

History of Sylvania

By Alfred Nuñez Jr.

Additional material by Niels Arne Dam, Timothy Eccles,
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Before Sigmar

The Fennones were a small tribe that settled in the regions that would become Ostermark, Sylvania, and eastern Stirland. The eastern tribal lands were as inhospitable then as they are in the early 26th century. The northern portions were blanketed by the Great Forest and the western tribal lands moderately fertile. The Fennones eked out a sorry existence there, especially with some much of the forest and eastern mountains teeming with goblins and other more sinister creatures. Trade with the neighbouring tribes was limited as the Fennones had little to offer. Despite the nearness of Zhufbar, the Fennones avoided contact with the Dwarfs. Some believe that this was due to the fact that the Fennones traded with the nearby goblin tribes, while others suggest something more disturbing.

The Fennones worshipped a harsher version of the Old Faith than that practiced elsewhere in the land that became the Empire. As part of their beliefs, the dead of the Fennones were buried in the various bogs, moors and fens that were common throughout their land. This burial practice has remained intact through the present day.

More information on the Fennone tribe can be found in the “Nine Tribes” article by Tim Eccles and Ryan Wileman in **Warpstone 17**.

Drannus and the Coming of Sigmar

Raids by Goblins against the Fennones began to grow as more bands of Orcs entered the lands through Black Fire Pass, especially in the years following the improbable rescue of Dwarf High King Kargan. Drannus, tribal chieftain, led his warriors against the treacherous greenskins in one engagement after another. At about this time, an emissary from the Unberogen chieftain, Sigmar, approached Drannus with an offer of friendship and support if he agreed to ally his tribe with the others against the greenskins. Drannus, immediately joined seeing an opportunity to better the lot of his tribe, and himself

Some later, more cynical, historians have suggested that Drannus’ decision had more to do with the fear of what would happen to him should Sigmar consider the Fenonne as confederates of the greenskins. The only real decision for Drannus was to throw his lot in with the Unberogen leader to avoid the later extermination of his tribe.

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The war was tenacious with no quarter given or asked, it was a war of survival. With the aid of the Dwarfs, Sigmar's mighty host obliterated the Orc and Goblin horde at the climatic Battle of Black Fire Pass. The victorious tribal chieftains realized that their people could not be safe unless the tribes remained united. So, they met in Great Council in Reikdorf for many days deciding the future. In the end, they elected Sigmar Heldenhammer as Emperor, who was then crowned by the High Priest of Ulric.

One of Sigmar's first acts was to reward those who led their tribes in battle. To Drannus, Sigmar granted the lands along the eastern reaches of the River Stir and south to Aver Reach. Drannus founded the town of Buchebad, near the western border of his lands, as his capital. Drannus also rewarded his war chiefs with lands in the western part of his realm as well. To maintain his claims in the east, however, Drannus "freed" his slaves and settled them in those poor lands. Drannus elevated the warriors who provided him great service to the lords of the eastern lands.

Drannus lived a long life and firmly ruled his lands. In his eighty-first year, the old warrior met his death at the hands of goblin raiders from the Great Forest as he patrolled his northern borders. In accordance to his will, Drannus' lands were divided to his two remaining sons: Fraomar, the eldest of the two inherited the western lands (Langwald) and Cuthwine the Grim received the eastern lands (Sylvania).

Strife and the Age of Wars

Religious Oppression

Soon after his ascension as Primate (Grand Theogonist) of Sigmar, Kazgar I began a process of gathering evidence that supported allegations that practitioners of the Old Faith partook in "unwholesome rituals of worship," including human sacrifice and "wanton immorality." When he gathered sufficient proof, Kazgar I met with the Ar-Ulric, several elders of the Taal faith, and the High Priest of the Myrmidia cult in Nuln (the latter having taken root as a result of commerce with several Tilean cities) to call for the salvation of the souls of the duped followers of the Old Faith and the suppression of that tainted belief.

The War of Cleansing took place chiefly in the eastern Empire where the Old Faith was the strongest. A number of Druidic priests were forced to denounce their evil beliefs and convert at the point of the sword to one of the "sanctioned" cults. Many refuse to do so and were consigned to the flames while others fled into the wilderness. In Sylvania, many died trying to protect their faith, others claimed to follow the goddess Rhya, though they preferred to refer to her by her local name of Gurheid. Though there were some deviations from the normal rituals, these ceremonies were close enough to satisfy the "Purgers of the False Faith" (as the sanctioned hunters of the Old Faith styled themselves).

In their obsession with destruction, the Purgers never realised that the worship of Gurheid was a darker, more malevolent deviation of that normally associated with Rhya. In fact, the cult was more vengeful than the variant of the Old Faith that had been previous practiced by the Fennone tribe. Some later religious historians would advance the theory that the cult of Gurheid was Citadel, the Citadel logo, Dark Angels, 'Eavy Metal, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Warhammer and Warmaster are registered Trademarks of Games Workshop Ltd. and are used without permission. No challenge to their status is intended. Further information about the STRIKE TO STUN Web-policy under www.strike-to-stun.com/copyright.htm

actually nothing more than a cover for the Old Faith derivative originally followed by the Fennone. Moreover, this War of Cleansing made the local people more obsessed with the power of death and, thus, opened the door to the worship of Kháine.

The Deadly Black Plague

Baron Frederick van Hal came to power in Sylvania as a reward for rooting out diabolical wizards in the eastern Empire in concert with Emperor Boris Goldbringer's efforts to suppress the sorcerous arts. Baron van Hal's ambitions were just being realised when the outbreak of the Black Plague commenced simultaneously in the western cities. The plague spread quickly eastward and devastated the population of Sylvania. Corpses remained where they perished as those still living struggled to survive.

The Skaven seeming erupted from the forest and hidden lairs throughout the eastern Empire, enslaving the living and destroying villages. Baron van Hal had no intention of allowing these overgrown rodents to disrupt his plans so close to fruition. He was forced to reveal himself as a Necromancer and raised the Dead to fight the invading vermin. The battles between the Undead and Skaven further decimated Sylvania and weakened both opponents. By this time, word of the devastation of the land and peasants reached the Imperial nobility. Led by Grand Prince Mandred von Schilderland of the Reikland, an Imperial host marched through Stirland towards the war in the east. Ravaged by disease and suffering great losses, the Skaven forces were systematically destroyed by Mandred's army in Stirland.

Victorious, yet weakened, Mandred's army engaged Vanhal's (as the infamous Necromancer was called) army in the Stirlander barony of Langwald in an indecisive battle. Vanhal's forces were too many and the Imperial force could not muster an effective counter to the Necromancer's power, so complete was the late Emperor Boris' folly in eliminating sorcery from the Empire. Mandred decided that the remaining Skaven forces in the Great Forest represented the greater danger and crossed the River Stir, leaving a small, defensive force to watch the Sylvanian frontier. By the time that the last of the Skaven were slain, Mandred received word that Vanhal had been assassinated and his Undead army crumbled into dust. Taking little chance, Mandred reached an agreement with the cult of Mórr to send their Raven Knights to cleanse Sylvania of the taint of Necromancy. Mandred then returned west to proclaim that the abominations known as the Skaven had been utterly destroyed.

Mandred elevated the status of the province to a (non-Electoral) County when he promoted the ill-fated Baron Theophilus von Stirbrück as Count of Sylvania, successor to the cursed Vanhal. After a reign of 20 years, Count von Stirbrück lost his way during a hunt in Hunger Wood. His mutilated corpse was found days later near the River Stir.

Age of Wars

The end of Emperor Mandred's reign plunged the Empire into an age of utter anarchy. Sylvania was reduced to minor holdings of nobles constantly vying against one another for advantage. Weather also betrayed the land and drought became commonplace. With so little intrinsic value,

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poor soil and resources, none of the powerful nobles in the surrounding provinces took any interest in Sylvania.

The first family to rise from the ashes were the von Teufelheims, a murderous and depraved family from the eastern part of the county. For decades the peasants and lesser nobles suffered grievously from the von Teufelheim rule. Many young men and women disappeared. Some were simply ravished and returned to their villages broken in both body and spirit, others died while fulfilling whatever decadent need the ruling family desired. In time, a Peasant Revolt erupted and the family and their noble allies, few as they were, were annihilated.

More information on the von Teufelheim family can be found in the adventure scenario “Conspiracy in Marienburg,” which is slated to appear in a forthcoming issue of **Warpstone**.

Anarchy continued in Sylvania for the next century. The next prominent family to gather enough power to rule Sylvania was the von Draks. The first of these new Counts, Ludwig von Drak, was a capable and strong ruler. He declared Sylvania neutral in the conflict that arose when Ottilia of Talabecland declared herself Empress. The isolated location of the Count’s dominion allowed Sylvania to remain relatively unscathed from the wars in the west and north. This provided the von Draks to secure their hold on Sylvania for generations.

The Coming of the Vampire Counts

The von Draks ruled Sylvania for nearly 350 years, marking them as one of the longest ruling families of their time. Unfortunately, each generation of von Draks proved to be of lesser ability and more decadent than the preceding one. Otto was the last of the von Drak Counts, a thoroughly corrupt and predatory man whose atrocities became known throughout Stirland and Ostermark. His only surviving daughter married the mysterious Vlad von Carstein, ushering in the bloodiest period of war, tyranny, degeneracy and death that the Empire had ever seen.

Sylvania was ignored outside its borders for the first 200 years of von Carstein’s reign, much as it was during the von Drak regime. The destruction of Mordheim across the River Stir provided von Carstein with the opportunity to gather more power in the form of the remnants of the meteor that fell upon the Ostermarker city. The shards were then called Wyrdstone and reputed to have magical properties. The destruction of Mordheim also removed a potential enemy in the Sisters of Sigmar with their powers of augury.

For ten years Count von Carstein bided his time as fortune hunters and mercenaries from all over the Empire and beyond swarmed over the ruins in search of wealth and power. With an Undead army at his command, von Carstein led his forces across the rebuilt bridge at Stirbrück and overwhelmed Mordheim and the surrounding mercenary villages from the west. Those that perished soon augmented von Carstein’s army. The destruction of the ruined city marked the beginning of the Vampire Wars.

The full story of the Vampire Wars and the von Carsteins bloodlines can be found elsewhere in this issue of Strike-to-Stun. This black period of history lasted 135 years and ended in a marshy

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place called Hel Fenn. The wars of the von Carsteins plunged the Empire to a depth of destitution that exceeded anything since the Black Plague of 1111 I.C. A large portion of the population was lost and famine raged across the land for years.

The Chaos Incursion

With the death of the Vampire Counts, Sylvania slid back into the recesses of the Empire. Rebuilding continued at a very slow pace as the land and peasants were destitute. The Grand Count of Stirland even shunned the lands he claimed after Mannfred von Carstein's demise. As is their lot in life, the Sylvanians continued to scratch a living, no matter how miserable when compared to other parts of the Empire. Raven Knights scoured the countryside in periodic raids, sometimes with other Knightly Orders (such as the Fiery Heart), to cleanse it of the corruption of the von Carsteins. Many foul creatures were killed and their patrons burned at the stake.

The struggle of the numerous pretender Emperors continued apace, though no one seemed to pay Sylvania any attention. Then the world changed again. This time the enemy came from the north, not Sylvania. Chaos erupted from the forests and lands across the River Lynsk in Kislev. Count von Essen was eager to show Sylvania's meddling before the rest of the Empire and quickly raised a levy of peasants, led by his retinue and any mercenary who would join him, and marched through Ostermark to Kislev. Had he waited to co-ordinate his attack with Magnus the Pious as the forces of Ostermark and other eastern provinces had done, Count von Essen might have enjoyed the fruits of victory. Instead, his arrival in Kislev was ill-timed, as far as his fate and those of his men were concerned. They were massacred within sight of the besieged city of Kislev to a man. The only procession that the head of Count von Essen would lead would be at the end of a pike bearing the Champion's standard.

The Great War against Chaos without further participation from Sylvania. Once again, the Grand Count of Stirland had to repopulate the Sylvanian nobility with second (sometimes third) sons of prominent Stirlander nobility and qualified members of his own retinue. In this case, General Frederick Schliemann, one of the heroes in the Battle of Kislev, was elevated to Count of Sylvania and took the name von Walden to mark his ascension.

Sylvania Today

Since the time of Magnus, Sylvania continues to be plagued by the remnants of the corrupting forces that once ruled the fearful land. The oppressive environment continues to play havoc upon its populace as well as the ruling class. Depravity of certain members of Sylvanian nobility arises from time to time, though not to the magnitude of the past.

One of the more recent examples surrounds the mystery of Baron Karsten von Walden. In one of the private feuds so common to nobility, Baron von Walden sought satisfaction from a rival who won over a young nobleman's daughter that he fancied. According to rumours that circulated at that time, von Walden made a pact with dark forces to undermine the outer walls of Castle Siegfried so that he could kill his rival and take the woman so rightfully his. Once the deed was accomplished and the Baron's goal realised, Karsten von Walden reneged on his part of the foul

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bargain. The dark forces stole all the children of Waldendorf during festivities marking Geheimnisnacht and left evidence implicating Baron von Walden. The Baron did not have a chance to rebut the evidence as a grieving mob captured him as he tried to find sanctuary in a Temple of Sigmar. The Baron was quickly lynched before his father could intervene.

Since the ascension of Emperor Luitpold, father of Karl-Franz I, malevolent forces seem to be rising in Sylvania. Unexplained incidents and mysterious deaths seem to be occurring more frequently. The Mórrian priests and templars who maintain vigilance over Sylvania have reported experiencing an increase of disturbing dreams to their superiors in Nuln. Moreover, the superstitious peasants claim that there is an increase of fell creatures in the numerous dark woods and mist-enshrouded moors that dot the County, as well as the disappearance of loved ones. Rumours of werewolves, ghouls, and worse are reaching the ears of wary roadwardens, constables and town militias. Many now avoid being abroad at night for fear that they will not survive to see the dawn.

Outsiders visiting Sylvania are viewed by the common folk with suspicion. A wise traveller should keep their wits about them as the peasants wouldn't think twice about taking advantage of a stranger's ignorance. A number of recent foreigners, including some pedlars, have vanished without a trace in the wilds of this foreboding country.

Timeline

Imperial Year	Event
c-1200	The Fennone tribe migrates from the south through Black Fire Pass. Warfare with the Avermanni pushes the Fennones northward to the marginal lands across Aver Reach.
c-500	Dwarfs begin trading with the Human tribes in the land that is to become the Empire, mostly with the Avermanni, Unberogen, and Schweben tribes.
-18	Drannus becomes chief of the Fennones after his father is slain in a blood feud by his uncle. Drannus retaliates by slaughtering his uncle and his supporters.
-15	Sigmar rescues Dwarf High King Kurgan from Goblin warbands.
-8	Drannus' oath binds his tribe to Sigmar's cause.
-1	Sigmar leads alliance of Humans and Dwarfs into the Battle of Black Fire Pass. There the allied forces crush the Orc and Goblin army. They then drive the remaining greenskins back into the Dark Lands.
1	Sigmar is crowned Emperor by High Priest of Ulric. Sigmar grants sovereignty to the tribal leaders over the lands that he decrees are theirs.
c5	Drannus establishes the town of Buchebad as his capital.
c40	Drannus is killed by Goblin raiders and his land divided between his two sons.
c50	Cuthwine the Grim is killed by his elder brother, Fraomar. The lands of Drannus are again united.
52	Establishment of electoral system.
c60	Fraomar disappears mysteriously. He is declared dead by an inquiry of Barons. The lands are divided between his two remaining sons: Caewlin and Osric. The former received Langwald and the latter Sylvania. From this point in history, the two lands have separated, never to be rejoined.
73	The Cult of Sigmar is established in Altdorf and spreads across the Empire. Open conflict with Cult of Ulric begins. Johann Helstrum becomes first High Priest (later called "Grand Theogonist") of Sigmar and oversees construction of the first temple in Reikdorf.
118	Gerhard, just elected High Priest of Sigmar, retitles himself Primate (Grand Theogonist) Kazgar I, thus beginning the tradition of Sigmarite leaders taking Dwarf names. He soon initiates a secret investigation into the Old Faith.
130	Various cults (Taal, Sigmar, Ulric, and Myrmidia) begin a 33 year persecution of Druidic Priests, which spreads across the Old World. Practitioners of Old Faith are forced to convert at risk of execution. Many die while others flee into the trackless forests, hidden mountain valleys, and marginal borderlands.
157	The cult of Gurheid, an allegedly local aspect of the Rhya cult, gains popularity as Old Faith recedes.
505	The Cult of Sigmar gains strength and popularity in nearby Stirland. The Order of the Silver Hammer is formed to spread the worship of Sigmar to the other provinces

	of the Empire. Within a year, they begin an unsuccessful campaign to convert the people of Sylvania.
510	Peasant Revolt against the Sigmarites in Sylvania. Emperor Sigismund II the Conqueror meets still resistance, but prevails despite being seriously wounded. The Order of the Silver Hammer is ordered out of Sylvania in a truce brokered by the Cult of Verena in Nuln.
1053	62 year reign of Boris the Incompetent begins. Corruption prevalent throughout his reign.
1102	Emperor Boris Goldbringer conspires with the High Priests of the Imperial cults to arrest wizards and charge them with heresy. Many are burned at the stake. Frederick van Hal, formerly of Marienburg, is elevated to Baron of Sylvania for his work in eradicating troublesome wizards in eastern Stirland and Sylvania, including the previous Baron.
1111	Devastating outbreak of Black Plague begins in the Empire and spreads throughout Old World over the next five years. Skaven erupt in the rural provinces to take advantage of the plague. Many are enslaved and small settlements abandoned. Baron van Hal (commonly known as Vanhal), reveals himself to be a Necromancer by raising an army of Undead to battle the invading Skaven.
1112	Vanhal builds his fortress of Vanhaldenschlosse as he begins a 12 year campaign to solidify and expand his holdings. Even Imperial forces are repulsed with the Skaven invaders.
1115	Death of Emperor Boris Goldgatherer the Incompetent. No successor elected during ensuing anarchy.
1124	Vanhal is assassinated by his ambitious student Lothar von Diehl, who was in turn driven out by the remnants of Vanhal's forces. Count Mandred Skavenslayer finally drives out the Skaven from the eastern Empire and is elected Emperor.
1152	Assassination of Emperor Mandred by unknown assassins. The Electoral Council, unable to reach an agreement on a successor, dissolves into anarchy. The 200 year Age of Wars begins.
1168	Rise of the von Teufelheim family. Murder and depravity marked their 64 year reign until a peasant revolt destroyed the family.
1276	Mórrian Order of the Raven Knights sweep through Sylvania uncovering and executing worshippers of Kháine.
1360	In opposition to the Grand Count of Stirland's election as Emperor, Grand Duchess Ottilia of Talabheim declares herself Empress with support of High Priest of Ulric, thus initiating the Age of two Emperors. Count Lugwig von Drak declares the affair as "outside Sylvania's concern."
1361	Ottilia outlaws Cult of Sigmar in Talabecland and Ulrican extremists begin the Sigmarite Heresy doctrine.
1455	The Grand Theogonist issues the Charter of the Order of Templars of Sigmar which takes part in the Araby crusades. The sons of the Sylvanian nobility ignore the call to arms.
1490	The prophet Macadamnus of Greill writes his infamous "Cantos of Macadamnus" which lists some dire predictions for the future.

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1547	Though Graf Heinrich of Middenheim's bid for the Imperial throne fails, he declares himself Emperor. Age of Three Emperors begins.
1550	Steady disintegration over the next 430 years sees increase in the number of Daemonologists and Necromancers, as well as the proliferation of secret Chaos worship.
1681	Night of the Restless Dead. For one night throughout the Known World the dead stir and walk the land, sowing terror and confusion. Entire villages and towns are overrun and destroyed before the night of terror ends. Many perish in Sylvania.
1797	Count Otto von Drak dies, ending his family's rule over Sylvania. Vlad von Carstein becomes the new Count as he weds Isabella von Drak. Count von Carstein begins a deliberate campaign to convert the remaining aristocracy of the land.
1799	Magritta (Margaritha) of Nuln becomes last elected Empress for 400 years. "Wizard's War" begins in Middenheim and spreads throughout the Empire and the Old World. Witch Hunters scour the lands the root out sorcery. Many who venture into Sylvania disappear.
1980	Grand Theogonist of Sigmar refuses to acknowledge election of Magritta I and Imperial system is effectively ended. The 320 year period called the Dark Ages commences as central authority completely collapses. The Grand Theogonist relieves all Faithful from any and all obligations, apart those to the Church of Sigmar.
1991	"Wizard's War" ends in the banishment and execution of a number of suspected Daemonologists and Necromancers (whose numbers include "innocent" Hedgewizards). Within two years, Cult hierarchies begin violent suppression of sorcery.
2000	The twin-tailed comet, the Hammer of Sigmar, slams into the Ostermark city of Mordheim, just across the River Stir from Sylvania, destroying the city. Mercenary bands from throughout the Empire and beyond converge on the ruined city. Count Vlad von Carstein takes keen interest.
2010	Count von Carstein reveals himself to be a vampire as he leads his armies north into southern Ostermark, overrunning the ruinous remains of Mordheim and slaughtering all he finds therein. Undead armies rampage between Stirland and northern border intermittently for the next 40 years. Battle of Hunger Wood where Imperial and expatriate Dwarfs take part in the Night Siege of Castle Tempelhof and the temporary defeat of Vampire Countess Emmanuelle.
2051	Vlad and Isabella von Carstein die at the Siege of Altdorf. A power struggle among the remaining five von Carstein gets ensues for the next 40 years, ravaging Sylvania.
2094	Konrad van Carstein emerges as Vlad's successor and embarks on a 27 year campaign of conquest.
2121	Konrad van Carstein is finally defeated by a combined armies of several Imperial "Emperors" and the Dwarfs of Karaz Ankor in the Battle of Grim Moor.
2132	After a decade biding his time, the remaining von Carstein, Count Manfred, launches another war of conquest against the fragmented Empire.
2145	Battle of Hel Fenn where Manfred von Carstein, last of the Vampire Counts of

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	Sylvania, is destroyed along with his Undead horde by combined forces from the Imperial provinces, the Karaz Ankor Dwarfs, and Wood Elves from the Laurelor Forest. Grand Count Martin von Kristallbach annexes Sylvania to Stirland. He elevates his loyal sergeant, Vorster Schlagener as Count of that troubled land.
2150	Raven Knights of Mórr begin 12 year campaign to eliminate Necromantic practices in Sylvania after Count Vorster von Essen (formerly Schlagener) is found ritually slain in Grim Wood.
2301	Incursion of Chaos explodes from the north and nears the River Lynsk.
2302	Magnus the Pious appears in Nuln and unites Empire. Siege of Praag begins. Led by Count Stefan von Essen, Sylvania sends several companies of men to Kislev through Ostermark.
2303	Sylvanian forces arrive weeks before the arrival of the forces led by Magnus the Pious. They are annihilated south of Kislev by a Chaos force led by a Champion of Khorne. Battle of Kislev breaks the Chaos forces.
2304	Magnus elected Emperor. Magnus petitions the High Elf mage, Teclis, to open a Wizards' College in Altdorf. Grand Count Sigmund von Krieglitz elevates Frederick Schliemann (who takes the name von Walden) to Count of Sylvania.
2316	The peasants continuing worship of the old Sylvanian deity Gurheid becomes known to some of the recently established noble families.
2323	Concerned about the peasants' religious observances, Count Tomas von Walden petitions the Grand Theogonist to establish a Sigmarite mission in Waldenhof. Von Walden pledges to rebuild the old temple that was abandoned when von Carstein rose in power.
2387	Baron Karsten von Walden, second son of the elderly Count Bruno, employs dark forces to undermine the walls of Castle Siegfried on the Stirland-Sylvania border. He is later lynched when all the children in Waldenhof disappear.
2395	Reports of the presence of Kháinite cultists reach Nuln. Within a year, the cult of Mórr begins overseeing the rebuilding of Castle Siegfried as an outpost for the Order of Raven Knights. Upon its completion, the new stronghold is named the Abbey of St. Æthelbert the Vigilant.
2482	Rudgar von Walden becomes Count of Sylvania upon the recovery of the headless corpse of his missing father, Markus, from Hunger Wood.
2488	Count Rudgar's brother, Heinz, is found dead in his castle near Teufelheim. It is said that Heinz rigid body was discovered in the seated position with his mouth wide open as if he died screaming at the night.
2493	Sightings of a headless highwayman spread throughout the Haunted Hills. Baron Oskar von Nachthafen and his retinue ride out on Geheimnistag Eve in search of this creature and are never seen again. The next night, the missing Baron's family is found slaughtered in their beds. Though questioned by Raven Knights, the servants declare that they heard nothing. Countess Gabriella von Buchebad, a local landowner from Stirland, becomes ruler of the Barony.
2500	Rumours of dark forces gathering in the forests and moors of Sylvania increases. Baron Leif von Regraks terrorizes the nearby villages in his quest for immortality. A number of young men and women fall victim to his depravities before a visiting

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	group of Templars of the White Wolf storm the Baron's castle and drag him out. A Morrian witch-hunter oversaw the interrogation before the Baron met with a peasant's death of being drawn and quartered. Several towers of the castle were demolished as part of a cleansing ritual.
2502	Election of Karl-Franz, of the house of Holswig-Schliestein, as Emperor.
2503	Mysterious deaths of goat in the Haunted Hills near Naubonum. The animals are skinned and their external organs remove as well as their eyes. No blood can be found near the carcasses. One goatherd is also killed in similar fashion before the killings abruptly stop.
2507	A peasant family is slaughtered at Mikalsdorf even though the door to their home was barred and talismans of protection hung over the windows.

GAZETTEER OF SYLVANIA

(2512 I.C.)

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)

Trade Constants (Selling/Buying see Trading Rules in DotR)

Garrison/Militia (Quality rated as Excellent (a), Average (b), or Poor (c))

GAZETTEER OF THE COUNTY OF SYLVANIA								
Settlement Name	Size	Ruler	Pop	Wealth	Source	Trade Constants Selling/Buying	Garrison Militia	Notes
WALDENHOF	T	Count Rudgar von Walden	4,200	2	Trade, Government, Agriculture	1680/0.8	50b/30c	Capital of Sylvania. Centre of Sigmarite cult in the County.
Egling	V	Count von Walden	82	1	Agriculture, Peat	16/0	-/6c	
Hundham	V	Count von Walden	92	1	Subsistence	18/0	-/10c	
Thyrnau	V	Count von Walden	55	1	Agriculture	11/0	-/5c	
DRAKENHOF	V	High and Chivalric Order of Deserved Rest	0	-	-	-	-	Ruined site of the capital of von Drak and von Carstein Sylvania. The Cult of Mórr administers the site and renews the God of Death's protection over the graveyard every five years.
ESSENFURT	ST	Baroness Natascha von Essen	188	2	Timber, Agriculture	75/0	10b/10c	Barony is the only part of Sylvania north of the River Stir.
LEICHEBURG	ST	Baron Kristof von Rumsfeld	380	2	Sheep, Goats	152/0.1	20b/15c	
Naubonum	V	Baron von Rumsfeld	94	1	Subsistence	19/0	-/5c	
MIKALSDORF	ST	Baron Karl von Fennwart	145	1	Peat, Agriculture	29/0	10b/10c	Toll House
NACHTHAFEN	ST	Countess Gabriella von Bundebad	225	2	Sheep, Goats	90/0	17b/14c	
Pfaffbach	V	Countess von	93	1	Subsistence	19/0	-/7c	

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		Bundebad						
REGRAKHOF	V	Baron Oskar von Regraks	86	1	Subsistence	17/0	8b/-	
SIEGFRIEDHOF	ST	High and Chivalric Order of Deserved Rest	320	2	Agriculture, Timber	128/0.1	45a/15c	Site of the Abbey of St. Æthelbert the Vigilant
Rottbrück	V	High and Chivalric Order of Deserved Rest	78	1	Subsistence	16/0	-/6c	
STIRBRÜCK	ST	Baroness Anika von Kristallbach	285	2	Agriculture, Goats, Cheese	114/0.1	12b/12c	Toll bridge on border town.
SWARTZHAFEN	ST	Count Petr von Stolpe	420	2	Agriculture, Cattle	168/0.1	15b/20c	
TEMPELHOF	V	Baron Stefan von Wellmitz	83	1	Subsistence	17/0	12b/-	
TEUFELHEIM	V	Baron Heinrich von Walden	87	1	Subsistence	17/0	10b/4c	Guards road leading to the ruins of Vanhaldenschlosse

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