

The Crow Master

By Nickodemus Kyme,
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The Saga of Simius Gantt

Prominent surgeon and devoted scientist of the Empire, Simius Gantt thrust mind, body and soul into the furthering of his knowledge of the universe and the physical betterment of others. When hearing of the blight that had struck the city of Mordheim his was the first voice that spoke of a 'duty to tend to the ailing'. He undertook a great journey from the lofty towers of Altdorf and set up a modest but well-equipped surgery on the outskirts of the City of the Damned.

All and sundry came to him, desperate for aid and he would turn none from his door save the daemoniac creations that had made their home in the bowels of that cursed place. But Mordheim is dangerous, worse many times over than the most violent battlefield, for it harbors enemies unseen, those that corrupt from within yet without the host's knowledge. As more and more died upon his table, Simius questioned his ability and his calling, developing a morbid fascination with the dead. Unbeknownst to Simius a darker power was at work within him, the shards of the meteorite that blasted Mordheim, the wyrdstone he had been inextricably exposed to was at work within him, changing him...

A day of reckoning came at last, a wandering warlock, grievously wounded, happened upon the surgery. Despite his best efforts Simius could not save him such were his injuries. As the warlock grew cold upon the slab a subconscious urge drove Simius's hand to rummage through the man's belongings for a fee. He was bereft of possessions save for a leather bound book, etched in dried blood. The tome contained many scriptures and instruction pertaining to the dead, even detailing arcane rites of resurrection. The warlock was in fact a necromancer and Simius continued his work, devoting each night to the studying of the creature's tome. As time wore on, Simius changed, as did his practice. The lone and badly wounded were fair game to him now and he used his scalpel to snip their life's thread. He would then practice his new found 'art' on the corpses, reciting the ancient resurrection passages in earnest. Simius's skills developed and his transformation from genius to madman was soon complete. Shedding the clothes from the decaying Necromancer and donning them himself he wandered from the surgery and his old life and descended into Mordheim and utter damnation.

All that remains of the surgery now is a scorched patch of earth, Simius having razed it to ash. Voices whisper his name now, in the shadows and darkness. They call him Crow Master, such is the palpable aura of death that exudes from his very skin, a vicious murder of fell birds accompanying him wherever he goes, harbingers of pain and torture. His services can still be garnered at a price, yet the price is only known at Simius's whim, and is oft not gold nor wyrdstone...

- Glory to Damnation, Legacies of Misfortune
- a treatise by famed author of the Empire
Nicodemus Kyme Master Scribe of Altdorf.

Simius Gantt, the Crow Master is a Dramatis Persona and as such follows all the usual rules for these characters as given in the Mordheim rulebook.

Hire Fee: 65 gold crowns, 15 gold crowns upkeep.

May be Hired: Any warband except Dwarfs, Elves, Sisters of Sigmar and Witch Hunters may hire Simius.

Rating: Simius increases the warband's rating by +85 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
The Crow Master	4	3	3	3	4	3	5	2	8

Weapons/Armor: Simius wears the Mantle of Crows, carries a staff and has a Needle and Thread.

Skills: Simius has the following skills: Sorcery and Dodge.

Spells: Simius knows all of the Necromancy spells and also knows an additional spell, specific to him, **Decay of Ages** (see description below.)

Special Rules:

- *Mantle of Crows:* The mantle in appearance is a simple shabby cloak but has a hidden malign power. It attracts a murder of crows that circle around Simius distracting his adversaries. Any enemy model in base-to-base contact with Simius at the start of the Hand-to-hand Combat phase suffers a single automatic Strength 2 hit before any blows are struck.
- *Needle and Thread:* A throwback to his surgeon's days, Simius carries a needle and thread. If Simius stuns an opponent in hand-to-hand combat and he has no other enemies standing in base-to-base contact, he sews up the mouth of his enemy. Leaders cannot then use their 'leader' ability and spell casters are unable to cast spells for the remainder of the battle.
- *Payment in Blood:* Simius is a zealous scientist and his propensity to experiment is seldom slaked. If the warband who hires him loses the battle he may decide to 'abduct' a hapless warrior to experiment on. Roll a D6. If you roll a 1, Simius abducts the Hero or Henchman with the lowest experience (not hired swords) and that warrior must be struck off the warband roster and for all intents and purposes is slain. Simius disappears without trace after he has collected his fee of course...
- ***Decay of Ages*** Difficulty 9
Gesturing to his hapless victim with a bony outstretched finger Simius invokes the Decay of ages. Skin withers and cracks, muscles atrophy, bones become brittle as the victim ages horrifically in seconds. This spell affects a single warrior within 6" of Simius Gantt. The warrior must pass an immediate Toughness test on a D6 or they will lose -1 from all of their characteristics with the exception of Attacks and Wounds. In each subsequent Recovery phase they must pass a Toughness-test or will lose a further -1. As soon as they pass the test all characteristics are returned to normal. If any characteristic reaches 0 the model is taken Out Of Action. Simius cannot cast this spell on more than one model at a time. If he decides to cast it again the effects on the previous victim are undone.