



Sylvania, Land of Cursed undeath

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

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 Wyrðstone. 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 Sylvanian 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 from the human kingdoms of the Old World. The Empire tolerates the presence of this accursed place only because the Sylvanians are, at least in theory, loyal to the Empire. But this was about to change; in the year 1797 Count Otto von Drak died without a male heir, but 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 Wyrðstone 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

A terrifying and dark place, Sylvania is rarely braved by anyone. For those that do enter her evil embrace, it is for powerful reasons; family, loved ones, religion, or gold. Only the most iron-willed or foolish of men dare attempt to pierce the veil of night that reigns o'er Sylvania, and following be the reasons why.

Sylvania is a world apart from the rest of the Empire. The ruling class of von Carsteins ensure their supremacy through terror and blatant dominance of arms. While most Sylvanians know nothing better as their fathers and their father's fathers endured the same hardships, visitors to this nightmarish land are often immediately struck by the apparent differences.

Poor: The markets and villages that pepper this cursed land leave much to be desired. As such, when selling treasures, all

warbands are considered to be one size larger than they are (therefor a warband with 5 members would sell treasure as a warband with 7-9 members, a warband with 8 members would sell as a warband with 10-12 models, etc)

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 darkness. At the beginning of each scenario, unless otherwise stated, a roll must be made on the following table to determine what type of light is available.

D6 Result:

1 - Pitch Black: No model may see further than 6". Models who do not need to rely upon sight (Zombies, for example) are not affected by this rule.

2-3 - Half Moon: No model may see further than 16".

4-5 - Cloudy: Roll at the start of each turn, treating further rolls of 4-5 as Half Moon.

6 - Full Moon: Normal Rules apply.

Regardless of the above roll, the following rules are in effect whilst in Sylvania

Shadows: Due to the overall gloom of Sylvania, a model must half its Initiative when looking for *Hidden* models.

Spooky: Sylvanian nights are a bone-chilling experience. Models are subject to *All Alone* tests when no friendly models are within 6", be they in combat or not. Models that are immune to fear may ignore this rule.

Lanterns & Torches: Lanterns or Torches increase the range of a model's visibility to 12". This also increases the models Initiative to full-value when searching for hidden models. Any models with *Line of Sight* at this unit can see it from 16" away.

Death

The dead do not rest easily within Sylvanian soil. As such, it is well worth the cost of a proper and sanctified burial should one of the warband succumb to his wounds. For every member that dies, the warband is required to pay D6 gold crowns to ensure them a proper burial. Should the warband be short on funds, they must sell off equipment, treasures, or fire hired swords in order to recoup enough gold to pay the tithe to the Church. No one wishes to see a former brother in arms come back to haunt you from the grave. A warband that possesses a Priest may forgo this cost, as the pious are more than willing to sanctify the graves of their fallen. Undead warbands are also able to ignore this rule, as they simply do not care what happens to the corpse, and will often leave it lying out after it has been pilfered of its valuables. Evil warbands must still pay this cost, as it represents their attempts at ensuring that their fallen will not rise again in the typical Sylvanian manner. To accomplish this, they will hire dregs to dig deep holes, and bury their fallen face-down. This time-tested method has kept many a corpse properly interred.

Encounters

Sylvania is a land full of roaming undead. Unless otherwise stated in the scenario specifically, follow these guidelines for the creations of the Zombie Packs.

For each warband playing a scenario, roll a D3+1. Each warband is allowed to place the Zombies that they rolled for anywhere upon the battlefield as long as it is at least 10" from a deployment zone. Once placed, these zombies will move as a pack. They have their own turn after the last player, and will move 4" in a random direction (use a scatter dice) if no one is within charge range. Zombies will ignore other zombies. Should someone fall within 8" of the Zombies (always measure before moving them) they will charge the model/s immediately (randomly if more than one).



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 monster. He must roll for injury (treat results of 55 or better as "Full Recovery) If he survives he gains 1 experience.

3-5-You see a severed head floating in the water. It might have scared the peasants but your men just shrug and turn away.

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 roll of your Ld. This confers the same advantage as tunnels for the next battle.



(3 3)

Dry corpse

You find a human body devoid of blood.

Roll a D6 to see what you find:

1-2 D6gc

3 Dagger

4 Axe

5 Sword

6 Light armour

(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.

If you are an Undead warband, you bleed him dry and make a new zombie.

If you are Human, you can roll an extra dice next exploration phase.

If you are an Evil warband, you sacrifice him, gaining 1xp for your leader.

If you are Skaven, you gain 2D6 by selling him into slavery.

(5 5)

Abandoned house

You come across a wooden shack that shows no signs of inhabitation. Whoever lived here, he left his belongings in haste.

Roll a D6.

1 lucky charm

2 dagger

3 crossbow

4 Flail

5 Hooded lantern and Rig (see Grave Robbers equipment list)

6 2D6 gc

(6 6)

Gallows

The wind moves a cadaver hanging on the gallows. A warband may:

- Create a zombie (Undead warbands)
- Bury the corpse and consecrate the grave (Warbands w/Priests) and gain 1xp for the Leader.
- Cut him down and sell his parts for 2D6 gold crowns (Evil-aligned warbands)

Triples:

(1 1 1)

Pickpocket

While camping, a young gypsy boy tries to rob one of the party members.

Roll a D6:

1 You only see him disappearing into the forests, he took 2D6 gc with him.

2-3 The boy runs away, leaving his sought-after gains behind.

4 You catch him in the act, and decide his fate;

-Undead warbands drain him of blood and create a new zombie.

-Human warbands can recruit him as a Hero upon a successful Ld test if they have a free slot. He is equipped with 2 daggers and a sling.

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3			3	1	4 1 7

-Evil warbands can make a grisly sacrifice that will give their Leader 1xp.

-Skaven can sell him into slavery for 2d6 gc.

5 You catch him in the act, but he diverts your attention by throwing a Lucky Charm one way, and running the other. He escapes, but at least there is some gain...

6 Catching the boy, you hear a husky 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, unless you want to make him a zombie/hero/sacrifice/slave.

(2 2 2)

Smithy

In a town, you see the blacksmiths shop abandoned as the smith was murdered during the night. No one of the locals will dare to enter the building. You search through and find:

1 Sword

2 2H sword

3 Flail

4 D3 Halberds

5 Lance

6 2D6 worth of metal

(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...

If you are vampires, they are waiting here for you. You gain D3 zombies.

If you are human, you gain D3 experience to distribute randomly amongst heroes.

If you are an Evil warband, the poor ladies couldn't possibly be more terrified. You sacrifice them and gain D3 experience to randomly distribute amongst the heroes.

If you are skaven, you can sell them into slavery, they are worth 6d6gc.

(4 4 4)

Fletcher

A town's fletcher has gone mad after his wife was killed by a vampire. He can be persuaded or outright deceived into giving you his wares.

1-2 D3 short bows

3 D3 bows

4 D3 long bows

5 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 that she is willing to share with you.

1-3 D6 cloves of garlic (Unavailable to the Undead).

4 a dose crimson shade

5 a dose of mandrake root

6 a dose of healing herbs

(6 6 6)

Returning a favor

When you find your former partner accused by the towns-folk of being a vampire, you are called upon to testify on his behalf. Upon a successful Ld test (using your Leaders score), you gain the services of a hired sword for free for the next battle, after which you are liable for his upkeep.

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:

1 blunderbuss

2 brace of pistols

3 brace of dueling pistols

4 D3 handguns

5 D3 doses of superior blackpowder

6 hochland long rifle

(2 2 2 2)

Shrine

On the crossroads, a simple shrine to Sigmar stands. There's no one to care for it, yet nobody dared to desecrate it.

If you are Undead, you can try to destroy it, if so, roll on your Leader's Ld. If he passes, gain 3D6 gc, if not, -1 wound for the next battle as you suffer the fiery wrath of Sigmar.

If you are Human, you can either loot the shrine for 3D6 gc or pray and get one melee weapon blessed so that it will gain +1S against the Undead and Possessed.

If you are an Evil warband you can defile the shrine and get 3D6 gc.

(3 3 3 3)

Broken down coach.

You happen upon an empty coach on a forest road, with no one around, alive or dead. You find 3D6 gc.

(4 4 4 4)

Armory.

In the forest, the charred remains of a noble's manor are found. A skeleton lying near the door has a stake in it's chest and a symbol of Sigmar is nailed to one of the doors. While the manor was purged of evil and torched, you found the vampire's armory relatively intact.

1 D3 shields or bucklers (choose)

2 D3 helmets

- 3 D3 suits of light armour
- 4 D3 suits of heavy armour
- 5 suit of ithilmar armour
- 6 a black suit of chainmail. It counts as heavy armor, but without the -1M suffered with a shield. It also grants the wearer a 6+ save against any magical spell.

(5 5 5 5)

Graveyard.

Moss-covered headstones mark the place where the dead rest. You can loot the graves and gain D6 x 10gc.

Vampires or Undead can defile the graves to gain D3 skeletons or zombies instead of looting.

A warband with a priest may choose to consecrate the graves. The act of consecrating will yield D6 experience distributed amongst the party.

(6 6 6 6)

Catacombs.

While camping, you find a concealed entrance to a labyrinth of tunnels. You can use them to place up to 3 models anywhere on the battlefield in the next battle, but at least 8" away from enemies. You may place your models after all other models have been placed.

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. If you want, you can roll for up to three heroes to consult her.

Each roll costs 5gc.

1 The woman gazes at him with fear and mutters about ill omens. Next time he rolls on the injury table, roll two times and choose the lower.

2 The woman fools him into paying her more with promises of things he wishes to know. Lose 2D6 gc.

3 The woman's prophecy is meaningless and

puzzling, you gain no benefit from it.

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 +1 experience.

5 The woman foretells good luck and gives you a lucky charm.

6 The woman reveals to you the answers to your most secret desires. You are pale-faced as you exit the wagon, leaving an extra 2D6 gc behind as a show of your reverence. You gain

D3+1 experience.

(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. Studying his books you find a Surgeon's Journal and 3D6 gc.

(3 3 3 3 3)

Jewelsmith.

This small house has iron bars and sturdy doors to keep intruders out. Yet something has managed to punch a hole in the wall and there are signs of a struggle inside. Whatever it was, it only wanted the residents, not the jewels.

1-2 Ambers worth d6x5Gc

3-4 Emerald worth 20Gc

5 Necklace worth 50Gc

6 A Star Sapphire worth D6 x 15 gc. If you do not sell the jewel, you can display it as a sign of wealth, adding +1 to all rare trade rolls.

(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 D3 pieces of treasure to sell and on a roll of 5+ you find a ledger that will give your hero the haggle skill.

(5 5 5 5 5)

Monastery.

These stone halls were once home to

monks, now they are said to be haunted.

Searching through them, you find:

1-2 D6 vials of holy water

3 a blessed mace, it is +1S against undead.

4 a holy relic

5 D6 vials of tears of Shallya

6 a high priests holy symbol. The hero that wears it is immune to *Fear* caused by undead.

If you are a vampire warband, you instead gain D3 experience points to be distributed as you desecrate the chapel. If you are an Evil warband, you may also choose to take the experience instead of rolling on the chart.

(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 one exploration dice each post-game sequence from now on.

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 is the following:

1exp for warband leader.

1exp for the priest should there be one in the warband.

D6 x 10gc

4+a jeweled sword

4+a jeweled dagger

5+a piece of treasure

5+a lucky charm

6+a 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. What

mystery lies behind all the treasures inside?

5D6 x 5gc

4+ D3 pieces of treasure

5+ a holy relic

5+ a suit of heavy armour

5+ D3 gems worth 10gc each

5+ an elven cloak

5+ a holy tome

5+ a magical artifact

3+ a 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.

1 D3 double handed axes

2 D3 suits of heavy armour

3 Gromril axe

4 Gromril hammer

5 Gromril double handed axe

6 A suit of Gromril armour

(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.

3D6 x 5gc

D6 daggers

4+ D3 suits of light armour

4+ A suit of heavy armour

5+ Horse barding

4+ D3 halberds

4+ D3 swords

4+ D3 spears

3+ D3 shields

4+ D3 bows

3+ D3 helmets

(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.

Should a Hero decide to wade into the lake, roll a D6 and consult the following table.

1- The warrior makes it in to his hips, and is suddenly dragged beneath the water. As the ripples reach the sand, the lake stills and all is quiet again. Remove the warrior from your roster.

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 10D6 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. He has recovered D3 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. The last of these is a small chest. You receive D3+1 pieces of treasure, 2D6 x 5 gc, and a Star Sapphire worth D6 x 15 gc. If you do not sell the jewel, you can display it as a sign of wealth, adding +1 to all rare trade rolls.

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 experience, 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)

The old Knight.

While walking through the countryside on a spooky moonless night, you suddenly see a dark figure upon a horse. It is slumped over in the saddle, riding slowly towards you.

Collapsing 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. Thankfully, I go to my grave knowing that I have sent that demon back to the hells that spawned him. I...I've no longer any use for this," He says as he reaches beneath his torn and bloodied tunic. Pulling it from his neck, he hands it to you. "The undead will fear this, and thus you. War well." Smiling, the light fades from the old Knight's eyes, and he sighs his last breath away.

Should you have a Priest in your warband, you will bury the Knight with his belongs (save for the magical pendant he gave you) and everyone will gain +1 experience, including Henchmen groups.

Should you not have a Priest in your warband, you are free to loot/liberate him of his equipment before burying him/leaving him on the road. Roll on the following table. The Pendant causes *Fear* in all undead, and the wearer is as such immune to *Fear* caused by the Undead.

Auto Pendant

2+ D3 daggers

3+ Sword

5+ Bow

4+ Light armor

5+ Heavy armor

3+ Helmet

3+ Shield

6+ Magical Mace (counts as having +1S)

6+ Magical Sword (+2 to Injury Roll)