



# **BLASTED BRAINS**

**A SCENARIO SET IN MORDHEIM**

**A SCENARIO FOR WFRP**

**Prepared by**

**François Dubé**  
**[frankdube28@hotmail.com](mailto:frankdube28@hotmail.com)**  
**(Ulric in BF's Forums)**

**JUNE 2005**



# **TABLE OF CONTENT**

<b>1</b>	<b>THE SCENARIO.....</b>	<b>3</b>
<b>2</b>	<b>THE CHARACTERS.....</b>	<b>4</b>
2.1	THE CHARACTERS AND THEIR PASTS.....	4
2.2	LEARNING WHO YOU ARE.....	4
2.3	WYRDSTONE, MUTATION AND MAGIC IN MORDHEIM.....	5
2.4	CHARACTER SHEETS.....	6
<b>3</b>	<b>THE CELL.....</b>	<b>10</b>
3.1	DARKNESS STRIKES.....	10
3.2	LIGHT AT LAST.....	11
<b>4</b>	<b>FIRST STEPS IN THE CITY OF THE DAMNED.....</b>	<b>13</b>
4.1	THE BOUNTY HUNTERS.....	13
4.2	EXPLORING THE WIZARD MANSION.....	15
4.3	NIGHT OF THE LIVING DEADS.....	16
<b>5</b>	<b>BALDRED THE INSANE SCIENTIST.....</b>	<b>16</b>
5.1	REVENGE AT LAST.....	16
<b>6</b>	<b>THE SHADOW LORD.....</b>	<b>19</b>
6.1	FACING THE SHADOW LORD.....	19
<b>7</b>	<b>TRYING TO GET OUT.....</b>	<b>20</b>
7.1	MADNESS.....	20
7.2	UNDERSTANDING MORDHEIM.....	21
7.3	RUNNING IN THE DARK.....	21
7.4	MORDHEIM TWO DAYS AFTER THE FALL OF THE COMET.....	22
7.5	LEAVING MORDHEIM.....	23
<b>8</b>	<b>REWARDS.....</b>	<b>23</b>



**Are you afraid in the dark? When every muted sound could be the approach of death, when every shadow could conceal your doom. What about the darkness you bear within? Who are you? You don't recall. What terrible secrets lurk within your past ?**

**You want to fight but do you know how? You need the aid of others to shed light into this darkness. Can you trust them? What awful recollections escape them, hidden from the mind's eye?**

**You want to find more about your past. But first, you need to survive.**



## **BLASTED BRAINS**

### **1 THE SCENARIO**

---

*In the dark you can scream  
But do you really want to be heard?*

Blasted Brains is a twisted horror scenario, based on the premise that the PCs do not know who they are and where they are. Each player begins the adventure with a blank character sheet, filling in the details over time as their past unfolds. The key elements of the scenario are:

- The PCs all suffer from the 'Blasted Brain' disorder described in the WFRP rulebook (p.202). Unlocking knowledge of who they are and what happened to them is a large part of the challenge of this scenario.
- The PCs are in Mordheim in the year 2000 IC, two days after the fall of 'Sigmar's Fist', a terrible meteorite that strikes the decadent city, leaving devastation in its wake.
- The deadly environment of the city makes even basic survival a pressing, urgent concern. The PCs will need to rely on each other to escape this nightmare, and use their resources carefully.
- In order to survive, the PCs must escape before mutation, insanity or daemonic possession overwhelms them, turning them into mindless monstrosities, NPCs controlled by the GM.

**Alternative Settings:** Though set in Mordheim, the scenario can be played in a devastated Imperial city in the wake of the Storm of Chaos. It may also be played a terrible nightmare, the PCs awaking in the year 2522 IC to discover it was all a dream.

The main scenario can be played as an introduction to WFRP. It can also be expended into an epic campaign centred on Mordheim.

## 2 THE CHARACTERS

---

*If I but knew who I was...*

This chapter describes the Player Characters proposed for this scenario and the background and rules to be used in conjunction with the Blasted Brain disorder they suffer from. Optional rules for play in Mordheim are also presented.

### 2.1 THE CHARACTERS AND THEIR PASTS

This scenario includes eight pregenerated Player Characters recommended for play. Each player should select the character they want to play based on the reading of 'Personal Details' by the GM, or be allocated a character randomly. The gender and name of a given character can be changed if desired. For small groups of players, some of the pregenerated characters can be run as NPCs to increase the power, competence and survivability of the group and to ensure the group has at least one healer. These NPCs can also contribute to the mystery of the scenario by introducing elements of doubt and fear in the minds of the PCs. The GM may also decide to customise the proposed characters, though they should be careful while doing this since a few characters possess skills and knowledge tied to the potential success of the scenario.

At the start of the adventure, the PCs (and any appropriate NPCs) find themselves in a dark cell beneath the ruins of a wizard's mansion. Unbeknown to them, they were used as experimental subjects by the mad wizard, Baldred, forced to drink bizarre concoctions and subjected to torture. As a result of the drugs, torment, and the effects of the Dark Magic spell, Vision of Torment, the PCs all suffer from the disorder, Blasted Brain (see WFRP, pg.202 for more information), experiencing a temporary loss of memory. As the adventure unfolds and the PCs investigate their pasts, their memories, both good and bad, will gradually return. Baldred also branded the PCs with runes of Chaos, gleefully informing them that if they ever succeed in escaping their cells, they will only face persecution and possible execution at the hands of witch hunters anyway. The discovery of these marks can be perilous indeed, though the GM can decide that a few PCs actually were Chaos cultists in their forgotten past.

### 2.2 LEARNING WHO YOU ARE

During the scenario, the PCs will get the chance to learn more about their Skills and Talents, as well as their past background. Each time they find themselves in a situation where their forgotten Skills, Talents, or background would prove useful, the Player can make an Intelligence Test for the character to see if the appropriate part of the PC's memory returns. With regard to the PC's actual characteristics, these will come back faster. After the first battle with the mutants, the Players will know the WS, BS, S, T and Ag of their character. Int, WP and Fel will be learned after a game session or two; enough time to allow for some role playing between the PCs. The GM should keep hidden the Talents that increased the starting values of the PC's characteristics until the end of the scenario to make it harder for players to know which Career they pursued.

Here are a few examples of memory recovery:

- A PC is injured. The other PCs gather around him, unsure of what to do. On a successful Intelligence Test one PC with Heal or Surgery says: *'I think I can do it, I don't know exactly why, but I think I healed wounds in the past.'*
- During combat, PCs who fight in the melee or use ranged weapon make an Intelligence Test. If successful they learn of one Skill or Talent related to this situation: *'I don't know exactly why I was trained to do that but I know how to stun these Chaos-ridden fiends!'*
- If facing a written text that the PC can read, the PC instantly recalls that he can read. The same happens when he hears a language that he understands.

Here are examples of bad ways to play the memory recovery:

- A PC is injured, other PCs gather around him not knowing what to do. On a successful intelligence test one PC with heal or surgery says : 'I think I can do it, I was a barber-surgeon in the past.'
- Players start naming skills & talents or lifting things or training with their sword hoping to roll intelligence tests. No, this should not work. They should only get a feeling of the characteristics, not the exact numbers. On the other hand this works for weapon specialisation.
- PCs see for the first time the ruins of Mordheim and say : 'This could be Mordheim.' This should not work since it appeals more to the players knowledge than to the PCs knowledge who would not really recognise at first their own city (it has been savagely destroyed). On the other hand, intelligence tests are allowed when facing special monuments or buildings. It is also possible to change the name of the city so that all the knowledge the players have on Mordheim does not change too much their role playing.

Characters will also have 'flashbacks'. It is best to write them on a sheet of paper and give them only to the PCs who have them. The PCs will then be free to tell what they recall or not. It is also possible for GMs to give flashbacks to the PC's as they remember skills and talents.

**Optional rules (It all comes back to me know):** When the PCs learn half of their skills and talents, they are entitled to an intelligence test each time they discover a new trait of the background. A successful intelligence test allows them to remember exactly who they were and all the skills and talents they have.

## 2.3 WYRDSTONE, MUTATION AND MAGIC IN MORDHEIM

*It was a time before Teclis  
And magic meant danger*

In Mordheim, the players will be exposed to wyrdstone dust and perhaps to wyrdstone crystals also called 'stones of power' that they are likely to consider as gem stones. Such exposure is likely to drive them insane and to cause them to mutate into creatures of chaos.

Once per day, while in Mordheim, the PCs must roll two willpower tests. The first one is for mutation. The second one is for insanity. On failed willpower tests they gain one mutation and/or one insanity point (remember that halfling are immunised to chaos mutations but not to loss of sanity). This is on top of direct exposure to the horror of Mordheim and to the direct touch of wyrdstone. For direct touch of wyrdstone a willpower test is made. One test is required every hour if the PCs keep the wyrdstones on their hands or as a necklace. If carried in a backpack, one extra test is made every day with a negative modifier on the willpower tests of -5%/wyrdstone carried. PCs can get as much as +30% bonus on willpower tests if they don't touch the wyrdstones directly or if they use iron or lead coffers to store them.

**Optional rule (Mutation points):** Instead of mutating after a failed WP the PCs can get 'mutation points'. When you get 6 mutation points, you must succeed a willpower test or you gain a random mutation. Your mutation score is then reduced by 6. The mutation gained begins to grow the same day and takes D10+3 days to grow. Sadly, there is no escape from mutation except perhaps to cut the arm or leg that is mutating. If the last mutation point gained is by handling a wyrdstone the mutation is automatically a tentacle or similar mutation of the hand.

**Optional rule (Magical sense and Wyrdstones):** When seeing a wyrdstone a character with the skill Magical Sense sees a small glow coming from inside the gem stone. When touching it for the first time, the character is overwhelmed by dark magic and, on a failed willpower test, drops the stone. The character can then make an intelligence test to know if he remembers this skill (and that what he had just experienced is about magic). If he succeeds he will be able to say that the stone has a strong aura of magic in it.

**Optional rule (Magic before Teclis):** Before Teclis magic was more experimental and more dangerous for spell casters. Casting was also less efficient. The dices rolled are six sided dices instead of ten sided dices (other rules stay the same).

**Optional rule (Winds of magic):** Magic is so strong in Mordheim that spell casters get +3 to their casting roll because of the winds of magic caused by wyrdstones.

**Optional rule (Casting with wyrdstone):** Casting with wyrdstone as a spell component gives an additional 6 points to the casting roll. This, on the other hand, has bad side effects. First, you must roll a willpower test to see if you gain one insanity points and one willpower test to know if you gain one mutation point. Then you are considered as having used dark magic and are subject to side effects (see p.159 of the rule book) when you roll doubles for a Tzeentch's curse. After the casting, part of the wyrdstone disappears (0.1 enc). When reduced to zero enc. the wyrdstone turns into dust.

*Optional rule (Magic type before Teclis): Magic knowledge is limited to petty magic and lesser magic (and some divine, necromantic and chaos magic). GMs who own Mordheim's rule book can also give to the characters extra lesser magic spells inspired from this book. Learning spells is also harder to learn and require 50 xp per spell (including petty magic spells).*

## 2.4 CHARACTER SHEETS

Character 1: Vicktor Eisenhauer, human male, bone picker								Character 2: Erasmus Hoefler, human male, wizard apprentice							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
35	31	34	32	34	37	43	33	30	32	22	40	32	36	38	24
+5	-	+5	+10	+5	-	+5*	+5	-	-	-	-	+5	+10	+15	+5
						48									
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	2	1	11	2	4	4	0	0	3
-	+2	-	-	-	-	-	-	-	+2	-	-	-	+1	-	-
													1		
<b>Personal details :</b> 5'7", 140 lb, light brown hair, brown eyes, 24 years old, missing eye brow.								<b>Personal details :</b> 5'6", 165 lb, red hair, dark brown eyes, 21 years old, broken nose, partially cut tongue.							
<b>Weapon :</b> None <b>Armour :</b> None								<b>Weapon :</b> None <b>Armour :</b> None							
<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine								<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine							
<b>Skills :</b> Common knowledge (the Empire), Gossip, Speak Language (Reikspiel), Animal Care, Charm, Drive, Common Knowledge (the Empire), Evaluate, Haggle, Perception, Search <b>Optional skills to learn :</b> Gossip								<b>Skills :</b> Common knowledge (the Empire), Gossip, Speak Language (Reikspiel), Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical) <b>Optional skills to learn :</b> None							
<b>Talents :</b> Coolheaded, Suave, Streetwise, Hardy <b>Optional talents to learn :</b> Coolheaded, Resistance to Disease								<b>Talents :</b> Marksman, Coolheaded, Aethyric Attunement, Petty Magic (Arcane), Very Resilient <b>Optional talents to learn :</b> Fast Hands, Savvy							
<b>Mutation points :</b> 0 <b>Mutations :</b> 0 <b>Disorders :</b> Blasted brain. <b>Permanent injuries :</b> Mark of Slaanesh stamped on his chest with hot iron by Baldred.								<b>Mutation points :</b> 0 <b>Mutations :</b> 0 <b>Disorders :</b> Blasted brain. <b>Permanent injuries :</b> Mark of Tzeentch stamped on his chest with hot iron by Baldred.							
<b>Background :</b> Vicktor is a strong headed man , born outside Mordheim in the ghettos of the poorest among the poor. He has 3 sisters and 2 brothers. He struggled hard to feed her little sisters and his brothers. Sadly, he was captured by Baldred bounty's hunter and brought in jail for Baldred's insane experiments.								<b>Background :</b> Erasmus was the apprentice of Baldred, has no brother and sister and was born in a poor village. While travelling in his village, Baldred discovered Erasmus's magical talent and bought him from his mother.  Coolheaded and with a lot of ambitions, Erasmus was caught reading Baldred's forbidden tomes of magic. Baldred sent him to jail along with other subjects of his experiments. Erasmus was hated by other prisoners because he was a witness of Baldred's experiments and did nothing to stop them. With his tongue cut, his future as a wizard is halted even though he still has a magical talent and can still 'try' to cast spells.  He swore to take his revenge on his master (but doesn't remember it). The choice to head back to the path of Dark Magic (what he wanted before his loss in memory) will be the player's choice. Erasmus will be able to take a path away from damnation, if he wants to.							

**Special rules (Partially cut tongue):** The PC can still pronounce words but this is a very hard task. Gesturing to other players can be the best way to make it work. The PC can also write on the sand 'short sentences'. If trying to speak, you test both intelligence of the PC and intelligence of the listener to understand short sentences considering that the PC gestures and the listener asks questions. It takes roughly five time more for Erasmus to explain something. When trying to cast a spell, the PC must first succeed an intelligence test and then get a negative modifier of D6 points for the casting (rolled after casting dices are thrown for failure and Tzeentch curses).

Character 3: Axel Boehm, human male, watchman								Character 4: Kazabor Skorakison, dwarf male, barber-surgeon							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
33	32	29	30	26	24	44	22	36	30	27	40	29	34	37	39
+10	+5	+5*	-	+5	+10	-	+5	+5	-	-	-	+10	+10*	+10	+5
		34											39		
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	2	1	11	2	4	3	0	0	2
	+2	+1							+2						
		3													
<b>Personal details :</b> 6'4'', 140 lb, red hair, brown eyes, 19 years old, tattoo (snakes on both arms).								<b>Personal details :</b> 4'8'', 95 lb, dark brown hair, brown eye, curious smell, 85 years old.							
<b>Weapon :</b> None <b>Armour :</b> None								<b>Weapon :</b> None <b>Armour :</b> None							
<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine								<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine							
<b>Skills :</b> Common knowledge (the Empire), Gossip (+10%), Speak Language (Reikspiel), Academic Knowledge (law), Dodge Blow, Follow Trail, Intimidate, Perception, Search <b>Optional skills to learn :</b>								<b>Skills :</b> Common Knowledge (Dwarfs), Speak Language (Khazalid), Speak Language (Reikspiel +10%), Trade (Smith), Charm, Drive, Haggle, Heal, Perception, Read/Write, Trade (Apothecary) <b>Optional skills to learn :</b>							
<b>Talents :</b> Night vision, Resistance to disease, Coolheaded, Street fighting, Strike Mighty Blow, Strike to Stun <b>Optional talents to learn :</b> Savy, Disarm,								<b>Talents :</b> Dwarfcraft, Grudge-Born Fury, Night Vision, Resistance to magic, Stout-Hearted, Sturdy, Savy, Suave, Surgery <b>Optional talents to learn :</b> Resistance to disease, Very Resilient							
<b>Mutation points :</b> 0 <b>Mutations :</b> 0 <b>Disorders :</b> Blasted brain. <b>Permanent injuries :</b> Mark of Khorne stamped with hot iron on his chest by Baldred.								<b>Mutation points :</b> 0 <b>Mutations :</b> 0 <b>Disorders :</b> Blasted brain. <b>Permanent injuries :</b> Mark of Nurgle stamped with hot iron on his chest by Baldred							
<b>Background :</b> Axel has 3 brothers and was born in Black pit settlement. Axel was caught by Baldred's bounty hunters when he surprised them kidnapping Morsolthan. Young and foolish, he ran after the kidnappers even though none of his friends dared to continue the pursuit in the dark alleys. The bounty hunters figured that they would be paid more if they get to the master one more person for his experiments. At first Baldred was mad about it but then decided to keep the young watchman for his experiments.  Axel was victim of intense beating up as part of the experiments. Luckily none of them resulted in permanent injuries.								<b>Background :</b> Kazabor don't have any brothers or sisters. He was born in Mordheim. Kazabor was kidnapped while walking away from a tavern late at night. Baldred had made a special order for a dwarf and the bounty hunter sized the opportunity when they saw Kazabor. On the other hand, Kazabor was a well known barber and surgeon and this kidnapping could have brought a lot of attention on Baldred's activities. The comet changed it all. Kazabor is now forgotten and have little chance of seeing any rescue team.  Kazabor was used mainly to test all kind of drugs and alcohol. Luckily so far he gained no permanent disorder other than his blasted brain.							

Character 5: Billo Shufflefoot, halfling male, tomb robber								Character 6: Madwit Appleback, halfling male, thief							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
24	44	24	24	39	27	28	41	19	45	27	21	41	33	31	33
+10	-	-	-	+10*	+10	+10	+5	+5	+5	-	-	+15*	+5	-	+10
				44								46			
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	9	2	2	4	-	0	2	1	9	2	2	4	-	0	2
-	+2	-	-	-	-	-	-	-	+2	-	-	-	-	-	-
<b>Personal details :</b> 3'8", 85 lb, red hair, dark brown eyes, missing digit and 46 years old.								<b>Personal details :</b> 3'10", 140 lb, ash blond hair, hazel eyes, pox marks and 46 years old.							
<b>Weapon :</b> None								<b>Weapon :</b> None							
<b>Armour :</b> None								<b>Armour :</b> None							
<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine								<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine							
<b>Skills :</b> Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Halfling), Gossip, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook), Common Knowledge (the Empire), concealment, Evaluate, Perception, Pick Lock, Read/Write, Scale Shear surface, Search, Speak Language (Khazalid).								<b>Skills :</b> Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Halfling), Gossip, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Farmer), Charm, Concealment, Evaluate, Pick Lock, Perception, Sleight of hand, Search, Secret language (Thieves' tongue), Silent move							
<b>Optional skills to learn :</b> Secret sign (Thief), outdoor survival, Silent move,								<b>Optional skills to learn :</b> Scale shear surface, disguise, Gamble, Read/Write, Secret language (Thieves' tongue), Secret Signs (Thief),							
<b>Talents :</b> Night vision, Resistance to Chaos, Specialist weapon (Sling), Resistance to disease, <b>Luck</b> , Trapfinder								<b>Talents :</b> Night vision, Resistance to Chaos, Specialist weapon (Sling), Marksman, Streetwise, Trapfinder							
<b>Optional talents to learn :</b> Sixth sense, Tunnel rat								<b>Optional talents to learn :</b> Alley cat, Supernumerate							
<b>Mutation points :</b> 0								<b>Mutation points :</b> 0							
<b>Mutations :</b> 0								<b>Mutations :</b> 0							
<b>Disorders :</b> Blasted brain.								<b>Disorders :</b> Blasted brain.							
<b>Permanent injuries :</b> Mark of Chaos stamped on his chest by Baldred.								<b>Permanent injuries :</b> Mark of chaos stamped on his chest by Baldred							
<b>Background :</b> Billo has four siblings and was born in Mordheim. Billo and Madwit are part of the same thief guild. They ran into problems when they decided to break into the house of Baldred, never to come out as they were caught by Baldred and his bounty hunters.								<b>Background :</b> Madwitt has five siblings and was born in a farm in Mootland. Billo and Madwit or part of the same thief guild. They ran into problems when they decided to break into the house of Baldred, never to come out as they were caught by Baldred and his bounty hunters.							



Character 7: Erwin Kummel, human male, initiate of Sigmar								Character 8: Morsolthan Keeneye, wood elf, vagabond							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
31	24	41	38	36	36	37	35	27	50	27	22	44	29	32	32
+5	+5		+5*		+10	+10	+10	+10	+5	+5*	-	+5	+10	-	+5
			43							32					
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	10	4	3	4	0	0	3	1	10	2	2	6	0	0	1
	+2		+1					-	+2	+1					
			4							3					
<b>Personal details :</b> 6'0", 155 lb, copper hair, black eyes, broken nose, partially cut tongue, 32 years old.								<b>Personal details :</b> 6'5", 165 lb, dark brown hair, light brown eyes, long nose, 65 years old.							
<b>Weapon :</b> None								<b>Weapon :</b> None							
<b>Armour :</b> None								<b>Armour :</b> None							
<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine								<b>Trapping :</b> A robe of poor quality, a blanket, a pot of water, a pot for urine							
<b>Skills :</b> Common knowledge (the Empire), Gossip, Speak Language (Reikspiel, 2x), Academic Knowledge (Astronomy), Academic Knowledge (Theology), Charm, Heal, Perception, Read/Write, Speak Language (classical)								<b>Skills :</b> Common Knowledge (Elf), Speak Language (Eltharin), Speak Language (Reikspiel), Common Knowledge (Kislev), Gossip, Swim, Heal, Navigation, Outdoor Survival, Performer (story teller), Silent move.							
<b>Optional skills to learn :</b> None								<b>Optional skills to learn :</b> Secret Language (Ranger or Thief), Haggle, Perception, Secret Sign (Ranger or Thief), Seasoned traveller							
<b>Talents :</b> Ambidextrous, Coolheaded, Very Strong, Public Speaking, Warrior Born								<b>Talents :</b> Specialist Weapon Group (long bow), coolheaded, Excellent vision, Night Vision, Fleet Footed, Marksman							
<b>Optional talents to learn :</b> Lightning reflex, Suave								<b>Optional talents to learn :</b> Rover, Orientation							
<b>Mutation points :</b> 0								<b>Mutation points :</b> 0							
<b>Mutations :</b> 0								<b>Mutations :</b> 0							
<b>Disorders :</b> Blasted brain.								<b>Disorders :</b> Blasted brain.							
<b>Permanent injuries :</b> Mark of Tzeentch stamped on his chest by Baldred.								<b>Permanent injuries :</b> Mark of Slaanesh stamped on his chest by Baldred							
<b>Background :</b> Erwin has 5 brothers and sisters. He was born in Reikland in a small settlement. He received his training in Altdorf and was sent in Mordheim to bring more faith in this decadent area of the Empire.								<b>Background :</b> Morsolthan has 2 brothers and 2 sisters. He was born in the Reikwald Forest. Morsolthan was also victim of the bounty hunters. He was caught while sleeping outside in the city thinking it was no worst than sleeping in the forest. Well, he wasn't right. He was first beaten-up by thugs and received help from the bounty hunters only to be jailed for Baldred experiments.							
Erwin ran into problems when he visited Baldred to preach on behalf of Sigmar. He got to see too much in his host. Sadly Baldred was no fool and noticed it. He cast a sleep spell on Erwin and jailed him with other prisoners.															

## 3 THE CELL

---

*Who, where and when am I?  
And what is this thing on my shoulder.*

In this chapter, the PCs awake in a dark cell not knowing who and where they are. They will fight mutated rats in the dark and eventually escape from their cell. They will learn more about themselves and about their terrible past. They will meet other PCs and NPCs and get the opportunity to gain some equipment and heal their wounds.

### 3.1 DARKNESS STRIKES

When the PCs awake they are in a dark cell. There is no natural light so even night vision does not work. They don't remember who they are and where they are. They hear noise around them. Something is moving (other PCs), then it all becomes quiet (all PCs stop moving to hear the noise more clearly). Sometime there are light sounds as if someone wants to move carefully and avoid being heard. It seems that the sound comes from everywhere. This is enhanced by echoes. On a successful perception test AND a successful intelligence test the sound can be identified as either the sound of rats or large insects.

It is likely that one PC will start talking and a few other PCs will join the conversation. They can also begin to inspect their individual cell. The cells are separated by stone walls. On the side leading to the central hall way there are iron bars. There are six cells (6'x8'). In each cell there are a small bed and two pots (one with water one with urine and excrements). The PCs wear a rough robe made of wool with socks also made of wool (they look like monks). The rooms are now really cold (around 5°C).

When the PCs begin to move and talk, this attracts the attention of mad mutated rats feeding on the jailer body (see later). The rats will split up so that one rat attacks each PC. They will not attack immediately, giving time for the PCs to fear the worst. If the PCs want to attack the rats in the dark, a successful perception test at -10% is required and the attack will be at -20% WS or BS. Mutated rats have better night vision and do not suffer from negative modifiers on their perception test. Still they must succeed a perception test before an attack and then attack at -10% WS. If the PCs are not moving the perception test is at -10% and if they are hidden in their bed, under their blanket, perception tests are made at -30%. After three rounds, if a mutated rat hasn't found a given PC, it moves to another cell.

In the dark, these mutated rats are frightening creatures causing fear. This requires a WP test for the PCs when they climb under the robes of the PCs or jump on their face. Failure to this WP test means the only action the PCs can attempt is to grab the rats (WS test at -20%) and to throw them away until they succeed a willpower test (attacks now at WS + 20% while rats are moving on their body). When a rat is thrown away on a wall, it requires a successful perception test, again, for the rats to attack the PCs. Throwing a rat on the wall or the floor causes D10+SB wounds (minus rat's TB). It is also possible to try to break the neck of the rats or strangle them causing D10+SB wounds - 4 (minus rat's TB) every round. If grabbed with hands, the rats can still attack every round at -10% WS. On a successful hit causing damage to the PC, the PC makes a toughness test to resist the pain. If failed, they drop the rats. Blankets or robes can also be used as nets and pots as improvised weapons.

The GM should stress the fear of being attacked in the dark by unknown monsters, talking about claws gripping PCs faces, insect-like legs moving on their body under their robe and the shouting of other prisoners (especially those who failed their WP test).

Encounter 1: Mad mutated rats – Spider like								Encounter 2: Mad mutated rats – Ant like							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
25	0	10%	10%	40%	12%	24%	0%	25	0	10%	10%	40%	12%	24%	0%
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	6	1	1	4	0	0	0	1	6	1	1	4	0	0	0
<b>Personal details :</b> Still in their cell and in the dark, after a minute or two, PCs will hear squeaking sounds and sounds of ‘things’ running on the floor and on the walls. There are one spider like rat for every two PCs. These rats are highly mutated. Most have six or eight spider like legs and the mouth of a spider. Surprisingly, they can jump quite high and far (one or two yards) enough for them to make a charge attack at PC’s faces (no damage on this first round). Then, on the second round, while walking on the PC’s body, they can attack every round at +30 % WS.								<b>Personal details :</b> Still in their cell and in the dark, after a minute or two, PCs will hear squeaking sounds and sounds of ‘things’ running on the floor and on the walls. There are one ant-like rat for every two PCs. These rats are highly mutated some having one or two extra legs or heads. Most have scales growing on their back. They attack by climbing on the PCs legs (successful WS test required, no damage on this first round). Then, on the second round, while walking on the PC’s body, they can attack every round at +30 % WS.							
<b>Weapon :</b> Fangs. Damage is (D10 + SB – 4). <b>Armour :</b> 0 AP								<b>Weapon :</b> Fangs. Damage is (D10 + SB – 4). <b>Armour :</b> Scales : 1AP everywhere							
<b>Special rules :</b> Attacks against rats in the dark are made at –20% WS except when rats are walking on the PCs (attacks at +20% WS). Spider-like rats tend to jump on PCs’ faces.								<b>Special rules :</b> Attacks against rats in the dark are made at –20% WS except when rats are walking on the PCs (attacks at +20% WS). Ant-like rats tend to climb on legs and attack under clothing.							
<b>Skills :</b> Perception +20%, swim, scale sheer surface +20%, jump (1-2 yards high).								<b>Skills :</b> Perception +20%, swim, scale sheer surface +20%							
<b>Talents :</b> Keen senses, jump attack, cause fear (in melee and in the dark).								<b>Talents :</b> Keen senses, cause fear (in melee and in the dark).							

After the attacks, one PC will be able to find a way out of his cell (roll randomly). The earthquake made part of the structure collapse and bent a few iron bars. It requires an Agility test at +30% to get out without being stuck. If stuck, a PC can succeed in freeing himself after 10 minutes (minus a number of minutes equal to his Strength Bonus).

### 3.2 LIGHT AT LAST

In the small dark hallway, on the floor, there are stones and some broken glass (from a lantern). There is also a smell of oil. PCs exploring the hallway will find the dead body of the jailer. He wears common clothing and a leather jerkin. He also has matches (6), a club, a dagger, 12 shillings and the keys to open the cells and the two doors on each side of the hallway. The PCs can create light by burning part of their cloth (or part of the jailer’s clothes) or blanket. One door is reinforced with iron and the second door is made of wood. Both are locked but the wooden door can be forced to open with a Strength test at +10%. It is also possible to attempt to pick locks with the dagger at –10%. The wooden door opens to a small storage area with oil for lamps in a wooden barrel (100 litres), matches (30), torches (10), one unbroken lanterns and manacles (2). They will also find some barrels of water (3 x 100 litres) and dry food (30 rations). Most of the material is scattered on the floor.

**Flashback (The jailer):** Seeing the face of the jailer the PCs who fail their willpower test have a flashback of an ugly man laughing moving a lighted torch towards their face. Then reality comes back. PCs with flashbacks make a willpower test at +30% or gain one insanity point.

**Flashback (Other PCs):** On a successful intelligence test, every PC has a vision of D10/3 (rounding up) other PCs (randomly). It can be the memory of men pushing them toward their cells or of a small conversation on possible ways to escape. PCs having a flashback of Ulfred will see him beside a man dressed in black. The man is laughing madly while Ulfred keeps silent. This vision stops when the man moves his hands over the PCs body and a worm like creature escape from the PC’s stomach. This vision gives one insanity point on a failed willpower test.

After fighting with the mutated rats, a few PCs will need healing. Characters with the heal skill, succeeding an intelligence test, will remember that they have the skill (a second successful test is required to remember surgery talents). They can attempt to clean the wounds with water from the storage room, with the jailer dagger (heated with a torch) and prepare some bandages with pieces of wool from robes or blankets. Still the healing tests will be made at –10%.

**Flashback (Heal wounds):** PCs with heal wounds succeeding an intelligent test remember they have healed wounds in the past (ask all PCs to test). With the memory comes the following knowledge : 'I don't know exactly where and when but I've healed wounds in the past. I need pieces of wool to clean the wounds and make bandages. I need clean water or some alcohol too. I also need the jailer's dagger and heat it with a torch to clean the wounds to reduce risks of future diseases. Hum, I also need two strong men to hold the patient while I heal him!' (:)) Optionally, the GM can ask the 'strong men' to succeed a WP test to avoid fainting or vomiting. Healing on the body will allow the runes stamped on the victim to be seen. Only Erasmus and Erwin, on a successful intelligence test will recognise them (ask all PCs to test).

**Optional rule (Many healers):** When many healers work together to heal wounds they get a +10% on the heal test. However, only one test is possible per injured character (like in standard rules).

The iron door opens to a small room used by jailers to play cards and watch the prisoners by a small window slit. The room includes one spear, one crossbow, ten bolts and a six feet yard pole (that can be used as a quarter staff). There is also a deck of cards, four chairs, a wooden table, a small bed with blankets, a small fire place and some firewood. There is also a lantern with no oil and burnt torches on the wall. There is also one heavy winter overcoat with boots. The two rooms have two small chimneys (1'x1') one on the ceiling and one near the floor for fresh air to come in and smoke to come out. These chimneys lead to other similar chimneys and end into two larger exits (18"x18") beside the wizard tower (see later). It is possible for Billo to attempt scaling the chimney. He will meet a few mad mutated rats (D10/3, round down) but then be in the main courtyard perhaps ready for a surprise attack against mutants (see later) or ready to bring back information to other PCs. In the jailer's room, there are two doors, one made of thick wood and one reinforced with iron plates. The wooden door opens to a torture chamber where victims can be attached to a wall or to a stone slab. There are also the pokers used to mark the PCs with chaos runes (they can be used as poor quality hand weapons), a small fireplace with firewood and chains with manacles.

**Flashback (The torture):** PCs entering the room and failing a willpower test are overwhelmed by a new vision of men laughing and one of them using a red hot poker to mark them like cattle. PCs with flashbacks make a willpower test. If failed they gain one insanity point.

While there is no more danger (after the rat attack), the PCs should get a feeling of danger enhanced by the fact that they know nothing about themselves and about the others and by the occasional sound of rats and wind coming from the chimney. If they stay too long in the cell with lantern or a fire lighted they will begin to see some dust entering by lower chimney. This will begin their exposure to wyrdstone dust. A fire has little chance of attracting the insane mutants outside (see next encounter). Nevertheless the mutant's leader is entitled to roll an intelligence test at -10%. A success will result in an ambush when PCs come out in the courtyard.

**New disorders:** During the scenario, PCs can get new disorders, Knives of Memory seems just perfect for that. The fear also seems appropriate for the scenario.

## 4 FIRST STEPS IN THE CITY OF THE DAMNED

---

In this chapter, the PCs take their first steps in Mordheim. They will discover mainly the ruins of the wizard mansion and the mutated bodies of the bounty hunters who captured them. They will have to fight against mutants and possibly against zombies. They will also have the opportunity to improve the equipment they own and have a view on the dark tower where Baldred and his apprentice are.

### 4.1 THE BOUNTY HUNTERS

Going out is now pretty easy. The PCs have the keys for the last iron door. The door leads to a steep stairway filled with loose and fallen stones. They must succeed an agility test at +30% to climb the stairway without sending stones backward on other PCs (50%) or falling (50%) causing a hit at S0 (reduced by toughness and armour). Other PCs can avoid the falling rocks or falling PCs by succeeding an Ag test at +30% or stop PCs from falling with a successful Strength test at +30%, failure meaning both keep falling.

Outside, they see their first image of the ravaged city. It is nightfall. Mordheim is full. Howls, screams and wails can be heard from unknown distances and directions. It is cold. PCs without winter clothing will suffer negative modifiers from the cold. PCs without night vision need some lighting to see clearly. They come out from the side of a large building where the roof and one wall had collapsed. A nearby building, that they see through holes in the wall, appears to have suffer the same kind of damage. It is really hard to say what happened. An intelligence test at -20% is possible after at least ten minutes of investigation. Conclusion won't be precise, it could be an attack by war machines (rocks not part of the building structure) but it seems unlikely that all this damage has been done by only a few rocks (another intelligence test at -10%).

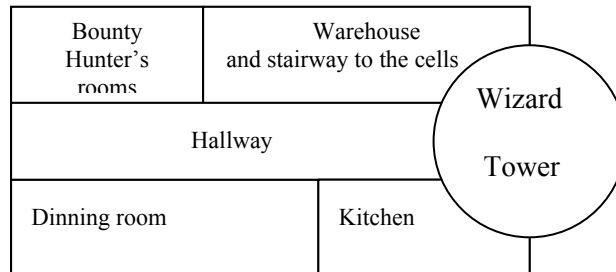
***Optional rules (Winter):** PCs without winter clothing will suffer from the cold after a number of minutes equal to their toughness bonus (From -10°C at night to 0°C during the day). This means a -10% modifiers to all characteristics until they get proper clothing. Negative modifiers will increase by -5% for every hour outside without proper clothing (including a long robe made of wool and a blanket – less clothing than that means extra negative modifiers and toughness tests every thirty minutes). After a number of hours equal to their toughness bonus the PCs will start loosing 1W/hour from the cold. On a failed toughness test at +20%, the wound loss will be permanent.*

Up the stairs, the PCs enter a small room with a wooden door partly broken. A strength test at +30% is enough (and required) to totally break it. The room has nothing of value in it, only a few chairs and a storage area filled with maintenance tools (hammers, nails, planks, stones, cement,...). On the other hand PCs with the 'pick lock' skill will be able to get poor quality 'pick lock tools' from the various tools in the room. Hidden among the storage, there is a second set of keys similar to the one the PCs already have. From the door, without opening it, they can have a view on the inner courtyard (that once was the rich entrance hallway of the wizard mansion). The mansion measures 20 yards per 12 yards and had three stories (see drawing). Now only one story fully remains. Other floors are ruins that can be used to hide and fire arrows or bolts with long range weapons (Scale Sheer Surface test at +20% required to climb. A failure means falling 3 yards and one damage 3 hit).

***Flashback (The wizard mansion):** Looking at the courtyard PCs who fail a willpower test remember the beauty of the house. It was richly decorated but then they have the flashback of the evil face of Baldred dressed as a noble and all becomes dark again. PCs with flashbacks make a willpower test at +30%. If failed they gain one insanity point*

On the inner court created by the fallen roof there is a bonfire. Around it, there are the mutated bounty hunters (except if they heard too much noise, or saw lights or movement and are now ready for an ambush – see later to know how to test this). PCs can't see the face and mutations of the bounty hunters from where they are. If the bounty hunters haven't spotted the PCs, PCs can take position for a surprise attack by rolling an Agility tests at +30%. If one Agility test fails, this is enough to bring the attention of the mutants already suspicious by the sound of falling rocks and probably some conversation between PCs. The mutants will attack with the intent to kill and later eat the victims. In their insanity they tend to favour All-out-Attacks, but they will fire as many bolts as they can, using rubble as cover, before getting in melee with the PCs. There are three mutants including the leader. If more than three PCs fell in the stairways, the mutants make an intelligence test for each extra sound to become aware of where the sound came. They will also get a surprise attack if the PCs used a lantern in the storage room and spent many minutes there before looking outside. If the roll for a surprise attack is

successful, the mutants move behind rubbles and hide. The distance between the mutants and the PCs is 8 yards (four squares). Movement is divided by two for everybody because of the amount of rubbles, the snow, hidden obstacle and because it is night time (An agility test is required if running faster. Failure means the PC falls and suffers a hit at S0 reduced by toughness and armour). This rule applies for all movement in Mordheim during winter.



**Magical sense (Mordheim):** Any PC with magical sense will be overwhelmed by the colours of the winds of magic in Mordheim. The PC makes a willpower test or falls to the ground and sees a world filled with wide streams of dark winds and chaotic whirlwinds of multiple colours. It takes a few rounds for the PC to recover (D10 rounds). Meanwhile the PC can only move at half speed and look for cover. He is not fully helpless and can parry or dodge if needed. On a successful intelligence test the PC will realise he has the skill 'Magical sense' and that what he saw are powerful winds of magic like he has never seen before.

Encounter 1: Mutant leader, Gottfried								Encounter 2: Mutant, Pieter and Otto							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
36	36	34	31	31	31	36	31	31	31	23	31	31	31	31	31
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	-	5	0	1	11	2	3	4	-	3	-
<b>Personal details :</b> 6'3", long brown hair, brown eyes, 30 years old.								<b>Personal details :</b> 6'0", long brown hair, brown eyes, 20-26 years old.							
<b>Weapon :</b> Crossbow and 10 bolts, a net, a club and a hidden dagger.								<b>Weapon :</b> Crossbow and 10 bolts, a net, a club and a hidden dagger.							
<b>Armour :</b> Leather jerkin, leather cap and mutation								<b>Armour :</b> Leather jerkin, leather cap and mutation							
<b>Trapping :</b> Manacles, 10 yards of rope, 10 matches, 10 torches, winter clothing, a backpack and D10 gc coins value, set of keys for his room and personal trunk.								<b>Trapping :</b> Manacles, 10 yards of rope, 10 matches, 10 torches, winter clothing, a backpack and D10 gc coins value, set of two keys for their room and personal trunk.							
<b>Skills :</b> Silent move (see bounty hunter career)								<b>Skills :</b> Silent move (see bounty hunter career)							
<b>Talents :</b> Strike to stun, Rover, SWG (Entangling), Strike mighty blow								<b>Talents :</b> Strike to stun, Rover, SWG (Entangling), Strike mighty blow							
<b>Mutations :</b> Scales (+1AP), Emaciated appearance, Snout (follow trail, allows to locate PCs in the dark)								<b>Mutations :</b> Emaciated appearance, thick fur (+1AP), scars and pox marks							
<b>Disorders :</b> The bounty hunters are now insane creature of chaos with a thirst to kill. They prefer to attack in melee with the all-out-attack, while screaming like madmen, such is their fury to kill non-mutants.								<b>Disorders :</b> The bounty hunters are now insane creature of chaos with a thirst to kill. They prefer to attack in melee with the all-out-attack, while screaming like madmen, such is their fury to kill non-mutants.							
<b>Background :</b> Leader of the bounty hunters hired to bring subjects of experiments for Baldred, now twisted and mad.								<b>Background :</b> Bounty hunters hired to bring subject of experiments for Baldred, now twisted and mad.							

After the battle, the PCs will realise they fought with mutants (or during the fight). All PCs can roll an intelligence test to remember their skill 'Common Knowledge (the Empire)'. Most of them never saw mutants. They only heard of them: 'So these must be mutants, creature living in forests and preying on travellers. They must have come to the city after the war or whatever happened here.'

**Flashback (The bounty hunters):** Seeing the mutant's face after the battle PCs who fail a WP test have a vision of men catching them with a net and striking to stun them with clubs. They also get more details on where they were when captured. Then the vision stops. PCs with flashbacks make a willpower test. If failed they gain one insanity point

## 4.2 EXPLORING THE WIZARD MANSION

PCs are likely to be injured during the fight. It is night time and cold. There is some snow on the ground. The PC's next goal should be to find a place to rest and heal their wounds and get some warm clothing. It could be in the jailer's room downstairs, in a nearby building or in one of the rooms not fully destroyed of the wizard's mansion. If they choose to leave the wizard mansion go to the chapter 'A walk in the dark'. If they choose to explore the tower go to the chapter 'Baldred the insane scientist'. If they choose to hide in or explore the rooms around the courtyard of the wizard mansion this chapter is the chapter to read. Only the ground floor rooms of the wizard mansion still remain intact and worth exploring without dangers of falling. The rooms available to visit are listed below with the trappings and information to be found there.

**Optional rules (movement in the snow in Mordheim):** Movement is divided by two for everybody because of the amount of rubble, the snow and because it is night time. An agility test is required if running faster. Failure means the PC falls and suffers a hit at S0 reduced by toughness and average armour points.

Room	Description, trapping and information to learn
The courtyard (Entrance Hall)	<p>The large entrance hall of the wizard mansion is now total ruin. The roof collapsed and the hall is more like a courtyard than a entrance hall. There are items of value to be found under the snow but this will require hours to dig through snow and rubbles. For every hour the PCs search the rubble they find an item of value on a successful search test. Each test is made at -1% per item found by the group. The value of the item will be D10 gc with an average encumbrance of 10 enc. There is also 10% chance that they find a wyrdstone instead (looking like a crude gem stone). The value of a wyrdstone in 2000 IC is 10 gc. On the other hand, by the end of the year, the value will be at least 50 gc/enc in Mordheim and 100 gc/enc in major cities.</p> <p>From the courtyard, it is possible to see the broken windows of the wizard's tower overlooking the courtyard. There is light coming from the tower and at least one PC will be able to see the shadow of Baldred looking at them, then the light will come out and Baldred will keep looking at them while trying to hide (perception test at -10% to see the shadow of Baldred). The windows were of rich stained glass, but are now broken. Baldred did not have the time and skill to build barricades to prevent anybody from entering through the broken windows (from the courtyard only - outside windows are still protected by iron bars and shutters).</p>
The kitchen	<p>The kitchen has all what is necessary to cook for 6-12 people. There is enough food for 30 days for one person. On the other hand, the food is now tainted and eating it will result in a willpower test to avoid gaining a mutation point. An intelligence test to realise, after tasting it, that the food is somehow rotted or poisoned. This test is allowed once for every PC tasting the food.</p> <p>The kitchen was shaken a lot by the earthquake and everything is upside down. There is also a maddened cook with a huge cooking knife who will jump at the first intruder. A successful perception test at -10% is required to avoid the surprise attack (same statistic as the bounty hunters but no skill or talent that he remembers).</p>
The dinning room	<p>The dining room was shaken like the kitchen. It was a beautiful dining room with enough chairs for 12 people. There is a nice fireplace too. There is enough luxury there to find 2D10 items with a value of 2D10 gc after a ten minute search in the rubble. After that, a successful search test is required every ten minutes with a -1% on the search per item found. The items will be mainly silverware and pieces of art with an average encumbrance of 10 points.</p>
The bounty hunters' room	<p>The room has four beds, chairs and trunks. The trunks are locked. In the trunks, there are mainly clothing and personal effects. There is also D10 gc in coins value. There is one shield on one wall with a spider web painted on it. Knowledge on heraldry will reveal it is a common sign for bounty hunters.</p>

### 4.3 NIGHT OF THE LIVING DEADS

The first night will be the night of the living dead. Zombies will walk the streets of Mordheim attacking mutants, chaos spawn, wolves and PCs. This is perhaps not a bad night to get away from the wizard mansion since most mutants will be busy fighting zombies and can easily mistake PCs for other mutants. Sadly, PCs will eventually be surrounded by zombies and will have to make a defensive stand more or less at a place of their choice. There will be one zombie per PC if they take care to escape stealthily, or up to two zombie per PCs if they take a more carefree attitude.

Another option for the PCs is to lock themselves in the dungeon, rooms around the courtyard or the wizard tower. Those rooms have doors strong enough to convince the zombies to attack easier prey. Optionally, the GM can allow one zombie to have a huge two handed hammer that he will use to smash the door. Removing this hammer from the zombies will allow the PCs to spend a calmer night. These are the same as described in the rule book. One difference is that most of them are dressed as nobles or rich citizens, though their clothes are now more or less like rags. The zombies will be men, women and children in equal share. They have a hand weapon. There is a 10% chance that the weapons carried by each of these zombies will be of excellent quality.

## 5 BALDRED THE INSANE SCIENTIST

---

In this chapter, the PCs will face the insane sorcerer who caused their blasted mind disorder. They will face his optimised 'Vision of Torment' spell and have to deal with his apprentice too. On the other hand, they will find a safe place to rest and some useful equipment required to survive in Mordheim.

### 5.1 REVENGE AT LAST

The tower is richly decorated and survived the earthquake. The tower has four stories and a cellar to keep bottle of wines and other delicacies. To enter the tower there are two doors reinforced with iron. Two tests at -10% are required to pick the locks. Failure by 30% means the thief's tool is lost in the mechanism and the lock can't be picked anymore. Each test requires one minute. Without thieves' tools opening the lock is not possible. It opens to a lounge with a small storage room. The lounge has a large fire place and, over it, on the wall, there are a good quality shield with two good quality warhammers (great weapons). The shield has a white wolf painted on it. There are some stuffed animals on the walls and on the floor. There is a large painting on the wall (Baldred before his mutation wearing rich clothing). There is one stairway leading to the second floor. In the storage room, there is a trap door leading to the cellar.

***Flashback (Painting of Baldred):*** *The sight of the portrait of Baldred brings back, on a failed willpower test, flashback of Baldred visiting the cells and teasing the prisoners. The vision will be about torture and magic tested on the PCs. PCs with flashbacks make a willpower test at +30%. If failed they gain one insanity point*

The second floor has two bedrooms : one room belongs to Johan and the other was used by Ulfred. If the PCs enter the tower after the fight with the mutants or making a lot of noise (while smashing the door for instance), Johan will wait in his room for the intruders to open his door and will attack them with magic darts. Then he will attack with a shield and a warhammer of good quality bought in Middenheim a long time ago. Baldred will come to help him on the third round of the fight (see later). The room can be searched for gold and silverware. It requires one search every minute to find a maximum of 5 items with a value of D10 gc and an average encumbrance of 10. The same can be done for the second room. Among the useful items to find there is winter clothing for one person.

***Flashback (Johan):*** *The sight of Johan brings back a different flashback from all the prisoners who fail a WP test. The vision is so strong that all PCs with the vision lose one round (they will only be able to parry) except if a second willpower test is succeeded. This vision brings back to the memory one skill or talent. This skill or talent will be something helping to kill Johan: either magic, military skill or any talent the GM feels appropriate to the situation. PCs with flashbacks make a willpower test. If failed they gain one insanity point*



A perception test at +30% will allow voices to be heard coming from upper floors. Spell casters can make an Academic Knowledge (Magick) test at +10% to recognise spell casting. Baldred is casting many spells in a row to protect him. He uses channelling every time he casts a spell. The spells cast are : Aethyric Armour and Boon of Chaos. In combat, Baldred will attack with a shield, a warhammer and his beaked face. He can also use Vision of Torment or any Petty Magic (arcane) spells available.

***Flashback (Baldred):*** *The sight of Baldred brings back a different flashback from each of the prisoners. The vision is so strong that all PCs loose one round unless if a willpower test is succeeded. This vision brings back to the memory two skills or talents to those completing the vision. These statistics, skills and talents will all be things to help the PCs kill Baldred - either magic, military skills and talents or other improvements the GM feels appropriate to the situation. PCs with flashbacks make a willpower test. If failed they gain one insanity point.*

***Improved vision of torment (Optional rule):*** *Baldred focused his research on improving the spell 'Vision of Torment' and testing the magic resistance of his prisoners. PCs failing their second willpower test (refer to the spell description) loose a second round before they can do anything useful on top of gaining one insanity point.*

It is time for PCs to make some fast decisions. Once Baldred is ready he will do all he can to kill the PCs or drive them out of his tower.

The stairway leading to the third floor ends at a locked door. It has a magical alarm set by Baldred on the door to warn him of intruders. The third floor consists of the large bedroom of Baldred. It has chairs, a large bed, many trunks and a wardrobe. Among the useful items to find there is winter clothing for two people. The room can be searched for gold and silverware. It requires one search every minute to find a maximum of 20 items with a value of D10 gc and encumbrance 10 (one item per minute). There is also a secret safe on one wall (search test at -30%) with 400 gc value in coins. The lock requires three successful pick lock tests in a row at -20% but can be opened using Baldred's key.

If the PCs survive, they will get the chance to explore the tower, including the large study (last floor) with a large telescope (100 encumbrance points), books and expensive items. Again, it requires one successful search every minute to find a maximum of 20 items with a value of D10 gc and encumbrance 10 (one item per minute).

Among the books, there are a few rare tomes of magic about the Lore of Chaos, the Dark Tongue, Dark Magic, Lesser magic (two spells) and one about Baldred's research on Vision of Torment. There are also less valuable books on the Empire, the dwarfs and the halflings. There is a book in the study written by Baldred mainly describing how different races or characters resist magic. It seems to conclude that Dwarfs show a higher resistance to magic compared to other races but that could be only because of the strong will and stubborn nature of the race. The book also give enough evidence on the PCs for them to learn that they were not chaos cultists. The book is written in classical and requires a Speak Language (classical) test every hour to learn something interesting form the book.

If the PCs do not attack Baldred or leave the mansion after they attack the mutated bounty hunters, the next day, Baldred, Johan and the first mutants of their warband (one per PCs) will come to get them. The mutants will go to the cells first, followed by Johan and Baldred (they will have to check for 'falling' like the PCs did). A few will have loaded crossbows. Johan and Baldred will have their robe, shield and warhammers and flee to the tower if the PCs appear to gain the upper hand.

Encounter 1: Baldred the dark, magister level 1, converted to the worship of the Shadow Lord								Encounter 2: Johan, apprentice wizard (Brother of Baldred)							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
25	27	30	34	28	35	34	26	34	35	25	33	34	38	34	28
+5	+5	-	+5	+10	+20	+25	+10	-	-	-	-	+5	+10	+15	+5
30	32		39	38	55	59	36					39	48	49	33
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	1	0	1	10	2	3	5	0	1	0
+1*	+3	-	-	-	+2	-	-	-	+2	-	-	-	+1	-	-
2	13				2			2*	12				1		
<b>Personal details :</b> 6'4", 150 lb, dark brown hair, copper eyes, curious smell, 43 years old, born in Middenland								<b>Personal details :</b> 5'8", 150 lb, light brown hair, grey eyes, 32 years old, born in Middenland							
<b>Weapon :</b> Shield and warhammer <b>Armour :</b> None								<b>Weapon :</b> Shield and warhammer <b>Armour :</b> Thick fur (1AP everywhere)							
<b>Trapping :</b> Purple robe, a belt with ready to use spell components. A crossbow, loaded.								<b>Trapping :</b> Purple robe, a belt with ready to use spell components. A crossbow, loaded.							
<b>Skills :</b> Common knowledge (the Empire), Gossip (+20%), Speak Language (Reikspiel), Academic Knowledge (Magic +10%), Academic Knowledge (Demonology), Channelling (+10%), Magical Sense (+10%), Perception, Read/Write (+10%), Ride, Search, Speak Arcane Language (Magic +10%), Speak Language (Classical), Intimidate, Common Knowledge (Dwarf), Common Knowledge (Halfling), Speak Language (Khazalid), Speak Language (Halfling) <b>Optional skills to learn :</b> Charm								<b>Skills :</b> Common knowledge (the Empire), Gossip (+10%), Speak Language (Reikspiel), Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magic), Speak Language (Classical)							
<b>Talents :</b> Coolheaded, Fleet footed, Aethyric Attunement, Petty Magic (Arcane), Very Resilient, Dark lore (Demonology), Fast hands, Dark magic, Lesser Magic (Magic alarm), Lesser Magic (Aethyric armour), Meditation (+2 casting roll). <b>Optional talents to learn :</b> Savvy, Arcane Lore, Mighty Missile								<b>Talents :</b> Coolheaded, Fleet footed, Petty Magic (Arcane), Fast Hands, Savvy <b>Optional talents to learn :</b> Very Resilient, Aethyric Attunement,							
<b>Insanity points :</b> 5 <b>Mutations :</b> Emaciated appearance, eagle face (+1A*).								<b>Mutations :</b> Short legs, animalistic legs, snout and fur skin (+1AP everywhere), dog like face and fang (+1 A) <b>Disorders :</b> Watch dog syndrome (see later) <b>Permanent injuries :</b> Scars							
<b>Background :</b> Baldred is a sorcerer who fled Middenheim during the wizard war. He is now moving slowly into the art of deamonology. His experiments were mainly on testing his magic and the magic resistance of his victims.  By his clothing, PCs will remember him even though his appearance is now quite different from what he looked like in the paintings.								<b>Background :</b> Johan is the young brother of Baldred. He is faithful to his brother and considers him the brain of the family. He wanted to follow his steps. However, with the comet that fell, Johan is on his way to become a chaos spawn.  He doesn't leave the first floor anymore acting like a well trained dog. He can still use his magic but also suffer from – D6 points on his casting roll from his dog like face and mouth.							
<b>Spells :</b> Drop, Magic Dart, Sleep, Glowing Light Magic Alarm, Aethyric armour, Vision of Torment, Boon of chaos :								<b>Spells :</b> Drop, Magic Dart, Sleep.							

## 6 THE SHADOW LORD

---

In this chapter, the PCs will meet the Shadow Lord. The Shadow Lord has just escaped his prison in the comet but wyrdstones are scattered all over Mordheim leaving him with no material appearance and only limited power. Still the Shadow Lord, as described in this scenario, is a powerful being. If the PCs survive the encounter they will realise that they have no other choice but to flee Mordheim (information on the Shadow Lord given in this scenario is not official. GMs are free to change the aspects they don't like).

### 6.1 FACING THE SHADOW LORD

After the fall of the comet, the Shadow Lord visited Mordheim at night looking for sorcerers to lead warbands, recover wyrdstones and eventually lead his army to destroy the Empire. The night after the PCs killed Baldred (or a few days later, if PCs need healing and use the tower to rest) the Shadow Lord will come to the tower to speak with Baldred mainly to know if Baldred succeeded to create a strong warband of mutants. Although, a powerful being, the Shadow Lord is somehow blinded by rage and madness and PCs can lure him by bluffing, for instance by role playing the role of Baldred or the role of some mutants he recruited. While doing this, they can learn some part of the Shadow Lord's plan to recover all wyrdstones in the ruins and to let men come into Mordheim to become his mutated followers. They can also learn that the Shadow Lord doesn't like light and ask for lanterns and torches to be extinguished. Eventually, the Shadow Lord will see through the bluff and get really mad, asking the PCs who they truly are. This is the moment where the real challenge begins.

In this campaign, the Shadow Lord has some power and weaknesses. First, he cannot leave the pit during daylight. At night, he can fly in Mordheim surrounded by an aura of magical darkness having a radius of 48 yards. In this zone, he can feel and see every living and unliving creature and cast spells of the dark magic lore with a magic characteristic of 4. Also, the Shadow Lord can be attacked by magic, magic items, natural lighting and light coming from torches and lanterns. In this scenario, the Shadow Lord will flee if threatened and will send warbands of mutants, with promise of tremendous rewards, to track down and kill the PCs. Consequently, no characteristics are given for the Shadow Lord beside his magic characteristic and an initiative of 99.

The PCs somehow have to realise that their only escape against darkness is to have faith in light. They can use lanterns, torches or candles to protect them against the Shadow Lord since, in his actual form, the Shadow Lord has no power on everything that is lighted by natural or magical means. On the other hand, those in the 48 yard radius aura of darkness can be the targets of all spells available to the Shadow Lord. Also, the Shadow Lord, every round, can try to extinguish all natural fire in a 48 metres radius (full action). This automatically succeeds if nobody holds a lantern or a torch. If somebody holds a torch or lantern, the PC makes a willpower test. If succeeded, the light is kept. If not, the fire is extinguished and the PCs are likely to be the target of spells the next round. Somehow faith on light is the key in this battle against darkness. Consequently, the more faith the PCs put in the light source they hold the highest modifiers they get on their willpower test (up to +30%). Conversely, if the PC don't have faith in their light source, negative modifiers can be applied (up to -30%). PCs asking gods to protect them while holding a light source is enough to get positive modifiers to willpower tests (+10%).

When the PCs are all safe under some lighting they are likely to attack the Shadow Lord. First, they must find the centre of darkness revealing the shadow of a humanoid looking like a winged chaos warrior. The sight should be really brief since at that point, the Shadow Lord is likely to flee after warning the PCs that they'll never escape Mordheim and shall all be dead by the end of the night.

At that point, PCs should get the message that they have to get out of Mordheim fast before all hell on earth falls on them. It is not everyday that you count as a personal enemy a Chaos Lord. At this point, the Shadow Lord will fly around the wizard mansion finding all mutants he can in nearby buildings and giving orders to track down and kill the PCs. The Shadow Lord will use deadly magic to make his point and the mutants dare not disobey his orders. PCs will hear and see parts of that through the tower's windows and will have to get out of the tower before it is surrounded by hundreds of mutants.

## 7 TRYING TO GET OUT

---

*I think we've seen enough  
Let's get out of here.*

In this chapter, the PCs will have to face the horrors of Mordheim to get out of the city during the night. Getting out of Mordheim will be the toughest challenge the PC will get from this scenario. They will have to run protected from the Shadow Lord by their lantern but attracting mutants, wolves and worst. Walking without a lantern or a torch is possible but this will remove their protection from the Shadow Lord. Also, the PCs are likely to realise that perhaps the huge bags of silverwares they have are not that useful after all and killing everything they meet is also not the solution. In this race against madness, more than ever, the PCs will have to work as a team to survive. The chapter gives many hints on how to run this last challenge.

### 7.1 MADNESS

The keyword in this run out of Mordheim is madness. PCs should always be in danger, having to make quick decision without knowing exactly where they are, how far they are from the walls, what danger lurks in the dark alley they enter. Most of the time they will meet only one mutant or two but this should be enough to scare them from being caught by other mutants nearby. The Shadow Lord will be flying over Mordheim like a cloud of pure darkness, filled with rage and madness. Outside this aura of darkness, the vision of the Shadow Lord is limited and is similar to the vision of a raven and not the vision of an all powerful daemon prince. Before running this part of the scenario, allow the players a fifteen minute break to drink, stretch... and get ready for a race against time under constant danger.

How can they escape? By running, shouting, bluffing, taking advantage of the madness and total anarchy of the city. The Shadow Lord asks the mutants to kill the heretics in the tower but who are they when they are not in the tower anymore? The Shadow Lord is also followed by his aura of darkness causing total blindness to PCs but also to his own troupes. And this is not to say that most mutants are totally mad and violence will get them moving but can't make them think.

The GMs should stress the battles of mutants against mutants caused by the desire and fear to please the Shadow Lord without exactly knowing who to strike. PCs should be kept running and the GM should expect them to add to the madness by throwing mutants against mutants by yelling: 'Here are the heretics! Let's kill them all!' Shouting to a group of mutants while pointing to another should work (Command test at +30%). Such is the madness of the city. PCs should be followed most of the time by a bunch of mutants having a better understanding of the Shadow Lord's desires. PCs will have to make a few stands against those before they reach the walls or the river. If PCs hide in a house, don't let them stay there too long. Let them feel safe a few rounds until they hear the roar of a large chaos spawn or a mutated wolf.

The walls will be guarded by mutants, mainly old watchmen who kept their old habits. Any watchman PC will recognise friends mutated by the fall of Sigmar's fist. What is great for the PCs is that the wall is now broken at many places and there are many places to run to and dig for cover. PCs encumbered with lots of gold should be easier targets for the crossbows of the mad watchmen now protecting the city from anyone trying to get out.

**Flashback (I was a watchman)**: Seeing watchmen on the wall doing their duty can entitle any watchman PC to an intelligence test to know that he was a watchmen too. He will also have to make a willpower test to avoid the gain of one insanity point for seeing old friends now transformed into mad mutants

Another trick is to disguise themselves as mutants talking about orders they received from the Shadow Lord. With good role playing, the PCs could convince the watchmen to let them pass (Charm test at -10%). The GM should encourage and reward any creative ideas but not make things too easy for the PCs. It could be interesting to put a magister worshipping a chaos god with the watchmen (the magister having the profile of a journey man wizard but having D6 wyrdstones with him – use Baldred's characteristics). Also, a chaos spawn is always a good watchdog to put near the walls.

## 7.2 UNDERSTANDING MORDHEIM

A strong advantage of killing Baldred before running in the city is the opportunity to have a look on the ruins of Mordheim. As said, the GM should allow this before the PCs face the Shadow Lord. A view from the tower allows PCs to see that the northern walls of the city are not too far. The river can also be a possible way out if the GM wants it. If not, let the PCs see, just before they jump into a boat, a mutant caught by a long tentacle coming from some kind of beast hiding in the river. This should help the PCs to realise the fleeing by the river is not really an option.

GMs should have a look at official Mordheim website and get the official map of Mordheim over there (<http://www.specialist-games.com/mordheim/default.asp>). With some reading in the website they can get a few ideas for encounters and dangers. One of the goals is to set challenging encounters giving the PCs a chance to know themselves better. The mansion is in the centre of the rich quarter of the city, far enough from the pit and the certitude of mutation or death when coming too close to the centre of damnation, and surrounded by different places of interest:

- North East : Northern walls (downstream the river Stir to Sigmar's Heaven)
- North East : The Statue of Count Gotthard (now a place where non-mutant are tied to mutate)
- North East : The metal workers guild (was a small dwarf community).
- East : The River Stir (now inhabited by mutated fishes and creatures you don't want to meet)
- South East : The middle bridge (now controlled by a sorcerer)
- South : Count Steinhardt's Palace (fighting for the control of the palace is now total madness)
- South : Steinhardt's Memorial Gardens (cemetery now inhabited by chaos trees and undeads)
- South West : West Gate (leading to the Cut-throat's Den controlled by mutated watchmen)
- West : The Raven Barracks (was centre of Ulric's and Morr's soldiers and templars, now filled with mutants and war dog packs)

The middle bridge, the Steinhard's Palace, Steinhardt's Memorial Gardens and the West gate form a barrier to the South this should be a reasonable limit for the sightseeing of Mordheim. There is in this area (the rich quarter) enough treasure and danger to fill treasure hunters imagination and send shiver to the wisest without going farther South. Special items can be found in this area if searched properly. This includes magic items (at the metal worker guild), excellent quality weapons (at the metal worker guild and more or less in every rich house), a variety of good quality suits of armours and weapons at the Raven Barracks as well as art and gold at the Count Steinhardt's Palace. Since the real plunder of Mordheim has not yet begun, there are a lot of costly items to be found with just a little effort. On the other hand, mutants and chaos spawn are now the rulers of the city. Even though they are not organised, they are mad and those first mutants have developed hate of all non-mutants. Finally, as seen later, fleeing the city loaded with treasure is perhaps not the best investment to make.

If the PCs wait for daylight they will be able to see more of the mutants inhabiting the city. They will also see some large chaos spawn and a few fights in the street. This should give them the taste to get out of the city. The safer path will appear (and truly is) to head north to the walls and hope to find a hole to move through or climb on top of a wall and slide down the other side with a rope.

## 7.3 RUNNING IN THE DARK

*It seems we go from bad to worst.*

Mordheim after the fall of the comet is a nightmare in progress. Mutated dead bodies fill the streets and buildings. There is a feeling that disease can spread everywhere really fast. Any PC with the heal skill is entitled to a Heal test to warn others of the danger. There are also plenty of twisted phenomena that can happen. Walls start screaming ! The road becomes a mirror or a mouth ready to eat those fool enough to walk in the city of the damned. Bones unnaturally clean raise and form skeletons attacking the PCs for less than a minute before falling to the ground in a screaming wail. Statues animate and begin to follow PCs in the street stopping their motion as soon as the PCs look at them. The only limit is the GM's imagination.

After the fall of the comet, Mordheim is not yet the centre of battles among warbands to get wyrdstones. This will start only six months from then to become total madness in 2001 IC. The first month after the fall of the comet is more a time where mutants walk the streets get organised into warbands and collect wyrdstones under the influence of the Shadow Lord's spirit which wanders the streets searching for the perfect body to possess and to give him control of Mordheim and then the control of the world. Also many mutants will turn into chaos spawn or become possessed by lesser deamons.

The mutants slowly will get the instruction to : *'Let people come in but don't let anybody get out.'* Slowly this idea will become the rule and will be retold to mutants by competing magisters (leaders of mutant's warbands). They will get the instruction to tie living people to statues and buildings until they become mutants like themselves. PCs can see one or two human attached like this asking them to kill them before they become mutants too : *'Flee this place of doom ! When it is still time ! Forget all the treasures you can find. Those are doomed as we are. But please kill us first. We don't want to become one of them.'*

With regard to encounters, the GM should stress the danger of Mordheim but at the same time there are valuable goods everywhere and looting the place can appear to be the best thing to do. The PCs should be able to get items of a value of D10 gc for every ten points of encumbrance for every successful search test, one test every ten minutes. On the other hand, a dangerous encounter can happen every hour, sometime less.

The following encounters are given as reference for the GM :

- A group of mutants slowly circles the PCs getting ready for an attack. The PCs have D10 minutes to leave before the mutants gather enough courage and hate to attack the PCs. If the PCs flee they will be followed and will meet more mutants in the street. They are likely to have to fight one mutant for every two PCs while fleeing, if they stay where they are this number will be increase by a factor two or even three. The level of organisation and the weapons used by the mutants is left to GMs.
- A chaos spawn appears from under rubble and attack the PCs
- Skeletons form from bones on the floor and attack the PCs for a minute before the magic disappears. There should be one skeleton for every PCs (GM's choice).
- Pack of mutated dogs wander the streets howling and preying on both mutants and PCs. Despite their small size they have now the same profile as war dogs or wolves (GM's choice). It is also possible to add one or two mutations to them.
- There are now only a few skaven in the sewers. They are totally maddened by so much wyrdstone and are more or less fighting against each other to get it all. Message has begun to flow for reinforcement, the Eshin clan is likely to have the upper hand by killing all other skavens and messengers. An encounter with skaven can be limited to one skaven for every two PCs.

***Flashback (These were my sisters) :** Seeing mutants searching rubbles, one random PC can see somebody he once knew, especially children for a more horrible effect. He will have to make a willpower test to avoid the gain of one insanity point for seeing old friends or relatives now transformed into mad mutants*

## **7.4 MORDHEIM TWO DAYS AFTER THE FALL OF THE COMET**

Mordheim is not yet the theatre of intense rivalry between organised warbands. On the other hand, it is definitively a place of madness and a lot of fighting is already taking place while surviving sorcerers try to control as many mutants as they can while taking there grip on strategic spots. If mutants, chaos spawn and various mutated beasts are keen at tearing each other apart they have an even higher taste for non-mutated flesh. Somehow they remember that they used to be normal and everybody that is not tainted somehow betrayed them. Among those traitors are the sisters of Sigmar well established on the Rock where their monastery lies.

In the first days after Sigmar's fist fell, the Sister's of Sigmar began their fight to keep control of their monastery and some made rescue missions to recruit young ladies who apparently survived without mutations. Needless to say that these women or girls or a minority with a potential of being tainted.

Then the first looters will come. They will come from nearby cities and inns. They will also come from nearby Sylvania and from the skaven highways. Soon they will bring with them new sorcerers aspiring to become leaders of possessed Warbands. The first unorganised looters can be interesting encounters once outside the walls. Needless to say those will be mainly bandits wanting a share, if not all, of what the PCs gathered in the already named city of the damned. It will take at least a few weeks for those looters to be organised enough to seriously venture into the ruins of Mordheim with a reasonable chance to get out. Before rivalry rules Mordheim, madness will nurse it..

Two days after the fall of the comet, in the ruins of rich houses like the one the PCs will first visit, there are plenty of gold, silverware, sculptures and other expensive items. PCs, after a few hours in Mordheim, are likely to carry items worth more than a hundred gold crown. Sadly, for the PCs, carrying so much gold won't be very useful for the scenario. Most mutants will be more interested by weapons and food. Also, once outside Mordheim, if the GM wishes to continue the campaign, too much gold is likely to attract outlaws and thieves. The campaign is set in 2000 IC, a time of anarchy where the law is made by the strongest. Still gold and luxury items are another aspect of Mordheim : this is a place to get rich. If PCs don't die, don't mutate or don't become insane let them enjoy their bounty, at least for a game session or two.

## 7.5 LEAVING MORDHEIM

*The end is near  
Strangely I don't feel safer.*

The end of the scenario is left open for the GM. The adventure can continue outside Mordheim. The PCs could head towards Nuln or towards Sylvania, meeting traders, beastmen and vampires.

It is also possible to have the PCs stumble out of bed screaming. This could happen when one PC loose his last fate points or when they leave Mordheim only to see it surrounded by armies of undead creatures. The scenario could be only a terrible nightmare giving D6 insanity points (or the insanity points they got from the scenario). The PCs should keep their experience points and be ready for a new adventure this time in 2522 IC in a town ravaged by the latest chaos incursion.

## 8 REWARDS

---

*If this allows us to better survive in the future  
It was costly but worthy.*

For every skirmish the PC should get from 10 to 50 xp depending on the challenge rating. Other rewards can be considered:

- 50 xp for surviving the rats, getting out of the cells and taking proper equipment for survival;
- 30 xp for killing or escaping the bounty hunters;
- 10 xp for killing the cook;
- 20 xp for killing Johan;
- 30 xp for killing Baldred;
- 10 xp for every 100 gc gold value they succeed to get out of Mordheim;
- 30 xp for escaping Mordheim;
- 30 xp for knowing who they are before the end of the scenario;
- 30 xp for not being turned into a mutant (no xp for halflings);
- 30 xp for not getting any disorder while in Mordheim