

Shallows Beasts

Stromfels Reavers

Pirates are an ever-present threat on the waterways of the Marienburg, despite the best efforts of the River Watch. Further up the Reik, the Imperial River Patrol boasts to have eradicated piracy. Captured or stolen traders, appearing as ordinary trading vessels, are stripped down and modified. Their prey can seldom outrun them. Reavers tend to be humans who will consort with mutants, even beastmen when it profits them. Merchant families accuse rival houses of paying protection guarantees to dissuade pirates, or employing them to attack competitors.

Within Marienburg and along much of the Empires northern coast, authorities regularly tangle with worshippers of Stromfels, God of the Dangers of the Sea. Stromfels' cultists carry out bloody sacrifices and try to wreck ships on dark nights.

Shadow over Broekwater

The township of Broekwater endorses piracy! Ghastly denizens of the surrounding Cursed Marshes ensure the defensive swampy retreat outside of the city makes an idealistic stopover for pirates. The town is rumoured to be a safe haven for the smuggling operations of Stromfels worshippers.

Stromfels, Lord of Predators, is known as the Wrecker. His cult is devoted to predation on the high seas, including wrecking, piracy, and human sacrifice. Stromfels is believed an ancient aspect of Manann, the God of the Seas. Worship of Stromfels was outlawed as a result of Marienburg's treaty with the Sea Elves in 2150. In the years following, priests of Manann cut their ties to the cult of Stromfels and concealed Stromfels' association with their god. Despite this, Stromfels is venerated by those who work on the sea and profit by the death of others.

Altars to Stromfels

Stromfels is the god of pirates, storms and sharks. Every honest sailor's least favourite things! Stromfels welcomes sacrifices! Ancient sea-weathered standing stones used for sacrificial ceremonies, rise from the shallows in coastal lagoons on the edge of the Cursed Marshes. Standing twice the height of a man and carved to resemble a shark's head with a crude triangular shape in the front to delineate a mouth. Surrounded by a ring of eight man-high lesser stones carved with saucer sized circles, also poking from beneath the waves lapping against the shale lined shore of the marshlands.

The worship of the shark-god has long been outlawed in Marienburg, though furtive sects still worship him in badly lit back rooms and isolated tributaries out in the marshes. It is a name that every follower of Manann, devout or otherwise, knew well. Stromfels is the bogeyman... the dark of the deep sea and the doom that waits down below the white-capped waves.

Daemons of the Deep

Fanciful tales are told of an underwater necropolis beneath the sea populated by mermen when the truth of the matter is closer to home. Aquatic mutants lurk in the recesses of the canal network as dark water spills from the sewers!

River Watch patrol reports filed away in city archives describe officers dredging up things with *"The body of a sea-creature and the eyes of a man"* and *"An octopoid monstrosity with the eyes of a beautiful woman"*. Encounters with *"Creatures as much fish as human..."* were reportedly... *feasting on fallen militiamen*", during the recent invasion of the South Dock by an undead host.

Classified files consigned to early graves at the Marienburg Secretariat for Trading Equity, detail sightings of *"Frog-faced mutants, and snot-skinned invertebrates, reeking of damp."*

Accounts confidentially log: *"Long armed trout-face man with disc shaped suckers like slimy tentacles. Mutant with crab hands like claws. Fin woman with hair like a sea anemone and translucent razor-sharp fins running down the length of her forearms. Flipper man, he's a sleek skinned, barrel-shaped little runt with flipper arms with a sphincter-like mouth. Mutant seaman, whose strands of beard contained finger-sized tentacles hidden within the luxuriousness of his moustaches. Man with gaping fish beads for hands..."*

"An ugly something, all iridescent scales and teeth, like a cross between a frog, alligator and shark... gaping mouth saw-edged teeth, stinking blood... trying to drive off the rubbery forms of his assailants... Stromfel's Children... heaving piscine nightmares... something with entirely too many flippers... every monstrosity that stirred in the deep silt. Krakens with clashing beaks, frenzied sharks and the monstrous offspring of the storm-god!"

Special rules

Aquatic Mutants: Stromfels Reavers devotions to the Shark God can bring rewards from their patron.

Any Hero may start the campaign with a single mutation from the following gifts and mutations in the 'Corrupted Characters' chapter if they pay the appropriate cost; blackblood, great claw, tentacle, prehensile tail, beak, electrical touch, mer-creature, suckers, or eye stalks (counts as hideous).

Seafaring: Stromfels Reavers are seafarers and spend much of their time rowing boats. To represent this, Stromfels Reavers get +2 to Strength, when they row a boat.

"Stromfels is an enemy of Manann. Our missionaries in the marshes and in the north have been attacked before."

— Esme Goodweather, Priestess of Manann

A gritty swashbuckling exposé dredging up all manner of abhorrent truths about the dark side of piracy embraced by throat-slitting reaver crews and wrecker cults devoted to the Storm God by playwright, street performer and suspected wererecreature Stuart Cresswell.

Choice of warriors

A Stromfels Reavers warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Buccaneer: Each Stromfels warband must include a Buccaneer as the leader.

Mutant-Priest: Your warband may include a Priest.

Renegades: Your warband may include up to two Renegades.

Foundlings: Your warband may include up to two Foundlings.

Wreckers: Your warband may include any number of Wreckers.

Fishmen: Your warband may include any number of Fishmen.

Swampers: Your warband may include up to two Swampers.

Starting experience

A **Buccaneer** starts with 20 experience.

A **Mutant-Priest** starts with 14 experience.

Renegades start with 10 experience.

Foundlings start with 0 experience.

Henchmen start with 0 experience.

"One of Stromfel's children. The Chaos-things breed like roaches down here and no two of them are the same, besides the teeth and the bad attitudes. Incidentally, that's why you're here, isn't it, to ward these buggers off?"

— Erkhart Dubnitz, Templar Knight of Manann

Stromfels Reavers equipment list

The following lists are used by Cult of Stromfels warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace/Staff.....	3 gc
Axe.....	5 gc
Boat hook.....	8 gc
Cutlass/Sword.....	10 gc
Flail.....	15 gc
Double-handed weapon.....	15 gc
Trident.....	15 gc

Missile Weapons

Belaying pin	3 gc
Net.....	5 gc
Throwing knives.....	15 gc
Pistol.....	15 gc (30 for a brace)

Armour

Buckler	5 gc
Shield.....	5 gc
Helmet.....	10 gc

Miscellaneous Equipment

Scrimshaw bauble.....	40 gc
Compass	45 gc
Telescope.....	75 gc
Shark-tooth necklace*	25 gc
Stromfels heart	40 gc

**Mutant-Priest only*

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace.....	3 gc
Axe	5 gc
Boat hook	8 gc
Cutlass/Sword.....	10 gc
Flail	15 gc

Missile Weapons

Belaying pin.....	3 gc
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Armour

Shield.....	5 gc
Helmet	10 gc

Stromfels Reavers skill table

	Combat	Shooting	Academic	Strength	Speed
Buccaneer	✓	✓	✓	✓	✓
Mutant-Priest	✓		✓		✓
Renegade	✓	✓		✓	✓
Foundling	✓				✓

1 Buccaneer

85 gold crowns to hire
(+ the cost of mutation)

An outlawed sea-captain is chief in command among any secretive marine cabal; wreckers, warlocks, brigands and bandits with the warp-touch form condemned covens loyal to Stromfels. A sea rover with a twisted thirst for bloodletting and robbing the bountiful cargos shipped through the Reik estuary becomes one of the dark buccaneers who plague the waterways.

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

Equipment: The Buccaneer may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Buccaneer may use his Leadership value instead of his own when taking Leadership tests.

Swashbuckler: The Buccaneer cuts a dashing figure in combat, mixing dazzling swordplay and daring feats with charm and witty comments. Enemies praise and curse his ability to always seem to effortlessly slip from their grasp! The Buccaneer may make a Leadership test at the end of any close combat phase if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (not run or charge), without the enemy striking any blows on him. If the test is failed he remains in combat and must fight as normal in the following turn.

0·2 Foundlings

20 gold crowns to hire
(+ the cost of mutation)

Orphans, abandoned infants and street children of Porters Wall district have been kidnapped through banditry and sold for a pit fighter. Flotsam children of Marienburg wind up being recruited by criminal gangs or are fostered into the care of the Orphanage of Our Lady Shallya of the Blessed Heart. A special few are foundlings selected by worshippers of Stromfels destined to become ruthless murderers.

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

Equipment: Foundlings may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

SPECIAL RULES

Blessed Child: Foundlings can re-roll the result of any Advance rolls. Re-roll results must be accepted.

"As for the infant, it might grow up more quickly than an ordinary child. Some of them do. Anyway, altering folk is worthwhile for its own sake. You might even say it's a sacrament."

— 'Mama' Solveig Weiss, Midwife & Heretic

0·1 Mutant-priest

75 gold crowns to hire
(+ the cost of mutation)

A coven warlock rasping litanies in the dark tongue is the Storm Gods voice. Shark-headed cult priests personify Stromfels. One with a jaw distended in a horrible grimace from a mouth crammed with enormous dagger-like teeth is considered most blessed. Mutant-Priests preside over swamp temples and undergo a series of ravaging physical alterations; grey hairless flesh, pupil-less black eyes, lack of ears or nose. So begins a terrifying metamorphosis as their living vessel eventually manifests itself as his Harbinger.

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

Equipment: The Mutant-Priest may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

"We are waiting for Stromfels to send an auspicious storm to bless the event."

— Dahlbert 'the Maw' Rorhig, Priest of Stromfels

SPECIAL RULES

Wizard: The Mutant-Priest is a wizard and uses the Chaos Rituals on page 59 of the Mordheim rulebook.

Prayers: Mutant-Priests are servants of Manann's dark opposite Stromfels and may use the Prayers of Manann as detailed in the 'Miracle Workers' chapter.

In addition, Stromfels Priests can receive a Mark of Manann instead of choosing a new skill if a double was rolled on the advance roll.

Bite Attack: The Mutant-Priest has a powerful bite attack. This bite attack uses the Priest's own strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

0·2 Renegades

35 gold crowns to hire
(+ the cost of mutation)

Mutant smugglers can seek refuge with Stromfels cultists. The traitorous turncoats use their knowledge of secret lagoons and hidden tunnels to infiltrate the city. Embittered renegades spearhead the Storm God's raiding parties in wrecking vessels as they navigate safe passage through coastal and river regions around the Wasteland.

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

Equipment: Renegades may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.



Henchmen



Wreckers

20 gold crowns to hire

Storm warriors of the wrecker cults are brigands and pirates. The Storm God is the evil mirror of Manann worshipped by Norscan sailors, Sartosan corsairs and Marienburg pirates.

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

Weapons/Armour: Wreckers may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

Fishmen

30 gold crowns to hire

When moving on land, the pale faced, pop-eyed men, with strange ritualistic scars on their cheeks and foreheads limp in obvious discomfort with a shambling gait.

Outlaw bands permit sanctuary for subhuman sea raiders, squid-human mutants and inhuman shapeless abominations. Pirates revealing abnormalities; scales, gills, fins, webbed fingers, eel-like tails, trailing tendrils like those of a jelly fish, as if their god is shaping them in his own image. Some are more subtly warp-tainted but all look disturbing when revealed!

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

Weapons/Armour: Fishmen may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

SPECIAL RULES

Mer-creatures: Stromfels cultists whose legs and arms warp in such a way that, fish-scaled webbed limbs eventually replace them and gills develop allowing them to become aquatic. Fishmen can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea are treated as difficult terrain, and they ignore the penalties for slow moving rivers and ponds.

"The Promethean was worshipped by a Cult of Mutants in Marienburg. Each of them had some aquatic mutation- fins, scales, lobster claws, tentacles. They believed their crab god was sending them orders through their dreams, telling them who to sacrifice to bring the unholy beast out of the sea. My men made short work of them, they really were a sorry bunch, and that was the last I ever heard of the Promethean. Just a bit of nonsense made up by some pathetic altered to make them feel special."

— Ruprecht Tore, Witch Hunter

02 Swampers

25 gold crowns to hire

Swamp skimmers known as 'Fen Loonies' inhabit the bogs. Garrulous outlaws, they stalk the fens sewing discord by weaving preposterous tales of clawed swamp fiends and one-eyed marsh phantoms preying on anyone who dares to cross into their misty domain.

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

Weapons/Armour: Swampers may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

SPECIAL RULES

Swamp Striders: Swampers can move through any swamp and marshland terrain without penalty.

Marsh Born: Dense areas of watery fenland and log causeways are called home by Swampers. Swampers re-roll any failed Initiative tests when traversing marshland or fighting on slippery jetties.

Herb Lore: Out in the Cursed Marsh, Swamp-folk learn basic herb lore to cure simple injuries. Any model in base contact with the Swamper may be healed at the start of the recovery phase. On a roll of 4+ the model has 1 wound restored. The Swamper may not move in the same turn as he uses this skill, but may use it to heal himself.

Stromfels Teeth

By Joshua Reynolds

Cursing, she raised her bells and dug in her pouches for sea-salt. Flinging the latter out in wide curves, she was rewarded by an immediate withering of the mist around her. Whatever was causing it didn't like the touch of the Blessed Salts, no two ways there.

She pulled a handful of seagull feathers out next and flung them up, hoping she wasn't going to see what she knew she would. A stiff sea-breeze hissed through the Shallows, shoving the mist aside and revealing a horde of tumbling, savage bodies. Some of them looked like otters or eels, while others looked like sharks and octopi. They heaved and squirmed through the water, forcing their way past the wrecks and small reefs of netting and barnacles towards the far end of the walkway, where Dubnitz and the others struggled. Goodweather froze for a moment, struck dumb by the horror. Bulbous eyes rotated behind filmy membranes and something that was like a frog and a fish and lion scrambled up onto the dock and scuttled towards them, jaws snapping. The crossbowmen screamed and fired as one. The beast snapped forward, jackknifing as the bolts thudded home. It slid across the wet wood towards them, thrashing in its death throes. More of the beasts began to follow its course however.

"Manann bless and keep me from the beasts of the sea," she whispered, scattering salt around her and grabbing for her shark's teeth. The creatures were of Stromfels, and the priests of Manann had long since devised methods for keeping such monstrous afterbirths in check. Squeezing the teeth in her hand hard enough to draw stripes of blood from her palm, she shook them and threw them into the water, hoping that she wasn't too late.

Even as something that was more jellyfish than cormorant flapped squibily towards her, a red shape tore it into wet rags. Two more shapes joined the first and the phantom shapes of long-dead sharks spun lazily through the air around her, their ghostly teeth reducing even the boldest of the mutant beasts to ruin. She hurried towards Dubnitz and the others, blood dripping steadily from her hand. The spell wouldn't last long, and there was safety in numbers. Or so she hoped.

Stromfels Reavers special equipment

This equipment is only available to the Cult of Stromfels, and no other warband may purchase it.

Stromfels heart

40 gold crowns (Stromfels Reavers only)

Availability: Rare 10

Old pirates tell of mutant followers of Stromfels who became possessed and took on the aspect of the Shark God becoming a physical manifestation through the use of a cursed trinket in a ritual. Damned artefacts they call Stromfels 'heart' were cast from Dwarf gold.

In becoming the harbinger, the mutant seaman wearing Stromfels heart transforms, distorting and thickening into an iron grey-skinned representation of the Storm God; A razor-teethed, shark-mouthed octopoid monstrosity with python-thick tentacles.

SPECIAL RULES

Harbinger: A Hero with Stromfels Heart becomes Stromfels Harbinger by visiting an Altar to Stromfels. If three or more captives were sacrificed when rolling on the Ceremony of Sacrifice Chart in the post battle sequence the following transformation occurs.

The Harbinger is immune to psychology. It cannot carry weapons and has the following mutations; blackblood, prehensile tail, tentacle, mer-creature, eye stalks (counts as hideous) and suckers. The Harbinger has a Massive Beak (See Mordheim Annual page 35).

If the Harbinger is taken *out of action* then Stromfels Heart is considered lost and the transformation is reversed! While the Hero is transformed into the Harbinger the following characteristics apply.

Profile	M	WS	BS	S	T	W	I	A	Ld
Harbinger	6	5	0	5	6	4	4	4	8

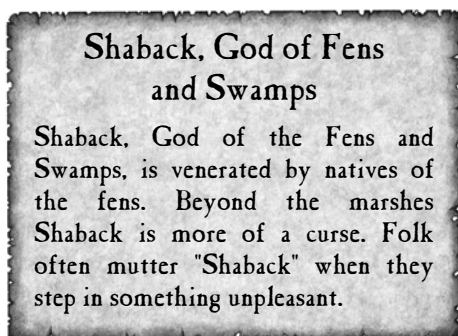
scrimshaw bauble

40 gold crowns

Availability: Rare 11

An engraved article, of whale ivory, whalebone, or walrus tusks, caught by whalers, usually carved into the shape of an albatross or sea creature then enchanted by a priest of Manann, or the shamans of Norsca. The bauble is supposed to protect the wearer from monsters of the deep.

A Hero wearing a Scrimshaw Bauble receives a special 4+ save against attacks made by models if they are aquatic. The bauble's special save is never modified by armour or negated by critical hit results.



shark-tooth necklace

25 gold crowns (Mutant-Priest of Stromfels only)

Availability: Rare 8

The rattling teeth are parts of Stromfels. Parts of his power! Priests of Stromfels wear mouthfuls of shark teeth strung on a grisly necklace. A recruiter can fashion shark-tooth necklaces woven with cords of horse hair to be worn by Stromfels 'guests'.

Shadows moving like sharks through the streets seeking out wearers for the necklaces. Fanatics move like daemons hunting hosts to use to feed and ravage the city of the sea-god. Stromfels is as hungry as the ocean, and like the ocean he must be fed. His children burst through the veil and feed on the unworthy.

SPECIAL RULES

Stromfels Luck: Instead of searching for a rare item during the post battle sequence, the Mutant-Priest may visit the city to recruit sailors into the cult. Teeth from the necklace are given as charms. The gifts are used to place a hex on the sailors!

Roll 2D6: **2.** The Priest gets arrested by the City Watch! Roll on the Conviction Chart and apply the result. **3-6.** Nothing happens. **7-9.** Recruit one Wrecker. **10-11.** Recruit D3 Wreckers into the cult. **12.** Recruit three Wreckers!

Wreckers being recruited form into a new Henchman group for no additional cost. Any equipment must be paid for as normal.

Stromfels Guest: If a Mutant-Priest is wearing the shark tooth necklace it can be used to ensnare warriors that fall under Stromfels influence! Referring to the Chaos ritual 'Lure of Chaos' on page 59 of the Mordheim Rulebook, if the effects can be applied to an enemy warrior by casting the spell it becomes Stromfels 'guest'.

Unless the Priest goes *out of action* (destroying the necklace!) any model the Mutant-Priest gained control of can become Stromfels 'guest'. A tooth from the necklace was used to lay a hex on the warrior! Unless the Cult of Stromfels routs then if the guest is under the Priest's control when the game ends the model is *captured* by Stromfels Reavers.

"Stromfels's teeth dig deep into the meat of Manann's realm. The King of Sharks will have his Mitterfrubl feast. Blood calls to beasts. We gave them away freely. Good luck charms we called them, and aye, so they are... Stromfels's luck!"

— Ikel the Marsh Man, Stromfels Cultist