

Letters of the Damned

Venture into the vile lands of cursed Sylvania

Dare to brave the realm of undeath

In the gods-forsaken lands of Sylvania, ancient evils stir and armies long dead march to war. Raised from mass graves and despoiled tombs, the Undead army gathers amidst the tumbled ruins and blasted groves of this ill-favored realm. Upon fen and moor, creatures of darkness that have haunted the nightmares of men for millennia break free from ancient cairns and age-worn mausoleums. In the eternal gloom can be heard the scrape of bone on bone, wordless moans and the clank of ancient rusted wargear. A tide of the dead, driven on by Necromantic magic and the undying will of its dread Lord, the unloving host advances.

Vlad von Carstein has long-known about Mordheim and the fallen treasure that she holds. He has sent his undying hordes into the cursed city to bring back Wyrystone to power his fell-magics. The invasion of the Empire is set, all that is needed is the magic to fuel it. Knowing this, the fractured powers of the Empire have sent some of their most

reliable, brave and sometimes fool-hardy men into the dark forests of Sylvania to eliminate this threat before the dread count can garner the strength that he needs.



Sylvania is an advanced setting, best ventured into after a few battles. It is trial-tested over the past two years, and is filled with new rules, scenarios and warbands for the Mordheim enthusiast to play and conquer. In this issue we'll supply the general rules for Sylvania & the exploration chart. In following issues we'll release Warbands, Hired Swords, Dramatis Personae and scenarios. This is the kick-off to a great summer for Mordheim, with the release of this and two new supplements

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Your Horrorscopes revealed on the last page

for your warbands to vanquish; Border Town Burning and Sartosa!

If you've any pictures, modeling suggestions, terrain or building tips that you'd like to pass on that have been inspired by this setting, please email them to me here at lod@redclawgaming.com

. We'll feature them in the end-result and all-in-one published package of the Sylvania setting. For now, head on over to page XX to begin your descent into darkness. Be strong, keep your wits about you, and always remember that a glove of garlic is better than heavy armour in some cases! Enjoy.

Sage Advice

Now that I've had some time to relax and get some other work done, I find that I can't wait to begin working on the next issue of LOD. Ridiculous as it may sound, I find myself waking from sleep to grab my pen and paper to jot down another idea for the ezine. I want to take this chance to thank everyone who has been so supportive of this endeavor, from those of you who have sent in submissions to the people who send in the odd email simply saying "Thanks" or "Keep up the good work". With the expiration of official support from GW, I feel that projects like LOD (and all the other ezines published by fans for the other Specialist Games) are all the more important. It is here that we can institute change and a globally-accepted norms. So, if you've ever thought about contributing to *Letters of the Damned* but haven't, now is the time. If you find yourself wanting to volunteer, by all means do so. *Letters of the Damned* is here for all of us, and written by all of us. Help keep it going!

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I know that there is one topic that no one will tire of, and it consists of two words; Rules Review. Take a gander at the Rules Questions section of the SG Forums, and you'll find plenty of evidence that it is needed. Is there something that you find particularly perplexing? A rule that has always gotten under your skin? Something that is argued about every time it comes up at your local gaming club? I want these problems resolved as much as you do. With that in mind, on top of my role as an Answer MOD in the Mordheim Forums, I'd like to start a new column here in LOD, *To the Scribes*. Please send me your confusion, your angst, your brain-teasers, and I'll do my best to answer them. Have a particularly ingenious solution to a pesky problem? I want to hear those too. You can use LOD to have your voice heard, be it a sigh of frustration to a viable solution. Get those queries in today to lod@redclawgaming.com with "To the Scribes" in the subject line.

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The release of the new Vampire Counts line from Fantasy Battles has consumed my free time! The Vampire Counts were one of my first loves from WHFB, and I owned so many models for it I couldn't even begin to list them. Unfortunately at the time, my job and life in general



kept me from actually doing much with any of them, but now I find myself in a much more fortuitous situation. The downside of having a brand-new army to paint is this; with my greenskin army, it took me nearly two years to get everything together and finished. When I heard that the Vampire Counts were going to be redone, I knew that I had to get my Orcs and goblins done before undertaking a new army. As such, I signed up for the GW War on Cancer in February, knowing full-well that I had to have everything painted, based and looking glorious. With a definite deadline hanging over my head, I managed to pull it off. Now that they are completed, however, I find myself staring a whole new pile of unopened boxes, wondering what the hell I've gotten myself into. On the bright side, some of the new figs are absolutely perfect for Mordheim; the Varghulf will make an excellent addition to the monsters found in Sylvania, the new Skeletons truly capture the spirit (pardon the pun) of the undead warrior, and the Dire Wolves will make a more-than-welcome addition to my Undead warband. Hell, even the new Heroes, the winged Vampire in particular, look just too damned good to leave off of the table. As such, I've found a new motivation for my new VC Army; the Sylvania setting that is being released in this very issue of LOD! I challenge the rest of you to grab some of these spectacular new figs, dress them up, and get some pictures in to me. I'll be looking for some fabulous pictures for the end-release of Sylvania, and I'd love to feature work other than my own. Full credits will be given of course. Also, if you find some loopholes in any of the rules (I'd hope we've found them already) email me; we can't have a setting written by an Answer MOD containing errors, now can we?

Cheers,
Tom 'Brahm Tazod' Bell
Sage in chief



CRAZY GROM'S MERCS FOR HIRE

YER LOOKIN' FER SOME MUSCLE, ARE YE? WELL BOY, YE'VE COME TO THE RIGHT PLACE! JUS' LET OL' GROM SEE YER COIN, AN' WE'LL GIT UNDERWAY...

Welcome to Crazy Grom's. No where else in Mordheim will you find a better assortment of hirelings. If you don't find what you're looking for, then you're not going to find it anywhere!



Dark Mage

35 Gold Crowns to Hire + 15 Gold Crowns upkeep. Hedge Wizard, Warlock, Witch; all of these are used to describe those who are touched with the gift. The Dark Mage treads a different path than those typically associated with these titles, however. Bent on the destruction of Necromancy, the Dark Mage practices the true dark arts, and treats them with the respect they deserve.

May Be Hired: Human Mercs, "Good" aligned warbands. May not be hired by any Undead, Sisters of Sigmar or Witch Hunters.

Rating: A Dark Mage increases the warband's rating by 18 points, plus 1 point for each experience accumulated.

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

Weapons/Armour: Staff

Special Rules:

Wizard: The Dark Mage is a wizard, and may randomly generate a spell from the Dark Magic list, and may gain more spells from that or from the Lesser Magic list found in the Core Rulebook.

Despise Despoilers: A Dark Mage *Hates* Necromancers, and anyone who casts spells from the Necromancy or the Dreaded Scrolls of Nagash.

Self assured: Dark Mages are immune to the effects of *All Alone* tests and will never flee as a result.

Skills: The Dark Mage may select skills from the *Academic* skill list, as well as further spells as described above.

Dark Magic

Magic courses o'er the lands like a never-ending tide. There are definite distinctions between the forces of magic, such as the dark magic that is drawn to places of death. It takes more courage than most men possess to tap into these black energies, but for those who do nearly limitless power is theirs.

1 - Banishment

Difficulty 8

Calling the energies of death to him, the Dark Mage dispels the power of the undead.

All Undead within 4" of the Dark Mage must take an unmodified *Leadership Test* or suffer a S4 hit.

2 - Soul Render

Difficulty 8

For the most brief of moments, the Mage centers dark energies upon an unlucky foe.

Soul Render is a magic missile spell, with a range of 18 inches. If successfully cast, the spell causes D3 S3 hits.

3 - Shade Mount

Difficulty 8

Darkness forms about the caster, carrying him aloft on wings of shadow.

This spell may be cast on 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.

4 - Jozun's Decay

Difficulty 9

Ashes and dust. Focusing the dark energies, the wizard forces the very life from his opponent.

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 more than once per game.

5 - Cowel of Pain

Difficulty 6

Nothing compares to the pain of the dark. Wrapping it about him like a cloak, the caster strengthens himself.

The mage cannot be *Stunned* until his next magic phase. Treat 3-4 results as *Knocked Down* instead.

6 - Doom & Dark

Difficulty 7

Dark energies coalesce about the mage, chilling the air and driving dread into all those around him.

Any model within 2" of the Dark Mage must take an immediate *All Alone Test*, even if in close combat. Should a model flee from Close Combat, free strikes occur as normal, assuming that there are combatants who have not failed their test.



Devil's Den Challenge

“Lookin’ for somefin’? You’ve come ta the right place, sure ‘nough. I ‘ave it all, weapons, tools o’ the trade, I know lots o’ professionals- No? Well, I was savin’ it for a special occasion, but ‘ow about **THIS** then....”

Hello-Hello, Letter-carriers! Dave ‘Styrofoam King’ Joria here, presenting the Devil’s Den Challenge. For those of you who don’t know, each week on the

Specialist Games Forum, a new challenge is concocted for warband creators. New equipment, new troops, new skills, the only limitation is imagination. The entries are judged on originality and balance. The previous week’s winner becomes the new judge, and creates a challenge for the new week, and so on... Challenge #2 was designed by the first challenges winner, Brahm Tazoul.

Challenge #2: Exotic Weaponry. As always, more and more warriors are swarming towards Mordheim, promises of easily-found wealth still hot in their ears. From the peaks of Middenheim to the cluttered and smokey streets of Nuln, men and women have been coming to Stirland to raid wyrdstone since the cataclysm. Now, groups from far off Estalia or Cathay have been seen skirting the shadowed alleys of the Damned City, and when they fall (as happens all too often ‘round these parts) their exotic weapons find their way into the shops and stalls of those debased enough to sell them...

Chained Attack Squig

10 Gold Crown, Availability: Common (Orcs Only)
by drewful

Small, vicious attack squigs are often herded towards the enemy by orcs and goblins in battle. Orcs of status may find the time and patience to train an attack squig as a pet and guard animal. An orc will normally keep his attack squig chained to his arm, and will merrily throw or swing his squig into combat when engaging the enemy.

Range: Close Combat

Strength: 3 (cannot be modified)

Special Rules:

Cannot be Parried: A squig’s master will often use his pet’s chain to swing the beast onto his opponents. Such attacks frequently result in the squig’s chain wrapping about, delivering the creature to the victim’s rear. Attempts to parry such an attack are futile. A model attacked by an attack squig may not make parries with swords or bucklers.

Strike First: A squig’s chain is long, and the voracious critter literally leaps at the prospect of a meal. If charged, an orc’s attack with a chained attack squig will ‘strike first’, using an Initiative of 3.

Gnawing bite: An attack squig may only be used to make one attack per round. All other attacks must come from another weapon. However, should an attack from a squig make a successful hit, the little monster will remain attached to its victim until dislodged. When the squig hits, it attempts to wound with a strength of 3. Furthermore, in every additional round of combat between the orc and the squig’s victim, the squig makes an automatic strength 3 hit. The squig is pulled off if 1) its master is knocked down, stunned, or taken out of action, 2) either combatant flees or otherwise leaves combat, 3) the victim is taken out of action, or 4) the victim is knocked down or stunned, and the orc is facing additional, standing opponents.

Doesn’t Mind Well: Although an attack squig is normally chained to an orc’s wrist, it lunges and pulls at its chain. Managing the little hellion requires the full use of the orc’s arm. No other weapon, shield, or item may be used in one of the orc’s hands during the battle. Note that the orc may use missile weapons with no penalty (provided his other arm is intact!).

Brahm’s comments: Sorry for the French, but this just kicks ass! C’mon guys, a friggin’ squig on a chain! How much more hilarity do you need in an evening of gaming? I added an initiative to the squig to help clear-up the ‘Strike First’ issue, but other than that great job drewful!

Devil's Den Challenge

Ballista

80 gold crowns

Availability: Rare 10, human warbands only, maximum 1 per warband.

By MyLittlePwny

Ballistae are huge powerful crossbows on wheels capable of doing tremendous damage. They fire giant bolts over huge distances and once the bolt hits home, it's shreds its target to pieces.

Range: 40"

Strength: 5

Special Rules:

Hard to reload: Massive force is required to reload this device. A model trying to reload the Ballista must spend a full turn doing nothing else and must pass a strength test to succeed.

Kickback: The power in this device is so powerful that when the bow flings forward and the bolt is launched, the firer is thrown 1d3 inches in the direction of the shot. If the model hits wall or another model, he/both models suffer a S3 hit.

Difficult aim: Due to the size of the Ballista, aiming is a bit harder than other missile weapons. The penalty for firing over half range is -2 to hit instead of -1.

Wheeled: Dragging along a Ballista is hard work and the user may not run. Neither can he move and shoot the Ballista in the same turn, and he cannot climb or move up or down ladders.

Huge: The Ballista is a huge weapon. A warrior "carrying" a Ballista may not have any other missile weapons.

Brahm's comments: I've got one word for you; KA-CHUNK! The only thing that I'd add to the Ballista would be that it causes multiple injuries when it hits; I don't care how many wounds you have, when you've got a spear sticking out of you, you're going to need a moment...

However, these entries couldn't touch the winner, basically because it was too busy swinging around from fallen balconies and overhangs! Congrats go to Zontarion and his ingenious Grappling Gun!

Grappling Gun

40+ 2D6 gold crowns

Availability: Rare 10 (Rare 8 for Pirate Warbands)

By Zontarion

Grappling Hooks are designed to be thrown or projected a distance, where its hooks will engage with the target. Grappling hooks were originally used in naval warfare to catch the rigging of an enemy ship so that it could be drawn in and boarded.

A Grappling Gun is a transportable Grappling Hook launcher that uses gunpowder to create an air pressure that fires the hook in the direction of the target. Once it has hit there's another mechanism that allows the shooter to

retract the hook (more often than not this results in the shooter moving towards what the Hook has dug into). Brought to Mordheim by pirates seeking their fortunes, these Grappling Guns have now made it to the black markets of the city. They offer their owners a cruel way to kill their enemies and a means to scale the highest of buildings incredibly fast.

Range: 8"

Strength: 4

Special Rules:

Prepare shot: A Grappling Gun takes a complete turn to reload, so your model may only fire every other turn.

No Long Range: A Grappling Gun ignores penalties for Long Range.

Climb: Any model equipped with a Grappling Gun can use the Grappling Hook for climbing and add +1 to his Initiative when making Climbing tests.

Up, up and away!: In a turn where a model takes a regular move (ie. not running or charging) and as long as the Grappling Gun is loaded, a model equipped with a Grappling Gun can fire it at a piece of terrain within the range of the weapon. Take an unmodified BS-test (a '6' always fails) to see if the Grappling Hook has hit the intended target and caught on. If it has, move your model to whatever the target was. If the target was halfway up a wall, and you wish to climb the rest of the way, make an Initiative test, but without the +1 for using the Grappling Hook (as that's stuck in the wall). Failing this will, of course, result in falling damage as usual. It can, of course, be used with superior gunpowder to give a ST5 hit instead, but it's main use is having a crazy ninja/pirate model flying all over the place!

Brahm's comments: Can you see it? I mean an entire warband doing crazy flying-charges about the board, swinging from balconies? Makes me want to turn off the PC and build a freaking diorama! That, and nothing sounds cooler than a grappling hook bursting out of a target's back, dragging him to his assured doom! Build me some models and get those photos in! I can't wait to see grappling hook-toting pirates swagger into battle!

Are we bound to see these items gracing the hands of warbands soon? Who knows. Of course, being completely unofficial and **not** endorsed as Tested-Rules by *Letters of the Damned*, it's up to you and your gaming group to decide. The options for these, however, are endless. Scenarios built around the Ballista would be cool, with the defenders having one mounted to their hideout, or perhaps a cross-ship boarding with the grappling guns is in order. I'm anxious to hear how they all turn out. (For a complete list of all entries, cut & paste this link into your browser. There are some real doozies!)

http://forum.specialist-games.com/topic.asp?TOPIC_ID=14174&SearchTerms=Devil

Next issue, Devil's Den Challenge #3, **Low Cost Hired Sword!**



Re-building the Tower

After last edition's excursion of talking with Mark Havener about Mordheim, Christian goes back to pursuing his attempts to provide an optimal overview of the game's material.

One of the many things I enjoyed in the old Town Cryer magazine was the Watchtower, a listing of Mordheim articles and scenarios. The rules therein were classified as either official or experimental and it would provide a great overview of the Mordheim material.

The listing made its first appearance in TC 10 under the name of "Community Section". It was always combined with a catalogue of available Mordheim miniatures. The next issue was in TC 14 and from TC 15 on it was called "The Watchtower". It then appeared regularly until in TC 20 it was printed for the last time while the miniatures catalogue was kept in.

The last overview of what is officially allowed in Mordheim was the 2005 Rules Review. I believe a more comprehensive list is in order, a list that includes not only the official rules but also all of the other useful and playable rules produced by so many enthusiastic contributors.

Starting with this issue the Watchtower will be printed in each issue of the Letters of the Damned. We will be updating it each month, including not only the new contents of the LOD magazine but also other material from fan-related settings that can be found on the world wide web.

The Watchtower is a service for all Mordheim gamers that is valuable in several ways. Firstly, you can see how trustworthy some of the fan-related rules are. All entries in the list have been graded by the rules grading system presented two issues of Cianty's Heresy ago in the article "Maintaining Law and Order" (see LOD 3).

Secondly, if you are looking for a specific set of rules you can look it up in the Watchtower and check if it has been published before. Imagine you want to play an Arabian-style human warband. You search the warband list for an entry with a fitting name and you will find that an Arabian Tomb Raiders warband list actually exists and has been published in Town Cryer 20 as part of the alternative Khemri setting. So before writing your own warband rules, have a look at what is out there already.

You can also use the list to simply find out where to look for a specific article. Not all of the Town Cryer articles have been compiled in an Annual or Best of so it is helpful

to check the Watchtower for the exact issue that the sought article has been published in.

Note that scenarios are not included in the Watchtower. There are so many (good!) scenarios out there, it would make no sense to fill a couple of pages with scenario names. Instead, I suggest you go to www.mordheimer.com and check out his huge collection of scenarios.

An explanation on how and why I distributed the grades must be given. For convenience the rules grading system is re-printed overleaf.

All official rules are graded 1a (official). This includes the rulebook, the 2002 Annual, the Empire in Flames supplement and a few other warbands and hired swords as described in the rules review. Everything that is not official but has been published in the Town Cryer or Fanatic Magazine is graded 1b (unofficial). Following the popularity of previous summer campaigns, Ian Davies and Mark Havener were commissioned with the task of producing material for Mordheim as part of the Nemesis Crown summer campaign and although the supplement appeared in Fanatic Online magazine only, it can also be considered "unofficial" (ie, not "fan-based"). All publications from the Letters of the Damned ezine get a level 2 grade since they go through play-testing before seeing print.

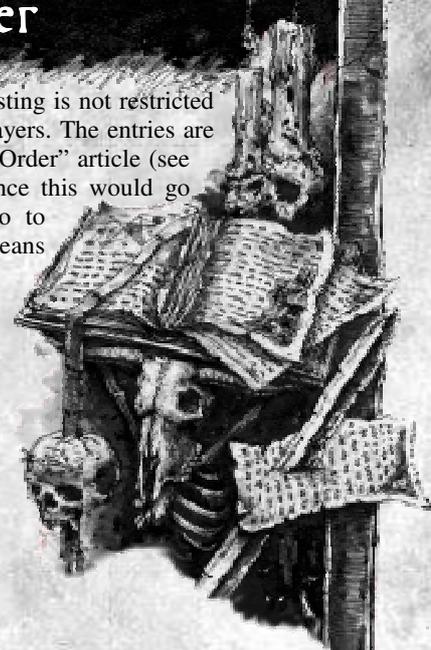
Finally all Fanatic Online publications are graded with a 3. Some of them do deserve better, but in general I had to go with 3 as there is no play-testing prior to publication.

Note that none of these grades is set in stone. Especially some of the rules that are currently labeled 3 – which is most of the Fanatic Online stuff – can easily be raised to level 2. All it takes is a group of people that can vouch for their playability and fairness. However, the same goes the other way for level 1b material, that has been published in the Town Cryer. It can, and probably should, be discussed whether such a high grade is really appropriate for all of these rules. I hope you all find the Watchtower as useful as I do and maybe it brings back some memories of the glorious days of the Town Cryer magazine. As usual you are welcome to leave comments and critique in the Mordheim forum. See you there!

--Chris

The Watchtower

The Watchtower is an extensive list of rules material for Mordheim. The listing is not restricted to official rules and contains everything that could be interesting for the players. The entries are classified using the grading system presented in the "Maintaining Law and Order" article (see *Letters of the Damned* issue 3). Note that scenarios are not included since this would go beyond the scope of this overview. For a detailed list of scenarios go to www.mordheimer.com. Further note that this list is, of course, by no means exhaustive. We will be adding new rules to the list bit by bit.



Keys

- ALB** Albion setting (in Town Cryer 15)
- BTB** Border Town Burning Supplement
www.bordertownburning.de.vu
- EIF** Empire in Flames Supplement
<http://www.specialist-games.com/mordheim/rulebook.asp>
- FAN** Fanatic Magazine
<http://www.specialist-games.com/mordheim/articles.asp>
- FO** Fanatic Ondine
<http://www.specialist-games.com/back.asp>
- LOD** Letters of the Damned ezine
http://redclawgaming.com/cs/files/11/letters_of_the_damned/default.aspx
- LUS Lustria** – Cities of Gold Supplement (TC 10-15)
<http://www.icirclegames.com/lustria/>
<http://www.specialist-games.com/mordheim/articles.asp>
- KHE Khemri** – The Land of the Dead Supplement (TC 16-21)
<http://www.specialist-games.com/mordheim/articles.asp>
- MHA** Mordheim Annual 2002
- MHR** Mordheim Rulebook
<http://www.specialist-games.com/mordheim/rulebook.asp>
- NC Mordheim Nemesis Crown Supplement**
www.mordheim-nemescrown.de.vu
- REL** Relics of the Crusades
<http://specialist-games.com/back.asp?issue=96&Submit=Submit>
- TC Town Cryer Magazine**
<http://www.specialist-games.com/mordheim/articles.asp>

The Rules Grading System

- 1a** Official Games Workshop rules.
- 1b** Unofficial, but released through GW. Otherwise professional quality.
- 1c** Experimental, not released through GW. Approved of by people who have previously submitted level 1a or 1b material and who vouch for its professional quality.
- 2** Reliable, created and tested by fans. Approved of by their gaming group.
- 3** Draft, New rules that are written down clearly but have not yet been tested properly

Warbands

Amazons (new version) TC23	1b	Ghutani FO97/REL	3
Amazon Warband TC15/LUS	1b	Gunnery School of Nuln FO91/NC	1b
Arabian Tomb Raiders TC20/KHE	1b	Hochland Bandits FO91/NC	1b
Arabian Tribes (Ghutani, Muzil, Turjuk)		Horned Hunters, The FO91/NC	1b
Averlander Mercenary Warbands TC10/MHA	1a	Imperial Outriders FO91/NC	1b
Beastmen Raiders (old version) TC7	1b	Kislebite Warband TC16/MHA	1a
Beastmen Raiders TC29/EIF	1a	Lizardman Warband TC11/LUS	1b
Black Orcs FO91/NC	1b	Marauders of Chaos BTB, LOD2	2
Bretonnian Warbands TC8	1b	Marienburgers MHR	1a
Carnival of Chaos, The TC27/EIF	1a	Middenheimers MHR	1a
Clan Pestilens TC29/FO32	1b	Miragleans TC14/LUS	1b
Clan Skryre FO97/REL	3	Muzil FO97/REL	3
Cult of the Possessed MHR	1a	Necrarchs, the Soul Stealers LOD1	2
Da Mob Roolz (see Orcs & Goblins Warband)		Norse Warband TC13/LUS	1b
Dark Elf Warband TC12/LUS	1b	Orcs & Goblins Warband TC6/MHA	1a
Dwarf Rangers FO91/NC	1b	Ostlander Mercenary Warbands TC11/MHA	1a
Dwarf Treasure Hunters TC04/MHA	1a	Outlaws Of the Stirwood Forest, The TC29	1b
Fallen, The FO97/REL	3	Pirates (see Shiver me Timbers !)	
Forest Goblins FO91/NC	1b	Pit Fighters TC14	1b

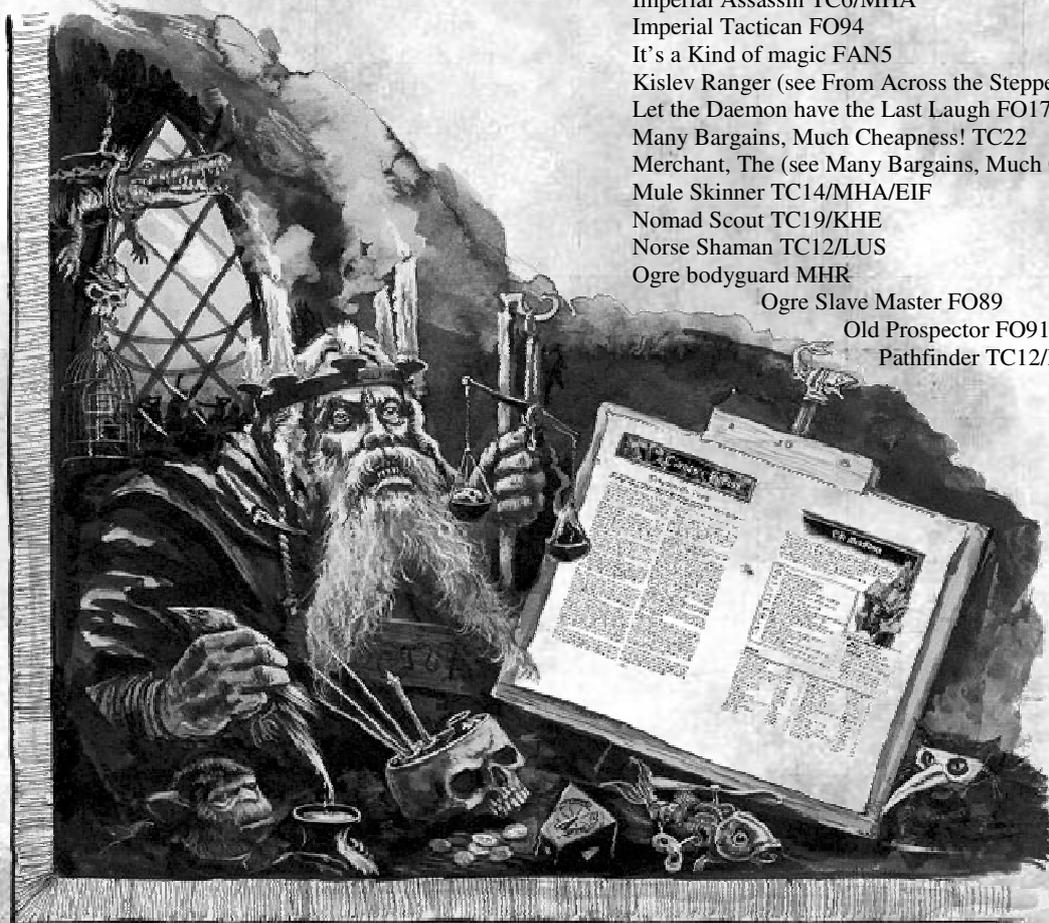
The Watchtower

Pit Fighters (new version) TC21	1b	Clan Skryre rat Ogre TC21b	
Protectorate of Sigmar LOD3	2	Crimashin FO97/REL	3
Reiklanders MHR	1a	Cursed Hillman FO49	2
Remasens TC14/LUS	1b	Dark Elf Assassin TC12/LUS	1b
Shadow Warriors (see Sons of Nagarythe)		Duelist TC13	1b
Shiver me Timbers! TC9/FO65	1b	Dwarf Pathfinder FO91/NC	1b
Sisters of Sigmar, The MHR	1a	Dark Jester (see Let the Daemon have the Last Laugh)	
Skaven MHR	1a	Dark Mage LOD6	2
Sons of Nagarythe, The TC10/MHA	1b	Dwarf Slayer Pirate FO45	3
Sorcerous Society Warband LOD4	2	Dwarf Treasure Hunter FAN8	1a
Tilean Warband (see Miragleans, Remasens, Trantios)		Dwarf troll slayer MHR	1a
Tomb Guardians TC18/KHE	1b	Elf Mage (see It's a Kind of magic)	
Trantios TC14/LUS	1b	Elf ranger MHR	1a
Turjuk FO97/REL	3	Emissary of Chaos FO94	3
Undead, The MHR	1a	Estalian Diestro LOD2	2
Vampire Hunters of Sylvania LOD5	2	Fallen Sister FO25	2
Witch Hunters MHR	1a	Fortune Hunters (see Duelist, Bard, Bounty Hunter, Witch)	

Hired Swords

Arabian Merchant (see Many Bargains, Much Cheapness!)	
Bard TC13	1b
Beast Hunter EIF/28	1a
Beggar FO94	3
Big Game Hunter TC13/LUS	1b
Black Orc Overseer FO91/NC	1b
Bounty Hunter TC13	1b
Chameleon Skink TC12/LUS	1b

Freelancer MHR	1a
From Across the Steppes... FAN6	1a
Goblin Lantern Bearer FO89	3
Gravesman LOD5	2
Halfling Knight FO94	3
Halfling scout MHR	1a
Halfling thief FAN7	1a
Highwayman TC26/EIF	1a
Holy Man FO97/REL	3
Human Scout FO91/NC	1b
Imperial Assassin TC6/MHA	1a
Imperial Tactican FO94	3
It's a Kind of magic FAN5	1a
Kislev Ranger (see From Across the Steppes...)	
Let the Daemon have the Last Laugh FO17	3
Many Bargains, Much Cheapness! TC22	1a
Merchant, The (see Many Bargains, Much Cheapness!)	
Mule Skinner TC14/MHA/EIF	1b
Nomad Scout TC19/KHE	1b
Norse Shaman TC12/LUS	1b
Ogre bodyguard MHR	1a
Ogre Slave Master FO89	3
Old Prospector FO91/NC	1b
Pathfinder TC12/LUS	1b



The Watchtower

Pit fighter MHR	1a	New equipment FO96/REL	3
Priest of Morr TC12	1b	New skills & spells FO96/REL	3
Roadwarden TC26/EIF	1a	Opulent Goods TC2/MHA	1a
Runesmith Journeyman FO91/NC	1b	Out of the Mists TC15/ALB	1b
Shadow Warrior TC13/LUS	1b	Pit Fights TC14	1b
Show me the Money		Power in the Stones TC15	1b
(see Imperial Assassin, Tilean Marksman)		Priest of Morr TC12	1b
Slavers FO97/REL	3	Raining Fishe FO16	3
Snake Charmer TC19/KHE	1b	Random Happenings TC3/MHA	1a
Swashbuckler FO94	3	Relics of Battle FO96/REL	3
Thief TC19/KHE	1b	Sawbones TC8	1b
Tilean Marksman TC6/MHA	1a	Settlements TC15/KHE	1b
Tomb Robber TC19/KHE	1b	Subplots TC13/MHA	1a
Warlock MHR	1a	Town Cryer TC22	1b
Warrior Priest of Sigmar TC28	1b	Vehicles of the Empire TC24/MHA	1a
Witch TC13	1b	Water Terrain Effects TC15/LUS	1b
Witch Hunter FO91/NC	1	Weather TC15/ALB	1b
Wolf Priest TC8	1b	Weather Conditions TC16/KHE	1b
Wood Elf Hunter LOD2	2	Wilderness Rules TC24/EIF	1a
		Wyrdstone Inventor FO22	3
		Ye Olde Curiosity Shoppe TC7/MHA	1a

Dramatis Personae

Abdul Alhazred, the Mad Sorcerer TC21/KHE	1b
Aenur, the sword of twilight MHR	1a
Armen Abbas, master scholar... FO97/REL	3
Bertha Bestraufung MHR	1a
"Busty" Gwen FO89	3
Countess Marianna Chevaux TC22	1a
Crow Master, The TC25	1b
Dijin Katal, The Renegade Assassin TC15/LUS	1b
Drenok Johansen TC15/LUS	1b
Heinrich 'Aldorf' Schmidt TC21/KHE	1b
Johann the knife MHR	1a
Khar-mel the Djinn TC21/KHE	1b
Maurice Schleige FO89	3
Nicodemus, the cursed pilgrim MHA	1a
Penthesilea, Mark of the Serpent TC15/LUS	1b
Revenge is Eternal... (see Marianna Chevaux)	
Twisted Tale of the Foole, Maurice Schleige, The (see Maurice Schleige)	
Ulli & Marquand TC13/MHA	1a
Marianna Chevaux TC22	1a
Maximilian the Mad FO91/NC	1b
Veskit, high executioner MHR	1a
William Schäkestange LOD4	2

Miscellaneous

At the Mouth of Madness TC8	1b
Blazing Saddles TC14/MHA/EIF	1a
Boats TC24/EIF	1a
Chaos on the Streets TC5/MHA	1a
Cutthroat's Den (Encampments pt. 2) TC29	1b
Dark Rituals of the Chaos Gods TC14	1b
Encampments pt. 1. TC28	1b
Equipment TC17/KHE	1b
Expanded Campaign Rules FO87	3
If you go down to the woods today FO91/NC	1b
Lords of the Night TC12	1b
Lustrian Artifacts TC14/LUS	1b
Mounted Warriors (see Blazing Saddles) EIF	1a
New Equipment EIF	1a

Watch out for an updated version of the Watchtower in the next issue of the Letters of the Damned!



The Hunt for Victor Danzig



This is a small battle report of the scenario from LOD 5 Hunt for Victor Danzig (slightly altered for a bigger table and four players) that we played during a four player campaign. We used Wolfgang's gorgeous Mordheim Table, the nicest and most detailed terrain I have ever seen or played upon - but look for yourself, as I am undoubtedly biased: http://gidian-gelaende.de/Material_HP/Wolfgang/Mortheim/album/index.html

In the scenario four warbands (Dark Elves, Necrarch, Carnival of Chaos and Sisters of Sigmar) search the city of the damned for the notorious mutant, scientist and insane maniac Victor Danzig.

Sybilla, a Matriarch of the sisters of sigmar, was practicing with her two warhammers in the courtyard of Sigmar's Rock when a young novice approached her with a written message. "What is it?" she demanded, more than a little annoyed at having her practise interrupted. "An order from the High Matriarch Bertha, madam, she orders your warband into the city for a most urgent task." Sybilla mood improved instantly as she hastily read the message. "Gather the other sisters of my warband, child, we have a mutant to hunt in Sigmars holy name!"

Two hours later Sybilla's ladies of the faith were in the city quarter where the notorious chaos-scum Victor Danzig, the target of her mission, was rumoured to be hiding. As was her custom before every great undertaking Sybilla turned to her blind but blessed augur for advice and insight: "Johanna, what do your blessed visions tell you?" The augur paused for a moment before she answered. "The visions are not completely clear, Matriarch. I can't sense the mutant we are searching for, but I can sense three other groups some blocks to the east. All are abominations in Sigmar's eyes; he has shown me Undead led by foul magic-wielding necrarch vampires, Dark Elves and a horde of foul, corrupted and pestilent chaos worshippers." Sybilla frowned. "It looks like we don't have much time. The High Matriarch warned me about other powers looking for the mutant, but I wonder why Dark Elves have strayed this far from the sea? Bah, it does not matter. They are all foes of Sigmar's Empire and we shall surely smite them!" Her war band cheered her with a loud yell of "Praise Sigmar!" before she ordered it forward. The

Hunt for Victor Danzig had begun.

The Warbands involved:



Hyena's Dark Elves in Mordheim



Wolfgang's Necrarch Vampire and a Thrall



Horatius' Sisters of Sigmar



Meanwhile the Necrarch used underground tunnels to reach a cluster of four houses in the middle of the table without getting shot to pieces.



Carnival of Chaos shambles forward

The Game

In the first turns the Sisters unsuccessfully searched four houses in the west, leaving only a big crane in that area unsearched.

The crane was behind the river and not easily accessible, so the sisters decided to head east towards the other three warbands.





The house where they burst out of the cellar proved to be empty. The Carnival of Chaos also ran towards that cluster of buildings, unsuccessfully searching a small castle along the way.

To make the huge traffic jam / brawl in the middle of the board complete the Dark Elves decided to join the fun. Three warbands converged on the buildings, all were reluctant to get into close combat as it was likely that the first to do so would probably get pounced by the two others.



The Dark Elves were the first two suffer. A bowshot by an acolyte of the necrarch shot from the relative safety of a building drew first blood. One of the beasthounds was killed. Then fate took a hand: A random event made a daemon appear, obviously attracted by the blood just shed it attacked the Dark Elves.



Before the Elves could send the daemon back into the warp the Carnival attacked them too. The Carnival used only two Nurglings supported by a Tainted One in this attack, but the Dark Elves lost a Fellblade to them and another beasthound to the Daemon. In return they managed to dispatch one Nurgling, one Zombie and finally the Daemon. Not bad for a cornered warband.

While the three warbands were killing each other in the middle the Sisters had approached the cluster of buildings from the west. This was enough to stop the melee, all other warbands decided to redeploy to face this new threat. Unfortunately the Dark Elves had managed to lose enough models to force a rout test, which they promptly failed despite their excellent leadership of 10.

The Necrarch decided that caution was the better point of valour and withdrew into the tunnels again in order to reach the big crane on the other side of the river, which at that point was one of only two buildings left unsearched.

The Sisters of Sigmar and the Carnival of Chaos were of a more bloodthirsty mindset, despite an earthquake shaking the city for 3 turns (another random event) they exchanged missile fire (with the sisters killing another Nurgling with their slings!) and both tried to get into an ideal position to charge the enemy.





The Carnival charged at last but their attack failed (killing only one Sister) and the sisters' backlash killed two Tainted ones and one Nurgling. This forced the Carnival to make a rout test which they promptly failed (on a 10), leaving only the sisters and the necrarch on the battlefield.

After a skirmish with a lone Zombie the Sisters searched the next-to-last building, only to find it disappointingly empty. The Necrarch had enough of a headstart to reach the crane, and Victor Danzig was indeed hiding in it.



In the ensuing climactic combat Victor Danzig failed his stupidity roll two times in a row, stunned two Acolytes but never managed to take anyone out. The Necrarch were victorious, their leader heroically slaying the Mutant and claiming the large reward.

Sometime later in Sigmar's Rock: Sybilla knelt before the High Matriarch Bertha Bestrafung. "High Matriarch, I have failed you and most holy Sigmar both. While we were victorious in our combat against the foul followers of the dark god Nurgle we were not fast enough to reach the mutant's hiding

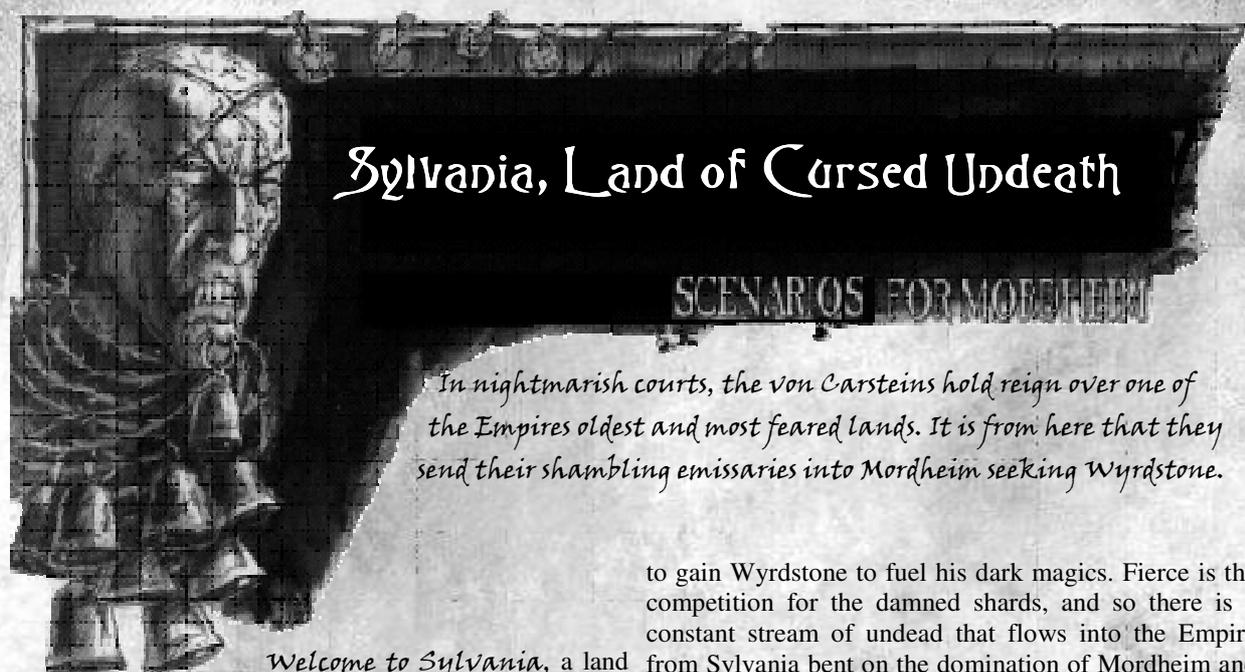
place in time to kill him. The Necrarch did that and disappeared with the Body."

Bertha frowned and appeared to be lost in thought for a long time before she addressed the kneeling Matriarch: "Yes, you have failed. But do not despair, this is not the end. I will send you out again soon in order to purge Sigmar's city from the filth that occupies it."

The Battlefield:



Brahm's Comments: Wow... I would give my firstborn for a table like that! Amazing. Simply amazing. You can see colour versions of these pics in the Rogues Gallery. Thanks a lot for this incredible battle report, Horatius!



Sylvania, Land of Cursed Undeath

SCENARIOS FOR MORDHEIM

In nightmarish courts, the von Carsteins hold reign over one of the Empire's oldest and most feared lands. It is from here that they send their shambling emissaries into Mordheim seeking Wyrdstone.

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

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

From deep within the bowels of Drakenhof Castle, Vlad von Carstein sends forth his undead hordes into the Empire. They are directed at Mordheim in the attempt

to gain Wyrdstone to fuel his dark magics. Fierce is the competition for the damned shards, and so there is a constant stream of undead that flows into the Empire from Sylvania bent on the domination of Mordheim and her bounty. A few brave or foolish men gather now to enter Sylvania to stop the tide of darkness.

New Rules

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

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

Poor: The markets and villages that pepper this cursed land leave much to be desired. As such, when selling treasures, all warbands are considered to be one size larger than they are (therefore a warband with 5 members would sell treasure as a warband with 7-9 members, a warband with 8 members would sell as a warband with 10-12 models, etc)

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

Land of Little: Sylvania is not known for its hospitality, nor its welcoming inns or bustling towns. Not many venture to Sylvania (as fewer still ever return!) but those that do are hardened veterans of

many battles or criminals seeking ambiguity. Should a warband wish to recruit a hired sword, a D6 roll is required. On a 4+, the Hired Sword they seek is available and willing to be recruited. Anything less, and either there is no one matching what they seek, or the persons in question do not wish to be found. A warband may only attempt to seek two Hired Swords per post-battle sequence, and may not attempt to find the same Hired Sword twice in one turn.

Darkness Rules

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

D6 Result:

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

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

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

6 - Full Moon: Normal Rules apply.

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

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

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

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

Death

The dead do not rest easily within Sylvanian soil. As such, it is well worth the cost of a proper and sanctified burial should one of the warband succumb to his wounds. For every member that dies, the warband is required to pay D6 gold crowns to ensure them a proper burial. Should the warband be short on funds, they must sell off equipment, treasures, or fire hired swords in order to recoup enough gold to pay the tithe to the Church. No one wishes to see a former brother in arms come back to haunt them from the grave. A warband that possesses a Priest may forgo this cost, as the pious are more than willing to sanctify the graves of their fallen. Undead warbands are also able to ignore this

rule, as they simply do not care what happens to the corpse, and will often leave it lying out after it has been pilfered of its valuables. Evil warbands must still pay this cost, as it represents their attempts at ensuring that their fallen will not rise again in the typical Sylvanian manner. To accomplish this, they will hire dregs to dig deep holes, and bury their fallen face-down. This time-tested method has kept many a corpse properly interred.

Encounters

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

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

Exploration

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

Doubles:

(1 1)

Well.

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

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

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

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

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

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

(2 2)

Unfriendly Inn

The moment you walk into this old and musty roadside inn you feel something is not right. The men playing cards seem to watch your every move, and the barkeep is nervous about your presence. You question the men upon a successful roll of your Ld. This confers the same advantage as tunnels for the next battle.

(3 3)

Dry corpse

You find a human body devoid of blood. Roll a D6 to see what you find:

1-2 D6gc

3 Dagger

4 Axe

5 Sword

6 Light armour

(4 4)

Terrified man

Walking the road at night, you are startled by someone screaming for help. You find a madman muttering something about a castle he fled and what he saw there. If you are an Undead warband, you bleed him dry and make a new zombie.

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

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

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

(5 5)

Abandoned house

You come across a wooden shack that shows no signs of inhabitation. Whoever lived here, he left his belongings in haste. Roll a D6.

1 lucky charm

2 dagger

3 crossbow

4 Flail

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

6 2D6 gc

(6 6)

Gallows

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

- Create a zombie (Undead warbands)

- Bury the corpse and consecrate the grave (Warbands w/Priests) and gain 1xp for the Leader.

- Cut him down and sell his parts for 2D6 gold crowns (Evil-aligned warbands)

Triples:

(1 1 1)

Pickpocket

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

Roll a D6:

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

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

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

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

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

M WS BS S T W I A Ld

4 2 3 3 3 1 4 1 7

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

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

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

6 Catching the boy, you hear a husky male voice from the shadows:

"Tsk tsk, my young apprentice still needs some practice. Release him, and I'll pay for his life."

He gives you 4d6 gold, unless you want to make him a zombie/hero/sacrifice/slave.

(2 2 2)

Smithy

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

1 Sword

2 2H sword

3 Flail

4 D3 Halberds

5 Lance

6 2D6 worth of metal

(3 3 3)

Prisoners

In an old barn, you find scared young women tied to poles. They tell of being abducted and left here for an unknown purpose...

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

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

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

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

(4 4 4)

Fletcher

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

1-2 D3 short bows

3 D3 bows

4 D3 long bows

5 quiver of hunting arrows

6 D3 crossbows

(5 5 5)

Herbalist

An old, toothless woman lives in this vine-covered shack. She grows many herbs that she is willing to share with you.

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

4 a dose crimson shade

5 a dose of mandrake root

6 a dose of healing herbs

(6 6 6)

Returning a favor

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

Four of a kind:

(1 1 1 1)

Gunsmith

A renowned gunsmith tried to set up shop in this town, however he is now missing and rumor is he was bitten by the wrong type of wolf whilst hunting. The shop's lock is rusted and does not keep you out for long. Roll a D6:

1 blunderbuss

2 brace of pistols

3 brace of dueling pistols

4 D3 handguns

5 D3 doses of superior blackpowder

6 hochland long rifle

(2 2 2 2)

Shrine

On the crossroads, a simple shrine to Sigmar stands. Amazingly, no one has dared to desecrate it.

If you are Undead, you can try to destroy it with a successful Ld test. If he passes, gain 3D6 gc, if not, -1 wound for the next battle as you suffer the fiery wrath of Sigmar.

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

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

(3 3 3 3)

Broken down coach.

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

(4 4 4 4)

Armory.

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

1 D3 shields or bucklers (choose)

2 D3 helmets

3 D3 suits of light armour

4 D3 suits of heavy armour

5 suit of ithilmar armour

6 a black suit of chainmail. It counts as heavy armor, but without the -1M suffered with a shield. It also grants the wearer a 6+ save against any magical spell.

(5 5 5 5)

Graveyard.

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

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

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

(6 6 6 6)

Catacombs.

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

Five of a kind:

(1 1 1 1 1)

Gypsy camp.

Colorful wagons of the gypsies stand near the road, from among them you can hear music and singing. A dark-haired woman motions you to come inside her wagon, offering prophecies and magical baubles.

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

Each roll costs 5gc.

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

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

3 The woman's prophecy is meaningless and puzzling, you gain no benefit from it.

4 The woman foretells the character will become a great hero. He gains +1 to his Leadership. If leadership is at

it's maximum he gains +1 experience.

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

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

D3+1 experience.

(2 2 2 2 2)

Alchemists workshop.

This stone tower was a home to a master alchemist, but he passed away after contracting a magical sickness. Studying his books you find a Surgeon's Journal and 3D6 gc.

(3 3 3 3 3)

Jewelsmith.

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

1-2 Ambers worth d6x5Gc

3-4 Emerald worth 20Gc

5 Necklace worth 50Gc

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

(4 4 4 4 4)

Merchants house.

A merchant hastily abandoned his residence, leaving the wares that were too heavy to carry behind. You gain D3 pieces of treasure to sell and on a roll of 5+ you find a ledger that will give your hero the haggle skill.

(5 5 5 5 5)

Monastery.

These stone halls were once home to monks, now they are said to be haunted. Searching through them, you find:

1-2 D6 vials of holy water

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

4 a holy relic

5 D6 vials of tears of Shallya

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

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

(6 6 6 6 6)

Ancient Catacombs.

Searching through a village you discover that in the town square there is an entrance to a network of tunnels. They seem to lead in every direction. You get to re-roll one exploration dice each post-game sequence from now on.

Six of a kind:

(1 1 1 1 1 1)

A vampire's resting place.

You glimpse a pale figure sneaking inside a crypt as the sun is rising. You have found the coffin where a lone vampire sleeps. Already deeply wounded, the Vampire proves to be no match for the group, and you plunder his tomb as he turns to ashes around the stake in his chest. The reward for killing the vampire is the following:

1exp for warband leader.

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

D6 x 10gc

4+a jeweled sword

4+a jeweled dagger

5+a piece of treasure

5+a lucky charm

6+a tome of magic

(2 2 2 2 2 2)

Treasure chest

A recent flood unearthed a moldy chest that was buried deep into the earth. What mystery lies behind all the treasures inside?

5D6 x 5gc

4+ D3 pieces of treasure

5+ a holy relic

5+ a suit of heavy armour

5+ D3 gems worth 10gc each

5+ an elven cloak

5+ a holy tome

5+ a magical artifact

3+ a trap that will strike a random model with a S5 hit

(3 3 3 3 3 3)

Dwarven smithy

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

1 D3 double handed axes

2 D3 suits of heavy armour

3 Gromril axe

4 Gromril hammer

5 Gromril double handed axe

6 A suit of Gromril armour

(4 4 4 4 4 4)

Old battlefield

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

3D6 x 5gc

D6 daggers

4+ D3 suits of light armour

4+ A suit of heavy armour

- 5+ Horse barding
- 4+ D3 halberds
- 4+ D3 swords
- 4+ D3 spears
- 3+ D3 shields
- 4+ D3 bows
- 3+ D3 helmets
- (5 5 5 5 5)

The Black lake.

Stopping near the edge of a placid lake, you decide to make camp for the evening. As the howls increase as the night wears on, one of the party notices something glimmering from within the murky depths of the water. Should a Hero decide to wade into the lake, roll a D6 and consult the following table.

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

2- Grasping the object with searching fingers while trying to keep his head above the water, the Hero pulls forth a golden chalice from the sandy lake-bed. It is worth 10D6 gc.

3- Discarding all weapons and armor, the Hero dives into the water, determined to find the object that had so entranced him. After a few tense moments, his head breaks the calm surface of the lake, a smile spread across his face. He has recovered D3 pieces of treasure.

4- Swimming far out into the lake, those on the shore can hear the deep intake of breath as the warrior dives under it's mirror-like surface. He comes back to the beach several times, dragging many treasures from their murky resting place. The last of these is a small chest. You receive D3+1 pieces of treasure, 2D6 x 5 gc, and a Star Sapphire worth D6 x 15 gc. If you do not sell the jewel, you can display it as a sign of wealth, adding +1 to all rare trade rolls.

5- A beast that resides within the lake attacks the hero, but proves to be no match for his skill at arms. The Hero gains 2 experience, and manages to shake off the horrifying effects of the attack. You may re-roll on this table for this hero, treating another result of 5 as the hero finding nothing of interest.

6- Astonished, the hero walks from the water after a short while, bearing his findings within the folds of his soaking cloak. Roll on the Magical aertifacts table.

- (6 6 6 6 6)

The old Knight.

While walking through the countryside on a spooky moonless night, you suddenly see a dark figure upon a horse. It is slumped over in the saddle, riding slowly towards you. Collapsing from his horse, the Knight coughs, crimson bubbling from his lips. Struggling, he speaks his final words;

"I have laid down my life to destroy Argon Von

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

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

Should you not have a Priest in your warband, you are free to loot/liberate him of his equipment before burying him/leaving him on the road. Roll on the following table.

The Pendant causes *Fear* in all undead, and the wearer is as such immune to *Fear* caused by the Undead.

Auto Pendant

2+ D3 daggers

3+ Sword

5+ Bow

4+ Light armor

5+ Heavy armor

3+ Helmet

3+ Shield

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

6+ Magical Sword (+2 to Injury Roll)



In the next issue:

We'll introduce several new scenarios, illuminate you to the cursed aertifacts that pepper this vile land, as well as bring a new warband to bear, the Grave Robbers

Rogues Gallery



Thanks again to **Horatius** for providing these breath-taking pics of their epic battle with the crazed Victor Danzig!



Rogues Gallery



Rogues Gallery



The Discovery of Cathay

tilea

South of the Empire and Bretonia lies the land of Tilea. Cut-throats and sell-swords to a man, Tileans often offer their services as mercenaries when no wars are waged in their own country. For in this land each city is a separate principality in unfettered rivalry with its neighbours. Every merchant prince looks to himself and his own wealth and seeks only to stab and poison his neighbours, while extending the hand of friendship. Despite this, the Tileans are cultured people, expert in all arts and master seafarers. Their explorers have discovered many lands.

Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply off to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is the heroes' starting point in countless tales of daring exploits, brave rescues, and impossible deeds – and some stories are true!



the silk road

The ancient Dwarf road leading from Tilea into the Worlds Edge Mountains and the old Dwarf strongholds had long been known to Tilean merchants. Usually it was Dwarf traders who used this road to reach the cities of Tilea and the coast, where they could exchange metals and gems for Elf gold, pearls, exotic timber and other luxuries brought in on ships from Ulthuan. Of course some enterprising Tilean merchants followed the road back to the Dwarf Kingdom where they tried to introduce the Dwarfs to such luxuries as wine, perfume and soap, but without much success!

As to what lay beyond the Dwarf Kingdoms to the east little was known. The Dwarfs just tugged their beards, shook their heads and advised the Tileans not to go there. Beyond the mountains, they said, there was just a barren wilderness inhabited by Goblins and bad Dwarfs. Those who went barely two day's journey into the east found this to be true.

Then one day, the brothers, Ricco and Robbio, Tilean merchants in Karaz-a-Karak, bought a tattered but exceptionally fine silk banner from some Dwarf adventurers who had been far to the east. They claimed to have captured it from a band of Hobgoblins. The banner bore the symbol of a Dragon, and the Dwarfs, not bothered about keeping what they believed to be an Elf banner, were eager to sell it for gold.

The significance of the banner was not lost on Ricco and Robbio. If it was an Elf banner captured by the Hobgoblins, it could be the answer to a question which had been vexing the minds of many Tilean merchants: was it possible to get to Ulthuan by going eastwards as an overland route instead of sailing westwards over the sea? If such a thing was possible, it could mean that Ulthuan was at the eastern end of the great Old World continent! It would also mean that the world was round and not flat as most people believed.



Elf seafarers had never revealed much about Ulthuan. The Norse seemed to think it was an island. Marco Colombo in his writings speculated as to whether it was an island or a peninsula of a great northern continent attached to Lustria. He believed, as did many others, that only this could explain where the Dwarf Elves came from and why they fought against the High Elves.

Ricco and Robbio suspected that if they journeyed far enough to the east they would either arrive in Ulthuan, or maybe even Lustria, or on the far coast of the Old World continent opposite Ulthuan. Unfortunately this coast might be held by Dark Elves whom it was generally agreed were undesirable trading partners. The fine workmanship of the silk banner and its Dragon motif suggested a High Elf origin. Perhaps it had been lost in battle with the Dark Elves and captured by Hobgoblin lackeys in their employ?





Ricco and Robbio scoured the Dwarf strongholds of the Worlds Edge Mountains seeking more artefacts of Elven workmanship which had come out of the east. They aquired a small hoard of objects including scrolls bearing what appeared to be Elven writing, weapons, and silks which Dwarf traders were pleased to sell for gold.

The two brothers returned to their home city of Verezzo and tried to raise funds for an expedition into the east. Their intention was to find an overland route to Ulthuan and possibly even Lustria. This would avoid the hazards of along sea voyage and show the High Elves that they might rule the seas but not the land. Also it would enable Verezzo to get one up on her trading rivals in Remas, which was enjoying a monopoly on the western sea trade at this time.

The Prince of Verezzo was very enthusiastic and all the Merchant Princes of the city followed his example. Merchants from Luccini, Miragliano, and Pavona also contributed to the enterprise. It was decided that the expedition was so dangerous that only a powerful armed force could be expected to fight its way across the continent. Therefore a great mercenary army was gathered, led by the best mercenary commanders of the day. Furthermore, there was a large civilian contingent of merchants, artisans, craftsmen and others, together with their wives and camp followers. The baggage train stretched for over a mile.

The intention was to set up a trading post as far east as possible. As the expedition passed through the lands of the Border Princes it gathered further contingents motivated by a sense of adventure. When it reached the Dwarf Kingdom, several Dwarf contingents joined the column, notably Troll Slayers, attracted by the generally held belief that the expedition was doomed! In 1699 the expedition, now numbering over a thousand Tileans and various other mercenaries, left Karaz-a-Karak for the east, travelling up the Worlds Edge Mountains to the Road of Skulls and beyond!

It was many years before anyone in Tilea heard of the fate of the expedition or what they discovered. Then in 1714 a merchant caravan of pack yaks arrived at Verezzo, laden down with bundles of silk. With the bales of silk came a message from Ricco and Robbio explaining that they were now residing in the westernmost outpost of the Empire of Cathay! Of course, up to then no one in Tilea, or for that matter the Old World, had known that Cathay existed at all.

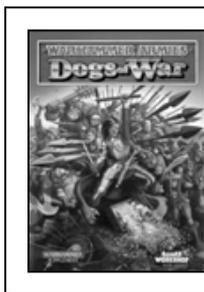
It was now clear that there was no eastern route to Ulthuan or Lustria. The world was indeed flat and much much larger than anyone could have imagined. Instead of Elves, the Tileans had encounters an entirely unknown realm. Indeed it was a populous empire of vast extend and unimaginable wealth.

Apparently Ricco and Robbio had not been permitted to enter the Empire of Cathay because, as the Cathayans has politely explained, they were hairy and uncouth barbarians! However, the Emperor Wu, greatest of all the Cathayan Emperors, had been intrigued by these strangers. He had been delighted with the return of the banner of his Palace Guard and was gratified to receive the submission and tribute of the entire land of Tilea!

This caused great mirth in Verezzo where they guessed that the cunning Ricco and Robbio had appealed to the vanity of this oriental potentate in order to avoid being summarily beheaded! The message went on to say that the Emperor had agreed to hire the entire expedition having been impressed by a mock battle in which the mercenaries had held off a small part of the Cathayan army. The Tileans accompanying the pack yaks explained that it had not been a 'mock' battle and the army, although small by Cathayan standards had in fact outnumbered the Tilean by about three to one!

Since that time a mercantile quarter has flourished in Shang-Yang which is the westernmost of the Cathayan fortress towns on the 'Silk Road'. This is the name by which the trade route to Cathay, opened up by Ricco and Robbio has become known. Trading caravans go along this route very rarely and only a few reach their destination due to the terrible hazards of the journey and the scourge of the Hobgobla Khan and his great horde which, when all his loyal tribes are drawn up for battle, is said to extend from horizon to horizon!

The mercenaries in Shang-Yang have become 'guests' of the Emperor of Cathay and valued warriors in his service. The Emperor uses these troops to help defend his western frontier against the wrath of Hobgobla Khan. Of course by



“The Silk Road” was first published in the Warhammer army book “Dogs of War” (1998) on pages 94-95.



Miniatures of the far East

Welcome to the first month of *Border Town Burning* previews! The supplement is scheduled for a summer release and until then starting this month Christian Templin will take the chance to elaborate on this mammoth project in a few issues of the *Letters of the Damned*. This time he describes some of the miniatures and conversions the BTB groups are using for the various warbands, monsters and other inhabitants of the Cathayan borderlands and Northern Wastes.



The key to maximizing your tabletop experience is having awesome miniatures that you feel comfortable with when shoving them across the board. In our hobby there is nothing like the feeling you get from putting the finishing touches on your painted models, then leaning back and looking at them with self-satisfaction.

On the following pages I will present the models we are using for our Border Town Burning games. I hope you enjoy the show and feel inspired to come up with your own conversions. Note that we are using Games Workshop products only i.e. Citadel miniatures. This is a personal choice perhaps making things more difficult. But 'difficult' is janother word for 'challenging'.



Marauders of Chaos

Any warband can be personalized. None so much as the Marauders of Chaos list published in *Letters of the Damned* issue 2. There are many options available, from various Chaos gods to Chaos tribes and different play-styles, by focusing on mass with Warhounds or horses or henchmen. The warband presented on these pages consists of rather average models with a slight Tchar influence (Tchar is Tzeentch in the marauder culture for the unsophisticated peasants amongst thou).

Above: This **Condemned** conversion uses the head of the Warhammer 40k Daemon Prince to give the model an impressive daemonic look. The head is so huge that a swollen throat had to be modelled with Green Stuff.

Below: This **Marauder Chieftain** is made of Archaon's mighty upper body. The head, legs and left arm are purposely common bits from the marauder sprue to tie the model with the other marauders of the warband. After all he is not a worthy Chaos warrior – yet!



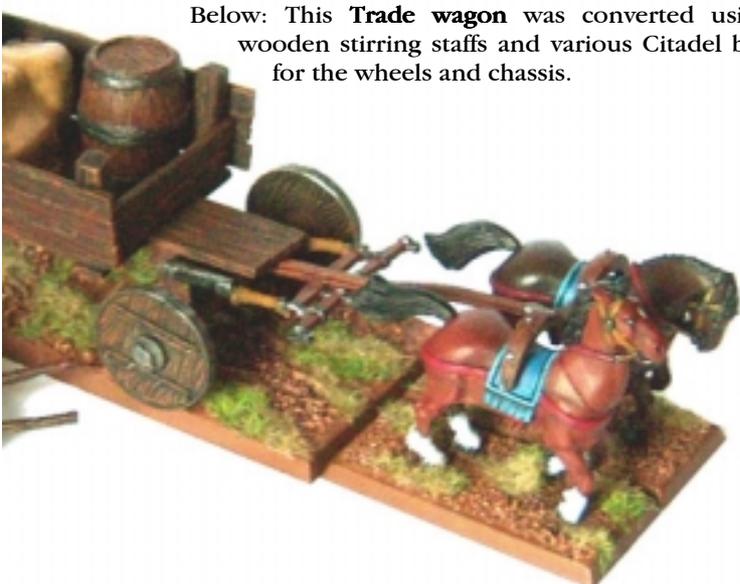


Above: This Tchar **Shaman** is made from a normal marauder who got fur cloth modelled with Green Stuff. The double-headed eagle on his arm is another Warhammer 40k bit and makes for a great familiar.

Merchant Caravans

The merchant and his caravan were the first glimpse of Cathayan culture and Cathayan rules in the supplement. The warband is centred round a merchant travelling the Silk Road to the Cathayan borderlands in hope of making a fortune by trading Cathayan silks and other rare items from the mystic lands of the east. This merchant has the funds to hire the best sell-swords available for gold. Back in the Old World he will hire famed Tilean marksmen and pikeneers. In Cathay he will hire Cathayan soldiers and – if he is lucky enough – even one or two fallen Cathayan knights, though it is not unlikely that Imperial or even Bretonnian knights will join the caravan. His retinue has to protect the merchant and his trade cart, which being filled with all manner of rare goods attracts marauders, beastmen and other bandits who dwell around the borderlands.

Below: This **Trade wagon** was converted using wooden stirring staffs and various Citadel bits for the wheels and chassis.



The traditional units are not difficult to get hold of. I use the Marksmen models from my Reiklander warband (that I have never played since, by the way). The pikeneers are from the Warhammer Dogs of War regiment.

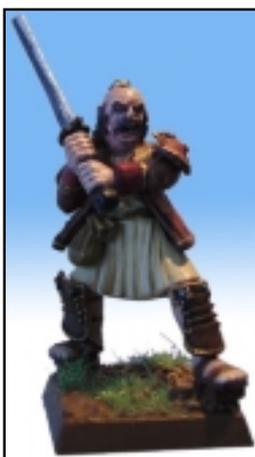


For the Merchant model I use Empire cannon crew members. There are many Empire models available that fit the role perfectly and the eventual decision is based on personal preference solely.



For the Cathayan Blackguards some heads were needed that have a Cathayan flavour and I opted for the Kislev archers and the Mordheim Kislev Bear Tamer.

Far more challenging were the conversions for the Knights Vanguard – an elite Hero type for the caravan. Again I used Kislev Archer heads to provide the appropriate Cathayan appearance. The rest of the body is made from Empire Militia and state troops bits.



Left: A **Knights Vanguard** which is also used as **Officer** in the Battle Monks warband.

Below: Three Cathayan **Blackguards**.



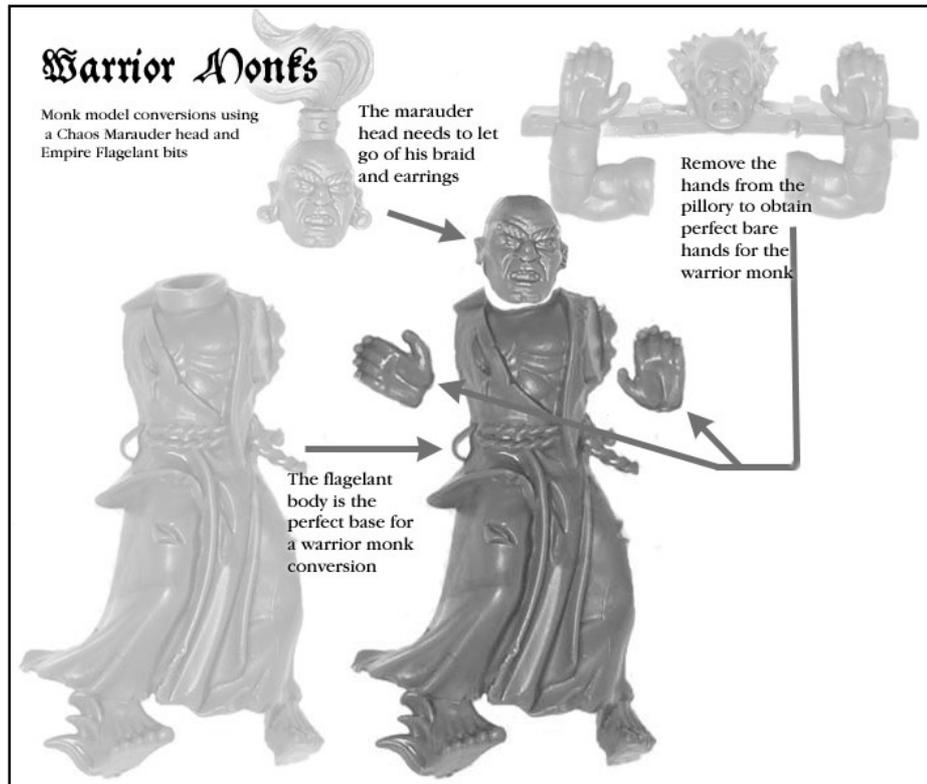
Battle Monks of Cathay

Now things are getting really interesting! This warband requires a lot of Cathayan-looking models. There are Warrior Monks, Cathayan townsfolk and a Cathayan Emissary who leads the warband.

I've been searching the Citadel range for appropriate models to represent my battle monks for quite some time. The only somewhat suitable models I found were some Warhammer 40k priests with robes. They had a monkish look but not that of an Asian warrior. I chose to go with the very cool Ninja Assassins from the 80s. As soon as I had bought enough of them to field an entire regiment into the battle, GW released the new Warhammer Flagellant models for the Empire. I was blown away when I saw them. Someone at the local GW store showed me the sprues and I was immediately convinced that they were the perfect models to make some warrior monk conversions.

I made two different types of battle monks: the first is the common bald-headed warrior monk henchman. I used a specific head from the Chaos marauder sprues I still had lying around, cut off his braid and earrings and – ta'dah! – done! The flagellant box is so great it even includes some open hands (from the pillory bit). This kind of hand is quite difficult to find in Warhammer sprues because everyone is wielding weapons these days. The other type of battle monk is the Dragon Monk hero. These guys are great martial artists and as such not only better trained but also much older. Suitable heads for them are already in the flagellant box. For my second Dragon Monk I chose to steal a conversion idea from Dave Tylor. He used the Mordheim Elf Mage hired sword model for a Cathayan mage in his stunning Grand Army of Cathay (WD 314).

You can see pictures of the battle monks warband overleaf.



Other miniatures

The Border Town Burning setting makes great use of more unusual miniatures than those from the aforementioned warbands. For example the random happenings might cause a group of animated terra cotta soldiers to appear on the table.

There is a crazy hired sword called 'Cathayan Pyromaniac'. This is an insane sage with knowledge of blackpowder and fireworks. Unleashing this dude on the battle field is a danger not only for the opponent. This crazed model is perfectly represented by some very old miniatures of the Nippon rocket crew, which could be found in the Warhammer 3rd edition hardback rulebook published in 1987.

Below: The Nippon Rocket Crew with the suitable **Cathayan Pyromaniac** model inside.





Above: The Battle Monks conversions before painting.



Right: Two **Dragon Monks** and two **Warrior Monk** henchmen ready to fight off the Chaotic threat.

Below: The Heroes of the Battle Monk warband.





Above: A **Cathayan Emissary** leads a mob of **Raging Peasants** into the battle. The Peasants are made from old Citadel models such as the Nippon rocket crew and the Oriental Heroes range.

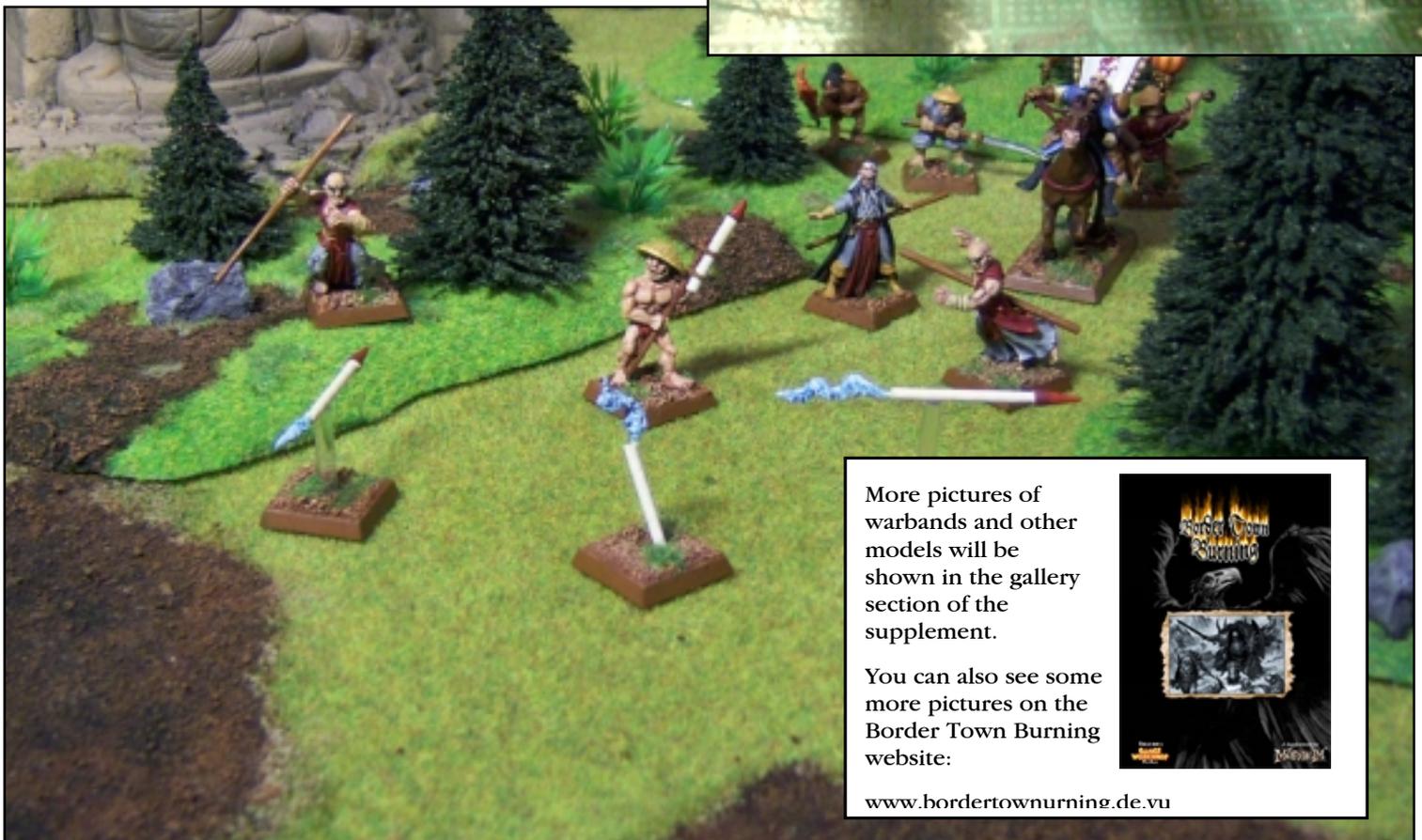


Above right: The dramatis personae **Ippan Shu** prowling in the Cathayan borderlands. Like the Dragon Monk conversion this model is made entirely from the Empire flagellant sprue. His flying pose gives him additional Eastern movie flavour.



Right: These beautifully painted old Citadel Ninja Assassins by Stu Cresswell represent the **Warrior Monks** in his warband.

Below: This **Battle Monks warband** takes a Cathayan Pyromaniac into the battle with them. The crazed firestarter's rockets may prove as a danger for not only the enemy.



More pictures of warbands and other models will be shown in the gallery section of the supplement.

You can also see some more pictures on the Border Town Burning website:

www.bordertownburning.de.vu



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

or mail them to:

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

This Month's Authors:

Dark Mage:

Thanks to Frank Setter for this great and flavorful Hired Sword. The Dark Mage will be sure to bring the fight to the servants of Evil 'round Mordheim and the lands abroad.

The Tower:

Join me in thanking Ciancy for his seemingly endless work for LOD. It is incredibly helpful that he has taken his time to search out all that you may one day seek for Mordheim. I greatly appreciate his help in this endeavor. If you'd like, he LOVES Canadian Whiskey. Just send it to me, I'll taste-test it for him to ensure the quality, and forward it on from there.

The Hunt for Victor Danzig:

Wow. What can I say about these pics, that table, and the incredible battle report other than "Thanks!". Thanks Horatius, to both you and your gaming group for this submission!

Sylvania Setting:

While I originally started working on Sylvania a few years ago (with the help of Jojobobo, Daniel36 & Angelic Gobbo) it has been recently "revived" thanks to the latest Vampire Counts release from GW. The setting itself, and all of the scenarios written for it have been playtested extensively through my Gaming Group which has fluctuated from 9 to 22 members in the past two years. We've had two successful campaigns utilizing the Sylvania setting, both have been several months long. If you're interested, you can see the last campaign run through Sylvania at the following link:

<http://madnergal.com/brahmsworld/Mordheim/League%20Scenarios/Scenario%20Sheet.htm>

Rogues Gallery:

Horatius' gaming groups beautiful table & warbands.

The Crone Forsees:

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

THE CRONE FORESEES...



RHYA'S CAULDRON

You shall exhibit the finest aspects of your personality and thus sow the seeds for your own destruction. Fortunately these seeds won't blossom for another decade.

CACKELFAX THE COCKEREL

Grabbed by strange feelings, you give away everything you own and undertake to travel to a distant land in pilgrimage. These feelings will wear off – eventually! Don't go too far.

THE BONESAW

Strange artefacts will appear throughout the Empire and it's only the efforts of people in this sign who will find out what they reveal. This will make many people upset and lead to lynching and burnings.

THE WITHERING STAR

The Ruinous Powers await your death with eagerness.

WYMUND THE ANCHORITE

A single verbal slip will change the way you live your life forever. Sadly your spouse won't see it that way.

THE BIG CROSS

Nothing could possibly go wrong for anyone with this star sign, provided there is no full Morrslieb until my next prediction.

THE LIMNER'S LINE

A relative with a full body will lead you so far astray, that your life will never be the same again. You will break all natural and man-made laws, but it will feel good.

GNUTHUS THE OX

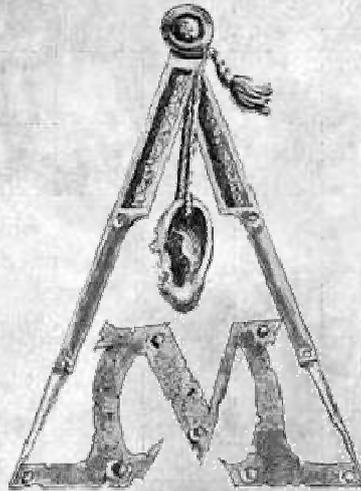
Temptation rears its ugly head, but salvation is also on hand. The only question you have to ask is will it be worth the cost?

DRAGOMAS THE DRAKE

All previous dooms I have predicted for you will be reversed and you shall live a long and happy life. I'm sure something will go wrong for you, but the stars aren't showing anything.

THE GLOAMING

All mercantile ventures will be volatile and stand a high probability of failure, but that's life. You will also find a bunch of dropped Pfennigs in a pile of dung.



GRUNGI'S BALDRIC

A series of accidents will leave you bedridden for some time, but you won't mind, as the accidents will be so comical in nature that you will spend the time laughing.

MAMMIT THE WISE

By running for magisterial office, you leave yourself open to allegations of bribery, corruption and lewd behaviour. It will be fine, as you are the only one in the room at the time.

MUMMIT THE FOOL

By undergoing a ritual in a secret society, you will be bound over as a daemon's servant for all eternity. Unlike your compatriots, you will only be used as a loofah.

THE TWO BULLOCKS

Strange ideas come into your head all the time, seeking to find a way to change the world. The Witch Hunters will find you before you are given a chance.

THE DANCER

A malaise sweeps the nation, leading to outbreaks of passion between long bouts of ennui. It will be tracked back to you.

THE DRUMMER

A malaise sweeps the nation, leading to outbreaks of passion between long bouts of ennui. You won't be getting blamed for it.

THE PIPER

Having set a malaise loose upon the world, you fall victim only to the ennui side of it. Not that you will care.

VOBIST THE FAINT

You used to be indecisive, but now you are not so sure. Others will make the decisions for you, but they will not be the right ones.

THE BROKEN CART

Everyone you know is a fool and indecisive, so starting making all their decisions for them, even if you make a mistake – which you won't do.

THE GREASED GOAT

You don't really care what I say about your future, because your backside won't be leaving the chair you are sat in. Lose weight, you fat moron.

The Crone firmly believes that all these fates and more will come true, but that is just to cover all her bets. She also believes that horses are the emissaries of the Ruinous Powers.