

The Foulness Below Mordheim

Background

Deep below Mordheim there exists a prison that has not been maintained for a number of years, and yet there is one prisoner left. The name of this prisoner is Heiner Lerdson and long before Sigmar's Hammer struck Mordheim, he was a rich merchant in Hemmerschnege who was suspected of being a minion of Chaos. Heiner, however had an ace up his sleeve, his daughter was married to a renowned Witch Hunter. In deference to this relationship Heiner was packed off to the prison in distant Mordheim.

Heiner now embraced his chaos god with a renewed vigor. He formed a secret sect worshipping the Plague God Nurgle, whose power was evident throughout the prison with all the prisoners falling ill. Eventually, one of the wardens informants gave Heiner up, and he was sent to the deeper dungeons below. Heiner Lerdson then sent forth a fervent prayer to his unholy deity - if Nurgle would preserve his life, Heiner would give his lord a foothold in this town.

Nurgle was amused by his follower in this far flung prison, and in part granted his wish. Heiner was afflicted with three dreadful poxes which began eating his flesh away. The prison guards grew alarmed that these dreadful diseases might spread among them. The Warden's hand were somewhat tied, he had been ordered not to kill the prisoner. He told his guard to shut down that part of the prison and never return.

Heiner's body was being eaten by the pox, and he had no food save the occasional mouse or rat he caught. Day after day Heiner became weaker, but still he did not die. A transformation was taking place in Heiner's body. First, his skin peeled off, then his nose, ears, and hair fell off. His bones became malleable and then jellied. He became a mass of pulsing goo, sustained by his own waste pile and the occasional insect that crawled across his adhesive mass. Yet, he did not die.

Then the comet hit the once proud city of Mordheim.

Wyrdstone rained from the Heavens and seeped down into the earth. Deep below the city Heiner was hit by a very great piece of that strange green stone that had eaten through the earth and his body was transformed once again. He regained a bipedal shape and huge chitinous claws. With this new form he still had about six pounds of Wyrdstone remaining. He tunneled his way to freedom.

Heiner realized once he was out, there was really no place to go. He decided that he would build up his forces and take over Mordheim, and from this town launch the unholy war of the Great Unclean One.

The warp stone he carried quickly attracted a small band of Skaven that he enticed into service by providing them small slivers from the stone. The Skaven captured the

occasional townsfolk or mercenary. Heiner learned that by keeping a man in a pit with the precious Wyrdstone they would eventually mutate. He used techniques of brainwashing and quite a few of his victims became his minions. Those that refused were given to a local Chaos cult.

Heiner has continued to use the dungeon beneath Mordheim as his base of operations. He continues to plot until he can overwhelm the forces of the Shadowlord in Mordheim. Unfortunately, his minions can wait no longer.

Some of his mutant followers have found a way to the surface of Mordheim. Without Heiner's knowledge they have decided to make raids upon the town. As they burst forth into the town, they have unwittingly revealed the dark world of Heiner below.



Warbands

This short campaign is between one "good" warband and Heiner's warbands.

One player should create one 500 pt. Good warband (either Sisters of Sigmar, Witch Hunters, Dwarves, Human Mercenaries, or Elves), the other player should create three 500 pt. Evil warbands (Possessed, Skaven, and Beastmen).

During this campaign do not use the normal rules for playing campaigns. Although the warband's fighters earn experience as normal and the warband can find wyrdstone as normal, it cannot trade the wyrdstone for income, nor trade it for equipment or new fighters. Any fighter lost (11-15 on the Serious Injuries Chart) can only be replaced at the end of the campaign.



1. Start

The warband is meandering through the Pedlars' Square in Mordheim, where a market is held twice per week. Suddenly, a cry is heard across the square near the Roasted Boar Inn. A middle-aged man runs to the warband's leader begging for protection. Before the warband can ask any questions monstrous beasts emerge from the alley besides the Inn. Numerous bipedal human-like creatures, over six feet tall, with cloven feet and goat's horns, charge towards the warband.

Beastman warband - See

<http://hem.passagen.se/pestilen/mordheim/warbands/beastmen.html> for rules to create a 500 pt beastman warband.

Special Rules - Blood Rage - All beastmen are subject to *Frenzy*.

Play Scenario 9: **Surprise Attack.**



Assuming the party overcomes the Beastman warband, the owner of the Roasted Boar Inn, Devon Friar, will introduce himself. He will calm down enough to explain that the last couple of days more of these beasts were seen in the neighbourhood of the Inn. He thinks that they must have a hide-out somewhere nearby and he will quickly offer the party a reward to slay these beasts and discover where they came from. If pressed the owner will promise a reward of a minimum of 80 [Gold](#) Crowns for their service.



2. Searching the Region

The warband is searching the region of the Roasted Boar Inn for the entrance to the beastmen's lair. Only they are not alone. The remaining beastmen are determined to prevent the warband from ever finding the entrance.

Beastman warband - See

<http://hem.passagen.se/pestilen/mordheim/warbands/beastmen.html> for rules to create a 500 pt beastman warband.

Play Scenario 7: **Hidden Treasure.**

Special Rules

Only the Heroes in the Good warband must inspect the buildings to find the secret passage to the dungeon. Each time a Hero enters a building roll 2D6. On a score of 12 he has found the entrance. Add +1 to the dice roll for each building you have searched before. A Hero may not search buildings in his own deployment zone.

Ending the Game

When one of the Heroes finds the entrance to the dungeon, the game ends.



The warband has found the entrance to the Beastmen's lair. When they enter through the opening in the wall they step into the room in which the Beastmen were stationed. The Beastmen had become bored with their duties and had dug their way up to the building above. Heiner Lerdsen as yet is unaware of their acts.

The warband can see that the lair extends further underground to even deeper levels and decides to explore further. The reward forgotten, they can now only think of the prospect of even more undiscovered treasure maybe somewhere deep down below these tunnels.



3. The Dungeon Level

While exploring the tunnels the warband enter what is almost a miniature of the city above them. When the comet struck Mordheim the region where the prison stood was completely buried underground. The warband walks through the streets between the various prison blocks and in the distance they can hear the sounds of humans crying. Somewhere in these cell blocks there are people being held captive. The warband rushes forward to the building where the screaming is coming from when suddenly they see in front of them hundreds of yellow eyes glowing in the darkness. Skaven!

This group of Skaven have made their lair here and act both as (very cruel) prison wardens as a guard to the dungeon of Heiner.

Skaven warband - See page 90 of the Mordheim rulebook for rules to create a 500 pt Skaven warband.

Play Scenario 1: **Defend the Find**.

Special Rules

The Skaven warband is automatically the defender. If the game takes longer then six turns then one of the Skaven has warned Heiner of the intruders.



4. The Cell Blocks

Assuming the Good warband wins the game they can search the various cell blocks for the human prisoners.

Roll a D6 (if they have rolled prison-encounters 1 and 3, then their next roll is automatically a 6)

D6	Result
1	This cell appears to be empty. If anyone enters the cell, however, a ghostly apparition will appear. The ghost appears as a man of the sea with a wooden leg, a hook for a hand, and a hat cocked at a jaunty angle. He smiles with blackened teeth, and then says, "Ahoy there land lubber. Come to find the treasure of Captain Hot Blood, eh? You never will, I tell ya never!" He then glowers at the invaders of the cell. Characters must test versus Leadership , those who fail must flee from the cell.

	If the cell is carefully searched a loose stone will be found in the south wall. Behind this loose stone is a treasure, a Map of Mordheim. Roll to see whether or not this map is legitimate (see page 55 of the rulebook). The ghost pirate will howl in laughter when the party discovers the map and fades away.
2	Nothing
	This room has three men in miserable shape chained to the wall. They are lorded over by an Ogre named Derg. Derg wields a club, and will exclaim, "More munchy prisoners!", when the party enters. Derg the Ogre - (see page 148 for rules for the Ogre) The warband has to fight this Ogre before they can free the prisoners.
3	Two prisoners are too far gone from the effects of Wyrddstone to be saved. One has sprouted a tentacle from his chest which he caresses endlessly. The other mutters incomprehensibly to himself. The last prisoner, however, has recently been captured by Heiner's minions. A Pit Fighter by the name of Jim Tyre, he is barely alive after receiving a most severe beating from the Ogre. He will be grateful if released and will seek to escape the dungeon at the earliest opportunity. He will fight only if he is armed and he sees no other way out. Jim Tyre - (see page 148 for rules for the Pit Fighter) - He has no equipment with him.
4	Nothing
5	Nothing
6	This is Heiner's cell, and is dominated by a large pit going down into the darkness. The pit is very deep and has rough hewn edges. Those with the skill <i>Scale Sheer Surface</i> or <i>Acrobat</i> can make it to the bottom with ease. Others may repel to the bottom with the aid of a rope. If no rope is available, three Initiative checks must be made at 8", 6", and 4" respectively (see page 28 of the rulebook for rules for falling). There is a tunnel at the bottom of the pit leading into the lower dungeon level.

(As soon as the warband has found the entrance to Heiner's lair they can no longer search the other cells).



5. Heiner's Lair

There is a heinous smell of rotting death in this area. If Heiner has been warned there will be 6 Skaven Henchmen in addition to Heiner and his warband here. Whether Heiner has been warned or not he will greet the party, "Welcome young heroes! Come closer so that I may gaze upon the faces of those who are going to cast me back to the Void." He then gives the warband a hissing giggle.

The room has a large chair on the east wall where Heiner is reclining. Before the chair is an oval table, a platter sits on the table with a great Wyrddstone. The Wyrddstone weighs about six pounds and absorbs all light around it. Before the table is a large pit where sacrificed people can be thrown into. The pit is 7" deep, characters charging at Heiner from the front must pass a **Initiative** check to avoid falling in.

Heiner is flanked by his Possessed warband. He will not command them to attack until the warband attacks. Once the good warband attacks, Heiner will bark the attack and his minions will attack the warband.

Possessed warband - See page 72 of the Mordheim rulebook for rules to create a 500 pt Possessed warband. Heiner counts as the Magister of his Cult.

Play new Scenario: **Final Fight**.

Terrain

The terrain should resemble a very large room or cavern. It is suggested that the terrain is set up in an area roughly 2' by 2'. On one end of the table should be an oval table and chair with a large pit (roughly 4" in diameter) in front of it.

Warbands

Heiner's warband is placed 8" of the edge where the table and pit is located. Heiner is placed beside the chair at the edge of the pit. His opponent then sets up on the opposite side.

Starting the Game

The player with the Good warband takes the first turn.

Ending the Game

When Heiner is taken Out of Action the Good warband wins. If the Good warband failed its Rout test, Heiner warband wins.

Heiner Lerdson - Magister and Mutant, 200 pt (see page 74 of the rulebook for rules for magisters).

M 4, WS 4 , BS 3, S 4, T 5, W 2, I 3, A 2, Ld 8

Equipment: Hammer, Light armour

Mutations

- Great Claw - +1 Attack with +1 Strength.
- Hideous - Causes *Fear*.
- Foul Stench - Fighters in close combat with Lerdson must pass a **T** check on a D6 or suffer -1 to **WS** and **I**.

The only treasure that Heiner and his minions have is the huge Wyrystone.



Epilogue

Assuming the party kills Heiner they find a Secret Entrance that leads out to a copse of scraggly woods outside of Mordheim. The owner of the Roasted Boar Inn will be both grateful and amazed at the warband's report.

The warband can sell the huge piece of Wyrdstone for 200 Gold Crowns.

The End