



# Letters of the Damned

## Vile slavers from the East invade Stirland

Who can stop this Chaos?

Asterburth eyed the mules menacingly. If one of them brayed again, it would taste his axe, and that message was easily conveyed through his stare. Both beasts immediately looked down, and didn't so much as fidget from that moment on. Satisfied that there would be no more noise, Asterburth peeked back around the corner. The men hadn't moved much, sitting quietly at their fire, cooking some sort of rat. Grinning an evil and toothy grin, he waved his slavers over. Both bore their Man-Catchers with ease, malice evident in their eyes.

"Quietly, boys. When the screaming starts, load 'em up!" Each slaver nodded and prepared for the work to come. It came all too quickly for the men around the fire.

A trio of Hobgoblins screamed savagely as they leapt into the light of the fire, while a single Orc sauntered behind them, a massive axe reflecting the horror-stricken faces of the surprised men.

"Goblins!" cried one. "Black Orcs!" cried another. They were up in an instant, arms brought to bear just as the Hobgoblins fell upon them. Confusion reigned as steel clashed and blood was shed. Asterburth chuckled as his slavers locked their Man-Catchers about the necks of two in the rear of the party, and with a deft tug dropped

them both. Unconscious, the men were of little concern to the mighty Chaos Dwarves as they dragged them along behind them towards the slave cart. Together they dumped their cargo unceremoniously into the cage-on-wheels and threw the latch, locking it. Asterburth smiled at the sound of the cart locking, but it was short-lived. It was nearly immediately replaced by a frown when another ~click~ was heard, this time behind him. Raising his hands slowly from his sides, he turned and faced the lone man, dirk in one hand and a cocked and ready pistol in the other.

"Release my men immediately, Dwarf-scum." He spat from behind clenched teeth. Growls rose in the throats of his slavers, but Asterburth patted the air. Looking past the human, he saw that the fight was a stalemate between his greenskins and the men, neither giving nor gaining any ground. A slight movement to the man's left caught Asterburth's eye. He smiled and addressed the man.

"And if I refuse, long-legs?" He taunted. The man's eyes lit up and he thrust his pistol forwards.

"You'll taste hot lead!"

"I don't think so, manling. Doesn't agree with me gut!" and with that, Asterburth nodded. Whatever his retort,

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the man's words were drowned out by an incredible ~BOOM~. His flesh was ripped from his bones as the molten lead and scrap tore through him. So close did it come to Asterburth's face that he could smell the blackpowder. Grendum "Ded Eye" stepped forth from the shadows, his Blunderbuss still smoking. Asterburth

kicked at the torn sack of flesh, dislodging several teeth from its now-bare skull. Picking them up, he handed them to Grendum. "Toss these in there for the next shot. Take down a few more, but mind the Orc! He'd be right mad if he took some of that buckshot in the chest, I'll tell ye!"

## Sage Advice; Mordheim a Year in Review

2007 has been a great year for Mordheim. We've seen the release of some fantastic rules through Fanatic Online, a surge of fan-based support via dedicated individuals, and the continued interest of people world-wide thanks primarily to Specialist Games and their forums. For myself personally, I see 2007 as a triumph, and not only because I finally saw my dream of owning a Gaming Store come to fruition, but because it has liberated me to enjoy and support the game I love so much.

My gaming group of 8-9 players came back together after a lengthy Holiday season break in early February to resume our campaign. It was the third (or perhaps fourth) campaign that I had ran, and I was definitely feeling the drain of running a league for that amount of time. I felt that I was responsible for everyone else enjoying the game, and found that I had less time to enjoy it myself. It was mid-March when I tossed the idea that I should open a games store to a co-worker of mine. Of course, this was all just hot air at the time, but then I really started to think about it. Needless to say, I left my job in mid-May and began construction on Red Claw Gaming. Our grand opening was July 7th, followed by our inaugural tournament; The First Annual Mordheim Champions Tournament. I was told that I should expect a turn-out of 12 or less, despite advertising in both local GW Stores for over a month. I would accept nothing less than 16 participants. When the registration capped at my 16 (four tables) I was incredibly ecstatic, and even more so when I was pushed to include a final two registrants, re-organizing the tournament from four 4-player tables to six 3-player tables. Regardless, much fun was had by all, and it was the kick-off to a great Mordheim season!

Shortly thereafter we began our foray into the Nemesis Crown supplement. The excitement over a Mordheim-crossover for GW's Summer campaign was immense for us, and it definitely showed; our numbers swelled to over 20 in our league, with Wednesday nights seeing not only my four primary gaming tables used, but proxy-tables setup with 4x4 boards on them as well. The Nemesis Crown ended all too soon, and despite our attempts at finishing all of the missions, we simply could not in the timeframe that was left. We played two games per night, each against a different opponent, and had an absolute blast. I found that I was greatly enjoying myself again, as I wasn't responsible for coming up with another mission, or trying to balance a scenario because we had several of a certain type of warband playing it. I must say that throwing some pigeons with explosives strapped to them was a blast, despite their seemingly unending attraction to the Beastmen on my table; I've never seen so many "random" birds fly directly into the waiting clutches of



the vile children of chaos. Random...bah.

It was at this time that I decided that a monthly ezine for Mordheim was needed; the community had shown that it was alive and waiting for more content, and it needed a seminal voice to rally behind. I remember with great fondness hunting down and finding all of my Town Cryers, and the excitement of reading each and every one. I can't remember a single issue I was disappointed in, and I felt that, with a lot of effort and some patience, *Letters of the Damned* could live up to that reputation. With all of the web-content out there, we needed a resource that would unite the players world-wide and have a universally-accepted group of rules, additions and warbands. After much strife and the banging of heads on counters, LOD #1 was available for download September 28th.

Our league has since slowed down again, after engaging on a rather bold campaign slated to last for 32 scenarios. With the core portion of our group having played Mordheim each week for the past three years, many have decided it is time for a break. Perhaps we will pick up again in the spring, after other games have been played and our warbands have stared at us forlornly for some months. With the exception of our Testers League, I know I will definitely be taking a break.

So we come to the end of yet another year. It has been one filled with great things; the return of [www.mordheimer.com](http://www.mordheimer.com), further development on the Border Town Burning & Lustria Supplements, the addition of *Letters of the Damned* and the continued interest of Mordheimites the world over. There is still time, however! Time for you to contribute, to stop using your PC merely for solitaire & surfing. Get those submissions in, ye readers of **THE DAMNED!**

Cheers, Merry Christmas, & Happy New Year!  
Tom 'Brahm Tazod' Bell  
Sage in chief



## WILLIAM SCHÄKESTANGE

Master Bard

Created By Dave Joria

### Imperial Year 2304

For the past two week's, Gunther's job had been a simple one, albeit a bit mindless. By the decree of Magnus the Pious, every record of Mordheim was to be erased. The senior members of the Altdorf library set about abridging the treasured grimoires, carefully re-writing and transplanting pages seamlessly. They even wrote on aged paper, to aid in the counterfeit. Gunther, as a 'junior' employee of the library, had sorted through boxes and boxes of loose scrolls and uncategorized manuscripts, piling into one of two piles: 'Safe' and 'Barn.'

Easy, that was, until he stumbled upon a thick, faded book, written in a childish hand. Upon opening to a random page, his eyes were greeted with the fragment, 'exceunt, pursued by a bear.' Gunther was seconds away from tossing it into the 'barn' pile, when the cover came away in his fingers. The volume tumbled to the floor, title page facing up.

#### "The Tragical and Heroical Warriors of Mordheim, by William Schäkestange."

By the time the other library employees had blown out their candles and left for the night, Gunther had spent hours pouring through the withered pages, and he was only a fraction into it. This was no amateur writer, no hack with a quill. William Schäkestange had written some of the greatest plays the Empire had ever known. He was renowned during his own lifetime, and 300 years later, he was a legend throughout the Old World. His sonnets and plays were translated into Bretonnian, Tilean, even Dwarvish. His sonnets Acting Troopes frequently journeyed into Norse... they even occasionally came back alive! And yet, of all his acclaimed works, "The Warriors of Mordheim" was a mystery to Gunther. None of the bard's other works touched the magnitude of this tattered book. Even William's longest cycle, the Otilia plays, were only five plays long... there were enough pages of script in this book to write ten.

Not that all of it was script... it skipped at random intervals from script to poetry to prose and back. Some were even interviews! Firsthand accounts of the lifestyles and deaths of Mordheim's greatest warriors. Daring rescues, battles with monstrous creatures, impossible escapes. A day in the life of a hearty veteran and his drinking contests. The last words of boy, who died with his grandfather's sword clasped in his palm. The incredible detail was too great to fake or forge. While at University, Gunther had been told that William's fate was unknown... set off for a play festival in Ostermark, and never returned. The popular theory was that Beastmen had ambushed him on the road. But Gunther read and reread the introduction, feeling a lump in his throat.

"With the comet's fall, man has laps'd into shadowes and deviltie. Planes in Ostermark are faded, for my path now leads to the curs'd gates. Were I a greate and worthy man, I'd be as valourous as the men and ladies whose exploits follow, striving to mayke this fallen city prosper. My dooty, it seems, is to beare witness within these untatoured lines, least these mightie heroes be forgottten or silenced."

Gunther picked up the book, being careful to grab any loose pages as they slid out. Before him loomed the 'safe' and 'barn' piles. On the far wall, his shadow wavered and danced in the candle's flicker. The book was far too specific to alter or twist around by senior members. So what choice did Gunther have, but to obey his Emperor, the holiest man alive, savior of the Empire?

Gunther closed the door behind him as he left, and wrapped his cloak about him to ward off the rain.

William Schäkestange's lost work was not in the 'safe' pile. On the desk, the candle still smoking, sat a thick volume, entitled 'Farmer Urchin's Moot Cooking,' it's cover ripped clean off. "The Tragical and Heroical Warriors of Mordheim," meanwhile, was wedged tightly onto a musty shelf in the basement, it's pages hastily glued to a new binding.

Gunther did not make a choice. He would let history decide. That, or a homesick Halfling.

## WILLIAM SCHÄREKSTANGE, Master Bard

Inside and outside of Mordheim, William's fame as a bard is well known. Having lost his horse shortly upon his arrival to the shadowy city, William replaced his mount with the next cheapest beast of burden: actors. Traveling far on his pantomime horse, William seeks out the underdogs, the dark horses, and further discouraged men of virtue. To him, they are fodder for his greatest play yet, a constant web of excitement and woe. The relationship is not completely one-sided, though, as William is a stirring ally.

Unlike other bards, William does not sing, but his recitations and speeches can turn spines from jelly to steel. And he can do more than support morale. Despite his flowery words and graying temples, the writer is a surprisingly spry fighter. He can duck and weave as fast as any Skaven, and his rapier has seen more than staged fights. But his best asset to any warband is his Pages of Couragio, a tally of daring acts and good luck. Warriors have turned from kittens to lion in hopes of making William's famous account.

**Hire Fee:** 70 gold crowns to hire; +30 gold crowns upkeep cost.

**May be Hired:** Any Mercenaries, Sisters of Sigmar and Witch Hunters may hire William. Furthermore, any good-aligned warband may hire William on a roll of 4+



**Rating:** William increases a warband's rating by +60 points. You may also field him with his Pantomime Horse for an extra +6 rating. (There is no additional gold cost.)

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
William	4	5	3	4	3	2	5	2	8
Pant. Horse	8	3	0	3	3	1	3	1	5

**Weapons/Armour:** Rapier, dagger and light armor. He also carries a Lucky Rabbit's foot (superstitious actors...)

### SKILLS

William has the following skills: Jump Up, Dodge, and Lightning Reflexes. He also has the mounted skill Ride Pantomime Horse and the skill Swashbuckler from the Pirate Warband list (and yes, he may use the skill even on horseback!)

### SPECIAL RULES

**Songster:** A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of William may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

**Pantomime Horse:** A pair of brave, loyal actors in a very tattered costume. The Pantomime Horse is treated as a Warhorse with all the normal rules that apply. The exception is that the Pantomime Horse will never bolt. If you desire, William can play any game unmounted.

**Pages of Couragio:** During any match in which you are NOT the highest ranking warband, you may use William's 'Pages of Couragio' ability:

Keep track of any Hero or Henchmen group member in your warband who performs one of the following acts. That warrior are rewarded a Couragio Point (with Henchmen, the group gets the point):

- \* Intercepts a charge.
- \* Takes an enemy warrior Out of Action who was NOT Knocked Down or Stunned.
- \* Successfully passes a Fear test to charge an opponent.
- \* Successfully makes a Diving Charge.
- \* Survives a Combat Phase, during which he is outnumbered at least two to one.

At the end of the game, randomly choose a Hero or Henchmen group that earned at least one Couragio point. If the chosen person was a Hero, that Hero gains an extra D3 experience this game. If instead you choose a Henchmen group, the entire group earns 1 extra experience for the game.

Couragio Points do not carry over from one game to the next. Non-experience-gaining warriors cannot gain Couragio points.

# Sorcerous Society Warband

As written by Chris "Miginath" Van Tighem and Tom "Brahm Tazoci" Bell

Even prior to the twin-tailed comet crashing into the city of Mordheim, practitioners of the magical arts were held with suspicion, fear and even hatred. This came to a head in the years between 1982 and 1991 of the Imperial Calendar when the state sanctioned cults of Sigmar and Ulric took to persecuting wizards in what became known as the "Wizard Wars". As a result many law-abiding wizards were forced to flee or go into hiding. The study of magic continues to be circumspect. To this day Witch Hunters, so called Templars of Sigmar, search the cities, towns and villages of the Empire trying to uproot those that practice "arts most vile". Secret societies of Sorcerers were formed to protect the teachings and practices brought down through the ages. Some among the societies are sent out to seek out abandoned artifacts, collect materials needed for the continued study of magic, root out evil spell casters and practitioners of vile Necromantic or Chaos Rites and Rituals as well as engage in other perilous task that must be accomplished to ensure the preservation of their art.

## Choice of Warriors

A Sorcerous Society warband must include a minimum of three models. You have 500 gold Crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

**Magus:** Each Sorcerous Society warband must have one Magus: no more, no less!

**Companion:** Your warband may include two Companions.

**Mage:** Your warband may include up to two Mages.

**Untrained:** Your warband may include up to five Untrained.

**Grunts:** Any number of models may be Grunts.

## Starting Experience

The Magus starts with 20 experience

Companions start with 8 experience

Mages start with 8 experience

Henchmen start with 0 experience

## Special rules

**Keep it secret, keep it safe!:** A Sorcerous Society warband may never have a Hired Sword or Dramatis Personae with the Wizard ability save for the High Elf Mage. Otherwise they may use any other Hired Sword as a Human Mercenary Warband.

**The Vagaries of Magic:** Members of the Sorcerous Society are using powerful and sometimes little known spells. As a result they are susceptible to the chaotic lure of magic. If a Wizard in the Sorcerous Society Warband rolls a natural 2 (two 1's) when rolling for a spell than they must roll on the Magical Failure Table.

\*Table used with permission from the Border Town Burning Supplement.



## 2D6 Result

**2 Aaarrgh!** The powers of Chaos take over the helpless wizard as he horribly mutates to a Spawn of Chaos. Remove the wizard from your roster.

**3 Gglbdlh:** The wizard is now **stupid**. Roll a D6 after the battle: on a score of 2+ the effect ends.

**4 Magical Shutdown:** The wizard cannot cast any spells for the duration of this battle.

**5-6 Uh-oh!** The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with **Flight of Zimmerman** from the Lesser Magic) are made by the wizards left player.

**7 Pooh, nothing at all!** Except for the spells failure there are no further consequences.

**8-9 Magical Explosion:** The wizard is thrown D6" in a random direction and then lands **knocked down**.

**10-11 Magical jam:** The wizard cannot cast a spell in his next shooting phase. Missile weapons may be used as normal, of course.

**12 Wait, what's that?** The uncontrollable powers of Chaos cause the wizard to mutate. After a moment of horror the transmutation ends. You may choose a free Mutation for the wizard chosen from the Possessed's Mutations chart (Mordheim Rulebook page 76).

The two mages landed a few moments later, Gareth's spell exhausted. They were only a block away from their lair, a secretive dug-out that their group had painstakingly safe-guarded for the past six months. How the Witch Hunters had stumbled on them during their excursion was beyond them, especially with Belthamar's gift. Taking deep, calm breaths, Gareth composed himself from the dross of carrying another with his craft. He turned, and in hushed tones began to question his comrade.

"What of Tigam? Surely you have used your powers to see how he will fare against the Witch Hunters and their crazed group of zealots." Belthamar sighed, closed his eyes and slowly raised his hands. Gareth, familiar with Belthamar's casting methods was confused until he heard the raspy cough from behind him. Turning slowly, he found himself looking down the wrong end of a loaded crossbow.

"Greetings, ye damned." Spoke the Witch Hunter, his voice like gravel. A nasty pink scar ran down the right side of his face, and crossed over his neck in a jagged diagonal slash. "Are ye ready to burn like me friends back there?"

## Sorcerous Society skill table

	Combat	Shooting	Academic	Strength	Speed
Magus & Mages			√		√
Companion	√	√		√	

## Sorcerous Society Equipment List

### Hand to Hand Combat Weapons:

Dagger.....	1st free/2 gc
Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Wizard's Staff.....	10 gc
Spear.....	10 gc
Halberd.....	15 gc
Double-handed weapon.....	15 gc

### Miscellaneous Equipment (Heroes Only)

Familiar.....	20 gc
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### Missile Weapons:

Bow.....	10 gc
Crossbow.....	25 gc
Pistol.....	15 gc
Handgun.....	35 gc

(30 gc for a Brace)

### Armour:

Light Armour.....	20 gc
Heavy Armour.....	20 gc
Shield/Buckler.....	5 gc
Helmet.....	10 gc

## New Equipment

### Wizard's Staff

**10 gold crowns Availability:** Common

Many Wizards find the use of a staff both practical for their long journeys and to defend them when the use of their magical arts will draw suspicion.

Range	Strength	Special rules
Close Combat	As User	Parry, 2 Handed, Concussion

#### Special Rules:

**Parry:** A warrior armed with a Wizard's Staff may attempt to Parry a blow, just as a sword.

**2 Handed:** A model using a Wizard's Staff may not use a shield, buckler or additional weapon in close combat. If the model has a shield, it receives a +1 bonus to his armour save versus shooting attacks.

**Concussion:** When using a Wizard's Staff, a roll of 2-4 is treated as stunned when rolling on the injury table.

### Familiars

**20 + 2D6 gold crowns Availability:** Rare 9

Familiars are animals that share a special connection with a particular Wizard. Each Wizard may possess only one Familiar. While Familiars are considered equipment they are also living creatures. If one is taken Out Of Action during a battle then they roll for injuries as a Henchmen. They do not, however, count towards maximum warband size or towards Rout Tests. If a Wizard's Familiar dies or leaves then he may search for a replacement using rarity rules.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dog	6	4	-	3	3	1	4	1	5
Cat	6	4	-	2	2	1	6	1	5
Raven	2	2	-	1	1	1	4	1	5
Viper	3	4	-	2/4*	1	1	5	1	5

Range	Armor Save	Special Rules
n/a	n/a	Small Target

#### Special Rules:

**Small Target:** Models shooting at a Familiar suffer a -1 to their BS due to the small size of the target.

#### Dog:

**Loyal:** A Dog Familiar that remains within 6" of its wizard is immune to fear.

**Sniff:** A Dog has a keen sense of smell and can be used to aid during exploration. The warband may roll one additional dice and may use the result of this dice rather than that of one of the surviving heroes.

#### Cat

**Go for the Eyes!** If both attacks successfully wound in one round then the enemy model is blinded and may not fight back until their next turn. If only one attack wounds then the affected model suffers a -1 to both WS & BS until the beginning of their next turn.

#### Raven

**Fly:** May fly up to 12" anywhere on the table.

**I see you!:** Spells may be cast on models if they are within range of either the Wizard or the Raven. Therefore, a spell with a 12" range may be cast on models within 12" of either model.

#### Viper

**Poison:** Should a Viper roll a 6 to hit, the attack automatically wounds with no armour save. Any other successful hit result on a target susceptible to poison will suffer a S4 hit. If the creature is immune to poison then treat the attack as S2.

**Coiled and Ready:** A Viper is not easily caught unaware. A Viper has Lightning Reflexes.

# HEROES

## 1 Magus

75 gold crowns to hire

There is always one who stands above the rest in a group. Within a Wizarding warband, that one is the Magus. Be it because of superior skill, force of will or charisma, the Magus is the unquestioned leader of the band, and his word carries the weight of absolute power.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	4	1	8

**Weapons/Armour:** The Magus may be armed with weapons and armour from the Sorcerous Society Equipment List.

### Special Rules:

**Leader:** Any models in the warband within 6" of the Magus may use his Leadership instead of their own.

**Wizard:** The Magus is a powerful wizard and may randomly generate two spells from any one Elemental list, or from the Lesser Magic list found in the Core Rulebook.

## 0-2 Companions

45 gold crowns to hire

Sometimes a special bond will develop between a wizard and a mundane individual. This could be due to the awe-inspiring power the wizard possesses, or perhaps the mage showed some kindness. These people are referred to as Wizards Companions. Such is the bond between the two that a Companion will often go above and beyond what one person would typically do for another.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	3	1	8

**Weapons/Armour:** The Companion may be armed with weapons and armour from the Sorcerous Society Equipment List.

### Special Rules:

**Don't look at me!:** A Companion does not command the respect that a wizard does. As a result the Companion may never become the Leader of a warband and his Leadership may never be used for any Leadership tests except his own. This includes Rout Tests after the Leader has been taken Out of Action.

**Body Guard:** If the Companion is within 2 inches of a Wizard and not involved in Hand to Hand combat, he will take

all missile fire and intercept any charges directed at the Wizard. If this requires that the model be moved, it is done so immediately, even if out of sequence or if it forces the model to move further than usually allowed in one turn. Note that the Companion must have a logical path to accomplish this goal; if he is within 2" of a Wizard but on a lower floor in a building, he will be unable to protect him in this manner.

## 0-2 Mages

35 gold crowns to hire

Mages, Sorcerers, Witches, Hedge Wizards; call them what you will, these are men and women of uncanny power. Self-taught, they definitely possess the spark of magic, and with the proper experience and tutelage, there is no telling the might they may one day command.

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

**Weapons/Armour:** The Hedge Wizards may be armed with weapons and armour from the Sorcerous Society Equipment List.

### Special Rules:

**Wizard:** The Mage is a wizard, and may randomly generate a spell from any one Elemental list, or from the Lesser Magic list found in the Core Rulebook.

**Respect your betters:** A Mage may never have more spells than the Leader. If a Mage has more spells than the leader he will immediately be challenged to a Wizard's Duel. Have another player take control of the Leader for this match. The loser of the duel must leave the warband.

### Additional Academic Skills:

As found in Town Crier 7/2002 *Additional*

**Scribe:** The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell/prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell/prayer and allows the caster +2 to his difficulty roll.

**Mind Focus:** The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. When using a spell or prayer the warrior with this skill may re-roll one dice roll used in the difficulty roll. Note that this cannot cancel a Miscast.

**Magical Aptitude:** This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails, you must roll on the injury table immediately with no saves, treating **Out of Action** results as **Stunned** instead.



# HENCHMEN

## 0-5 Untrained

25 gold crowns to hire

In his travels a Magus may encounter a town or settlement that has a peculiar individual who is shunned or ridiculed for their differences. Oftentimes these individuals are imbued with natural magical talents that are unharnessed and unpredictable. Although life on the road with a Magus and his companions is hard, the promise of someday becoming a powerful wizard is far better than enduring the taunts and tortures of ignorant townsfolk.

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

**Weapons/Armour:** Untrained may be armed with weapons and armour from the Sorcerous Society Equipment List.

### Special Rules:

**Here, hold this:** Untrained may be equipped with special items (like holy relics or lucky charms).

**Harnessed:** Should an Untrained roll a “Lads Got Talent” roll, they immediately gain the “Wizard” skill. They may choose to either forgo their additional advancement and randomly generate a spell, or may roll as the Hero advancement dictates.

## Grunts

25 gold crowns to hire

Somebody has to cook the food and watch the camp while the wizard sleeps. All mundane tasks of day to day living fall to the Grunts. These common folk are invaluable for the protection and services they provide. While some aspire to be like their masters, most are happy to live their life in service to them.

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

**Weapons/Armour:** A Grunt may be armed with weapons and armour from the Sorcerous Society Equipment List

### Special Rules:

**Prove that Talent!:** If “Lads Got Talent” is rolled the individual Grunt can either become a mundane Hero or may choose to become a “Grunt Untrained” instead. Therefore, a Grunt who rolls two “Lads got Talent” may become a wizard.

Garem cursed his luck. He did not know how this zealot had been able to track them through the darkened sky, but he had. As if reading his mind, the Witch Hunter spoke anew, “Got eyes like a hawk, I do. Saw you shoot through the roof right after yer friend cooked me warband.” A smile crossed his scared visage, but it was quickly replaced by a look of sheer confusion. A quick shudder coursed through his frame, and then the Witch Hunter fell to his knees, revealing a welcome sight behind him. Vorgrim wiped the blood from his dagger on a small cloth and discarded it, casually stepping over the dying Witch Hunter. The Companion looked squarely into Garem’s eyes, said nothing, and nodded. They both knew that Tigam would need their help to escape what was left of the Witch Hunters. The two mages and the warrior left quickly, heading back to the burning mansion and their Magus.



# Elemental Lore of Water

## 1 - Geyser

Difficulty 9

Calling upon the earth, the caster beckons a steaming geyser to erupt. The spell has a range of 10 inches and cannot target elevated targets. The unit suffers a S4 hit and is blown 2 inches in a random direction. Should the model collide with something, both will suffer an additional S2 hit.

## 2 - Portent of Rmal

Difficulty 6

Divining auspicious signs, the wizard guides the minds of his fellow warriors, allowing them to predict the actions of their foes.

This spell effects all of the wizard's friendly units. During this and their opponents Close Combat phase, any 1's that are cast may be re-rolled. Re-rolled scores of 1 must stand, as you may never re-roll a re-roll.

## 3 - Premonition

Difficulty 8

The wizard closes his eyes and seeks to foresee the outcome of the battle.

As long as a wizard stands, the warband will gain +1 to its Leadership and the ability to re-roll any failed Rout Tests. The wizard has foretold of their victory, and they are not easily swayed from his Premonition.

## 4 - Frostbolts

Difficulty 8

Holding a small icicle aloft, the wizard channels the power of the Winds of Magic into it. Borne upon the arcane winds, the frozen bolts are through the skies at the wizard's foe.

Frostbolts is a magic missile with a range of 16 inches. If successfully cast, a squall of frozen missiles hit the target and causes D3 S3 hits.

## 5 - Blindness of the Depths

Difficulty 7

The caster binds the enemy in the shadows and silence of the deep, rendering him oblivious to the world around him.

This spell has a range of 12 inches. The target may make an immediate Initiative test. If passed, the spell has no effect. If the test is failed, the model is Blind and may not fight or shoot any missile weapons, nor cast any spells. Furthermore, the model may not be charged or targeted for ranged fire or spells, as it is completely engulfed in shadow. The model may make an Initiative test during each of its own Recovery Phases. Once passed, the spell fades.

## 6 - Lifespring

Difficulty 8

Bearing the gift of life, the wizard wisely taps into the Lifespring and offers its blessing to his friends.

Any one friendly model within 4 inches of the wizard instantly regains a wound, and recovers from being **Knocked Down** or **Stunned** and may act as normal this turn.

# Elemental Lore of Fire

## 1 - Joran's Blast of Brimstone

Difficulty 9

The Mage casts a small ball of mixed stuffs, mostly ash, sulfur and coal, at his enemies. The results are, to say the least, explosive.

Range of the spell equals the caster's strength plus 1D6 inches. The caster then throws the small sulfurous rock at any model he has Line of Sight to within that range, and it explodes upon impact. The rock does a S3 hit to that model, and any others within 1.5 inches from it.

## 2 - Tazool's Burning Skull

Difficulty 9

Throwing one's own head over the battlefield is never recommended, especially when it's aflame. The Wizard known as Tazool never heeded such warnings.

The flaming skull has a range of 8 inches and causes one S5 hit. On a roll of 5+ it will hit the nearest enemy model with a S3 hit. On a further roll of 4+ it will hit the next nearest enemy model with a S2 hit. The spell not target the same model during one casting.

## 3 - Hades Heat

Difficulty 6

The wizard calls upon the sun to intensify its rays over a small area.

Place a small Blast Template (3 inches) anywhere within 8 inches of the caster. Models that are under or partially under the template suffer -1WS and -1S due to the exhaustion the intense heat causes until the casters next turn.

## 4 - Shield of Flame

Difficulty 8

The wizard weaves a shield of pure flame, aiding him in his defense.

The Shield of Flame hovers between the wizard and his foes. He is free to use his weapons normally as the Shield of Flame moves in conjunction with the Wizard's attacks. The shield grants the Wizard an Armour Save of 4+ in Close Combat and 5+ to ranged attacks. These do not stack and are unmodifiable.

## 5 - U'Zhat's Inferno

Difficulty 9

A pillar of flame erupts from the casters hand, engulfing all in its path.

The pillar of flame has a range of 12 inches and is 1 inch wide. It hits all models in its path with a S2 hit. The target of the spell suffers the brunt of the attack, receiving a S4 hit. All hits have a -1AS modifier.

## 6 - Flesh of the Forge

Difficulty 6

Surrendering himself to the winds of magic, the alchemist imbues his flesh with the heat of the forge.

The Wizard's skin becomes hot, smoldering with the heat of a thousand coals. All hits against the wizard in Close Combat are at -1 to hit. Roll a D6 during the Wizard's recovery phase. On a roll of 1-2, his flesh reverts to its natural form.

# Elemental Lore of Earth

## 1 - Flesh of Clay

Difficulty 8

Attuning himself to the earth, the wizard's flesh becomes as dense as clay. The wizard doubles his Toughness, but halves his Movement and Initiative. The spell remains in effect until the caster is **Knocked Down**, **Stunned** or taken **Out of Action**.

## 2 - Healing Might

Difficulty 9

Allowing the healing power of the earth to rise up within him, the wizard aids even those with the most grievous wounds around him. All models within 4 inches of the wizard rise from the ground, shrugging off the effects of being **Knocked Down** or **Stunned**. Furthermore, any units within 2 inches of the wizard have all of their wounds restored.

## 3 - Curse of Thorns

Difficulty 6

The caster curses his foes, calling upon their life-force to transform into a jagged and thorny essence. The target of the spell must be within 18 inches. The model must pass a Toughness test or be wracked with unimaginable pain. The model will remain immobile and will only defend himself if attacked. A Toughness test must be passed before the spell will fade.

## 4 - Jozan's Decay

Difficulty 9

Ashes and dust. The caster calls upon the earth to reclaim what is rightfully hers. This spell has a range of 12 inches. Upon a successful casting, the target must pass a Leadership Test or suffer a one point reduction to its Toughness attribute. Each recovery phase the model must attempt to pass a Leadership test, reducing its Toughness a further point for each failure. Should a model be reduced to 0 Toughness, it is removed from the game irrespective of how many wounds it has left. Should a Leadership test be passed, the model must play the remainder of the game at its modified Toughness score. A model may not be targeted by **Eternal Rot** more than once per game.

## 5 - The Hunter's Spear

Difficulty 8

Beseeching Venor the Hunter, the caster conjures a pure manifestation of amber-hued magic in the shape of a mighty hunting spear. The wizard's weapon takes on an amber-hue and transmutes into a hunting spear. It grants the caster an additional two points to his Strength, and grants him an additional attack. The caster must make a Leadership test during his Recovery phases. The spear fades away if the test is failed.

## 6 - Shifting Sands

Difficulty 8

Calling upon the very fibers of the earth, the mage forces the ground to swallow his foes. This spell may be cast on any enemy model within sight of the wizard. The model in question must make a successful Initiative test or be treated as **Knocked Down** until its next Recovery phase, where it has another chance to pass an Initiative test. Any friendly models within 1 inch of the trapped model reduce the difficulty of the Initiative test by 1, to a minimum of 1.

# Elemental Lore of Air

## 1 - Winters Gale

Difficulty 10

Calling to the northern winds, the wizard brings forth freezing air and biting snow. Place the large blast template (5 inches) over a location within 12 inches of the caster. Any model covered or partially covered will suffer a S4 hit. Undead and Possessed models do not suffer as mortals do from the cold, and thus only suffer a S2 hit instead.

## 2 - Crows Feast

Difficulty 9

With dark intentions, the caster brings the attentions of Corvos the Crow upon his enemies. Crows Feast is a magic missile spell, with a range of 24 inches. If successfully cast, the spell causes D6 S3 hits.

## 3 - Dust Dervish

Difficulty 9

Calling upon minor elementals, the caster bids them to seek out and attack his foes. The spell summons D3 Dust Dervishes, who attack a model each who are within 12 inches of the caster. No other targeting restrictions apply, so even a model that is hidden may be sought out by the air elementals. Each Dust Dervish delivers a rapid succession of attacks, delivering D6 S1 hits to its target prior to vanishing back from whence it came.

## 4 - Howler Wind

Difficulty 8

The fury of the skies aboard is a force that few can hold at bay. This spell is cast upon the wizard himself. Both he and any models within 8 inches of him gain the protection of the Howler Wind. Anyone targeting these models with mundane ranged weapons suffer a -2 penalty to their Ballistic Skill, however shooting past these models does not affect the missile in any way.

## 5 - Celestial Shield

Difficulty 8

The wizard manipulates the magic of the cosmos to create a scintillating blue shield capable of turning aside even the most powerful of projectile or spell. This spell can be cast upon any friendly model within 6 inches of the caster, or the caster himself. The Celestial Shield provides a 4+ save versus all ranged attacks, and a 5+ save versus all hostile spells. Should the recipient of the Shield be the primary target of an area-effect spell and the save be made, no models shall suffer any of the spells effects.

## 6 - Shade Mount

Difficulty 8

Darkness forms about the caster, carrying him aloft upon wings of shadow. This spell may be cast upon the wizard himself, or a hero within 8 inches of him. Upon a successful casting, the model may immediately fly up to 12 inches. Should this movement bring the model into Base to Base contact with an enemy model, consider it a charge.

# King of the Mountain

by Dennis Montera, known as Mordheimer

In the vastness of the Mordheim ruins, warbands often lay claim to small areas where they believe large quantities of wårdstone can be found. When two warbands try to claim the same space, a turf battle occurs. In the end, there can be only one "King of the Mountain."

## Terrain

Place a fountain, statue or other small terrain piece at the center of the table. Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. However, no additional terrain pieces may be placed within 8" of the center of the table. We suggest that the terrain is set up within an area roughly 4' x 4'.

## Warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

## Claiming the mountain

Any warband member may claim the mountain, and multiple players, even from both teams, may claim the

mountain at the same time. To claim the mountain, a character must move within 6" of the table center (the "Ring of Fire") and declare they are "claiming the mountain." While "claiming the mountain," a character may move, charge, shoot, cast and fight as normal. However, if the character is knocked down, stunned, or moves more than 6" from the table center (out of the "Ring of Fire"), they have lost their claim and must declare it all over again. In order to become "King of the Mountain", a character must have claimed the mountain, and also:

- 1) started two consecutive turns having claimed the mountain (place a die next to each claimant to indicate the number of turns claimed/finished)
- 2) finished both turns still claiming the mountain
- 3) finish both turns with no standing enemy models within 6" of the table center

## Starting the game

Both players roll a D6. The higher scoring player takes the first turn.

## Ending the game

When all but one of the warbands fails its Rout test, the game ends. Also, if any model achieves "King of the Mountain," the game is over.

## Winning the game

The game is won by either becoming "King of the Mountain," or causing all enemy warbands to rout.

## Experience

**+1 Survives.** If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 extra Experience.

**+1 Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy model he puts out of action.

**Ring of Fire.** Any hero standing in the "Ring of Fire" (within 6" of table center) at the end of the game gets an additional +1 Experience. (Remember, rout tests are taken before recovery.)

**King of the Mountain.** If a warband is declared "King of the Mountain," each surviving warband member (heroes/henchmen/hired swords) receive an additional +1 Experience.



# Dreaded Tales of A'tar

Smashed and broken, a gate lies upon the path. Its hinges twisted as though from some great force, ripped from its moorings and discarded as casually as a piece of firewood. Blood slicks the cobblestones as red and orange flames leap from bales and barrels. Metal on metal clashes while human and animal screams fill the night air. The stern face of Sigmar, set in beautifully carved marble, watches impassively from the shadows of its alcove as slaughter rages about it. Monstrous hounds race the halls howling as they pull screaming sisters from their sleep while guards outside hold pockets of resistance in grim determination. Hammers rise and fall while bones break and twisted Beastmen bodies hit the floor. For each monster that is felled two more step through the gaps to fill its place.

The doors to the inner temple lay ruined, splintered and scattered beneath the body of a massive minotaur. Its skull is crushed and several quivers worth of arrows sprout from its body. The mangled bodies of Sigmarite Sisters lay strewn about its prone form in vivid testimony to the vicious fighting that had taken place here. The inner sanctum is crowded with the broken refuse of once living things. The long wooden benches are splintered and covered in gore. The tapestries are torn and burning on the walls, their flames throwing shadows across the room; flickering; dancing; whirling. A statue of Sigmar lays on its side, broken in two, yanked like a rotten tooth from atop a gaping hole, while fading torch light slithers further into that deep darkness.

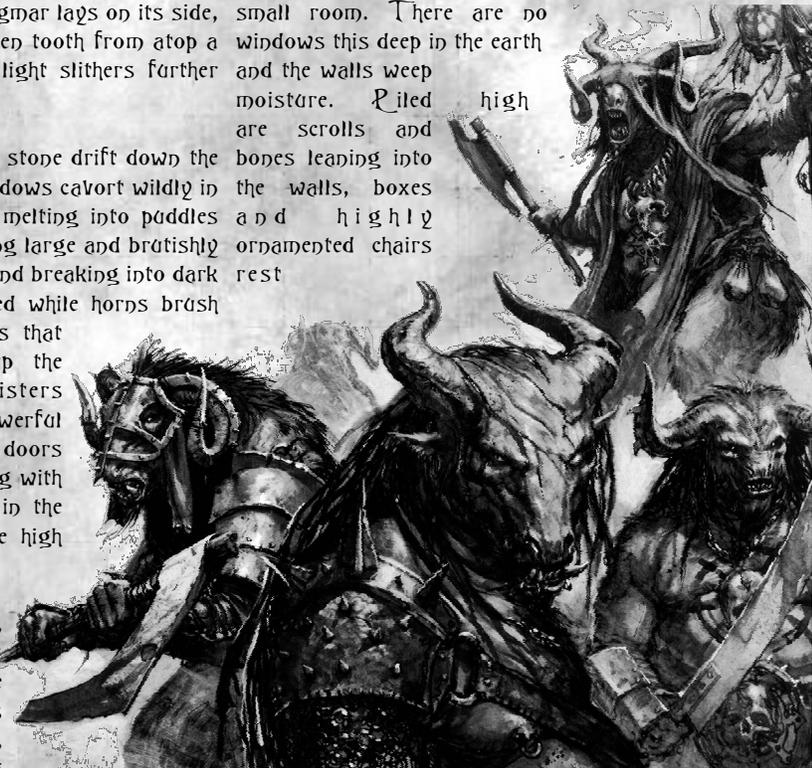
The ringing sound of hooves on stone drift down the tunnel as the torchlight bobs. Shadows cavort wildly in spasmodic dances. Shifting and melting into puddles one moment and the next becoming large and brutishly horned shapes before stretching and breaking into dark shards. Broad backs are stooped while horns brush across the ceiling with screeches that send little shivers crawling up the spines of the Sigmarite Sisters guarding the final door. Powerful wards are inscribed along the doors solid wood. Empire letters mixing with Dwarfish runes of power flare in the presence of Chaos throwing the high arched outer room in stark relief.

A'tar stretches to his full height, popping joints and stiff muscles as his cruelly human eyes pin the sisters where they stand. His great horns seem fresh and new, black in the torchlight dripping

with blood, welling like sap from where the horns have sprouted from his skull. The blood streaks through his grey fur weaving a pattern both terrible and fascinating. The sisters are so transfixed by his gaze that they never realize they have been killed until Brahma blocks their view. Sagging, hands clatching ruined throats, they fall at Brahma's feet as his twin swords drip and spatter gore on the smoothly tiled floor.

Crouching, Brahma pulls a severed hand from his pouch. The hand still clutches a holy symbol of Sigmar tightly while torchlight glints from the ring that belonged to the Matriarch. Forcing the fingers open Brahma pries the symbol free and grunts when he sees the toothy edge of a key at its base. With grace and agility he manipulates the key into the fierce grimace of the gargoyle face posing as a lock. Brahma pauses and his eyes shift from side to side watching the runes pulse slowly. A'tar's deep grunt prods him and with narrowed eyes he turns the key and unlocks the doors.

Deep breathing fills the depths as the runes slowly fade into dark traceries. Brahma stands and steps aside handing the Matriarch's hand to A'tar. One massive paw swallows the pale flesh while the other pushes the doors open. Dank air swells out as candles gutter in a small room. There are no windows this deep in the earth and the walls weep moisture. Piled high are scrolls and bones leaning into the walls, boxes and highly ornamented chairs rest



## Dreaded Tales of Ktar



here and there amongst the debris. A straight path cuts through all the clutter and at the end of that path sits an old woman on a very bare chair behind a very simple desk. Her weathered face lifts from the scroll she was writing on and gaping eyeless sockets stare directly at Ktar.

The keeper of artifacts smiles toothlessly.

"I knew you would come ..." she breathes dryly, her voice crackles like the parchment beneath her quill "I have dreamed of it ever since our master gave me the sight". One knobby hand rises, the quill points towards a box in the corner. "The heart of the dark beast is there." the old woman's breath becomes labored as she is forced to continue on, her voice rises shrilly, "The Great Beast Hangers! His heart beats against my ears threatening to crumple my skull! Take it! Take it from here! TAKE IT!" The keeper of artifacts gives out one last agonized scream as her form ruptures and splits breaking the chair and desk, matating even as the flesh hits the ground. Ktar quickly breaks open the box and grabs his prize. Bloodlust flows through him as the power of the pulsating, dark red gemstone exudes a throbbing dark light.

It beats in his hand like a living heart. Power and promise flow through him, warming him with visions of death and

glory. With a final glance at the growing tumor-like mass on the floor he throws the torch into the sacred writings and relics that have been gathered here for protection, and leaves.

Ktar and Brahma rush through the dark passage. Urgency strides with them goading them into moving faster and faster. The thing that was left behind is a parting gift from their dark master, Morghar. It is a spawn of chaos. Unpredictable and deadly it holds no allegiance to any mortal creature. An inhuman wail splits the earth as the two Beastmen literally leap out, followed by several dark tentacles that curl about seeking victims. With quick determined strides Ktar steps over the body of the mangled minotaur and throws his head back letting a great bellowing roar roll forth.

Ktar calls the herd. The sound of a low trumpet responds, dark shapes come pouring out of the temple keep even as a few get jerked back in through the main doors. Tentacles wrapped thickly around their bodies as they are torn limb from limb. The herd is moving. The ground shakes beneath the weight of their charging hooves as they stream into the darkness calling and braying to one another. The temple shudders and cracks, the once mighty stone walls break and crumple, caving in even as dark tentacles as thick as trees come sprouting from the earth. Masonry is sent whipping through the night air to crash into abandoned buildings farther along the street.

Ktar's great voice cuts through the night air, "To the Herdstone! The Dark Heart awakens! To the Herdstone!"

Dark forms rush through the outer ring of buildings that surround Mordheim towards the dark forests beyond. The former temple, a branch of the mighty Sisters fortress, sinks in rains. The skeletal pieces of its structure are being pulled into the ground even as the tentacles latch onto still standing pillars and a large pulsating shape slithers into the darkness.

From the shadows across the street a slim graceful figure emerges, her pale skin and cruel gaze follow the Beastmen herd. She smiles as her hair twists in the drafts of wind while drawing her Sea Dragon cloak tight. One graceful hand motions with long elegant fingers, seemingly pulling three shades from the darkness. Their repeater crossbows held ready they nod and quietly slip across the street to disappear completely into the shadows on the other side.

In the distance a woman's screams are cut short and suddenly the street is bare and empty.

*If you wish to read more of Ktar, please email us and let us know! - Sage-in-Chief*

# Rogues Gallery

The Rogues Gallery will be a touch different from now on. We will still feature conversions and great paint jobs as per usual, but we will also be putting all colour photos in this section from here on out. So, if you see a pic in black and white in the body of the ezine, chances are you'll find the colour version here. Enjoy!

Tom "Brahm Tazoul" Bell  
Sage-in-Chief



I painted these skaven assassins about 3 to 4 years ago using mostly GW and Vallejo colours. It is my opinion that the GW ones are a easier to use because they are a little more water soluble. Moreover they are a little darker too and seem perfect for shading to me. Usually I paint with thin overlapping layers of colours (combining colours with the right amount of water), trying to highlight the correct areas and not to cover the deeper layers. Unfortunately this is a slow process and sometimes it's not so easy to reach the desired results. However, using thin layers means that I can re-paint any areas that I want to change without fear of making the paint too thick.



**Assassin 1:** This was my first attempt at painting blades with "non metal metal" (nmm). I think the result wasn't the best, but it gave me a good starting point for the subsequent efforts. The hardest thing to paint were the areas of connection between flesh and fur.

**Assassin 2:** I *love* this skaven ... I mean, I like his posture and the little rat over his shoulder very much (and moreover the fact that he's one of my best killers!). The hardest part was shading his pants.

**Sage-in-Chief Tazoul:** Great looking Skaven, Franz. It'd be an honor to have them play on one of my tables! Your attention to detail is truly top-notch. I particularly like the first assassin and his clothing; I can imagine him finding those pants discarded down some back alley or in the sewer, washed down with the refuse. I can also imagine the three or four skaven he slew with those great-looking blades who tried to take the pants from him!



## Rogues Gallery



**Sage-in-Chief Tazoul:** When Chris first showed me what he had in mind for the Magus, I almost laugh aloud. I thought it beautifully ironic to see a Mage-Leader made from this type of model. Think you know where he came from? Email your answer to [lod@redclawgaming.com](mailto:lod@redclawgaming.com). I'll accept entries throughout the remainder of December and up until January 15th. A random draw will be made from all successful entries for some Mordheim Swag.



# Submissions & Authors

## Submission Guidelines:

If you wish to write for Letters of the Damned, we welcome your contributions. Please be aware of the following conditions, as they are non-negotiable. If you submit any material, it is under the premise that you agree to the following:

By submitting your article you are handing over copyright and all rights to the material to Tom Bell, editor of Letters of the Damned. Tom Bell in turn claims no ownership of any IP of Games Workshop, and willingly hands all ownership of material included in this ezine to GW. You will, of course be fully credited for your work should we publish it. All submitted articles are unpaid. Please be sure to include your name and contact information with all submissions, as well as how you would like to be known in the Mordheim world. For example, Tom Bell may be referred to as Tom "Brahm Tazoul" Bell, Tom "Brahm Tazoul", or simply as Brahm Tazoul. The choice is yours.

A note on fiction pieces; Please ensure that you have run your submission through a spell check, as well as a grammar check if at all possible. Those pieces that require an extraordinary amount of editing will not be featured in *Letters of the Damned*. Battle reports, short stories or character descriptions are all welcome.

If you'd like to submit something for our Rogues Gallery, please ensure that your picture is in JPEG format, and the picture is in focus. All photo submissions will require a brief explanation of what it is you are showing, as well as something about the piece, be it how you painted it, what types of colours or techniques you enjoy, etc.

Email your submissions to:

[lod@redclawgaming.com](mailto:lod@redclawgaming.com)

or mail them to:

**LOD c/o Tom Bell  
12820 64 st  
Edmonton, Alberta, Canada  
T5A 0X7**

## This Month's Authors:

William Schäkestange, Master Bard:

David "Styrofoamking" Joria. I first saw this DR back during the last Mordheim contest. I thought it a shame that it didn't place, so here it is!

The Sorcerous Society:

Chris "Miginath" Van Tighem came up with this idea years ago. Back then, these were supposed to be persecuted mages of the colleges, however recent research has shown us that the colleges were likely not yet in existence when the majority of the plundering of Mordheim took place. Since that discovery, Chris has changed them into a more feral band of mages, hell-bent on survival. My contributions to the warband included stuff and such, as well as spell-options which Chris sorted through ever-so-patiently to break it down to the four existing lists; not an easy feat for someone who was presented with nearly fifty spells! We hope you enjoy them!

Dreaded Tales of Aar:

Roger "Vargkrigare". When I questioned Varg about the direction the story had taken, I was met with the following response; "I'll eat your SOUL!" I decided to publish it as it was.

King of the Mountain:

Dennis "Mordheimer" Montera. This is Dennis' second scenario submission, and so earns him a fancy-smancy gold star sticker. It's in the mail, Dennis.

Rogues Gallery:

Skaven; Franz Vortigern, Faentinian Witch Hunter  
Sorcerous Society models; Chris "Miginath" Van Tighem  
William Schäkestange; Dave "Styrofoamking" Joria. Absolutely incredible job, my friend!

The Crope Forsees:

rev larry. I personally believe that he and the Crope are "involved", but I can't prove it... yet.

# THE CRONE FORESEES...



## RHYA'S CAULDRON

Two children will appear before you, asking for help against a big monster. Do not go with them, lest you forfeit your very soul.

## CACKELFAX THE COCKEREL

All things will come to you, as you knew they eventually would. Sadly you will not profit from them until twenty and five months have passed.

## THE BONESAW

An idea will come to you that will revolutionize the way we use magic forever. Despite your best efforts, you cannot make others understand it.

## THE WITHERING STAR

A cult of the Ruinous Powers will find you at their mercy and only foolhardy acts and suicidal bravery will see you safe and the world free from their taint. Afterwards you will wish it had been the other way around.

## WYMUND THE ANCHORITE

Tracking down a cult of the Ruinous Powers will mean that you are too late to save the world from their schemes and you will be only left to clear up the mess they leave.

## THE BIG CROSS

You pride yourself on knowing right from wrong, but events happening in Marienburg at this moment will leave you with plenty of time to wonder if something is not amiss.

## THE LIMNER'S LINE

Living by the motto 'Measure Twice, Cut Once' has seen you right down through the years. This week will be exactly the same, except for the fools around you.

## GNUTHUS THE OX

A swooning woman will forever change the way you live, unless you don't catch her. Then her husband will change you from living to dead.

## DRAGOMAS THE DRAKE

Strange creatures great and small will reveal themselves to you over the course of a long journey to parts unknown. Not one of them will give you directions either.

## THE GLOAMING

To all Mages born under this sign – **ATTEMPT NO MAGICS TILL THE GREEN STARS ENTER THE PIPER, LEST YOU INVITE THE APOCALYPSE!**

## GRUNGI'S BALDRIC

Drink drowns all things, including memories. Bittersweet memories and failures will haunt you till you sleep the sleep.



## MAMMIT THE WISE

You have no clue about why these things are happening to you and neither do I.

## MUMMIT THE FOOL

The Ruinous Powers await your death with eagerness... again.

## THE TWO BULLOCKS

A good week to start any important projects, but a bad week to end them. Look out for a blind man carrying a stoat and avoid white cats.

## THE DANCER

New experiences will now shape your destiny in ways you had never foreseen. Before long the fires of experience will be the fires of the Witch Hunters.

## THE DRUMMER

A diamond suit will be made by the dwarves to fit your exact shape and you will be invited to a ceremony honouring you for this. Sadly you get drunk the night before and do not show up. The dwarves will not be happy about this.



## THE PIPER

If fenced goods are your thing, now would be a good day to get rid of everything. Unwisely you will sell them back to their previous owners.

## VOBIST THE FAINT

A stage play of your life will be doing the rounds of the provinces, making plenty of ignorant peasants laugh. The first you will know of this is when you get free service throughout Ostland.

## THE BROKEN CART

If you refuse to apologize for a minor slight, then by the end of the month you will find yourself on a slave ship bound for Araby and making new friends with Eunuchs.

## THE GREASED GOAT

Perhaps you could not be bothered to read this week's fortunes. More fool you, for I predict the direst doom to happen to you moments after you awake from sleep. And then a secret long forgotten will return.

*The Crone does not take personal callers to have their fortunes told nor does she issue retractions for last week's fore-tellings. If they didn't happen to you, they will eventually, especially if they foretold of your death.*