

Servants of Drachenfels

In the distant Grey Mountains, there is a castle like a spider's web, and at its heart lurks an evil older than the Empire itself. He is Constant Drachenfels, feared and dreaded across the Old World and beyond as the Great Enchanter. Drawing the forces of Chaos and destruction to him, he has manipulated and menaced humanity for thousands of years, wreaking havoc in both the Empire and Bretonnia for seemingly no reason other than to sate his own black amusement. But the Great Enchanter's is not a constant crusade; for decades or even centuries his Castle will be dormant, a silent curse looming over the shattered Empire, before stirring to hideous life once more.



When Mordheim burned in the fires of Sigmar's comet, Castle Drachenfels did more than merely stir.

Months after the flames had died out, long after men and once-men had begun to pick through the rubble, rumours began spreading of unholy strangers abroad in the City of the Damned. Led by a single masked figure and his curse-tainted lieutenants, Goblins and Undead worked in unnatural concert to gather as much wyrdstone as they could, aided by Daemons from the Realm of Chaos who sustained themselves on the ruinous energies that permeate the broken city. The wyrdstone they collect is handed over to shadowy networks of criminals and fallen souls, who ultimately funnel it back to Castle Drachenfels to fuel the black plots of the Great Enchanter. Meanwhile, the Masked Man will lead his creatures back into Mordheim, for Drachenfels wills it, and the will of Drachenfels cannot be denied...

Choice of Warriors

A Servants of Drachenfels warband must include at least 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors may never exceed 15.

Masked Man: Your warband must include 1 Masked Man – no more, no less!

Loyal Servitors: Your warband may include up to 3 Loyal Servitors.

Flayed Wizard: Your warband may include up to 1 Flayed Wizard.

Unquiet Dead: Your warband may include any number of Unquiet Dead.

Hill Goblins: Your warband may include any number of Hill Goblins.

Tower Mutants: Your warband may any number of Tower Mutants.

Bloodhounds/Courtesans: Your warband may include up to 3 Bloodhounds or Courtesans, in any combination.

Red Herald: Your warband may include up to 1 Red Herald.

Starting Experience

The Masked Man starts with 20 experience.

Loyal Servitors start with 8 experience.

A Flayed Wizard starts with 12 experience.

All Henchmen start with 0 experience.

Servants of Drachenfels Skill Table

	Combat	Shooting	Academic	Strength	Speed
Masked Man	✓	✓	✓	✓	✓
Loyal Servitor	✓	✓		✓	
Flayed Wizard	✓		✓		✓

Servants of Drachenfels Equipment Lists

The following lists are used by Servants of Drachenfels warbands to pick their equipment.

FAVOURED THRALLS EQUIPMENT LIST

This list is for Masked Men and Loyal Servitors only.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc
Morning star	15 gc
Steel whip	10 gc

Missile Weapons

Crossbow	25 gc
Crossbow pistol	35 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Special Equipment

Unclean Bird.	30 gc
Detached Skaven Heads.	40 gc
Blood Leeches.	35 gc
Cuckoo Clock.	25 gc

LOWLY SLAVES EQUIPMENT LIST

This list is for Unquiet Dead, Hill Goblins and Tower Mutants only.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Bow	10 gc
Short bow	5 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Servants of Drachenfels Special Equipment

Unclean Bird

In the hills around Castle Drachenfels nest a number of raptors, some of which are inevitably tainted by the Great Enchanter's evil. These birds will kill and devour their own offspring before flying to the closest tower, where a servant of Drachenfels will claim and train them. Once per turn, the Unclean Bird can be fired as though it was a bow, in addition to any attack the model already has; treat the attack as having a Ballistic Skill of 4 and a Strength of 3. However, on a 1 to hit, the target sees the Unclean Bird coming and knocks it out of the sky. It may not be used again for the rest of the game.

Detached Skaven Heads

Swooping around their owner like the demented dream of a mad doctor, the Detached Skaven Heads are among the more bizarre inventions of the Great Enchanter. Their sheer disturbing nature makes the model cause *Fear*.

Blood Leeches

Angry worms pour from inside the Servant of Drachenfels's sleeves, assaulting his attacker's hands with painful bites. Any model in base contact with the owner suffers an automatic Strength 1 hit at the beginning of each close combat phase. Blood Leeches will never cause critical hits.

Cuckoo Clock

Seemingly another bizarre eccentricity of the Servants of Drachenfels, the Cuckoo Clock looks like any other timepiece found throughout the Empire, but is actually an insane weapon. It may be used as a steel whip with the model's profile, as the pendulum whips out like a snake and assaults the nearest enemy. In addition, if the pendulum hits, the cuckoo itself will make an extra Strength 2 attack with a Weapon Skill of 3.

Heroes

1 Masked Man

100 gold crowns to hire (tithed to the Great Enchanter)

Uniquely among Mordheim's warbands, Drachenfel's chosen captains do not lead his servants willingly. Captured and enslaved by a sentient magical mask known as an Animus, they were once respected adventurers or daring mercenaries, now reduced to mere puppets dancing on the Great Enchanter's string...

Profile	M	WS	BS	S	T	W	I	A	Ld
Masked Man	6	4	4	4	4	2	5	2	8
Runaway Soul	4	2	2	3	3	1	3	1	6

Weapons/Armour: The Masked Man may be equipped by weapons and armour from the Favoured Thrall equipment list.

SPECIAL RULES

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

Enthralled: The Masked Man is not affected by psychology (such as fear) and never leaves combat.

Unnatural Stamina: The Masked Man treats a 'stunned' result on the Injury chart as 'knocked down'.

The Animus: A Masked Man's will is not truly his own, having been enslaved by the Great Enchanter through the means of an Animus mask that greatly empowers his natural abilities. However, this bond may shatter for a short time...

At the beginning of every turn, roll a D6. On a 1, the Animus's control has begun to fracture. Roll another D6 at the beginning of the next turn. If this is also a 1, the mask fails for that turn.

The Masked Man profile is discarded and replaced by that of the Runaway Soul. If the Masked Man was engaged in combat with an enemy model, the Runaway Soul immediately moves 1" away and leaves combat. He must then take a Leadership test. If failed, the Runaway Soul does nothing that turn, desperately trying to remove the Animus. If the Runaway Soul passes the Leadership test, however, the opposing player controls the model for that turn. The Runaway Soul may move, charge and fight as if he were a model in the enemy warband, potentially sacrificing his life to escape the curse of the Animus. No Slaves of Drachenfels models may use the model's Leadership when the Runaway Soul is active.

At the end of the turn, the Animus automatically reassumes control, and remains so for the rest of the game – no further D6 are rolled. The Runaway Soul profile is discarded and replaced with that of the Masked Man. Furthermore, as the mask doubles down on the will of its prisoner, the Masked Man receives +1 to his Leadership for the rest of the game.

03 Loyal Servitors

35 gold crowns to hire (tithed to the Great Enchanter)

There are some souls who willingly serve the Great Enchanter – or at least believe this to be the case. Some are sworn into his service through dreams; others find their previous allegiances utterly forgotten once they step into the shadow of Castle Drachenfels. Loyal Servitors may outwardly look like the men or women they once were, but they tend to conceal at least some level of mutation.

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

Weapons/Armour: The Masked Man may be equipped by weapons and armour from the Favoured Thrall equipment list.

Mutations: Loyal Servitors may start the game with one mutation each. See the Mutations list in the Cult of the Possessed section in the Mordheim rulebook for rules and costs.

0'1 Flayed Wizard

35 gold crowns to hire (tithed to the Great Enchanter)

Many have sought to slay Constant Drachenfels, but these fools have all met their doom in the labyrinthine halls of the Castle. The Great Enchanter saves some of his greatest tortures for the sorcerers and wizards captured within his domain, removing the layers of both their skins and their minds until they are suitably enslaved. These Flayed Wizards are still coherent enough to cast spells, and are dispatched alongside Masked Men to ensure that the curse of the Animus remain intact and unbroken.

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

Weapons/Armour: The Flayed Wizard is equipped with a staff. They never wear armour (or indeed clothing... or skin). He can be equipped with Detached Skaven Heads or Blood Leeches from the Favoured Thralls list, the latter suckling on his skinless flesh until an enemy approaches.

SPECIAL RULES

Wizard: The Flayed Wizard is a spellcaster and uses Lesser Magic. See the Magic section of the Warhammer rulebook for details.

Tortured and Broken: The Flayed Wizard has been utterly broken by his ordeal, and fears the distant wrath of the Great Enchanter more than even the mightiest foe. He is not affected by psychology (such as fear) and never leaves combat.

Henchmen

Unquiet Dead

20 gold crowns to hire (tithed to the Great Enchanter)

Drachenfels has ever been a master of the Undead. Skeletal soldiers patrol the halls of his Castle, and serve as ruthless, soulless foot soldiers for the Great Enchanter's servants in the field.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	5

Weapons/Armour: Unquiet Dead may be equipped from the Lowly Slaves list.

SPECIAL RULES:

Cause Fear: Unquiet Dead are terrifying Undead creatures and therefore cause *fear*.

May Not Run: Skeletons are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Unquiet Dead are not affected by psychology and never leave combat.

Immune to Poison: Unquiet Dead are not affected by any poison.

No Pain: Unquiet Dead treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Unquiet Dead never gain experience. They do not learn from their mistakes. What did you expect?

Hill Goblins

15 gold crowns to hire (tithed to the Great Enchanter)

Greenskins have served the Great Enchanter since the time of Sigmar Himself, and though the Castle itself is free of their vile spoor, the foothills surrounding it are forever haunted by Goblin tribes sworn to Drachenfels.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armour: Hill Goblins may be equipped from the Lowly Slaves list.

SPECIAL RULES

Animosity: Hill Goblins spend much of their lives squabbling and fighting amongst themselves. Only when closely watched by higher-ranking servants of Drachenfels can they be trusted to behave. Goblins follow animosity rules as seen in the Orc & Goblin (Da Mob Rules) warband. Treat all instances of *Orc as Goblin*, and *Orc Hero* as *Slaves to Drachenfels hero*.

Fear Elves: Hill Goblins are terrified of the Elven race.

Tower Mutants

35 gold crowns to hire (tithed to the Great Enchanter)

Once unaltered, but unfortunate men and women, Tower Mutants change with each passing moment, still retaining some semblance of their human form, but their corruption clear for all to see.

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

Weapons/Armour: Tower Mutants may be equipped with weapons and armour chosen from the Lowly Slaves list.

Bloodhounds

40 gold crowns to hire (tithed to the Great Enchanter)

The dogs of Castle Drachenfels are the most horrible imaginable. Born from the wrath of the abomination called Khorne, these Flesh Hounds are loaned to the Great Enchanter by dark and terrible pacts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	7

Weapons/Armour: None.

SPECIAL RULES

Daemonic Armour: A Bloodhound has a natural save of 6+.

Mindless Bloodthirst: Bloodhounds are not affected by psychology and never leave combat.

Animals: Bloodhounds are animals, albeit daemonic ones, and thus do not gain experience.

Courtesans

35 gold crowns to hire (tithed to the Great Enchanter)

Smelling of exotic perfumes and sweet damnation, the Courtesans of Castle Drachenfells hail from the dark paradises of Slaanesh. These Daemonettes seduce and slay the Great Enchanter's enemies, most recently those who would deny him his precious wyrdstone...

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	3	1	3	2	7

Weapons/Armour: A Courtesan does not sully themselves with weapons or armour other than their beautiful pincers and their lithe skin.

SPECIAL RULES

Daemonic Armour: A Courtesan has a natural save of 6+.

Pleasure and Pain: Courtesans are not affected by psychology and never leave combat.

0'1 Red Herald

220 gold crowns to hire (tithed to the Great Enchanter)

A terror of crimson skin and bloody rage, the Red Herald is amongst the deadliest creatures that Drachenfels can draw upon. Only the worthiest of Masked Men will be tithed with the services of such a brute.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	0	5	4	2	4	3	8

Weapons/Armour: A Red Herald is armed with a mighty Hellblade, the effects of which has been incorporated into its profile.

SPECIAL RULES

Daemonic Armour: A Red Herald has a natural save of 4+.

Cause Fear: Red Heralds are large and frightening monsters that cause *Fear*.

Large: A Red Herald stands out amongst the rest of the Warband and may be picked out by an archer even if it is not the closest model.

Blood for the Blood God: Red Heralds are far too bloodthirsty to consider things like mistakes or learning. The Red Herald doesn't gain experience.

Skulls for the Skull Throne: Red Heralds are not affected by psychology and never leave combat.

Designer's Notes

Constant Drachenfels, the Great Enchanter, was non-canon for a very long time.

Created by Jack Yeovil (better known as Kim Newman) for his first novel about the Vampire Genevieve, Drachenfels was an early Warhammer bad guy – a master of both Chaos and Undeath, a final encounter in a Gothic castle dungeon, a dark overlord who should by all rights have been fairly generic.

But he was *cool*.

That, however, didn't stop the expanding lore of Warhammer of doing away with him. When Chaos and Undeath were separated into opposing concepts (and tabletop armies), with their own ultimate overlords, Drachenfels was quietly forgotten, just as his Castle had been in earlier lore. Afterwards, he lurked there in the background of the hobby, terrifically alive in the hearts and minds of old-school fans, but never really made a canon reappearance except at the very end of the Warhammer World. Copyright was probably involved.

But his End Times cameo got me thinking...

Where was Drachenfels during Mordheim? Would he have had his claws in the City of the Damned, trying to steal as much wyrdstone as he could? And would his minions, slaves and servants make a new and interesting type of warband?

Hm.

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A note on the warband itself.

There are tons of enemies, concepts and encounters that could have been carried over from Yeovil's novel, as well as the Warhammer Fantasy Roleplaying Game adventure module, to Mordheim. Time constraints stopped me from including more.

If you take nothing else away from this PDF, go discover Constant Drachenfels. Read the novel, and the adventure module, both available as e-books online.

For make no mistake: the Great Enchanter is waiting for you, there in the dark...