

The Procession of Horror



Campaign for the God of Death in the City of the Damned



The Burdens of Solomon Vantor

Soloman Vantor believed in the sanctity of death; that it is the right of the deceased to rest in peace once they had passed beyond the troubles of the mortal world. Of all the servants of Morr in the city of Mordheim, Soloman Vantor was the most devout. Soloman was the High Priest of the temple of Morr in Mordheim's southwest quarter. His days were filled with ministering to the dead, ensuring them proper passage.

Before the Hammer of Sigmar, the twin-tailed comet of prophecy, struck the city, Soloman was visited by an image of his godly master. Morr himself, an aged figure in simple black robes, came to Soloman in a dream, or so the priest purports. Morr foretold of the tragedy to come and the great need that the dead would soon have of him.

Both physically and mentally prepared for the trials ahead, Soloman watched the comet with resignation on the fateful day when Mordheim's judgment arrived. Miraculously, Soloman was spared despite the ensuing destruction wreaked upon the temple itself. The High Priest was wise, thanks in part to his vision, and had taken precautions, sending away the other priests, believing it to be his divine vocation to minister to the damned.

In the dark days that followed, the vast death toll was slowly revealed. Soloman retained a small retinue of acolytes to venture forth from the temple and gather those in need of the rites of binding, which guide the soul to its eventual resting place without fear of dark powers interfering.

For weeks it continued like this. Soloman was forced to work night and day, gathering souls and binding them. The High Priest was truly blessed with fortitude to endure such a task, with perhaps the prescience of Morr himself. However, even he could not have predicted the changes occurring within him.

Soon, Soloman and his acolytes no longer ventured out of the temple walls in the day. Reports from adventurers brave or mad

enough to explore the city told of robed figures breaking into locked crypts and cemeteries to steal the peaceful dead. When the moon waned in the dead of night, it was said that an evil light could be seen exuding from the uppermost echelons of the temple. Rumors abound that Soloman Vantor, Soloman the Devout, had been tainted by the strange shards that littered the streets and ruins of the city, and that he was no longer guarding the souls of the dead, but collecting them...

Morr sends out his missives

All across the lands of the Empire and beyond, a handful of priests were awakened sixty six nights after the Hammer of Sigmar blighted the city of Mordheim.

Much like he did for Vantor, Morr came to the priests in a dream, his illusory form manifesting as it had before. Grave tidings did he bring, of dark forces surrounding Soloman, of his need for their aid and their intervention.

Morr bade them all, "Journey to the City of the Damned. There is a mission yet to be fulfilled." The god of death taught each of them a ritual of binding that would allow the plighted souls of Mordheim a chance to reach their final resting place; a ritual that made use of the wicked substance known as wyrdstone. Each was told to be wary of other alleged priests venturing into the city, that they were false prophets. Only the truly devout could carry out Morr's bidding, and any who sought to hinder his plans would need to be corrected, perhaps even with violence.

So it was that the newly dubbed Priests of Morr traveled to Mordheim with followers in tow. As Morr had instructed, they gathered companions about them, some lured by the promise of coin, others by the trappings of power, and even some convinced by the noble nature of their cause.

All of them, however, had been duped.

Thus began...

The Procession of Morr

A Narrative Mordheim Campaign

Inspired by and making use of materials by Nick Kyme, Andy Hall, and Games Workshop

Revised, edited, and expanded by Tyler Pierce. Version 1.0, 2024.

Special thanks to the players of SoCal Mordheim for testing. To contact the author: gettabledtyler@gmail.com

This work is a fan creation not affiliated with Games Workshop and is not intended for sale.

The Death's Head

Dur campaign is centered on a certain area of Mordheim, known locally as the Death's Head district. This area is the hunting ground of Soloman Vantor's minions and where the Priests of Morr have been directed to through their dream-visions.

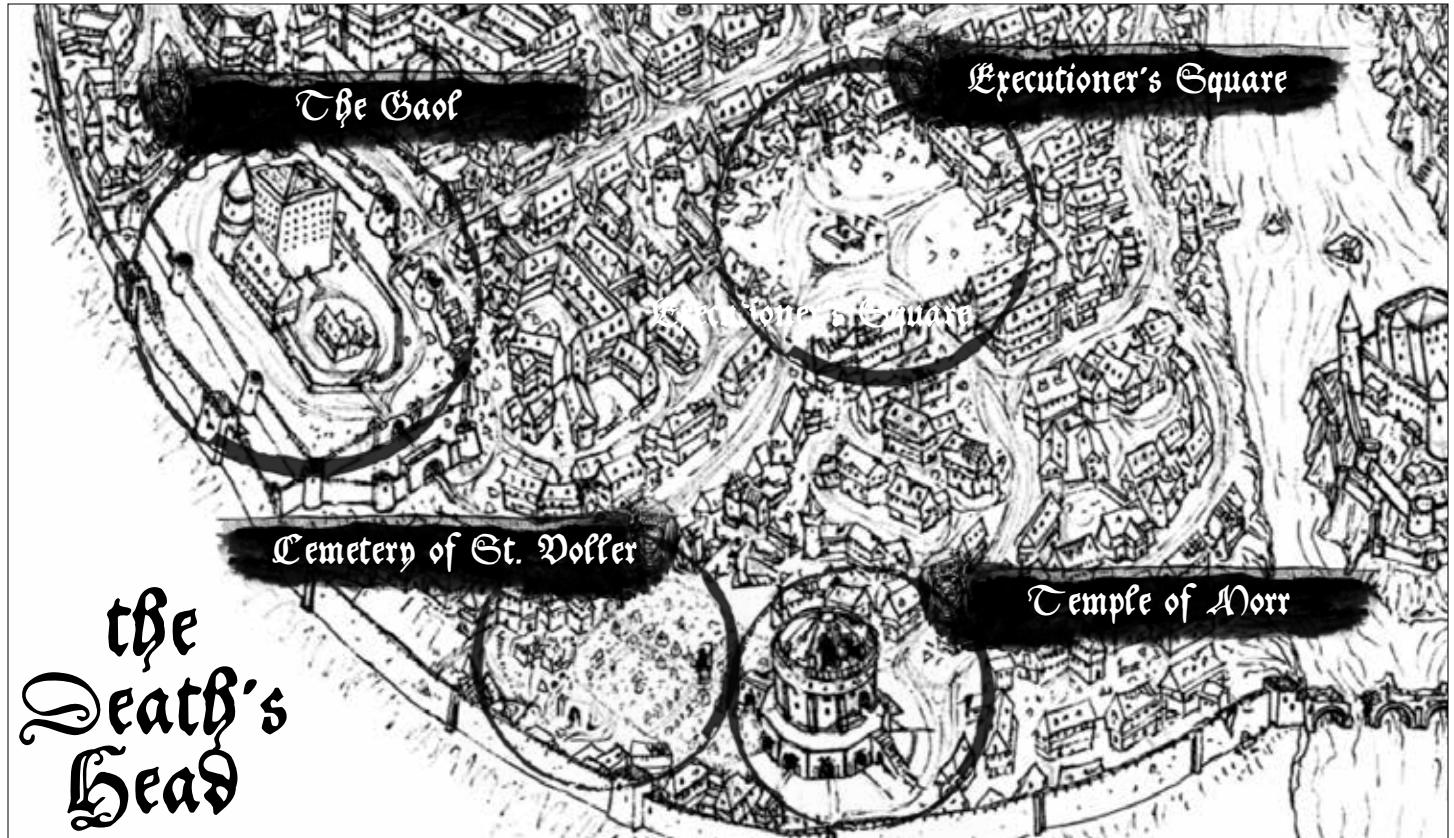
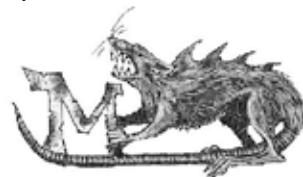
The district itself runs from the ruined southwest wall encompassing the gaol, along the south side of the Old Palace Road that leads to the banks of the River Stir, down the west side of the river bank and once more to the city wall. The Death's Head district sits within the shadow of now-ruined palace of Count Steinhart. The Temple of Sigmar's Rock is within a bow's shot from the banks of the district, however the solitary bridge that connects the island temple to the city crosses on the far bank, meaning the Sisters have a long journey through the rubble and across the Middle Bridge should they wish to reach the district.

Even when Mordheim was at its most prosperous the Death's Head was viewed as a place to be on your guard, for while the buildings and shops that edged the Old Palace road were seen as reasonably opulent, the quality of the housing and its inhabitants rapidly declined once you moved past Executioner's Square. The exception to this was the business premises that sat on Death's Head Road, the street which the district was named after, that lead from the southern exit of Executioner's Square to the Temple of Morr. At times of the executions, the convicted was bought from the nearby gaol to the square. Once the axe had fallen a ceremonial procession

led by the 'head bearer', who held aloft the freshly decapitated head and was followed by 'corpse carriers', moved from the square down the Death's Head Road to the gates of the Temple of Morr, where Acolytes would be ready to receive the body. Bystanders would congregate along the road to mock and jeer the criminal's dead body as the procession walked by.

It was rumored that, before the comet, the Thieves Guild known as the Guild of Shadows had numerous safe houses in the back alleys and narrow streets of the area, although their presence was not as strong as in the Poor Quarter. It was also said that the House of Coils – the most powerful Death Guild outside of Altdorf, held court within the district.

The vast majority of buildings within the district, like most of Mordheim, now lay in ruins. Ever since the comet plunged into the city and the warbands started to hunt for wyrdstone, the Death's Head has been given a wide birth. It is said that Executioner's Square now contains the incorporeal spirits of damned criminals. Rumors persist that the gaol, which was crammed full on the fateful night of Mordheim's damnation, is still inhabited even though a great crack rent the building in two, allowing any surviving criminals a means of escape. Most chillingly of all, the district was home to the crowded Cemetery of Saint Voller, and everyone knows that the dead do not rest easily in Mordheim.



Campaign Overview

This campaign takes place over six scenarios; five one-on-one battles and one multiplayer finale. Ideally, your group should consist of an even number of players, and six at the most. If there are more than six, then you may need to double up on some of the Priest Specialties explained later. If you have an odd number of players, do not despair. There are rules for modifying the scenarios for more than two players, as well as rules for compensating players who miss one or more games. Each player should battle each other player at least once before any match-ups are repeated. After each game, a piece of the narrative will be provided in an epilogue. Players will have opportunities to commit wyrdstone they have earned to strengthening their Priest of Morr, which will be explained later.

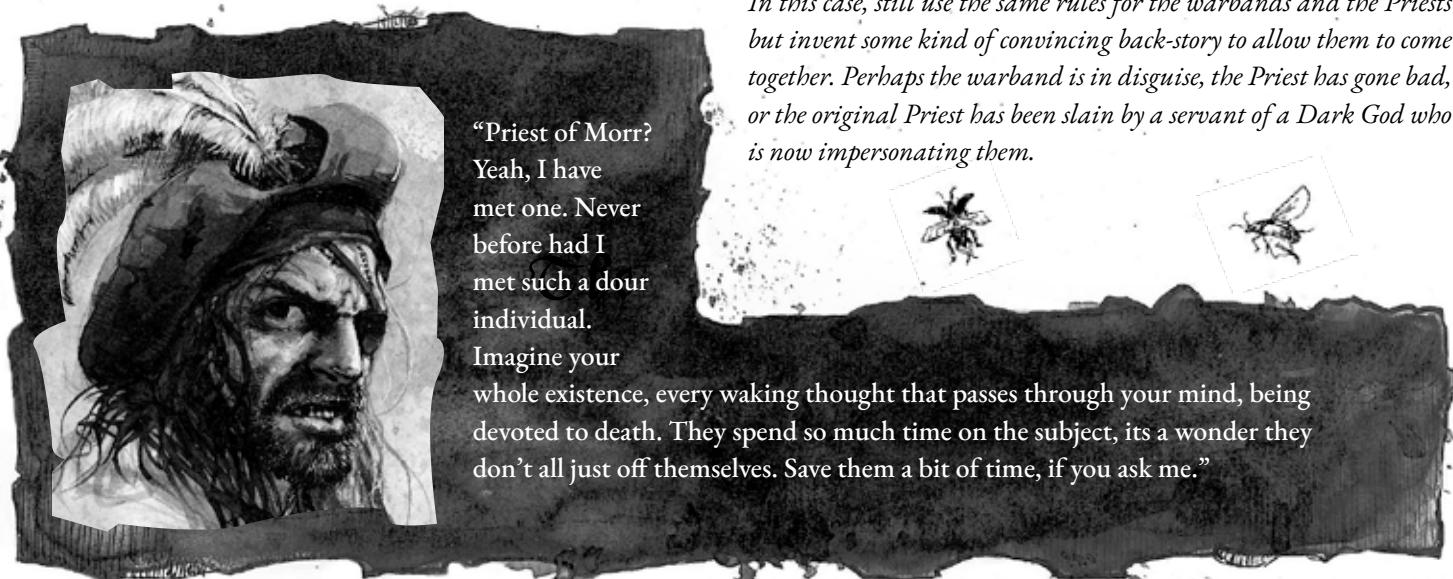
thematic terrain and models

This campaign will take place in the Death's Head district of Mordheim. This area is dominated by a large prison, dozens of small chapels, countless graveyards, and the large Temple of Morr. You are highly encouraged to employ terrain pieces that can represent open graves, headstones, mausoleums, chapels, nooses, gibbets, pillories, etc. If you do not have terrain of this type, fret not, for the scenarios will work just fine with whatever terrain you have. Each table will need the following enemy models:

- 3 guards and 1 monstrous creature for Scenario 3
- 10-12 zombies or similar (a mix is fine) for Scenario 4
- 2 undead per player and 1 priest or necromancer for Scenario 6

warband creation

Warbands are created using the normal warband creation rules. In addition to normal warband creation, all warbands will be appointed a Priest of Morr, which is a character that will accompany the warband throughout the campaign. A warband's Priest can be styled and modeled however the player wishes, and it may be fun to match it with the rest of the warband.



Priests of Morr

Through their troubled dreams the Priests of Morr have been summoned to the City of the Damned. Each believes they have received a vision from the Death God himself. The visions have varied from each Priest and so they remain wary and distrustful of their fellow clergymen. Before entering the city, the Priests have gone about recruiting a warband, be it for protection, labor, or some other undisclosed agenda. Each Priest is randomly allotted one of the unique Priest Specialties detailed later. These specialties will each detail the special ability as well as the equipment of the Priest. Priests should be added to the henchmen section of the Warband Roster.

Priests of Morr do not affect warband rating at all, nor do they contribute to the maximum amount of warriors a warband can have. Their equipment cannot change. They gain no experience, and they do not affect income from selling shards. They do, however, contribute to your warband size when making rout tests. So if you have 8 warriors and a Priest of Morr, you test for routing as if you had 9 warriors, but you sell wyrdstone for 8.

Priest of Morr

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

special rules

Protected by Morr: Morr has a special purpose in mind for our Priests, or so it seems. He, or some other mysterious benefactor, is protecting the Priest from serious harm until they can fulfill their mission. Priests never roll for serious injury after being taken *out of action*. Instead, on a roll of 4+, the Priest gains a Secret of Vantor (explained later), as the near-death experience provides greater insight on the workings and machinations of Morr.

AUTHOR'S NOTE: It is entirely possible that players will want to use warbands that would never ally alongside the servants of Morr. In this case, still use the same rules for the warbands and the Priests but invent some kind of convincing back-story to allow them to come together. Perhaps the warband is in disguise, the Priest has gone bad, or the original Priest has been slain by a servant of a Dark God who is now impersonating them.

Priest Specialties

Before the first game, each player's priest must be randomly allotted one of the following specialties. No two priests should have the same specialty. Randomize this however you see fit.

1. Death Crier

Special Rule: At the end of any combat phase, the Death Crier may cry out, forcing all *knocked down* or *stunned* models within 10" of the Priest must re-roll on the injury chart adding +1. No experience is awarded for putting models *out of action* in this way.

Equipment: Holy staff, lantern.

2. Death Warder

Special Rule: Once per combat phase, the Death Warder may force his opponent to re-roll a successful wound roll on any combat that happened within 12" of him.

Equipment: Holy staff and a holy relic.

3. Death Seeker

Special Rule: Death Seeker is a fearless fighter. He is immune to fear and may re-roll any attacks made in the first round of combat.

Equipment: Holy staff and a lucky charm.

4. Death Marcher

Special Rule: Death Marcher is immune to fear. All friendly models within 3" of him gain +1 to their Leadership due to his calming presence.

Equipment: Holy staff and 3 vials of blessed water.

5. Death Toucher

Special Rule: Instead of making normal attacks, Death Toucher may make a single Touch of Death attack. If this attack hits, roll 2D6. On an 8+, the target must immediately make an Injury roll, regardless of Wounds or Toughness. If not, it counts as a normal fist attack (-1 Strength, +1 enemy armor save).

Equipment: Holy staff.

6. Death Reaper

Special Rule: Death Reaper causes fear.

Equipment: Scythe (Close Combat; Strength: As user +1).

Special weapon

Holy staff

Range	Strength	Special rules
Close Combat	As user	Concussion, Two-Handed, Holy Weapon (see Sigmarite Warhammer)

AUTHOR'S NOTE: While these specialties are meant to be distributed randomly, your group may find that a player has modeled their priest in a way that fits a certain specialty, or that a player's warband has been created in a style that is most fitting for one specialty over another. If the players wish, and are all in agreement, they may assign certain specialties based on what would best fit any given warband.

Death was considered the fairer fate in Nordheim.
Now, who's to say?



Ritual of Binding

This is a new stage of the post-game sequence that is unique to this campaign. The new post-game sequence will proceed as follows:

1. Injuries
2. Experience
3. Exploration
4. Ritual of Binding (new)
5. Trading
6. Update warband rating
7. Read Epilogue (also new)



After exploration and before trading, players will proceed to the Ritual of Binding, the process by which the Priests of Morr will bind the souls of the dead to the mortal realm long enough to usher them back to the land of the dead, as detailed by the vision of Morr. The process involves players secretly bidding a number of earned wyrdstone shards. Players may freely discuss how much



they wish to bid, but none may reveal their bid ahead of time. Once all have made their secret bids, all bids are revealed simultaneously, with the winner being the player who has bid the most. If two or more players are tied for the most, all tied players are considered the winner and may reap the rewards. Losers keep the shards they bid, while winners do not.

ritual rewards

If you bid the most during the Ritual of Binding, your devotion to the cause has earned the approval of Morr. Your Priest of Morr is entitled to a reward as a token of your ongoing efforts to deliver the lost souls to their final resting place.

Roll on the following table to see which of your Priest's characteristics is increased. Priests of Morr use the human racial maximums. If a you roll a result that is already at the maximum, you may pick any other result.

1. +1 WS
2. +1 Strength
3. +1 Toughness
4. +1 Wound
5. +1 Initiative
6. +1 Attack



The winners during the ritual also receive 1 Secret of Vantor, which is explained below.

Secrets of Vantor

Throughout the campaign, there will be opportunities for Priests of Morr to earn Secrets of Vantor. These are clues as to what is really happening within the walls of Mordheim. Secrets of Vantor will play a crucial role in the final scenario.

earning secrets

These secrets are not easily come by, and chasing them might put the entire warband at risk. There are a few ways to earn Secrets of Vantor:

- Scenario tasks: These will be detailed in each scenario
- Winning bid during the Ritual of Binding
- Priest going *out of action*: See the Priest of Morr profile

Mark down on the warband roster how many Secrets of Vantor your warband possesses as you progress through the campaign, perhaps in the stored equipment section.

secrets for exploration

These secrets can also be used during exploration to re-roll exploration dice. For each Secret you spend, you may re-roll 1 die, but each die may only be re-rolled in this way once. Spent secrets are erased from the roster.

These are grave times.

The dead do not rest in the City of the Damned. The streets sing with the wailing of lost souls. Trapped by the power of the stones, their turmoil is unending.

A man of purpose, once devoted to the dead, enacts furtive plans amongst the toppled ruins. His work is tireless, and time is running short.

Lowly priests, escorted by every sort of deadly company, bade by a god in a dream, descend upon the city to shepherd the trapped souls to their final resting place.

But nothing is as it seems in Nordheim. Treachery, danger, and death await the Procession of Morr. Life in the Empire, and perhaps far beyond, hangs in the balance...





Scenarios

picking a scenario

Players are encouraged to play the scenarios in the order they are presented. If you do wish to play out of order, consider playing Scenario 1, mixing the order of Scenarios 2-5, and finishing the campaign with Scenario 6. Mind you, the story will be out of order.

scenario epilogues

After each scenario, players are encouraged to read the epilogue in the back of the book together. There is one epilogue for each scenario, with the exception of the final scenario which has two possible endings. Try not to read the epilogues ahead of time!

more than two players in a battle

The scenarios were designed for 2 players, but can be adjusted for more players. Below are the recommended adjustments:

- Scenario 1: Add one deployment zone per extra player.
- Scenario 2: Place 1 more shard per extra player.
- Scenario 3: +1 Guard and +1W on Warden per extra player.
- Scenario 4: Don't roll for the dead. They always show up.
- Scenario 5: At least 1 more building than players, always odd.

player misses a scenario

For each scenario a player misses, whether they could not attend or are joining the campaign late, perform the following sequence:

1. Count down injury recovery times, if any.
2. Distribute D3+4 experience to any warriors (max 2 per warrior) and conduct the Experience step.
3. Roll exploration to find wyrdstone. However, randomly determine two heroes that may not participate in the exploration roll, as if they had gone out of action. Players may use any items and benefits that confer bonuses to this phase, such as rolling extra dice or modifying dice results, but only if the heroes who have those benefits were not chosen to be left out. Ignore doubles, triples, etc. and the Exploration Chart.
4. Gain 1 Secret of Vantor.
5. Trading (any upkeep for Hired Swords must still be paid).
6. Update warband rating.

Note that the player does not participate in the Ritual of Binding for the game they missed.

Prologue

The moon sagged in the sky, and clouds threatened to choke out the last shred of light. Despite many protests, the Priest insisted on entering by night. The dead spoke more in the night, whatever that was supposed to mean. It was to be a long walk to the Death's Head, all the way up to the Middle Bridge along the River Stir's eastern bank. Once they crossed over, it would be a long southeasterly journey before the band would reach their target district. After a short hike from camp, the band stood before the southern gate of Mordheim. The portal gaped hungrily before them, and nary a light shone within the gatehouse.

While the men busied themselves with their equipment and made light talk in a vain attempt to stave off the nerves, the servant of Morr did not seem to notice any of the others in their motley crew. With eyes transfixed on something beyond sight, the Priest was the first one to step through the gate. The men watched in silence as the Priest went on alone, a solitary silhouette against the moonlit cobblestones. With furtive glances to one another, each warrior knew what the other was thinking. They could have turned tail. They could have left the Priest to his own devices, and the Priest probably wouldn't have even noticed. Despite themselves, the rest of the band slowly followed. No more talk was heard from them, lest the dead were listening.

The Priest had revealed the plan to the group during the journey to Mordheim, at least to those who cared to listen. Even after having the process explained to them multiple times, most still did not believe it to be true. What does it mean for a soul to be trapped between the realms of the living and the dead? Agony is how the Priest had described it; agony beyond the understanding of mortals. It was the power of the wyrdstone that disrupted the transition, and it was the power of the wyrdstone that would correct the issue. Through a ritual that utilized the wyrdstone, the trapped souls were to be bound to the mortal realm once more, just long enough for the Priest to deliver their last rites. With that, the souls would be freed from their torment and allowed to finally rest. Most of the men had laughed when they heard the details. When the Priest revealed that the ritual was learned in a dream, they had laughed even harder.

But there was no laughing now, and no turning back. They had all signed on for their own reasons. Nothing to do now but move forward. Running security for a man of the cloth couldn't be that hard, right?

Scenario 1: false prophets

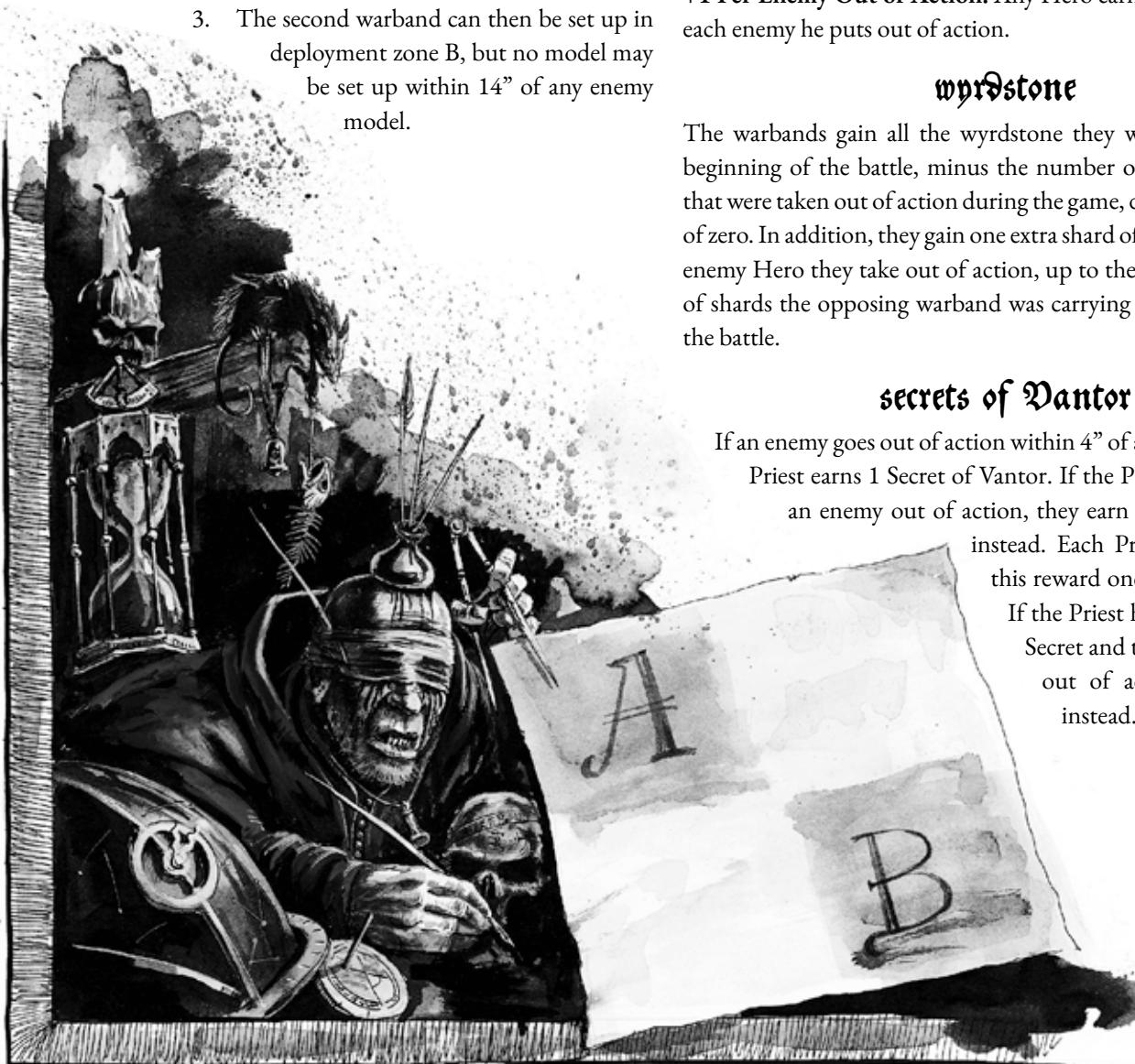
What is this sorcery? A false prophet and his band of miscreants are cavorting about the area. Morr warned you of this in your dream. He told of deceivers and charlatans who would attempt to poison and destroy the work of Morr. And behold! They are after the wyrdstone for their own nefarious deeds. These interlopers must be stopped, lest the work of Morr be undone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

1. Each player rolls a D6. The player with the higher score can choose to deploy first or second.
2. The first player to deploy sets up his entire warband in deployment zone A as shown below. He may choose which quarter of the table to nominate as deployment zone A.
 3. The second warband can then be set up in deployment zone B, but no model may be set up within 14" of any enemy model.



starting the game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

special rules

Each warband is carrying 3 shards of wyrdstone at the beginning of the battle. Mark down this number for reference.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

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

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

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

wyrdstone

The warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken out of action during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take out of action, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

secrets of Vantor

If an enemy goes out of action within 4" of a Priest of Morr, the Priest earns 1 Secret of Vantor. If the Priest themselves takes an enemy out of action, they earn 2 Secrets of Vantor instead. Each Priest may only earn this reward once during the game.

If the Priest has already earned 1 Secret and then takes an enemy out of action, they earn 2 instead.

Scenario 2: Executioner's Square

One of the oldest places in Mordheim, Executioner's Square was named for obvious reasons. The daily executions were a crowd puller, making the area busy and surrounding businesses successful. Now the gallows and chopping block stand deserted amongst the rubble. Since Mordheim's downfall the many victims of Executioner's square – the guilty and innocent alike - have returned as restless spirits eager to scream their anger at all who pass or linger.

terrain

This scenario is played on a 4' x 4' playing area. A central square area roughly 2' x 2' should be kept mostly clear of large buildings. Rubble, debris, and small ruins can be placed in the square. In the center of the square, place a piece of terrain to represent the gallows, chopping block, or similar feature where executions might have taken place. Place terrain in the surrounding area as normal. The scenario works best if this is particularly dense.

set-up

Three Wyrdstone counters will be placed near the central feature. Starting with the player with the lowest warband rating, players take turns placing a counter within 4" of the feature but not within 6" of each other. Warriors may pick up and carry these counters as in Scenario 3 (Wyrdstone Hunt) from the Mordheim rulebook.

warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

special rules

Anger of the Damned: The restless spirits of Executioner's Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind; the howling is their screams of rage. At the beginning of each players' turn, roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attacks. If the number is even (2,4,6) then the player whose turn it is must choose one of his warriors to be attacked. If the number is odd (3,5) then his opponent must choose one of the controlling player's warriors to be attacked. An attacked warrior is automatically hit by a Strength 2 attack, with no saves or modifications, and is blown directly backwards D6". If an attacked warrior is in an elevated position such as a gantry or an upper floor of a building then there is a good chance he may be blown off. If this is the case treat the model as falling. If a model is blown into a piece of terrain (such as

a mound of rubble or the wall of a building) or blown into another warrior, friend or foe, then the warrior (or both warriors if it hits another model) is *knocked down* but may get up at the start of his next turn should he survive. The same warrior may not be blown back two turns in a row.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

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

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

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

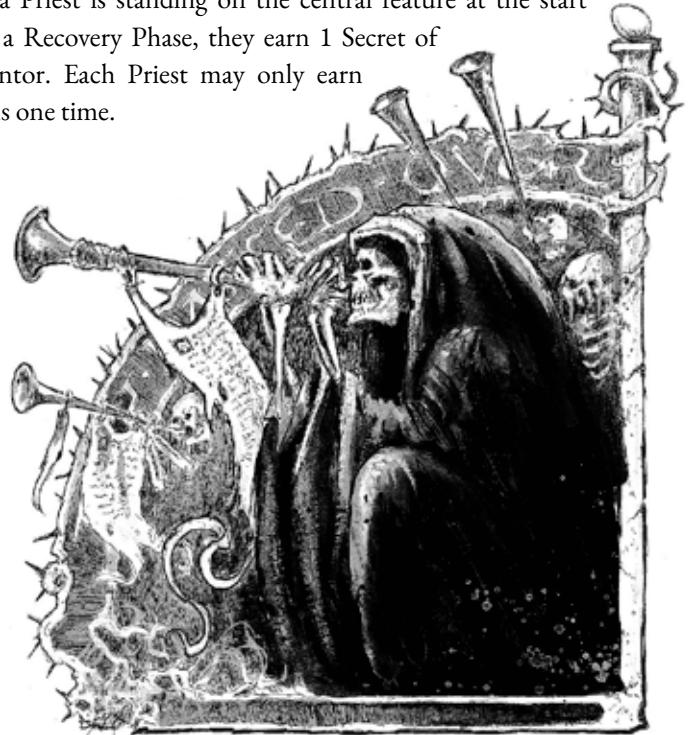
wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.

secrets of Vantor

If a Priest of Morr is blown back and survives the experience, they earn 1 Secret of Vantor. Each Priest may only earn this one time.

If a Priest is standing on the central feature at the start of a Recovery Phase, they earn 1 Secret of Vantor. Each Priest may only earn this one time.



Scenario 3: the Gaol

Mordheim's Gaol was not only used to imprison the city's criminals but those of the surrounding areas as well. Even with the daily executions that took place in Executioner's Square the crumbling building was literally full of society's detritus from humble debtors to callous murderers. When the comet crashed into the city, a great crack fractured the Gaol in half allowing the few surviving prisoners to escape. However, rumors persist that someone or something still inhabits the dark recesses of its inner sanctum. Worse yet, that thing may be guarding crucial secrets.

terrain

Choose any one neutral table edge of a 4' x 4' area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner

set-up

Place three figures representing the warped Guards just inside the prison and within 2" of each other. These can be any human-sized models. Just behind them, place a model representing the Warden inside the Gaol. This model can be anything, for the corruptive power of wyrdstone knows no bounds. The model should be slightly larger than the Guards.

warbands

Both players roll a D6. Whoever rolls highest decides who deploys first, with the deploying player picking an edge of their choice. His opponent then sets up within 8" of the opposite edge. The edge that contains the Gaol may not be used for deployment. Only use the edge opposite the Gaol if playing with more than 2 players.

starting the game

Both players roll a D6. The highest scoring player takes the first turn. The Warden and the Guards (see below) take a turn after both players have had their turn and are effectively a third player.

special rules

Warden

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	5	4	3	4	2	10

Thick Skin: The Warden has an armor save of 4+.

Immune to Psychology, Causes Fear, No Pain

Hungry Leap: It is unclear what the Warden use to be. What is clear is that the monstrous being seeks only to consume those who wander too close to the Gaol. The Warden will move towards – and charge, if in range – the closest enemy. If there are any *stunned*

enemies within 10", the Warden will attempt to leap into one-on-one combat with them. This leap ignores combat and may even pass through obstacles and enemies (the Warden is *that* hungry!). Any warriors in base contact with the Warden may attempt to prevent this movement by rolling an 9+ on a D6 plus their Strength. If any warrior succeeds, the Warden does not leap. If all warriors fail, all enemies in base contact with the Warden are *knocked down* as the Warden leaps. Determine the target after and only if the Warden was not stopped. If the Warden can attack a *stunned* model, that model is automatically killed (as if rolling 11-15 for Serious Injuries).

Guards

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

Immune to Psychology

Billy Clubs: Three mutated guards still reside within the Gaol. Their minds have been warped by the influence of wyrdstone and they serve only one purpose: to feed the Warden. They will move towards – and charge, if in range – the nearest warrior. If the Guards manage to injure a warrior, do not roll on the Injury table. Instead the warrior will be treated as *stunned* for D3 turns. They will always prioritize attacking *knocked down* warriors if they can.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

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

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

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

+2 Slaying the Warden. Any Hero or Henchman group that puts the Warden out of action earns +2 Experience.

the Gaol

If a Priest of Morr is standing in the Gaol at the start of a Recovery Phase, they earn 1 Secret of Vantor.

If any warriors are inside the Gaol at the end of the game, that warband receives +1 die during their Exploration roll.



Scenario 4: the Cemetery of Saint Voller

A grim and foreboding place, the Cemetery of Saint Voller had a dire reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunted place, where the dead do not rest easy. Indeed, many of the graves are open and the numerous tombs and mausoleums of the city's more opulent patrons cracked like rotting wounds. Though whether this is from the attentions of grave robbers or the stirrings of the unquiet dead, none can say. This is certainly not a place to become separated from one's companions, lest another warband, or worse, comes along.

terrain

This scenario takes place in a massive cemetery. Each player takes it in turn to place a piece of terrain, either a mausoleum, tombstone, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. Players are encouraged to litter the table with plenty of open graves to serve as falling hazards. Even if your terrain does not match the cemetery theme, assume each building is a large mausoleum or a chapel. In the center of the table should be a large statue representing the statue of Saint Voller.

set-up

The player with the lowest warband rating may choose who is the attacker and who is the defender. Deploy warbands according to the set-up rules for Scenario 9 (surprise attack) in the Mordheim rulebook.

starting the game

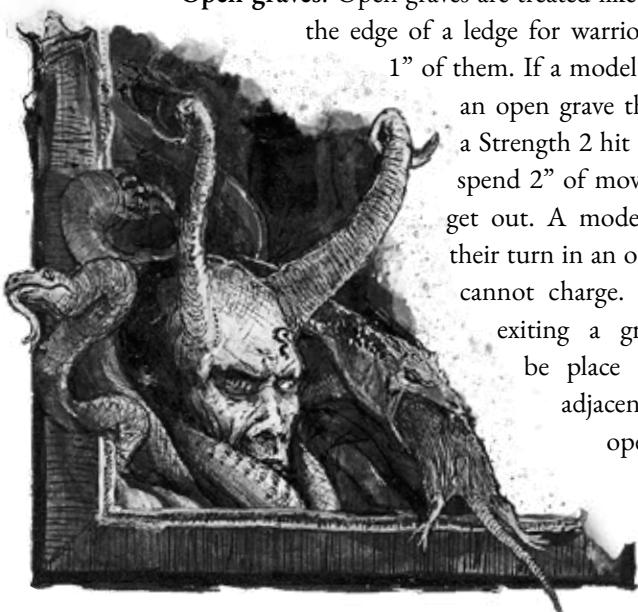
The attacker always gets the first turn.

special rules

The scenario plays identically to the Scenario 9 from the Mordheim rulebook, with the following additions:

Open graves: Open graves are treated like being on the edge of a ledge for warriors within 1" of them. If a model falls into

an open grave they suffer a Strength 2 hit and must spend 2" of movement to get out. A model starting their turn in an open grave cannot charge. A model exiting a grave may be placed anywhere adjacent to the opening.



The Unquiet Dead: At the start of each round after the first, roll a die and add 1 for each full round that has been played. On a roll of 4+, the dead rise! The first time this happens, the player with the lowest warband rating places D3+1 undead models within 1" of any terrain piece that could house the dead, but not into combat. On subsequent rounds, alternate who places the models. The dead will take their turn after the players have completed their turns. They will always move towards the nearest warband member, charging if possible.

The Statue of Saint Voller: Though Mordheim a wholly depraved place, the spirit of Saint Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3" of the statue.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

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

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

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

secrets of Vantor

A Priest of Morr earns 1 Secret of Vantor each time they put an Unquiet Dead *out of action*.

If a Priest of Morr is standing within 2" of the statue of Saint Voller at the start of the Recovery Phase, they earn 1 Secret of Vantor. Each Priest may only score this once.

Unquiet Dead

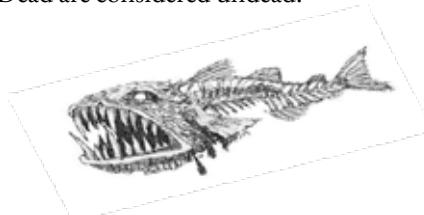
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Immune Psychology and Poison, Cause Fear

No Pain: Treat a *stunned* result as *knocked down*.

May Not Run (but may charge normally).

Unquiet Dead are considered undead.



Scenario 5: Vantor's archives

Rumors have lead you to an area of the city where Vantor is said to have engaged in clandestine activities as of late. The streets are crowded by the hunched and toppled remains of binderies, archives, and libraries. His research may be nearby, but your search will not go unhindered. A deceiver and a band of miscreants have arrived on the scene to foil your plans. Take control of Vantor's hideouts and repel the invaders!

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

special rules

The objective is to capture 3 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the center of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

Traps! There is a chance that Vantor may have set traps to protect his secrets. At the start of each round, roll a die for each building containing at least 1 warrior. On a 4+, a warrior in that building has sprung one of Vantor's traps! Randomly determine which warrior in the building has sprung the trap. On a failed Initiative test, that warrior suffers an automatic Strength 3 hit.

ending the game

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

experience

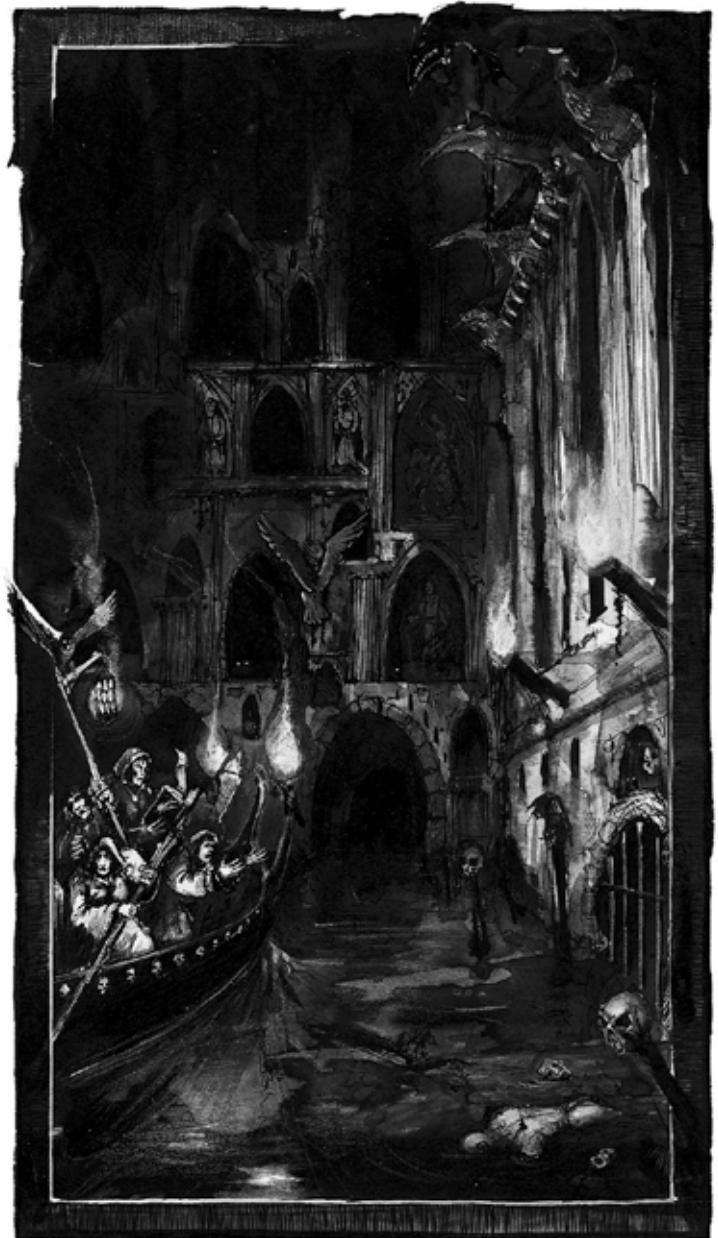
+1 Survives. If a Hero or a Henchman group survives the battle then they gain +1 Experience.

+1 Winning Leader. The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience. If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

secrets of Vantor

If a Priest of Morr is standing inside one of the 3 buildings at the start of the Recovery Phase, they earn 1 Secret of Vantor. Each Priest can only score this once in each building.



Scenario 6: the Temple of Morr

High Priest Vantor has corrupted the Temple of Morr. What was once hallowed ground is now a monument of Vantor's madness, with the culmination of his depravity manifesting in the center of the building as a sinister device; the Soul Engine. Vantor and his dead thralls are seeking to complete their dark work, and tonight is the final night. With the fate of Empire, and perhaps beyond, hanging in the balance, The Priests of Morr lead their warbands to the Temple of Morr to put an end to Vantor's deeds. Vantor must be stopped, and a new High Priest of Morr must be named.

terrain

This scenario is played a 4' x 6' area, or 4' x 4' if playing with fewer than three players. The Temple of Morr, represented by the largest building ideally with at least two levels, should be placed in the middle of the table with the Soul Engine at its center (use a large counter to represent it if you don't have a suitable model). Place the Soul Engine on an upper floor if you can, and ensure that there are multiple ways up to it and plenty of room for warriors to fight at its base. If you do not have a suitable building, then any building or ruined terrain will do, so long as it serves as a notable centerpiece. Fill the remaining area with ruins, buildings, and other terrain as normal.

set-up

Soloman Vantor is placed inside the Temple within 2" of the Soul Engine. There should be two Disciples per player. In order of ascending warband rating, players may place one pair of disciples, keeping the models within 2" of each other, but not within 6" of another pair.

warbands

Players deploy their warbands in order of descending warband rating. Use deployment rules for multiplayer battles as seen in Town Cryer #5 (picking table segments, deploying within 6" of the edge, etc.)

starting the game

Each player rolls a die. The highest scoring player takes the first turn. Play proceeds clockwise around the table according to deployment.

special rules

Soul Engine: This evil device, wrought from the tainted iron littering Mordheim and bent into shape by dark magics, throbs with malevolent sentience. The Soul Engine, whether its power is coveted by the warbands or shunned by them, must be dealt with. See the opposite page for the Soul Engine's profile.

Vantor and his Thralls: Vantor and the Dead Thralls will take their turns, in that order, after the players have completed their

turns. See the opposite page for their profiles.

Sudden Death: The necrotic power of the Soul Engine has twisted the air into a storm of consumptive power. Warriors are immediately killed if taken *out of action* (does not apply to the Priests of Morr).

Secrets of Vantor

The Priests of Morr have gathered secrets that may aid in foiling Soloman Vantor's plot. As long as a warband's Priest of Morr is still in play, players spend their Secrets of Vantor in the following ways:

- Soul Protection:** Spend 1 Secret of Vantor to cancel a wound caused by the Soul Engine's Soul Siphon trait.
- Discovered Weakness:** Spend 1 Secret of Vantor to reroll a hit or wound roll against either Vantor or the Soul Engine. Max 1 re-roll per attack, whether spent on the actual attack itself or the wound roll. Re-rolled wound rolls are unable to cause critical hits.
- Control the Soul Engine:** If a Priest is standing in contact with the Soul Engine at the start of the Recovery Phase, they may spend at least 1 Secret of Vantor to attempt to take control. Roll a die and add 1 for each Secret spent. On a 7+, the Engine is under the control of that warband's Priest. The controlling warband is not affected by Soul Siphon, but they may not attack the Soul Engine. Another warband may attempt to steal control in the same way. If the controlling Priest goes out of action, their warband loses control.

ending the game

No Rout tests are made. The game ends if Vantor and the Soul Engine are destroyed. The winning warband is the one that destroys the Soul Engine (read the "warbands succeed" epilogue). Alternatively, if one warband controls the Soul Engine, and all others, including Vantor, are dead, the game ends, with the controlling warband being the winner (read the "warbands fail" epilogue). If all warbands are taken out, the warbands fail.

experience

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

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

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

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

+2 Slays Soloman Vantor. A Hero or a Henchman gains +2 Experience for putting Soloman Vantor out of action.

Solomon Vantor, High Priest of Morr

Once the benefactor of Mordheim's deceased, Solomon Vantor is now corrupted by the chaotic energy of Mordheim. Imbued by the wyrdstone saturating the damned city, Vantor has become a deadly creature with necromantic powers.

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

Weapons/Armor. Solomon Vantor is armed with a staff and wears light armor.

Immune to Psychology. Vantor is not affected by psychology and never leaves combat.

Demon Soul. 4+ save against the effects of spells or prayers..

Causes Fear. Vantor's madness is enough to cause fear in even the most stalwart of warriors.

Resilient. Deduct -1 Strength from all hits against him in close combat. This does not affect armor save modifiers.

Step Aside. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armor saves.

Lightning Reflexes. If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.

Dodge. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Soul Powers: During Vantor's magic phase, roll on the following table to see what dreaded Soul Power he unleashes.

D6

Soul Power

- 1 "You cannot hide from death!" Vantor deals one automatic wound to the farthest enemy he can see.
- 2 "Attack, my minions!" If there are no Thralls, then D3+1 appear within 4" of Vantor. Thralls may immediately stand and move out of turn, and receive +1 strength, toughness, attack, and gain Initiative 6 until the end of their turn.
- 3 "Your soul is mine!" The closest warrior, rolling for ties, must make a Leadership test. If they fail, the warrior belongs to Vantor. They retain their profile but behave as a Dead Thrall. They rejoin their warband if Vantor dies.
- 4 "Feel my power!" All enemies within 8" of Vantor suffer an automatic S2 hit with no saves for anything.
- 5 "Death consumes you!" Each player rolls a die. The lowest rolling player must choose one of their warriors and roll at or below their strength or the warrior is killed.
- 6 "I am death!" Roll a D3. Each player must deal that many automatic wounds to any of their own warband members.

Defend the Soul Engine: Vantor will stay within 3" of the Soul Engine, but will move to charge an enemy should they come within range or move onto the same level as the Soul Engine, depending on the terrain. He will prioritize attacking the closest Priest of Morr and will distribute his attacks as evenly as possible if in contact with multiple warriors.

Soul Link: If Vantor is taken out of action, the Soul Engine automatically loses a wound. If the Soul Engine is destroyed, Vantor automatically loses a wound.

Phylacteries: Solomon Vantor has ensured his survival beyond death so long as the Soul Engine turns. If he is dead, and if the Soul Engine is not destroyed, Vantor appears on the ground floor of a random building at the start of each round with 1 Wound.

Dead Thralls

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	1	2	7

Immune Psychology and Poison, Cause Fear

No Pain: Treat a *stunned* result as *knocked down*.

May Not Run (but may charge normally).

The Dead Thralls will move towards the closes enemy warrior, charging if in range. Dead Thralls are considered undead.

Soul Engine

Toughness 5 Wounds 5 Armor Save 4+

Soul Siphon. At the start of each round, any warband members within 8" of the Soul Engine must pass a Leadership test or suffer 1 automatic wound with no Save for anything. Warriors within 3" of their Priest of Morr receive a +1 to their Leadership when making this test. If a warrior is taken out of action by this, Vantor gains +1 to his Wounds with no limit.

Warp Ripples: Any wounds the Soul Engine suffers as a result of non-melee attacks are ignored on a roll of 3+.

Soul Link: Same as above, but if the Engine is destroyed and Vantor has died at least once, or if this deals his final wound, the game ends.

Volatile: When the Soul Engine is destroyed, all models within 12" take an automatic S4 hit with no saves.





Epilogues

scenario 1



The fight is over for now. The men seem relieved to be out of it, but the Priest seems troubled. While the rest of the warband collects themselves and tends to their injuries, the Priest stares off into the skeletal remains of the city. What would possess another band of fighters to enter the Death's Head in spite of the horrors that are rumored to reside within? Was this rival band truly here to disrupt the work of Morr and spread falsehoods among the ruins? As the bloodshed commenced, there had seemed an air of apprehension that could be felt from the Priest, as well as from the supposed deceiver. Nevertheless, there is more work to be done.

scenario 2

The spirits are indeed angry. The horrors of the square behind them, the band continues to plod through the Death's Head. Some haven't said a word since the first screams of the dead rang out. One who is particularly sullen is the Priest of Morr. A conflicting mix of confusion and determination paints his face. If only the dead were aware of the work that was being done to free them, perhaps then they would not be so angry. If only the rival warbands were also aware of the stakes, then perhaps there would be no bloodshed. If there were secrets and treasures to be found in the ruins, then the warband would have to move quickly, lest the deceivers find them all first. Perhaps the most dangerous areas would house the most valuable treasures. There was one area that nobody dared tread. It would be a risky endeavor, but surely there would be untouched secrets there. And surely no other fools would dare go there.

scenario 3

Nobody even checked to see if everyone was accounted for until they were all well away from that horrid place. Only a fool would have thought to search the ruins of the Gaol for anything of value with that monstrosity roaming about. Naturally, the ruins were searched, and they did yield something of value. A footlocker, nestled inconspicuously amongst the debris as if secreted there with purpose, was of particular note. It was locked, but that stopped nobody. The scattered notes and trinkets inside seemed those of a madman. Grubby pages were scrawled with half-thoughts and arcane ravings. The enslavement of the soul, the usurping of death, an ultimate deception, and the end of the world as we know it were the most frequented topics of dissertation. Among the various curios were some odd and noteworthy pieces; a human skull covered in strange symbols, a knobbly piece of unidentifiable metal, and an inert shard of wyrdstone that had lost its glow. While the men started debating whether the box would be better off sold or used for kindling, the Priest snatched it away and slammed the lid shut. He would need time to study the contents, but that would have to wait. Many souls were yet waiting, and there was work to be done.

scenario 4

Something was not right. Surely, the dead should not wish to hinder the plans of Morr, to postpone their own salvation. Why were the dead here so angry? What possessed them to assail the very benefactors who wish them well? Could they not see all that was being done for them? Perhaps the answer lie within the strange notes. After hours of study, the Priest had found a clue. A singular line revealed itself among the ramblings. It read, "May ravens alight upon you." A Morrian phase, and one closely associated with one Soloman Vantor, the High Priest of Morr within Mordheim. Could these be his works? The blasphemous scriptures within the footlocker went against everything that Morr stands for. Perhaps Vantor himself would have an explanation for all of this madness.

scenario 5

With the interlopers repelled, the secrets could finally be revealed. Vantor did not bet on anyone being fool enough to raid his studies, not this deep into the Death's Head. After scouring his various offices and alcoves, the plan was laid bare. The Priest had felt something was amiss since the second he stepped into Mordheim, and now he knew why.

It was not Morr who had made the summons; it was Vantor himself. He had invaded the dream world and lured everyone here in order to further his plans. The ritual was not freeing the souls of the dead, but binding their power to him. He was enslaving the souls of the dead to power a strange device wrought from warp-touched metal. This device, which he calls the Soul Engine, would enslave the souls of the dead far beyond the walls of Mordheim. He would have an unending army of souls to do his bidding. He would usurp Morr and become the uncontested master of death.

Soloman Vantor had to be stopped. A new High Priest of Morr would need to be named. But where could this Soul Engine be found? The answer was painfully obvious.

scenario 6

Should the warbands succeed: With an ear-splitting crack, the Soul Engine is rent asunder. The device shudders and comes to a sudden halt before erupting into a blast of green flame. The wailing souls of Mordheim's countless dead rise like steam from the smoldering carcass of twisted metal, spiraling off towards the sky as the clouds begin to part. The stars shine bright upon Mordheim for the first time in a long while. Vantor and his infernal machine are no more. Now, a new High Priest shall begin the long task of righting all that Vantor had wronged. With time, the dead may finally rest easy.

Should the warbands fail: As the last man falls, the cackling of the new Master of Death can be heard briefly. The dead do not rest in Mordheim, and neither shall those far beyond. As the machine reaches critical mass, it sends a green wave of necrotic energy out across the land. The fallen warriors do not lie still for long. They, along with countless others, rise to serve their new master.

These are grave times. The dead do not rest in the City of the Damned. The streets sing with the wailing of lost souls. Trapped by the power of the stones, their turmoil is unending.

A man of purpose, once devoted to the dead, enacts furtive plans amongst the toppled ruins. His work is tireless, and time is running short.

Lowly priests, exorted by every sort of deadly company, bade by a god in a dream, descend upon the city to shepherd the trapped souls to their final resting place.

But nothing is as it seems in Mordheim. Treachery, danger, and death await the Procession of Morr. Life in the Empire, and perhaps far beyond, hangs in the balance...

Serve the Death God. Uncover dark secrets. Thwart the deceivers.

The Procession of Morr is a narrative campaign set in the Death's Head district of the City of the Damned. Gather your warband and protect your priest as you scour the ruins of Mordheim in search of wyrdstone and the secrets of the mysterious High Priest of Morr, Solomon Vantor. Battle other warbands across six unique scenarios to uncover the plot and finally help the lost souls of the dead find their final resting place.

For use with

MORDHEIM



Inspired by and making use of materials by Nick Kyme, Andy Hall, and Games Workshop.

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