

# Cutthroat's Den

## Encampments part 2

*Like an ugly wound, Cutthroat's Den seeps with the worst virulent filth that is attracted to the City of the Damned. It lies to the west of Mordheim and tis easy to find. All a man needs do is follow the stench of that place, so rank is it with corruption and dark dealings or pursue the rich vein of sewer stink that eventually bisects the encampment.*



*Cutthroat's Den as its foreboding name suggests, is a hive of iniquity and villainy. All of the foulest scum you might ever encounter in a lifetime make their camp in the filthy, ramsbackle shanties that pass for a settlement, hoarded up in weather-beaten tents streaked with filth or dilapidated huts, worn beyond repair.*

*Law and order are dirty words here oft muttered with a foul oath or curse. No body of order exists. It is merely the survival of the fittest that dictates the outcome of any disputes and the cultivation of fear in one's enemies born out of ruthlessness and reputation that ensures any semblance of safety. Indeed, only the strongest or most cunning will survive in this place, where tis as sure as the sun rising you'll find a dagger in your back should you take your eye off it but for a moment.*

*Shunned by the pious daughters of Sigmar, zealous Witch Hunters and all good, honest folk, Cutthroat's Den attracts a rare breed of pure scum. Mercenaries, thieves, outlaws, pit fighters and their ilk are all admitted here. There are even rumours of cloaked figures shambling amidst the tents and shanties affiliated with the dark lord of the Pit and those that travel only by night with the slow, wavering gait of the restless dead. It seems no filth, no matter how debase, is denied entrance.*

*And yet, despite this swelling mass of dangerous men, there are traders. They are the deadly, unscrupulous types, ex-professionals thrown out of legal service for bad practice or dubious religious leanings. Cutthroat's Den offers all these men and women a home and the means to ply their wares. Armourers, weapon smiths, muleskinners, indeed even the more esoteric professions such as cartographers, are based here. These establishments are often seedy, dark parodies of those encountered in say, Sigmarhaven, their proprietors as tough and menacing as the mercenaries they provide for.*

*As well as the more common traders, Cutthroat's Den also harbours its own breed of particular marketers, offering specialist services unique to their patrons. Grim alchemists brew foul smelling potions in the thick and beady confines of a darkened shack, with only flaps of tarnished leather barring the entrance. Their trade attracts all manner of weak and unsavoury characters. Those addled by the corrosive addictions to drugs peddled by these amoral merchants, or Assassins seeking poisons with which to debilitate and kill their chosen quarry.*

An exploration of the myriad camps and settlements around ye ruins of  
olde Mordheim  
by Steve Gibbs, Stephanus Harburgh & Nicodemus Kyme



*Rumours are rife of a cadre of grave robbers and body snatchers operating within the fringe of the city walls and beyond. They peddle their ill-gotten wares to the most insidious of traders. Known in some circles as cadaver merchants these morbid men sell these, oft times fresh, bodies to a very particular clientele; secretive men in thick, dark cloaks. Who can tell the purposes of such men, some believe they are foul practitioners of the black arts, Necromancers pursued by the zealous knights of Sigmar, or scientists driven mad by their experiences of the dark city. These snatched bodies are valuable commodities to these dark scholars, risen as slaves to their master's will, undying servants immune to pain and human needs or forced to tell secrets from beyond the grave, perhaps the location of a hidden treasure vault or the identity of their murderers. Some dark apothecaries even sell spare body parts which they sow in place of destroyed limbs with eager relish. These limbs must be taken from the recent dead, fresh and oft robbed directly from the surgeon's slab. It has been known for such limbs to come alive and attack their new owners as if possessed by their former bodies. All such things are for sale in this bleak and debased settlement. There are also those that openly refute the true gods and worship the foul benefactors of Chaos. These men are collectors and sellers of dark, unholy items, ancient arcana dredged from deep within the pit and nefarious texts describing forbidden rituals penned in blood by their own hand. Such men also possess the necessary skill to corrupt a once holy item and turn it to the cause of evil. Only the most dire and malfeasant of individuals seek out the services of these dark acolytes but alas tis all a too common practice in Cuttbroat's Den.*

*The night is seldom quiet in Cuttbroat's Den. Screams rent the gloom with desperate futility and the clatter of steel oft merged with the deep, throbbing bellow of a hundred cheers rings out an unnerving and bloodthirsty chorus.*

*This is the din of the fighting pits where men fight and die alone and unmourned to the hungry, blood slaked cheers of a lusting mob. The fighting pits are dark and harrowing places. They are filled with the stink of dried*

*blood and fearful sweat. Thick iron grates seal the unwilling participants within cages only to be forced out, half-blinded into the burning torch light, deafened by gruesome cries; bones, blood and all manner of bodily appendages strewn about the floor as grisly trophies. Thick stone walls are punctuated by cruel iron spikes to add to the sport for the baying mob and they are sharpened daily to ensure they split armour, flesh and bone with ease. A number of the more notorious pits are underground and their owners use the seclusion to house deadly beasts which they pit against the hapless fighters dwelling miserably in their dungeons. The fighting pits are indeed the central attraction for the hordes of Cuttbroat's Den much to the debased delight of the Slavers. A powerful coven of cruel and greedy men, the Slavers are ever on the lookout for willing and unwilling participants for their gruesome blood sports. Prisoners, captured by the vile scum that make their camp in Cuttbroat's Den, are often dragged, screaming or fatalistically silent, into the throbbing merciless half-light of the dreaded arenas where they face almost certain death at the hands of a pit fighter, ogre or worse. Some men, the lucky ones survive their experiences in the pits and become mighty pit fighters in their own right, but such a feat is seldom, resident champions putting down any would be usurper in an uneven and oft bloody contest. In any case they are still nought but a slave, and only postpone the dire end that will inexorably claim their lives.*

*All the fighting pits in Cuttbroat's Den are owned by the Slavers, their coffers swelled fat with the gold of their bloodthirsty patrons. Much is to be learned about the art of survival from the fighting pits. Pit Fighters come in their droves to train and fight there, although such schooling is brutal and not without fatalities.*

*A throng of thieves and evil men, bent on violence and suckled on gruesome blood sports, a culture of depravity pervades Cuttbroat's Den. Expect no welcome here, expect no mercy, the only truth is in death, oft faced in a cold and unforgiving night if you drop your guard, even for but a moment...*

## Encampments

Different warbands set up camps in and around Mordheim. Mercs and Witchhunters tend to set up camps with tents and crude barriers outside of town or find a tavern and take it over. The undead and possessed tend to be a little less scrupulous and take up residence in abandoned buildings or graveyards located in town. The Sisters have their monastery and a number of "safe houses" (for some mysterious reason still standing after the cataclysm) scattered throughout Mordheim. The Skaven of course tend to stay to the sewers, but have found that old cisterns and basements are a great place to stash their goods.



There are three major settlements around Mordheim. The safest is Sigmarhaven, the next safest is Brigandsburg (if you can call it safe) and the most infamous is Cutthroat's Den. Each of these settlements has markets and traders in them. They tend to be made up of smaller encampments of the different adventurers who arrive to search Mordheim. There are other settlements springing up all around and encampments that are outside of the towns.



## Cutthroat's Den

Cutthroat's Den is a place of villainy and evil. It is located on the west side of Mordheim.

Anyone with gold is allowed in and those without tend to find their hands in other people's pockets. Fights break out routinely and only the most daring or stupid of merchants sell there wares here. It is said, "Anything can be bought for a price in the Cutthroat's Den". All goods are at a +2 to find but cost twice what they would normally.

There are a few brave souls (or fools as some have said) that stay in Cutthroat to make money. The famous Twisted Goat is located here. Despite being in a bad town the owner keeps it clean and safe as brawls are at a minimum. The infamous Pit resides in the center of town. Many have lost their lives here and many have made their fortunes. The slaver Ashen Pettyflesh has a thriving business here. He sales any humanoid for a price to anyone with the right amount of money. Roll on the encampment chart to find out what type of living space your warband has. When visiting Cutthroat's Den roll a d3 to find out how many special locations you may visit. You may choose to skip visiting locations and use the trading chart to get equipment.

Please note that a Warband must stay in Cutthroat's Den in order to take advantage of special locations.

Having rolled on the Housing Chart, a Warband must stay at the given location for at least one battle. After having fought a battle they can either stay at the same place, or roll again on the Housing Chart if they prefer.



# Housing Chart

2D6	Camp	Effects
2	<b>Tavern</b>	<p>You have gotten your warband a deed to a Tavern. You get to earn extra cash for renting out rooms and selling food, you may also pick up a hired sword for free for a game or gain a hero (only if this does not take you above normal restrictions)</p> <p><b>Roll a D6, on a</b>  <b>1-4</b> You may add one hero to a group.  <b>5-6</b> a hired Sword has out spent himself and offers you his services for your next exploration in payment.</p> <ul style="list-style-type: none"> <li>- D6 gc every game</li> <li>- Each game roll a D6 on a 5 or 6 there has been a brawl in the tavern causing D6x5 gc in damage. All money you have and receive must go to fix the tavern before you may make other purchases</li> </ul>
3-4	<b>House</b>	<p>In your meandering you have found a House. Your warband has taken it over and fixed it up to your liking. Merchants see the house as a sign of wealth and are more apt to stop by to sell their wares.</p> <ul style="list-style-type: none"> <li>- Add +2 too find items roll on the trading chart.</li> <li>- Each game roll a D6 on a 5 or 6 you must spend D6x2 gc on repairs to your house</li> </ul>
5-7	<b>Tent</b>	<p>You have set up your tents near Cutthroat's Den. This gives you a place to stay and stash your goods. You also attract lots of beggars.</p> <p>Roll a every other game D6.  <b>1-2</b> you may add a beggar to a henchman group (+2 above the total number of warriors in your warband. Always start a new group, even if there is only one of them)  <b>3-6</b> you feel sorry for the beggars and give them d6 gc.</p>
8-10	<b>Ruins</b>	<p>In your meandering you have found some ruins that you convert into a camp.</p> <ul style="list-style-type: none"> <li>- Every other turn roll a D6</li> <li>- <b>1-4</b> you have found a stash of D3 gc hidden under some of the rubble</li> <li>- <b>5-6</b> part of the ruins collapses injuring one of your men. They have to miss the next combat as they recover from their wound. Roll a d6 to find out if it was a hero or a henchman</li> <li>- <b>1-4</b> - henchman</li> <li>- <b>5-6</b> hero</li> </ul>
11	<b>Graveyard</b>	<p>You have found a graveyard to your liking. With nice mausoleums and plenty of corpses.</p> <p>Staying in the graveyard you run the risk of being attacked by some of the restless dead. Roll a 2d6 on doubles that many zombies attack you. Use the stats for zombies from the MH rule book.</p> <p>Undead  The grave corpses tend to be better preserved and good for reanimating.  After every game 2 models that were not in Mordheim may dig up corpses. Having been BURIED rather than simply LEFT where they died, the corpses available in a Graveyard are better quality for animation and MAY have grave goods buried with them. Roll 2D6 and subtract 9. If the number is positive, THAT is the number of Zombies you may add to your Warband for free. On a roll of doubles the grave has collapsed on the diggers. Roll on the serious injury charts (treat like they had been taken OOA). On a roll of 12+, the gravediggers find ONE corpse suitable to become a Zombie and 2D6gc worth of grave goods. (The gravediggers do NOT get caught in a collapsed grave.)</p>
12	<b>Cellar / Sewer</b> (Skaven only)	<p><b>Cellar</b>  You have found cellar to set up camp in. It even has some nice tunnels running off of it to who knows where.</p> <ul style="list-style-type: none"> <li>-The cellar allows the player to set up using infiltration rules with 2 of his people.</li> <li>-Roll a d6 on a 6 you are attacked by a swarm of giant rats and d6 of your henchmen fall ill from the bites they receive. They have to miss the next game as they recover</li> </ul> <p><b>Sewer</b>  You have found a lovely section of sewer to set up camp in. It even has some nice tunnels running off of it to who knows where and diseases run rampant.</p> <p>The sewer allows the player to set up using infiltration rules with 2 of his people. Skaven roll 2d6 and on a 12 they are sick and can't fight in the next game.</p>

## Locations

### SURGEON:

You may visit a surgeon to help heal or take care of battle wounds. The surgeons of Cutthroat's Haven are mere hacks at best and only the most brave or foolish allow themselves to be worked on by them. If you roll a serious injury on the serious injury chart you may visit the surgeon to fix you up as good as new, if you're lucky. The surgeon cost 5 gc per hero you want to try to have repaired Roll on the chart below to find out if surgery was successful. He also has contacts to procure drugs and potions more easily. Add +1 to your die roll when searching for them while at the surgeons.



Necromancers often visit the surgeon looking for body parts and bodies for their creations and

zombies. A necromancer may stop by the surgeon to find bodies for zombies and reanimate them. Roll a d6 if you roll a 6 you may add a zombie to your warband at 1/2 the cost.



### Surgery table

2D6	Result
1-4	<b>'Uh Oh'</b> The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.
5	<b>'Which one was it?'</b> The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.
6	<b>'Successful Surgery'</b> The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

### Uh Oh table

2D6	Result
1	<b>'Dead'</b> The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 gc for the body which will provide him with a useful supply cadavers to practice on. This amount is added directly to the warbands stash.
2	<b>'Complications'</b> There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.
3-4	<b>'Duuuuhh'</b> Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now stupid (follow the stupidity rules from the Mordheim rulebook)
5-6	<b>'Not too bad'</b> Even though the surgeon made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the surgeon was meant to have operated on.

**SMITHY**

A smithy works metals into items that are useful. They create many weapons and armor. When visiting a black smith you may add a +2 to your search rolls when trying to find Armor or close combat weapons.

**MULESKINNER**

A beast master takes care of the animals. He re-shoes and feeds the horses, feeds the dogs, trains them and cleans up after them. He reduces the difficulty of finding animals by adding a +2 to your dice roll on the trading chart.

**MERCHANT**

The merchant is a purveyor of many different goods. He sells just about anything that's not nailed down. The merchant gives you a +1 to find rare items.

*Special Locations*

**ASHEN PETTYFLESH THE SLAVER:**

You may visit the slaver to add to your warband. Ashen sells just about anyone he can get a hold of and to anyone that wants to buy. If you are searching for a new recruit to add to your warband stop by he may have what you're looking for. Roll 2d6 on the following chart. If you like what he offers you may purchase them at 2x the regular cost and above your racial maximum. You may only purchase one slave at a time this way)

D6	
2	Hero
3-5	Henchman (not including large creatures or animals)
6	Large creature (ie Rat ogre)
7-9	Henchman (not including large creatures or animals)
10	Hero
11	Animal
12	Large creature (ie Rat ogre)



**THE PIT:**

Enter a fight: (Same as sold to the pits on pg 119 of MH rule book).

You may nominate a hero to fight in the pits versus a pit fighter or another player that is visiting the Pit.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie, a d66 roll of 11-35). If he is not dead, he is thrown out of the pits and may re-join his warband.

If the warrior wins he gains 50gc, +2 experience and is free to rejoin his warband with all his weapons and equipment.

**Gamble on the fights:** You come on a night when the bar is open for pitfighting. You may enter one of your heroes in (per the serious injury chart) or bet on the fights. Roll a d6 to bet

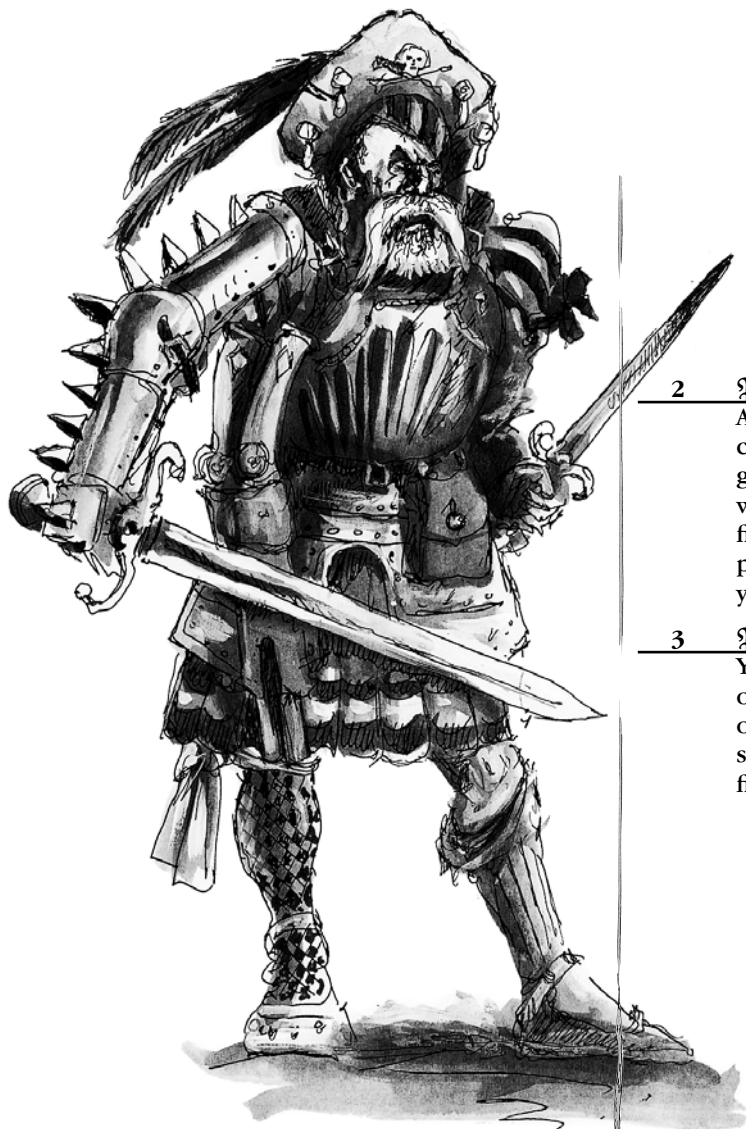
D6	
1-2	The fighter you bet on puts up a good fight but not good enough. He is dispatched and you are out d6x5 gc
3-4	The fighter you bet on puts up a good fight and wins but the odds were for him you only win d6gc
5-6	The fighter you place your money on is a long shot which pays off in the end you win d6x5 gc



## Encampments part 2

### THE TWISTED GOAT

This is a tavern where you may play a game of chance, look for new recruits or just get smashed. You may gamble at any time in the Twisted Goat. To find out what else you can do roll a d6 and consult the chart below.



### GAMBLING

Your leader gets involved in a rather dubious game of dice. Roll 1D6 and consult the table below:

1	Your leader loses 3D6 gc and comes away a little wiser.
2-5	Your leader manages to break-even.
6	Your leader gambles away a fortune before lady luck smiles on him and he wins it all back with interest. Collect 3D6 gc in winnings.

D6	Result
1	<b>Drugged</b> One of your heroes (choose randomly) partakes of a curious drink offered to him by stranger. After one swig he feels the effect of the liquid take hold – he has been drugged! Roll a d6 on the following table:  1-3. Your hero has been poisoned and is at a -1 Toughness for the duration of the next battle  4-6. The liquid in question is actually a very strong ale, and your hero quickly gains a taste for it. He wakes up the next morning with a pounding head.
2	<b>Pickpocket</b> As your warband jostles through the crowded bar, your leader suddenly gets a feeling that something is wrong. He reaches for his crowns to find them gone, snatched by a lousy pickpocket. Count the loss of half your gold crowns.
3	<b>Pit fight</b> You come on a night when the bar is open for pitfighting. You may enter one of your heroes in (per the serious injury chart) or bet on the fights. Roll a d6 to bet:  1-2. The fighter you bet on puts up a good fight but not good enough. He is dispatched and you are out d6x5 gc.  3-4. The fighter you bet on puts up a good fight and wins but the odds were for him you only win d6gc  5-6. The fighter you place your money on is a long shot which pays off in the end you win d6x5 gc.



**4-5 Hireling**

Whilst carousing in the bar you meet many different characters and fighters. You sit down to have a few drinks with some. Roll a d6 on the following chart:

1. You are drinking with a warlock who offers you his services at half the normal rate.
2. An ogre challenges you to a drinking contest. Roll a d6 on the appropriate table
3. You sit down with an halfling scout and start to exchange recipes. One of your recipes he has never herd of, he offers you his services at half the cost.
4. You sit down and share a drink with a freelancer. As the night wears on you find that he and your father were in the same company. He offers you his services for the next battle for free.
5. You find yourself drinking with a young fellow who is itching to test his metal in Mordhiem you may add an extra henchman to your party. (This is above your racial maximum)
6. You sit with a fellow who looks battle hardened. As you talk you discover the rest of his warband was slain searching the ruins in Mordheim. You may offer to have him join your warband as a hero. Add one hero to your warband if you don't have room for one of your regular heroes (ie you already have 2 champions or 2 youngbloods) you may use the stats of a henchman (like lads got talent).

**6 Bar Room Brawl**

Your leader gets into an argument with another patron in the tavern. The argument grows into a brawl quickly. Roll a d6 on the following table:

1. Your leader is thrashed and loses d6x3 gp
2. Your leader is beat pretty bad and leaves d6 gp poorer
3. Your leader knocks the Patron to the ground and take d6x3 gp for his impudence.
4. The patron is joined by his warband and an all out brawl ensues. Roll a d6 1-4 you send the warband fleeing and gain d6x5 gp for your trouble. 5-6 you are routed and loose d6x5 gp. (you may also play a skirmish scenario vs. middemhiemers (500gp) to find out how the outcome happens)
5. The brawl attracts the attention of the watch who arrive to throw the patron in the stocks
6. The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You must pay d6x10 gc to get everyone out.



*Drinking Contest Table*

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|-----|--|
| 1-3 | He drinks you under the table.   |
| 4-6 | You drink him under the table and he is in such awe he offers you his services for the next battle for free. |

**SETTLEMENT EVENTS**

Roll on the Settlement Events Table printed in Town Cryer 28 in between visiting locations in Cutthroat's

Den. Although the description's for some of the events may seem slightly out of place for Cutthroat's Den, the results should still be applied as written.