

MORDHEIM

Thy Soul to Keep

Part three of a Mordheim campaign. by Nick Kyme and Andy Hall

Screw your courage to the sticking post, brave traveller, as we journey to the City of the Damned for the last time. Our destination is the Temple of Morr and the final battle for the fate of the lost souls of Mordheim...

In this final instalment of the White Dwarf Mordheim campaign we reveal the final multi-player scenario, feature the remaining two warbands and discover who the victor of the campaign will be.

The Story So Far...

Soloman Vantor, High Priest of Morr has been changed by the chunks of altering wyrdstone buried deep in the earth of Mordheim. Crazy with power and seduced by delusions of godhood, Soloman has constructed a device of evil - a Soul Engine, capable of trapping souls and using them to fuel his power and desires of ascension.

Soloman's will does not go unchallenged however; six priests, the original acolytes of Vantor, have ventured back to the City of the Damned to prevent the ritual. Little do they realise they are being drawn slowly, inexorably into a trap. For only if Soloman can claim the souls of the six priests will his godhood be assured.

The priests and their followers, warbands of brave warriors and despicable villains, have battled each other to reach the Temple of Morr and the final confrontation with Vantor.

The outcome? In the balance...

"If Soloman can claim the souls of the six priests his godhood be assured"

Those that flock to Nordheim...

At the time of Mordheim the Empire is fractured and as a player



Andy Hall

Andy: My warband, Kliver's Bows are one of those who disappear without trace in Mordheim. So, where did it all go wrong? In a word: Youngbloods.

Losing my Heroes early on against the Witch Hunters (my Champions died and Kliver suffered a deep wound), meant no income.

The next few games were little better, with the encounter against Owen a clinical killing exercise by his Vampire. At least with some Youngbloods hanging around, staying out of trouble, I could've generated some income and replenished my losses. Ah well...



James Griffiths

James: I emerged from my fist two games with one win, no deaths, few injuries, a good haul of gold, an extra attack for each Possessed and an evil grin on my face!

Game three was one of those rare occurrences when every dice I rolled was great and every dice my opponent rolled was terrible, resulting in me wiping out every last Dwarf in Rik's warband and gaining much experience.

Against Nick's Witch Hunters though, every dice I rolled was terrible and every dice he rolled was great! I lost the game and a Beastmen... permanently.

In my final game - The Gaol - things fell apart. I split my attack to try and take out Andy's Reiklanders and the Gaoler at once, but the Gaoler ripped through my warband and I lost the battle.



final scenario: the temple of morr

The warbands have fought long and hard to make it this far. Now, upon the blasted grounds of the Temple of Morr do they meet; all of Vantor's banished Priests together at last. Across the ruined structure of the great temple do they stare at each other, in its highest tower an eldritch light blazes. Here lies the Soul Engine – they can feel its very power draining the life out of them as they stand there – the culmination of the High Priest's madness. Vantor must be destroyed and his nefarious machine with him, for good or ill...



The warbands have fought their way to the grounds of the Temple of Morr and find their adversaries there too. There can only be one victor now; overthrow Vantor and defeat your enemies – to battle!

terrain

This scenario is staged over a 4'x6' area. The Temple of Morr should be placed in the middle of the table with the Soul Engine at its centre (use a counter or small coin to represent it if you don't have a suitable model) and is surrounded by various small ruins, graves, mausoleums etc representing the temple grounds.

multiplayer game

The Temple of Morr scenario is a multiplayer game. For all the rules on how to set-up and the order of play, download the Chaos on the Streets rules from: www.specialist-games.com/mordheim

And look for it in the Articles section. If you are fortunate enough to own a copy of the Mordheim Annual 2002, the rules can also be found there on page 26.

set-up

See the Chaos on the Streets rules. Please note the Warband with the highest rating automatically goes first and chooses which segment to set up in. Soloman Vantor is placed inside the Temple within 2" of the Soul Engine. His deranged disciples accompany Vantor, and they should be placed 10" away from the Soul Engine. There are eight disciples and two should face toward each of the table edges.

special rules

Morr's Blessing: Though it was Soloman Vantor's subterfuge that drew the Priests to Mordheim, it is Morr's will that they should stop him from the sacrilege he is trying to enact. If any of the Priests of Morr are injured and cannot take part in the final scenario they will be available for the game but suffer a -1 to Strength and Toughness.

Soul Engine: This evil device, wrought from the tainted iron littering Mordheim and bent into shape by dark magicks, throbs with malevolent sentience. Any warrior within 8" of the Soul Engine (barring Soloman Vantor) at the start of their turn must try to resist its evil effects by passing a Leadership test. If they fail they instantly suffer a wound with no Save for anything.

Any model that is taken out of action in this way adds +1 to Soloman Vantor's Wounds (this can take him above his starting level). If any of the Priests are taken out of action for any reason in the game, their souls will instantly be consumed by the Soul Engine and increase Soloman's power (see below).

The Soul Engine, whether its power is coveted by the Warbands or shunned by them, must be destroyed. It has the following profile:

Toughness 6 Wounds 4

The Soul Engine is tough and the only sure way to be rid of it is to tear it apart in close combat, as such any wounds caused by missile fire or magic are ignored on a roll of 3, 4, 5 or 6.

The Disciples of Vantor: These foul wretches, who serve Vantor, count as Dregs armed with clubs.

Moving and Fighting with Vantor and his disciples: Vantor and his disciples are effectively treated as an extra player each turn. They will move and fight after the last player takes their turn.

Vantor will always remain within 3" of the Soul Engine, but if a warrior is on the same level as him and within charge distance, he will charge them. If he takes the model out of action he will then move back to within 3" of the Soul Engine. He will never move off the level with the Soul Engine on for any reason.

The disciples move in groups of two. Each model in a group must remain within 3" of each other at all times. They will remain at 10" away from the Soul Engine unless a model approaches within charge distance, in which case they will charge them. After the combat is over they will move back to 10" away from the Soul Engine.

Both Soloman and the disciples are immune to psychology, All Alone tests and will not Rout.

ending the game

Unlike most games of Mordheim, the game ends as soon as the Soul Engine is destroyed. The warband that achieves this is deemed the winner and indeed the winner of the campaign!

However... If Soloman Vantor manages to survive and all the warbands are destroyed or routed then all the players

have failed and Vantor will go on reaping souls until another band of heroes can stop him...

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy he puts out of action. This includes any of Vantor's disciples.

+2 Destroys Soul Engine. A Hero gains +2 Experience for destroying the Soul Engine.

+2 Slays Soloman Vantor. A Hero gains +2 Experience for taking Soloman Vantor out of action.

Soloman Vantor – High Priest of Morr

Once the benevolent benefactor of Mordheim's deceased, Soloman's quest began nobly enough but now he is a raving madman. Imbued by the wyrdstone saturating the damned city, Soloman has become a deadly creature.



Soloman has the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	2	4	4	3	6	2	9

Weapons/Armour: Vantor is armed with a staff and wears light armour.

Skills and Mutations: Fuelled by prolonged wyrdstone exposure and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the skills; Step Aside, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations; Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).

special rules

Soul powers: Soloman has already developed powers over the dead, seeking to become a version of Morr himself, albeit a dark and crazed one. He already has the power Portent. Each time a Priest of Morr is taken out of action during the battle Soloman may increase in power. The effects of which are detailed in the table below.

Priests Power

0 **Portent** Vantor may re-roll all Step Aside and Dodge rolls. The second result stands.

1-2 **Dread Aura** All hand-to-hand attacks against Vantor suffer a -1 to hit. Warriors immune to psychology are unaffected.

3 **Resurrection** At the end of his turn, Vantor can resurrect D3 of his disciples taken out of action of a roll of 5+.

4-5 **Hand of Death** Vantor now fights as unarmed but suffers no penalties from it. If he rolls a 6 to hit, he automatically wounds and for any wounding hit he adds +1 to injury rolls and ignores Armour saves.

6 **Path to Godhood** Vantor adds +1 to his Attacks, Strength and Toughness, and has the rules Skull of Iron and Staggered, but not down (see p34 of Chaos on the Streets in the Mordheim 2002 Annual or on the specialist games website).

And so it was revealed that the dream-visions the Priests of Morr believed to have been sent by the Death God were a ruse by Vantor to gather them in one place so he could feast on their souls and attain dominion over all mortals. As the Priests and their accompanying warbands surrounded the ruined temple, all knew a reckoning was close but would they serve their own petty agendas or fight for the salvation of the war-torn world?

Wyat Lagus set his warband of foul chaos creatures on the Reiklander Mercenaries. A bloody fight ensued inside a ruined building; four mercenaries went down before they finally killed a corrupted Ogre. Reinhart Mortarian, the priest who had hired the Reikalanders, slew one of the foul Possessed with a vial of holy water.

Meanwhile, numerous warbands clashed at the stairs to the main entrance, each desperate to be the first to enter the great temple ruin. With the aid of his Dire Wolves it was Malachias von Carstein who took that honour, charging Vantor with preternatural fury. However, the Arch-Priest of Death was barely human and even the Vampire struggled as they traded blows.

As Malachias and Vantor fought, Beastmen flooded into the temple ante-chamber that was dominated by the soul engine; a gyroscopic mass of spinning metal rings, a large chunk of wyrdstone hung at its centre. As more creatures entered, the dread machine began to take its toll. Spirit forms were visibly ripped from their bodies and sucked into the glowing wyrdstone; the gyroscopic rings spun faster. Laughing manically, Vantor launched himself at Malachias, just as Borin Fatalismus, crashed through the stained-glass window.

Distracted, Malchias struck Vantor a fatal blow and the corrupted Priest fell, mortally wounded. Vantor crawled towards his soul engine but Borin prayed to Morr and his god severed Vantor from his mortal coil. The Arch-Priest would go and meet his betrayed master.

Borin approached the soul engine, wary of the Vampire skulking close by. He immediately felt its power; maybe he could put the machine to good use? End the needless suffering of so many in this dark time? As if reading his thoughts the Vampire hissed, and threw his black blade into the wyrdstone core of the machine. The stone shattered and the large metal rings spun erratically and then broke apart, metal shards flying in all different directions.

The temple collapsed. The citizens of the Old World blissfully unaware that their meagre lives had been saved by a creature of pure evil...

Andreas
Halstadt,

Hired Swords



Hirelings bought for the final game – even Lady Magritta of Marienburg doesn't have this much muscle!



The Temple of Morr

By Stu Morris from Games Workshop Sutton Coldfield

