

# 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 Priests' 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!

## temple

This scenario is staged over a 4x6' 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.

## multipayer 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](http://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. Solomon 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 Solomon Vantor's subterfuge that drew the Priests to Mordheim, it is Morr's will that they should stop him from the sacrifice 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 Solomon 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 Solomon 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 Solomon'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 Solomon 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 Solomon 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 Solomon Vantor.** A Hero gains +2 Experience for taking Solomon 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. Inured 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 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 Saggered, 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-vision the Priests of Morr believed to be the Temple of Morr was in fact a use 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?

Wot Lagos 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. Reinhardt Mortarian, the priest who had hired the Reiklanders, slew one of the foul Possessed with a vial of holy water.

Meanwhile, numerous warbands clashed at the Temple of Morr, each desperate to be the first to slay the Vampire. With the aid of his Dire Wolves it was Malchias 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 Malchias and Vantor fought, Bestmen flooded into the temple ante-chamber that was dominated by the mad rigger, gypsies and a mass of spinning metal rings. 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 gypsies rings spun faster. Laughing manically, Vantor launched himself at Malchias, just as Borni Fralsimus, 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 Borni prayed to Morr and his god severed Vantor from his mortal coil. The Arch-Priest would go and meet his betrayed master.

Borni approached the soul engine, wary of the Vantor, asking himself if 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 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,