

## Major Artifacts (Roll 4D6)

### 4 Dagger of Sotec

*This dagger was found surrounded by rat skulls and severed tails. When it is near Skaven, it starts to glow.*

Wounds on a 2+. Does critical hits against Skaven on a 5 or a 6. The bearer does not have to make *All Alone* tests against Skaven.

### 5 The Ring of Undeath

*This ring was created by one of Luthor Harkon's most powerful Necromancers from the Vampire Coast in order to protect himself from the furious Lizardmen. The ring has the power to mend the worst damage, even otherwise fatal wounds.*

Any Hero can wear the Ring of Undeath except High Elves. Any Hero that goes Out-of-Action in a game may re-roll his injury after the battle if he wishes, but the second counts, even if it's worse.

### 6 Boots of the Golden Terradon

*There once was an giant golden Terradon that terrorised an ancient Lizardman city. Eventually the Terradon was killed by a Skink Hero and a Mage-Priest immediately cast a spell to preserve the skin between the wings, which were given to the Skink. The Skink made boots out of the skin which seem to make whoever wears them feel lighter than air.*

These boots may be worn by any Hero and allows him to move over any terrain without penalty. In addition, the warrior gains the leap skill.



### 7 Star Tablet

*This ancient map was created by one of the ancient Slann to navigate Lustria. It uses the stars to help guide anyone through the dense undergrowth of the continent.*

*Although it may be difficult for warriors of today, it can help show a warrior where they might find some very important locations.*

The Hero with the Star Tablet never rolls on exploration when he stays in action after a

battle. Instead, he may duplicate one of the other rolls made by one of the other Heroes. For example, if you have 4 Heroes who didn't go out of action last game, and one has a star map, and you won last game, roll 4D6. If you rolled a 1, a 2, and two 4's, then you may get another 1, 2, or 4. If he is the only hero that didn't go out of action last battle, he rolls as normal.

### 8 Helmet of the Anvil

*A Dwarf Smith who often lost bar fights created this diamond bard helmet. It was a very successful creation, as he didn't have a lump on his head for years, but he eventually died when he got his head (and helmet) stuck in a beer barrel and drowned.*

This helmet may be worn by any Hero allowed to wear armour. It offers the normal benefits of wearing a helmet as well as a special save of 2+ against bludgeoning weapons.

### 9 Plaque of Xoloc

*This plaque is dedicated to the Lizardman god Xoloc and has powerful runes on it that allow wizards to store power that can be unleashed later, when they need it the most.*

This plaque may be carried by a wizard. Once during a battle, the magic user may cast one of his spells automatically.

### 10 Plaque of Tepec

*The Plaque of Tepec has special Slann writing on it that teaches anyone who can read it how to intercept hostile magic and dispell it.*

This plaque may be carried by a wizard. Each time that your opponent casts a spell, roll a D6. If you roll a 5 or a 6, then your opponent's spell has been dispelled and has no effect.

### 11 Cirklet of the Slann

*This Cirklet imbues the user with the amphibious nature of the Slann.*

This cirklet may be carried by any Hero. The Hero gains the aquatic ability and may move double through water. In addition, any opponent who wants to charge or shoot at the hero while he is in water must roll a 4+ on a D6 to perform the action. Lizardmen may re-roll this result.

## Major Artifacts (Continued)

### 12 Plaque of Fate

*On this plaque is written all that has happened and all that is yet to come. A warrior with this plaque has a large advantage as he can see what will happen and plan for it, allowing him to be extra careful during a battle.*

This plaque may be carried by any Hero. During the battle, the Hero may re-roll one roll per turn.

### 13 Cloak of Feathers

*This cloak is made of beautiful feathers from many of the tropical birds that inhabit Lustria. It gives the person wearing it extra quick reflexes, allowing him to escape possibly fatal confrontations.*

This cloak may be worn by any Hero and allows him to leave combat automatically during his movement phase. Treat him as not being in combat.

He may not leave combat and charge the same model that he was fighting at the beginning of the turn. It also gives a +1 armour save against missile weapons. May be worn with other armour.

### 14 Shield of Teeth

*A powerful Dwarf Runesmith created this shield, but the Dwarf was touched by the power of Chaos and went insane while making it. He took it to a powerful warlock who cast a curse on it which made it living. Now it can bite at enemies and has a seemingly unlimited appetite.*

This shield may be used by any Hero. It gives its bearer a +2 armour save.

On the armour save roll of 6, roll to hit with a special shield attack. If the attack hits, the shield eats the weapon your opponent was using. It is lost permanently.

### 15 Sword of Rage

*This is a famed Norse-forged weapon that was part of Losterikkson's entourage that got lost in Lustria all those years ago.*

This sword may be used by any Hero. The user is effected by the rules for *Frenzy*. When in hand-to-hand combat, if a 6 is rolled to hit, you get an extra attack. You may continue to do this until a 6 is not rolled. If a 1 is rolled to hit, then the sword strikes its bearer. Roll to wound as normal.

### 16 Star Ruby

*The origins of this enigmatic magic artifact have been lost over the centuries, suffice to say that it is extremely old and very valuable. The stone was blessed with great insight from the gods.*

This jewel may be carried by any Hero and lets the Hero find *bidden* models at double normal range. In addition, the warrior may re-roll any roll before, during or after every battle, and on a 4+, he may re-roll another and on a 5+, etc he may keep going till he fails.

### 17 Pendant of the Old Ones

*With the arrival of the Old Ones to the world they gave many gifts. One of these gifts was a pendant in the shape of terradon, blessed with the power of teleportation.*

This pendant may be worn by any Hero and allows the Hero to teleport anywhere on the battle field once during each game during his movement phase. If he teleports into contact with an enemy, he counts as charging.



### 18 Plaque of the Old Ones

*This is one of many plaques that depict the ways of the Old Ones, and how to invoke their powers.*

This plaque may be used by any Hero with the Arcane Lore skill. It allows him to use Lizardmen magic with a +1 difficulty penalty. The Hero starts with one spell and may gain new ones, or upgrade old ones, just like a normal wizard.

### 19 Spider Staff

*This is a wooden staff with a spider skeleton strapped to the end. Spiders seem to be afraid of this seemingly weak stick.*

This staff, which counts as a club, can be carried by any Hero. When the bearer is wielding it no spiders will charge him and if he charges any spiders they will automatically flee as if they failed an *All Alone* test. Also the bearer may reroll all failed climb rolls once.

## Major Artifacts (Continued)

### 20 Emerald of the Moon

*While searching a long dead corpse of a Dark Elf adventurer your hero found a small yellow gem. When placed on a weapon, it makes that weapon much sharper and more dangerous.*

This gem may be placed in any of the following hand-to-hand weapons, but once placed, it will not be able to be removed. It may be placed on: a dagger, an axe, a spear, a sword, a halberd, or a double-handed weapon. The weapon is permanently covered in Black Lotus poison.

### 21 Plague Sword

*Found on the body of a dead Skaven Plague Monk, this sword oozes with disease.*

This double-handed sword may be carried by any Hero except for High Elves. If an enemy receives a wound from the Plague Sword he must make a disease roll after the battle. For every other wound to the same enemy, he must -1 to his disease roll. For example, if an enemy takes 3 wounds from the plague sword, he must make a disease roll, even if he doesn't search for treasure, and suffers a -2 penalty to that roll.

### 22 The Spell Crown of Dusk

*These delicate silver bead bands are made by powerful High Elf Mages at the Tower of Hoeth, to help lesser mages remember the spells they have been taught.*

It grants the wearer the use of a randomly

determined High Elf spell once per game and successfully cast with a straight roll against the Leadership of the wearer. If the bearer is a wizard, they may cast their spell in addition to this one.

### 23 Berserker Helm

*This helmet was once a great Norse Berserk's. This Berserk's unreasoning rage was so powerful that some of it seeped into the helmet, giving the wearer of the helmet some of that rage.*

This helmet may be worn by any Hero who can wear armour. The Hero becomes *Frenzied* and immune to being *Stunned*. In addition, if the Hero gets *knocked down*, he continues to be *Frenzied* for D6 more turns.

### 24 Crimson Armour of the Blood Dragon

*This is a suit of heavy armour that was made for one of the Vampire Luthor Harkon's thralls and was lost in a great battle many years ago in the southern part of the continent. This potent weapon was forged in the fires of an ancient lava bed that lies in the centre of one of the Marks of the Old Ones. It gets its power from the lay lines that permeate the continent.*

This heavy armour may be worn by any Hero. The armour gives a 5+ save, movement is not modified for having a shield and this armour, and spell casters may still cast spells while wearing it.





# About Us

## Our campaign so far...

Over the past 8 or 9 years, our gaming group has played Warhammer 40k, Necromunda, Mordheim, Warhammer and Inquisitor (in that order). We've come to the unanimous conclusion that Mordheim is the top of that list. We've played with many of the additional rules for some time now and for the past few months we've been playtesting the best ways of combining our favourite rules and settings into one campaign. As we've said in the Introduction, we invented this for two major reasons; using as many of the new rules that are all over the specialist games site, and proving who the toughest warband is. The warbands competing in our campaign are the White Quill Merchants (Arabyan Merchants), the Scourge of the Northern Wastes (Skaven), the Everhunger (Undead), the Exiles (Dwarves), the Remnants of Clan Vermis (Skaven), the Heralds of Redemption (Witch Hunters) and The Esoteric Order of the Scroll (Possessed)...

The White Quill Merchants are an Arabyan Merchant warband (I use the rules for Marienburgers, its just I've converted the miniatures and am quite fond of them). Nur Al-Din, the Sailor, is their hardy captain. He came to Mordheim with the Golden Crescent Caravan (my previous Arabyan Merchant warband that was retired when we started Heroes of Mordheim) with Al-Amin, the Reliable One, leading them. Nur Al-Din rose from just a hired warrior into the most powerful hero in the warband. However Al-Amin went back to Araby accompanied by his previous friends in coffins. He had plenty of wyrdstone however. He was hoping to use it to pay his way into the Arabyan nobility through a marriage to a princess. Nur Al-Din was disgusted and has taken over with an oath to regain their lost honour.

They've had a Merchant accompany them since the beginning of the campaign, hoping to use his contacts to locate a magic carpet. Crazy Hakim has finally located one so they've made him redundant and hired Blades O'Grubb, an ogre swordsman. With a halfling cookbook Nur Al-Din will be able to attract more men to his cause, and will surely take the Wards of Mordheim in glorious battle!

The Scourge of the Northern Wastes was the first warband to control a territory, the Lustrian Museum in The Wizards' Garden. Their leader, Skittich the Deadly, was inflicted with a mutation in the process. They've also managed to find the Sword of Rage as they carved through the dense foliage. Their great Rat Ogre that has been with them from the start has consistently struck fear into the enemies of The Scourge. The dark luck from a Monkey's Paw they found in a long forgotten Tomb in the Underground has also added a distinct edge to their heroes.

The Everhunger began in Mordheim, led by Saint Gilles' fanatical desire to acquire a forbidden tome of magic. It has been hard for them at times, as they have had to sacrifice a lot, but finally he has used his knowledge of the streets to locate one. Already a formidable opponent, he now has access to powerful magic. Firuz the Accursed has used his Spell of Awakening to great effect, gaining the services of Skaven and Dwarven heroes who've fallen to the power of the Everhunger. After he fled from the Witch Hunters, many ghouls followed him, drawn to the trail of dead bodies that

Saint Gilles left in his wake. Two of them have now gained favour and count amongst the heroes of the warband. Saint Gilles has also hired the services of Gorje, an ogre that collects the bones of his victims and enjoys the company of ghouls, so that The Everhunger is now a terrifying warband to behold.

The Exiles have recently come up against The Everhunger and have had mixed results as they both struggle for control of The Rat Hunters. Not only have they lost Dayle, but Morgan, their expert crossbowman engineer was also killed, only to rise as zombies in the service of their enemies. However the fearless nature of the dwarves have prevailed on many occasions, enabling them to win any battle of attrition. This is how they've managed to control almost all of The Rat Hunters, even through staggering losses in some encounters. The Exiles have truly demonstrated the stubbornness of Dwarves to weather the storm of their enemies blows and still come out on top.

The Remnants of Clan Vermis were originally enslaved to a rival warlord clan, but managed to escape due to the brilliance of their leader, Rask. A mysterious mentor from Clan Eshin now guides them back to the power they once held, through the accumulation of warpstone in Morheim (at least that's what he tells Rask). With only daggers, save from Rask's flail, the swarms of Skaven from Clan Vermis dominated the campaign early on. However, they have suffered many losses and their numbers have dropped without being replaced. With their major advantage lost to them, and with Quoncyll the Cunning, their viscous sorcerer, dead, they are now struggling to maintain their hold in The Towers.

The Heralds of Redemption have had a long struggle in The Underground, lost for a ridiculously long time. Their quiet leader, Jacob the Redeemer was killed by the vile Skaven, but since Nicolas the Preacher has taken the leadership they have found their way back to the surface. They didn't have a drop of water to quench their thirst, and were being hounded by some monstrosity. However they still managed to defeat the White Quill Merchants and take the treasure from a hydra that the bowmen of the White Quills had killed. Upon reaching the Trolls Gut, they all ordered a cool ale, and Nicolas is making arrangements so that they can bring the light of Sigmar to the Wards of Mordheim (though he won't be returning to The Underground anytime soon).

The Esoteric Order of the Scroll is the newest warband to fight for possession of the Wards, and has a lot of catching up to do. Barzai the Scribe gave up his life in Aلدorf many years ago. His master had ordered him to clear up some of his manuscripts when Barzai found the writings that would change his life and be the basis for his teachings. He then passed out. When Barzai's dreams ended he didn't know where he was, he only heard a terrifying voice in his head. In exchange for his services to the Shadow Lord, he would be rewarded with gifts and servants from the dark powers.