

Court of the Carrion Prince

In the aftermath of the ruin of Mordheim there is no shortage of cults, demagogues and charlatan bands which have sprung up amongst the ashes, some looking for power or wealth, others for a mere purpose amidst the desolation. Idols, prophets and sects aplenty infest the city and the surrounding lands and many are the lost souls aching to be led, whether to salvation or damnation.

Perhaps the most enigmatic of these cults is the so-called Court of the Carrion Prince; a group seemingly dedicated solely to worshipping Death. None can say where the Court came from, nor the nature of the shadowy Prince they are named for. Tales abound after Sigmar's justice made wreckage of Mordheim, of strange figures dancing amidst the ruins and even in the villages and encampments beyond the walls. These Harbingers, as they became known, were like folk tales come to life; hooded, skull-masked and perpetually joyous. Often playing a flute or pipe, these darkly charismatic wanderers would lead villagers or travellers in dance, whether a lively jig or a baroque parody of a courtly ball, echoing the fractured celebrations of Geheimnisnacht. Captivating and sinister, there were those who would willingly give themselves over to the dance and the escape it promised; ensnared by the Harbingers' wit, grace and the offer of a new life; death. The desolation of Mordheim; they preached, proved that the world is dying, that all men would soon be dust, yet this fate, unavoidable, is freedom, from care and worry and so the Carrion Prince decrees that men should join the dance and that the dance leads to the heart of the music; Mordheim itself. Death should be welcomed with a smile for it cannot help but smile back.

Now in the City of the Damned one can see the Harbingers and those who have joined their grim merriment, cavorting amidst the ruins as they dance towards their end. Not all are weak-willed peasants or damned wanderers; glimpses of former finery can be found amongst those who dance and they are often joined by grim, silent warriors, sometimes clad in baroque armour fashioned with visages of the grave. Though they celebrate death, it would be a fool who mistakes the bands as suicidal or passive. Amidst the grace and harrowing beauty of this macabre court are razor sharp blades and heavy bludgeons so that the gift of death can be brought to the many. The Carrion Prince has decreed that Mordheim should be picked clean, reduced to its bones so that the world can be prepared for the coming escape from woe; the strange stone that marks the city should be gathered and made fit for purpose; fashioned into icons and relics, its power harnessed to praise Death and bring it ever closer.



Thus, those who are brave or foolish enough to venture into the City of the Damned may find themselves drawn to the haunting echo of eerily lilting music and confronting its sinister, deadly source; lithe maidens, their faces masked with grave ash, gliding through the ruins, tumbling figures in dark motley; every movement disguising the flick of a blade, tall, masked brutes striding with a warrior's grace to bring the gift of eternity to any who cross them and the desperate, driven men and women who heed the call of the music. All follow the lead of the pipers, the Harbingers who herald the coming doom and rapturously sing of the escape from the horror of the mortal world. In Mordheim, that horror is all around and, so the Harbingers say, only death can drown it out in the bliss of eternal silence. And so they lead the dance towards death.

Warband Roster

Choice of warriors

A Court of the Carrion Prince warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Harbinger: Each Court of the Carrion Prince warband must have one Harbinger.

Harrowers: Your warband may include up to two Harrowers.

Mordants: Your warband may include up to three Mordants.

Courtiers: Any number of models may be Courtiers.

Ash Maidens: Your warband may include up to five Ash Maidens.

Reliquary of Death: Your warband may include a single Reliquary of Death.

Starting Experience

A **Harbinger** starts with 20 experience.

Harrowers start with 8 experience.

Mordants start with 0 experience.

Henchmen start with 0 experience.

The shrouded nature of the so-called Carrion Prince and the death cult that bears his name is cause for much debate and speculation amongst the tavern gossips and scholars who care to observe such things. Some see the Prince as an aspect of the god Morr and his followers as loyal, if deranged, zealots. The Church of Sigmar predictably decries them as blasphemers, the Harbingers as Daemonkin and servants of the Dark Gods; spreading the rumour of similar creatures said to walk the streets of Mordheim, inciting the sin and lurid decadence which led to Sigmar's wrath falling on the city. Others espouse that the Court are purveyors of necromancy and that the Prince is himself a servant of some greater dread being. Rural communities often associate them with the Strigany, prejudice and contempt seeing echoes in the Harbingers of ignorant tales of the travelling folk luring children from their homes to be used in some dark ritual.

Few, if any know the truth of such matters but it is perhaps well that the madness of the Court is drawn towards Mordheim, for most who venture there have often already embraced damnation, even if they have yet to realise that their end is nigh.



Court of the Carrion Prince skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Harbinger	✓	✓	✓		✓	✓
Harrower	✓			✓		✓
Mordant	✓	✓			✓	✓

Special Skills

The Court of the Carrion Prince may select the following skills as well as those in the standard lists.

Grim Reminder

Faced with the prospect of their own mortality, this Warrior causes *fear* in opposing models.

Blessed by Death

When a friendly henchman or hero in this warrior's warband dies during the post battle sequence, roll a die. Add +1 to the result for each *additional* friendly warrior which died in this post battle sequence. On a total result of a 5+ this warrior gains an additional d3 experience points.

Gallows Wit

May only be taken by Harbingers or Mordants. At the start of the close combat phase, select a single enemy model within 6" of this warrior to be taunted. The selected model must pass a leadership test or the must re-roll successful hits until the end of the turn. Models which are immune to psychology are immune to the effects of this skill.

Pick the City Clean

If this warrior survived the battle and is exploring in the post-battle sequence, whenever an event on the Exploration Chart for rolling a multiple requires a roll to determine what is found (such as from a Corpse or Smithy etc.) then an additional roll may be made and both results added to the warband's findings.



"Ah yes my dear, of course you shall go to the ball! You see there? The gates stand open and waiting. Now He is everywhere these days; He's been very busy you know, but through those gates? Oh through those gates He is crowned anew each day and night in bleak majesty. So strike up a tune my merry fellows and let us dance to greet him! He's always waiting. Oh and keep your blades sharp and bright my lovelies. Who knows? We may find some more along the way to join the dance."

Special Equipment

Harrow Scythe

25 gold crowns

Availability: Rare 8 (Court of the Carrion Prince only).

Huge, ornate scythes, their edges honed to wicked lethality, these sinister weapons can be swept round in an arc to bring the gift of silence to multiple foes.

Range	Strength	Special Rules
Close Combat	As User +1	Two Handed, Sweeping Blows, Strike Last

SPECIAL RULE

Two-handed: A model armed with a Harrow Scythe may not use a shield, buckler or additional weapon in close combat.

Sweeping Blows: If a model armed with a Harrow Scythe is engaged in close combat with multiple opponents, instead of making their normal attacks, they may instead make a single sweeping attack which hits on a 3+ and, if successful, causes a single hit on each other engaged enemy model in base contact with this warrior.

Strike Last: Harrow Scythes are so heavy that the model using them always strikes last, even when charging.

Black Hourglass

15 +3D6 gold crowns

Availability: Rare 7 (available at the Trading Post for Court of the Carrion Prince warbands only).

One use only, may only be given to a Hero and a warband may only include a single Black Hourglass in its inventory at any given time.

These macabre symbols of impending doom contain grains of black sand, the providence of which is unknown but allows the bearer to infuse an enemy with the mark of death. Once turned, nobody can say when the last grain will fall but once it does, the hourglass cracks, the black sand spilling out and the life essence of the target is stripped away.

After models are deployed at the start of a game, select a single enemy model which has been deployed to be marked. At the start of the Black Hourglass bearer's second turn, roll a D6. On a 5+ the last grain falls and the hourglass is removed from the warrior's equipment. If this does not occur then in each of the bearer's subsequent turns, roll again with the required roll reduced each turn (i.e. on the third turn it would require a 4+, the fourth would require a 3+ etc.) to a maximum of 2+. Once the roll is successful, the Hourglass is removed from the bearer's inventory and the marked warrior immediately suffers D3 automatic S3 hits which ignore armour saves. If the bearer or marked warrior is put *out of action* before the last grain falls, the Hourglass is lost and removed with no effect.

Court of the Carrion Prince Equipment Lists

The following lists are used by the Court of the Carrion Prince warbands to pick their equipment.

MORDANDT EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1 st free/2 gc
Mace.....	3 gc
Hammer.....	3gc
Sword.....	10 gc
Morning Star.....	15 gc

Missile Weapons

Throwing Knives.....	15 gc
Crossbow Pistol... ..	35 gc

Armour

Light Armour.....	20 gc
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HARROWER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1 st free/2 gc
Mace.....	3 gc
Hammer.....	3gc
Axe.....	5 gc
Sword.....	10 gc
Morning Star.....	15 gc
Double-Handed Weapon.....	15 gc
Halberd.....	10 gc
Harrow Scythe.....	25 gc

Armour

Light Armour.....	20 gc
Heavy Armour.....	35 gc
Shield.....	.5 gc

COURTIER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1 st free/2 gc
Mace.....	3 gc
Hammer.....	3gc
Axe.....	5 gc
Sword.....	10 gc
Morning Star.....	15 gc
Spear.....	10gc

Missile Weapons

Throwing Knives.....	15 gc
Bow.....	10 gc
Crossbow.....	25 gc

Armour

Light Armour.....	20 gc
Buckler.....	5 gc

Heroes

1 Harbinger

75 gold crowns to hire

The enigmatic puppet masters of the Court, the shadowy Harbingers lead their followers with the dark, fey charisma of a master performer, the skill of an assassin and the intense drive of a true zealot, all in the name of the dance of death.

Profile	M	WS	BS	S	T	I	A	Ld
	5	4	4	3	3	4	1	8

Weapons/Armour: Harbingers may be equipped with weapons and armour chosen from the Mordant Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Harbinger may use his leadership instead of their own (*Note that this skill will not transfer to another warrior if the Harbinger should die*).

Wizard: The Harbinger is a wizard and uses Songs of Death.

Instrument of Death: Whether on flute, pipe or violin, the Harbinger's unearthly music gifts nearby followers with a dark vigour. If the Harbinger is standing and not engaged in close combat then any injury rolls made against friendly models within 6" of the Harbinger are at a -1 penalty.

0-3 Mordants

30 gold crowns to hire

The sardonic, mocking Mordants are the black jesters of the Court, dressed in dark motley they tumble amidst the ruins, deft hands quick to throw a knife or deliver a blow from the shadows to the unwary.

Profile	M	WS	BS	S	T	I	A	Ld
	6	2	3	3	3	4	1	7

Weapons/Armour: Mordant may be equipped with weapons and armour chosen from the Mordant Equipment list.

SPECIAL RULES

Acrobat: Mordants may fall or jump from a height of up to 12" without taking any damage if they pass a single Initiative test and can re-roll failed Diving Charge rolls. They can still only make a Diving Charge from a height of up to 6".

0-2 Harrowers

40 gold crowns to hire

Who or what the Harrowers are is a mystery to all; whether Templars of Morr left crazed by the ruin of Mordheim or revenant spirits summoned by the Harbingers, these grim, faceless figures are the dark knights of the Court. Tall, baroquely armoured creatures of superlative martial skill, they stalk the ruins, silent where the rest of the Court makes merry, bringing the gift with cold, ruthless efficiency.

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

Weapons/Armour: Harrowers may be equipped with weapons and armour chosen from the Harrower Equipment list.

SPECIAL RULES

May not run: Slow and methodical, Harrowers may not run (but may charge normally).

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

No Pain: Harrowers treat a 'stunned' result on the Injury chart as 'knocked down'.

Henchmen

(Recruited in groups of 0-5)

Courtiers

25 gold crowns to hire

Those souls enraptured by the promise of escape given by the Harbingers' song are from all walks of life; all former trappings or titles are forgotten in the grim joy of the dance. Now, often masked in imitation of a noble ball, the capering miasma of the courtiers of the Carrion Prince belies their ill intent for those who discover them; their merriment masking blade and bolt being armed, for the unwary, until it is too late.

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

Weapons/Armour: Courtiers may be equipped with weapons and armour chosen from the Courtier Equipment list.

0-5 Ash Maidens

35 gold crowns to hire

Their faces smeared with the ash of funeral pyres or crusted grave-dirt; the so-called Ash Maidens offer a haunting glimpse into the broken psyche of the Courts. Whether they were once strapping, long limbed milk-maids of the country or petite, pampered daughters of the nobility, these lithe creatures dance with unearthly poise amidst the rubble of Mordheim, spinning towards their victims and gracefully offering the final kiss of a blade.

Profile	M	WS	BS	S	T	I	A	Ld
	5	3	3	3	3	4	1	7

Weapons/Armour: Ash Maidens may be equipped with weapons and armour chosen from the Mordant Equipment list.

SPECIAL RULES

Dodge: Ash maidens may avoid any hits from a missile weapon on a D6 roll of a 5+. Note this roll is taken against missiles as soon as a hit is score to see whether the Maiden dodges it or not, before rolling to wound.

0-1 Reliquary of Death

55 gold crowns to hire

Usually borne aloft by a Harrower, the reliquaries of death take numerous forms; from wicker constructs, actual skeletal remains, large gothic hourglasses, to effigies of some figure of death or the Carrion Prince itself. All have a similar power however; the wyrdstone collected by the Court and fashioned into their reliquaries amplifies the unnatural pall of death and mist which surrounds the icon; shrouding nearby followers as they make their merry way within the ruin.

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

Weapons/Armour: The Reliquary of Death may be equipped with a single one-handed weapon or a shield chosen from the Harrower Equipment list (the Harrower's other hand bears or supports the reliquary itself). It may take other armour and equipment from the same list as normal, provided these items only require the use of a single hand.

SPECIAL RULES

May not run: Slow and methodical, the Reliquary may not run (but may charge normally).

Immune to Psychology: Reliquaries of Death are not affected by psychology and never leave combat.

No Pain: Reliquaries treat a 'stunned' result on the Injury chary as 'knocked down'.

Dire Mist: The Reliquary always counts as having the effects of The Shrouding spell from the Songs of Death list cast upon itself and any friendly model within 6". Note that this is not itself a spell, nor does the Reliquary count as a wizard.

The following Hired Swords are also available to the Court of the Carrion Prince from the Mordheim Rulebook:

Warlock, Pit Fighter, Ogre Bodyguard, Dwarf Troll Slayer.

Songs of Death

Intertwined amongst the music and cajolery of the Harbingers are rituals and incantations of the grave; whatever their source, the magics of the Carrion Prince are powerful tools in helping to bring the gift of silence to the many in the City of the Damned.

D6 Result

- 1 **The Shrouding** **Difficulty 7**
The Harbinger whispers a catchment of summoning, bringing forth a graveyard mist which protects his followers from harm.

The Harbinger may only cast this spell upon themselves. If successfully cast then any ranged attacks made against the Harbinger and all other friendly models within 6" suffer a -1 to hit, in addition to any modifiers for cover etc. Multiples of this effect are not cumulative.

- 2 **Carrion Call** **Difficulty 8**
The Harbinger points to a fallen opponent and creaks out one of the Prince's many names, a flock of crows and ravens descending on the stricken target.

The spell has a range of 12". Select a single enemy model within range which is *knocked down* or *stunned*. The target takes D6 S2 hits.

- 3 **Grave Harvest** **Difficulty 6**
The caster imbues one of their followers with the aspect of a reaping icon of death, granting them the power to harvest the life force of their foes.

Select a single friendly model within 12" of the caster and lasts until the start of the caster's next turn. If the targeted model directly causes an enemy model to go *out of action* then that warrior may restore a single wound lost earlier in the game. If they are already at their full wounds then they instead gain **+1 Toughness** until the start of their next turn.

- 4 **Graven Visage** **Difficulty 7**
The wizard gifts an ally with the grim appearance of impending dread.

One friendly model within 14" of the caster causes *Fear* until the start of the caster's next turn.

- 5 **Favour of the Grave** **Difficulty 6**
Invoking their mysterious patron, the Harbinger can grant a measure of protection from harm to their followers: the Carrion Prince wants his faithful to join him whole and hearty.

This spell can only be cast in the post-battle sequence, once per game. If successful, then a single injury roll for one friendly model made after the game may be re-rolled; the results of this second roll must stand, even if they are worst.

- 6 **Scythe of the Prince** **Difficulty 8**
The Harbinger reaches into the veil beyond life and draws forth a deadly, spectral Scythe, its blade sharp enough to cut the wind as they gleefully dance towards the foe with a song of ghastly joy on their lips.

The Harbinger may only cast this spell upon themselves. If successfully cast they gain **+1 Weapon Skill** and count as wielding a unique Harrow Scythe (see Special Equipment) instead of their usual weapons until the start of their next turn. This Harrow Scythe has a Strength of User **+3** and does **not** have the **Strike Last** rule; it retains all other traits of a Harrow Scythe.