be sold for 50 gc.
Auto - 1 suit of heavy armor
2+ 6 torches
3+ caltrops (3 uses)
3+ lucky charm & rabbit's foot
3+ war horn
3+ D3 vials blessed water
4+ 6d6 gc
4+ 1 crossbow
4+ 1 magic hammer (+1 strength))
4+ 1 magic sword (+1 to Injury Rolls)