

A Short History of Mousillon

Mousillon is situated in the marshy valley of the River Grismerie and originated in the Dark Age of Bretonnia when refugees from Settra's raids sought safety hiding in the marshes along the river. The settlement grew rapidly into a large town, and became a prosperous trading port. Riverboats made frequent trips up and down the Grismerie bringing goods and people, from all over the world, to the towns of Guisoreux and Parravon and the numerous villages in between. The lower parts of the city suffered badly from frequent flooding of the river, causing conditions to become unbearably squalid. The poor state of these areas often attracted Skaven and Undead raiders. Elements of the latter managed to gain a hold within the crypts of the city, and became a persistent menace to the population. Eventually so many people sought refuge here that their hovels clustered around the outside of the walls and extended along the banks of the river. These would remain the city's poorest inhabitants, finding work only at the quays or as sailors aboard Bretonnian ships. Like other port cities of Bretonnia with similar poor areas, Mousillon would be plagued by the Red Pox from time to time. The last outbreak two centuries ago was so bad that the city was almost entirely depopulated.

Many of the kings of Bretonnia have desired to cleanse and rebuild Mousillon, but despite every effort the city tended to revert back to squalor. For centuries the dukes of Mousillon tried to hold back the decay. And under the leadership of Duke Maldred the city seemed to have finally achieved a victory over the centuries of pestilence and squalor. Travellers reported that Mousillon was the most wondrous city in Bretonnia, more splendid even than the capital Couronne. The city seemed charmed, its people happy and content. In summer the white walls of the buildings sparkled in the sun, and in winter, when the rest of the land shivered under the snow, soft breezes kept the streets and houses warm.

But like a gilded goblet made by a shoddy craftsman, the glittering surface of Mousillon hid a rotten interior. The port's prosperity was not due to the hard work and honesty of its citizens, but was fuelled by the sorcery of Malfleur, and the corrupt dealings of Maldred. In daytime the city streets bustled with all the usual activity of a busy port, but after the sun had set, the inhabitants of Mousillon had the curious habit of never leaving their homes after dark. At night, the only things that moved through the dark streets of the city were packs of rats and the crews of the night-calling ships. Wrapped in cloaks, hoods pulled over their faces, these silent strangers moved mysterious bundles of cargo backwards and forwards between the dockside warehouses and their sleek, black-sailed ships.

During the years of Duke Maldred's rule the king of Bretonnia died and left no heir to the throne. Maldred decided to seize this opportunity to make himself king of Bretonnia. He could not wed Isoulde, the daughter of the dead king, since he was already married to the sorceress Malfleur. So together she and Maldred hatched a treasonous and dishonorable plot. This became known as the affair of the false grail. When the treachery of Maldred and Malfleur was exposed, their doom, and the doom of Mousillon, was set in motion.

The knights of Bretonnia led by the Fey Enchantress laid seige to the city, a siege that would last for three long years. as its inhabitants suffered, so did the city decline. The sparkling white walls started to flake and peel, revealing cracked mudbricks beneath. Foul-smelling seaweed clambered up the rusty mooring chains and spread across the piers and jetties. Cracks appeared in the pavements, and streaks of grey mould soiled the city walls.

Yet while the townsfolk perished from starvation and the pox, Maldred and the nobles of his court shut themselves up in the white palace and immersed themselves in an orgy of self-indulgence. Outside, the starving townsfolk killed each other in fights over dead seagulls while in the perfumed rooms of the palace the nobles drank sparkling wine from crystal goblets and nibbled on swan's wings. Dressed in red silks and satins, and wearing fantastic masks, they danced to the sound of their own self-destruction.

One cold spring morning the Knights besieging Mousillon witnessed something strange. As the sun crawled slowly into the sky, its cold red light spilled over the walls and towers of the city, so that it seemed drenched in blood. Mousillon was utterly silent: not a single sound could be heard from inside its walls. With an ominous groan, the twin gates of the city yawned open, as if inviting the watchers inside. Protected by holy relics, and in the company of the Fey Enchantress, a small party of Knights ventured into the city. Inside, all they found was death. Bodies of men, women and children lay all about. Batting away the flies, the Knights made their way through the dead up to the palace. They walked through the open doors into a scene from a nightmare. In the palace gardens, the plants had withered and rotted. Inside the halls and chambers the finery of the debauched nobles writhed with maggots, and scuttling insects gnawed away at the chairs and tables. In the main hall, Maldred and Malfleur slumped dead in their thrones, their empty eye sockets gazing vacantly over richly dressed skeletons of the nobles heaped on the marble floor. Maldred's stiff hands were clasped around a golden chalice chased with rubies; the false grail.

Who could say what strange fate had brought about the doom of Mousillon and its lord and lady? Was their evil punished by some divine retribution, or had the powers they sought to master ultimately destroyed them? The Fey Enchantress ordered that every door and window of the palace be bricked up, so that none could ever enter that cursed place again. Great grey stones were hacked from quarries in the forest, and dragged to the city by teams of oxen. Room by room, corridor by corridor, every door and every window was closed with blocks of stone, and wreathed with sacred blessings to seal the evil within.

All the dead bodies in the streets and houses were gathered up, heaped on wagons and taken outside the city to be buried in great pits. Though the burial mounds were covered with fresh earth, and sanctified with prayers for the souls of the dead, the only plants that would ever grow there were twisted hawthorn and black sukebind. Indeed, the pits soon aquired such an evil reputation that the main road into Mousillon, which used to run right past them, had to be rerouted to approach the city from the east.

Periodic attempts to repopulate Mousillon have never succeeded, as most honest citizens of Bretonnia are wary of the place. Any who are foolhardy enough to venture into the ruined city in search of sanctuary or treasure inevitably come to a nasty end, crushed by falling masonry, torn apart by monsters, or driven mad by stalking horrors. And traders sailing up the River Ois on their way to Gisoreux whisper that, at the dead of night, the sound of ghostly music and laughter still floats from the abandoned city.

Mousillon is now virtually an uninhabited ruin. The few remaining townspeople are dwindling or settling in new domains along the coast established by vigorous Knights. In this way the king and his Knights are tirelessly building a 'cordon sanitaire' of castles around the city which is regarded as virtually lost to Bretonnia. Ultimately the city must be redeemed for Bretonnia, but for now, its days as a port are over and it is regarded as a lost territory to be reconquered. The present king has now ordered an Errantry War to cleanse the city's ruins. He has declared that the Knight who can rid the city of evil will be made Duke of Mousillon. Young Knights Errant from all over Bretonnia now gather outside the city gates preparing themselves for the trials that await within this city of lost souls.

The Scourge of Aquitaine

In the days of King Louis the Righteous, fifteenth ruler of Bretonnia, a crusade to liberate the Estalian people from the oppression of invaders from Araby, brought many Knights to battle first in Estalia and then in the hot desert lands of sultan Darius-i-Quabir. One of these noble warriors was the Duke of Aquitaine. The Duke was an impressive, powerful man, widely known as a skilful swordsman and capable knight. He led his retinue of knights, squires and men-at-arms in many successful battles against the heathen forces of Araby. Unfortunately even the bravest and most gallant knights are sometimes defeated.

During the siege of Lashiek, shortly after the walls had fallen, the Duke of Aquitaine disappeared and was counted as lost. For several days rumours and speculations about his fate went through the encampment of the crusaders, until he was finally found, gravely wounded and delirious, but alive. The faithful followers of the Duke looked after him, and refused to give up hope. They drew him home, through scorching deserts and Orc ambushes, at last arriving in Bretonnia and eventually the Duke's castle in Aquitaine.

Darkness fell over the castle, as the fallen Duke was laid in his bed, unconscious and racked with a blistering fever. His knights and squires mourned for him and swore, without a thought, to serve him even beyond death; words that would bring about their own doom. When his heart stopped and his body grew cold the ever loyal and heartbroken retainers buried the Duke under his castle, as was the custom in those times, and sang a hymn for his soul long into the night.

The next day found the knights and squires exhausted from their vigil. The sun refused to break through the haze, and as the sad and tired retainers of the deceased Duke languished before the dying embers of the previous nights fire, the hall of the duke lapsed into silence. By days end all the inhabitants of the castle were sleeping, while outside the

castle, storm clouds gathered and the rain began to fall. In the tomb of the Duke a transformation was taking place.

With first a groan, and then a scream of anguish, the Duke opened his eyes and beheld the vault in which he lay. A gnawing hunger and terrible thirst racked his reanimated body. With inhuman strength he forced his way out of the crypt in which he had been entombed. At first he staggered on his feet, as if drunk. Then quickly regained his balance and, snatching up the sword he had been buried with, nearly flew up the stairs and into the castle halls above.

He entered the great hall and found his loyal retainers fast asleep. Filled with a rage he could neither comprehend nor control he began first to slay them with his sword and then to drink from their slit throats their life's blood. He had become a repulsive vampire, depraved with an unknown torture. As his thirst was quenched his anger abated, but none was left alive in the great hall of the Duke. As awareness at what he had done began to break through his clouded mind the Duke was engulfed in guilt and shed tears over his victims. They would be the last tears he would ever shed, but the guilt would remain forever.

The storm that had assaulted the castle broke as the sun began to climb into the morning sky. The first rays of sun to penetrate the windows of the great hall burned into the eyes of the duke, as he lay penitent on the floor before his statue of the Lady of the Lake. Realizing the danger, almost too late, the Duke rushed down the stairs into the hateful crypt so recently vacated. Each subsequent dawn would find him here pondering the fate to which he had been cursed.

After the sun had set the Duke would emerge from the tombs beneath his castle and driven by his thirst would feed on the servants and peasants that yet remained about the castle. So soon they were depleted and the Duke had to range further abroad to hunt his prey. His foraging eventually brought him in contact with the Sorceress Isabeau. Isabeau lived in a great tower at the foot of the Massif Orcal. The tower was an ancient ruin, which lay at a focus point of magical forces and had been abandoned by the elves millennia ago. Knowing the strength of Vampires, Isabeau charmed the Duke with words of comfort and promise. She brought him into her tower, in the forest of Chalons. By night she would bring him cups of blood from anonymous sources and her books of arcane lore for him to study the arts of sorcery and the ancient history of the Vampiric race.

Armed with his newly acquired knowledge and accustomed to his life as a creature of the night, the Duke returned to his castle and resumed his place as ruler of Aquitaine. To the skeletons of his former men at arms he gave movement and they took their place as his guardians once more. Upon the sick and malformed he showered mercy and gave shelter within his domain but his twisted mind and neverending thirst truly made him a monster. At the occasion of each winter and summer solstice the Duke would kidnap a maiden from the many villages near his castle. They were never to be seen again. At the same time many travellers disappeared in the surrounding woodlands, and nobody knew to say, whether they had become victim of the Duke or the ever-increasing wolf packs.

His true name no longer used; most people referred to the treacherous ruler of Aquitaine as the Red Duke (if they could speak of him at all). Hundreds fled northwards to escape

from the terrors of their homeland, only to be taken into slavery or serfdom in other parts of Bretonnia. The duke himself seemingly never left his castle; only during the night he would venture into the countryside in his sinister black carriage. The horror of those dark nights would keep peasants huddled in fear behind barred doors wary of the sound of thunderous hooves.

Visitors and messengers returning from the duke's court would always report of unnatural sights. The castle guards, clad in black robes, would never show their faces. Their movement was a measured tread and their weapons held strangely rigid. The castle is a place of darkness and even on the brightest day shadows darken the grounds about the castle and a strange mist blocks the sunlight. The interior is illuminated as if by pale moonlight and the windows are ever covered by dark and heavy tapestry. Fires burn low and provide no warmth.

The Red Duke never pursued the invitations to visit other nobility and even ignored the summons of the king. While the nobility considered him snobbish, disregard of the king's authority in Bretonnia is counted as high treason. Therefore, in time, a herald of the king arrived at the duke's court and demanded him to comply with the king's order to appear, and thus make the accusations against him ineffective. In his arrogance the duke killed all of the heralds retinue and sent the herald, blinded and beaten, back to his king.

The king was in rage, how could one of his vassals dare to put his authority in question to such an extent and refuse a direct order in this way. He commanded one of his faithful vassals, the Duke of Bordeleaux to raise an army and to send it against the Red Duke.

The objective was to take the duke into custody and to bring him to the king; no one yet knew that the rebellious duke was in fact a vampire. Duke Blanché of Bordeleaux planned to occupy the land and possibly to set the castle in a state of siege, and secretly hoped to be able to annex part of the dukedom of Aquitaine to his own territory.

The Red Duke aware of the king's wrath and the army assembling in Bordeleaux conspired with the sorceress, Isabeau, in the forest of Chalons. The Red Duke sought an alliance, with the hope of being able to rebuff the troops being assembled against him. Isabeau ostensibly agreed. She recognized the Red Duke for what he was - an inhuman monstrosity from the realm of death. Nevertheless Isabeau tried to subject the half-demon with enchantments to bind him to her will. She realised too late that she had underestimated the magical abilities of the duke, who upon realizing her betrayal cautiously avoided a direct confrontation with the sorceress.

The Duke then sent his undead servants to her tower to kill her. As the servants of the Red Duke reached the tower, Isabeau was in a trance, preparing enchantments to enslave the duke. She did not suspect the danger, but awakened just seconds before the undead creatures reached her chambers. Weakened by her spell preparation, Isabeau fled, only to be torn to pieces by dire wolves. As the Red Duke arrived on the scene she was barely alive, blood ran from her throat and dozens of other wounds. Her torn up body lay in an unnatural twisted position and the last thing she perceived in life was the Red Duke's harsh voice: "you refused to serve me in life, so you will serve me eternally in death." Thus did Isabeau become a Banshee wailing her laments while held in thrall by the dark magic of the Duke of Aquitaine.

It was not long before the royal army, led by the Duke of Bordeleaux, marched into Aquitaine. The Red Duke rode arrogantly forth with his army to engage them before they could lay siege. The peasant levies marched before their master, fighting for him, as they would for any other overlord. Alongside the Duke were ghouls and dire wolves and other darker things from the realm of death. The Duke of Bordeleaux ordered his troops to attack the moment he discerned the monstrous horde. A dreadful battle erupted over the fields of Ceren. Little is told of this battle, but in the end the Chevaliers d'Honneur broke through the centre of the troops from Aquitaine. The Red Duke was wounded and his army decimated. He fled to his castle, pursued by three swift riders of Duke Blanché. Among the riders were Sir Henri d' Arden and his loyal squire Pierre. The third rider was a priestess of Shallya. They tracked him to his castle and searching through the gloom, at last found him deep beneath the surface in a lavishly adorned crypt. In the vault preceding the crypt were three coffins, each holding the pale corpse of a damsel, victims of the Red Duke's thirst. Around the neck of each maiden was a golden key on an exquisite chain also of gold. The use of the keys was readily apparent for beyond the coffins was a heavy oak door with three locks. Emanuel, the priestess, took the keys from the necks of the damsels and proceeded to unlock the door to the crypt. Upon gaining access to the Dukes crypt, Sir Henri and Pierre rushed to the sarcophagus and when Pierre threw back the lid, Sir Henri thrust a length of his broken wooden lance through the chest of the reclining Vampire. The wounded duke howled in agony, and it appeared as if in his flailing the undead lord might try to take his attackers with him to the gates of Morr. The castle itself trembled with empathy at the destruction of its master. Sir Henri, his squire and the priestess ran from the vault beneath the castle as bits of masonry began to fall about them. They reached the open air just before the entire structure collapsed upon itself.

It would have surely been advisable to burn the remains of the Red Duke, as was demanded by the clergy. But none could be found with the desire to dig through the ruins of the castle to recover his body. Sir Henri, who had lost his own daughter to the thirst of the Red Duke, no longer had the will to return to the site of his daughters demise. He had recovered her body in one of the upper floors of the Castle and Emanuel had carried it outside while Pierre and his master searched with burning anger for the hiding place of the Red Duke. Sir Henri's daughter was buried in a village cemetery near the river Morceaux, with a silver cross around her neck. Emanuel recited prayers over the grave of Nanette and then again over the ruins of the Red Duke's castle. Each of the three companions, who had encountered the Red Duke in his crypt took one of the three golden keys and then departed from Aquitaine.

Rules

MOUSILLON CITY IN FOG

Located on the western coast of Bretonnia, where the River Grismerie runs through a huge marsh and into the Great Ocean, Mousillon is shrouded in fog most of the time. Some claim that it is not an entirely natural fog. Perhaps an attempt by the vile denizens lurking within the abandoned city to hide themselves from scouts and spies, or a manifestation of the chaos that breeds in the decay. But be it normal or magical the fog nevertheless is an ongoing problem for any who would travel there.

Before starting a battle in the City of Mousillon roll 1d6 and consult the chart below.

1 or 2 = Thick Fog:

Visibility is limited to 6 inches at the start of the battle.

At the start of each TURN add 1d6 as the fog gradually lifts.

3, 4, 5 = Fog and Light Drizzle:

At the start of each ROUND roll an *Artillery dice and multiply the result by 3 to find out how far in inches the troops can see. If you roll a Misfire then the fog lifts temporarily, but roll again next round.

6 = The Fog Lifts:

No modifiers apply this battle.

YOU CANNOT SHOOT CHARGE OR CAST SPELLS THAT REQUIRE LINE OF SIGHT TO TARGETS OUTSIDE OF THE LIMITS OF YOUR VISIBILITY.

INCOME TABLE

The table below is an alternate income table for use with Campaigns based in the City of Mousillon.

Roll 1d6 per hero who does not go out of action. If your warband won the Scenario you may roll 1 additional d6.

You may ONLY add the total of 6 dice, even if you are allowed to ROLL more than 6. Find the total of your dice roll in the left column. Cross reference this with the right hand column that shows the total number of Warriors in your warband.

The amount in the box where the row and columns meet is the amount of Gold Crowns you receive at this time.

| D6 | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16+ |
|-----|-----|-----|-----|-------|-------|-----|
| 1-5 | 45 | 40 | 35 | 30 | 30 | 25 |

| | | | | | | |
|--------------|-----|-----|-----|-----|----|----|
| 6-11 | 60 | 55 | 50 | 45 | 40 | 35 |
| 12-17 | 75 | 70 | 65 | 60 | 55 | 50 |
| 18-24 | 90 | 80 | 70 | 65 | 60 | 55 |
| 25-30 | 110 | 100 | 90 | 80 | 70 | 65 |
| 31-35 | 120 | 110 | 100 | 90 | 80 | 70 |
| 36+ | 130 | 120 | 110 | 100 | 95 | 85 |

EXPLORATION TABLE

Doubles

(1 1) RUINED HOVELS

The street consists of ruined hovels, which are leaning over at alarming angles. While poking about here a ramshackle construction falls on one of your heroes.

Choose a hero and make an Initiative check.

If you roll equal or under the hero's Initiative stat he is unharmed, otherwise he takes a wound. Roll like you normally would do for an injury, even if the character has more wounds:

1-2: Character is wounded on the leg, next game M-1.

3-4: Character is wounded on the arm, next game WS-1.

5-6: Though black and blue, the only thing the character will have is sore muscles.

Either way when the dust settles a small chest in the ruins. After breaking it open you find 2D6 GC.

(2 2) RAIN BARREL

(4 4) BEGGAR

Your warband encounters one of the survivors of Mousillion, who has lost his sanity along with all his worldly possessions. A modest donation of food may render surprising results...

Skaven warbands can sell the straggler to agents of Clan pestilence (who will use the man for experiments or slavery) and gain 2D6 GC.

Any chaos-tainted warband can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience. Maldred's disciples can only try this if his knights are come to his side; otherwise he uses the last option.

Undead warbands can kill the man and gain a skeleton for no cost.

Any other warband can give the man some rations (1 GC worth is enough) to the man and gain some information about "treasure" in the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(5 5) ABANDONED SHOP

On the corner of a half-burned down building there is a rain barrel still full of water. Due to the frequent rainfall and the obvious drain that ends in the barrel that is no strange occurrence. One of your heroes takes a closer look and discovers something on the bottom of the barrel, something shiny...

You may choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one jewelled ring (worth 15 GC) at the bottom of the barrel. If he fails, the hero has gulped down some water from the barrel and must miss the next game through sickness. The shiny thing now turns out to be a worthless piece of metal...

(3 3) BACKPACK

Under a fallen plank, you find tattered leather backpack lying next to the corpse of a long dead man. From the looks of it he was a soldier. Brushing off the dust, you inspect the find. To see what's inside, roll a D6:

- 1 - Stale biscuit (Which you toss back into the street)
- 2 - Dagger
- 3 - Helmet
- 4 - Hammer
- 5 - Axe
- 6 - Suit of light armour

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast-iron pots and pans and rolls of fine cloth. All manners of smaller items are lying about - the sort of frippery that no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 GC. If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

(6 6) SPECIAL

Consult the Special Scenario chart below.

Triples

(1 1 1) TAVERN

The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately your men are also

(4 4 4) THE MINT

You find the remnants of the former Mousillon Mint. You all scour the ruins and finally find a room where everything is covered with a fine yellow dust.

After sweeping up all the gold dust you find you have 2D6+6 GC in gold dust.

interested in the contents! The warband's leader must take a Leadership test. If he passes, the warband gains 4D6+6 GC worth of wines and ales, which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 GC worth of alcohol left when the warband reaches their encampment.

Undead, Knights-Errant and Woodelf warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(2 2 2) OLD ARMOURY

Though the building has crumbled in the years, it still is recognisable as one of the city barracks. And between the rumble and useless junk you find small room, which is seemingly untouched. It turns out to be the barracks's armoury and the Guards did not take all...

Roll a D6 to determine what you find inside:

- 1 - Sword
- 2 - Doublehanded sword
- 3 - Flail
- 4 - D3 Halberds
- 5 - Lance
- 6 - 2D6 GC worth of metal (add the value to your treasury).

(3 3 3) FLETCHER

(5 5 5) PRISONERS

A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.

* Chaos orientated warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience that is distributed amongst the Heroes of the warband. Maldred's disciples may only use this option all the knights have been turned.

* Undead warbands can callously kill the prisoners and gain D3 skeletons at no cost.

* Skaven can sell the prisoners into slavery for 3D6 GC.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 GC. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(6 6 6) SPECIAL

This hovel was once the workshop of a Fletcher - a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

- 1 - 2 D3 Short bows
 - 3-D3 Bows
 - 4 - D3 Long bows
 - 5 - Quiver of hunting arrows
 - 6 - D3 Crossbows
-

Consult the Special Scenario chart below (and a priest!).

Quadruples

(1 1 1 1) A STRANGE DWARF

In your wandering through the city you come upon a dwarf hammering away at what looks like a round pipe. As soon as he sees you he slips away. You search the place but no sign of the dwarf. The only interesting thing you find is a metal strongbox. In opening the box you break one of your weapons.

Randomly determine which hero tries to open the box and he loses one of his weapons (determine randomly, but exclude the free dagger and magic items).

Roll a D6 to see what you find:

- 1 - Blunderbuss
- 2 - Brace of pistols,
- 3 - Brace of duelling pistols,
- 4 - D3 Handguns,
- 5 - D3 Flasks of superior blackpowder,
- 6 - Hochland long rifle.

(2 2 2 2) LABORATORY

You already found strange things in Mousillion, but you did not see an alchemist's laboratory. Although a lot is smashed and broken, there still seem to be some valuable left.

(4 4 4 4) ARMOURER

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

- 1-2 D3+1 Shields or bucklers (choose which)
- 3-D3 Helmets
- 4-D3 Suits of light armour
- 5-D3 Suits of heavy armour
- 6-Suit of Ithilmar armour

(5 5 5 5) SEWERS

You find an entrance to the Mousillion sewer system. Despite the fetid stench, you realise they may provide an invaluable tactical advantage in an upcoming fight.

You may use the tunnels in the next battle

Your warband may strip the laboratory and gain 2D6 GC worth of loot.

Chaos, Skaven and the Brigand warbands recognise some of the materials still present and know someone who will be very interested in them. They will gain 3D6 GC from their patrons, and a present from the intended receiver.

One of their weapons (chosen by the player) will now count as being poisoned permanently and will always autowound when a 6 is rolled to hit (like black lotus) any Undead or Possessed model is immune to this effect.

(3 3 3 3) DEATH PIT

You find an old overgrown pit. And after cutting away some the plants covering the site you discover the gruesome find. The pit is filled with skeletons, some still in their clothing they died in.

Any warband, apart from Knights-Errant and the Bretonian Hunting party, may loot the corpses and gains D6x10 GC worth of loot.

If you loot the Pitt, the next time you play against the Blooddragons (you touched their stash), Bretonian huntingparty or knights-errant, the entire enemy warband will hate all the models in your warband. Make a note of this on your warband roster sheet.

The Knights-Errant and the Bretonian Hunting party feel the need to clean up the graveyard. This piety will result in a reward of D6 Experience points distributed amongst the Heroes of the warband.

The Blooddragon warband wil gain D3 skeletons and may distribute d3 Xp amongst their heroes.

you play. Position up to three fighters (no Large Creatures) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

(6 6 6 6) SPECIAL

Consult the Special Scenario chart below.

Quintuplets

(1 1 1 1 1) A HEALER

While you are exploring you find a small house which still is occupied. The Owner turns out to be a healer and offers to help out.

You may reroll the serious injury roll of one of your heroes that are still alive. No matter how long ago the injury was sustained. If you also pay the healer 30 GC you may ignore death results on the new roll.

(2 2 2 2 2) CRUMBLED TOWER

Though not much is remaining from the tower, it looks that once a wizard might have lived here.

Roll a D6:

1-2: 3D6 GC and scroll of Silver arrows of Ahra. A hero may read the scroll during one of his shooting phases and he may cast the spell if he passes the Diff roll. One use only. A spell caster may read it and gain +2 on the diff roll if he already knows the spell.

3-4: You find a wizard cloak, any one wearing it will get a 6+ armoursave (not cumulative with LA & HA) and is -1 to shoot at. If a wizard (spellcaster) wears it he raises the save to 5+. The cloak does not prohibit the use of magic.

5-6: You find a magician's tome. This tome can only be used once. Roll a D6, on a 5+ you may learn lesser magic spells if you gain a skill advance, otherwise you will gain a 5+ save against spells.

(3 3 3 3 3) THE GATEHOUSE

You stumble upon the gatehouse of the

(4 4 4 4 4) GLOWING POOL

A strange light seems to emanate from a rather large pool. But before you can investigate a large dog attacks you.

If you pass a Ld-test (choose which hero will step forward) the wardog will yield to the hero and the hero thus gains a wardog. If he fails he has to fight the wardog. Roll to see who charges, the fight lasts 2 rounds. After that the rest of the warband steps in and the dog flees.

In the Pool you find a strange glowing stone. You may sell it for D3 x 15 GC, or you keep it. This allows you 1 reroll on the serious injury chart.

(5 5 5 5 5) THE MAPMAKER

The Building you explore once belonged to a Mapmaker family. Though most of them are burned, you find a scrollcase under a floor panel. The case contains a real, detailed map of Mousillion.

This allows you to modify 1 exploration die with +/-1. If you use it, no other +/-1 modifications are allowed.

(6 6 6 6 6) SPECIAL

Consult the Special Scenario chart below.

trader's district. While exploring you find a small box. Once opened you find the revenues of the last tithing they did.

Roll 2D6 x 5 GC, if you roll a double you find a so-called Wheel amulet. This is the symbol of the merchant guild. It allows you to use the haggle skill from now on.

Sextiples

(1 1 1 1 1) MALDRED'S CASTLE

You finally manage the courage to go up there. Together with your warband you start to explore. Your skin tingles and you are sure somebody is watching you. It is like you are trespassing, even though the castle is clearly uninhabited.

If you wish, you can send one of your Heroes to search for any treasure hidden here. Roll a D6. On a roll of 1 the Hero is devoured by unseen creatures and never seen again. On a roll of 2 or more he returns with D6+1 x 20 GC worth of jewels.

(4 4 4 4 4) THE EATING HALL

While exploring the castle you enter one of the many eating halls and you hear a lot of you companions hold their breath. The hall is littered with corpses, struck down while having a meal... but not by handmade weapons.

Bodies lay everywhere, most of them at there place where they where eating. Plates dried food rests in front of them. In a glimpse you see a red cloaked figure disappear.... You convince yourself it had to be an illusion.

After a time you deem necessary to overcome your fears you find the following items. Roll for every item separately to see if you find it. (For example, on a roll of 4+ you will find the suits of light armour).

Items D6 Result Needed
3D6x5 GC Auto
D3 Suits of light armour 4+
Suit of gromril armour 5+
Suit of heavy armour 4+
MordheimMap (see rulebook) 4+
D3 Halberds 5+
D3 Swords 3+
D3 Shields 2+
D3 Bows 4+
D3 Helmets 2+
Brace of duelling pistols 4+

(2 2 2 2 2) THE TREASURE ROOM

While exploring the castle of the dreaded

(5 5 5 5 5) AUDIENCE ROOM

Thoroughly ransacked the audience room

false grailknight, you come across a hidden large chest, bearing the coat-of-arms which depicts a chalice.

When you open the chest you find the following items. Roll for every item on the list separately (apart from the gold crowns) to see whether you have found it. (For example, on a roll of a 5+ you find the jewellery.)

Items D6 Result Needed

3D6 x 5 GC - Auto

Holy relic - 5+

Suit of heavy armour 5+

D3 Gems worth 10 GC each 4+

D3 pieces of jewellery worth 20GC each) - 5+

Elven cloak 5+

Holy tome 5+

Magical artefact 5+

(3 3 3 3 3 3) DWARVEN SECRET STASH

You find a solidly built small room and while investigating you find a shifting wall. A runic inscription appears indicating that this may have been a Dwarven stash.

Roll a D6 to see what you find:

1 - D3 Double-handed axes

2 - D3 Suits of heavy armour,

3 - Gromril axe

4 - Gromril hammer,

5 - Double-handed gromril axe,

6 - Gromril armour.

with the duke's Chair still is an awesome sight. Even though al is ransacked and smashed to pieces you discover a secret compartment in the duke's seat.

Roll a D6.

If you roll 1-2, you find D6x10 GC worth of items and money to add to your treasury.

On a roll of 3-4, you find D6 vials of Crimson Shade.

On a roll of 5-6 you find a hidden magical artefact carefully concealed behind a false bottom in the compartment. Roll on the Magical Artefacts table.

(6 6 6 6 6 6) SPECIAL

Consult the Special Scenario chart below.

SPECIAL EXPLORATION RESULTS

On any multiple of 6, use the number of the scenario played (listed below) to see which result you get:

| Area Played In Scenario # | Western Approach | The River Front | The Marshes | The Main Wharf | Noble District | Palace District |
|---------------------------|------------------|-----------------|-------------|----------------|----------------|-----------------|
| | 1,14,16 | 4,17 | 7,10 | 2,3,11,15 | 6,8,13 | 5,9,12 |

| | | | | | | |
|--------|----|----|----|----|----|----|
| 66 | A1 | A2 | A3 | A4 | A5 | A6 |
| 666 | B1 | B2 | B3 | B4 | B5 | B6 |
| 6666 | C1 | C2 | C3 | C4 | C5 | C6 |
| 66666 | D1 | D2 | D3 | D4 | D5 | D6 |
| 666666 | E1 | E2 | E3 | E4 | E5 | E6 |

- | | |
|----------------------------------|--|
| 1. Cleanse the Woods | 10. Out of the Fire and Into the Marsh |
| 2. The Battle for the Wharf | 11. Stop Thief |
| 3. Blood in the Streets | 12. Knights vs. Knights |
| 4. Safety on the Other Side | 13. No Plague for the Wicked |
| 5. Beware the Plague | 14. Look at that Stash |
| 6. Through the Gates of Morr | 15. Return to the Palace |
| 7. The Marsh is Alive | 16. On the Beach |
| 8. This Town Ain't Big Enough... | 17. Hell hath no Fury |
| 9. Magic in the Palace | |
-

A - "Double Six" (6 6)

A1 - WESTERN APPROACH

In a hollow tree you detect a shiny object and a closer inspection shows it to be a ring (worth 10 GC, when you sell it). In your greed you might miss the viper that made the tree his lair...

A4 - THE MAIN WHARF

You feel very confident after last battle. If you by any rare item you manage to haggle down the price.

Deduct 2D6 GC from the price of the item.

Appoint a hero who while try to get the ring. Add together the Initiative and Weapon skill of the character. If you roll lower then that value on 2D6, you managed to snatch away the ring.

If you fail, you push the ring away and it disappears into the tree...

A2 - THE RIVER FRONT

You notice a man crouching at the city walls. As you come closer he begs you for some groats.

If you pay the beggar 1 GC, you may reroll one exploration die next exploration phase.

A5 - NOBLE DISTRICT

When you come on to a broken down closet, you find some tattered clothing.

Roll a D6, 1-5 they are toughened leathers (see TC), 6 it is a set of Cathyan silk clothes (see rulebook).

A3 - THE MARSHES

One of you heroes is pulled down by something while exploring the edge of a bog.

A6 - PALACE DISTRICT

The palace seems to be empty, so you go back to your camp empty handed. Though the bragging about it in the inn later that

That hero makes 1 attack (5+ to hit, 4+ to wound) and if he wounds whatever is pulling him in he hacks off a tentacle. The blood coats his weapon for the next battle. The weapon counts as being coated with black Lotus (see rulebook) for the next battle.

evening seems to impress the locals.

The warband leader will cause fear for the next battle.

B - "Triple Six" (6 6 6)

B1 - WESTERN APPROACH

While looking in the surrounding you see a person leaning against a tree, As you approach him he says:

"welcome My friend, it is Ronald Gildenhind the merchant who sends me..."

You are allowed the use of a hired sword without hiring fee (upkeep still necessary), choose between Gladiator (pittfighter rules), witch or Halfling scout.

B2 - THE RIVER FRONT

Under a pile of wood and tethered rope you find a strange object. It is a round object with a hole in the middle. A man might just fit in the hole. Later you learn it swims in the water and some can hold onto it without sinking.

This saviour ring allows rerolling a drowned result once and allows the character to cross water at normal movement.

B3 - THE MARSHES

The bog looks strange from up close, and as you approach even further you notice why... a lizard like creature died in it and its strange armour gave the bog the strange colour.

You find a breastplate, which counts as a LA and a shield.

B4 - THE MAIN WHARF

Rummaging in old half-sunken boats is no way to spend the evening. Luckily a find made up for it. An old captain's trunk contained a journal. Herein he describes what he earned and in what house he lived.... You smell the booty as you make haste for the address.

You find an old jewel case, its content can be sold for 3D6 GC.

B5 - NOBLE DISTRICT

An old wine cellar gave up a final prize, a non-broken bottle of wine. As you later discover it turns out to be elven wine (see TC).

There is enough for 4 characters.

B6 - PALACE DISTRICT

In a small office you find a ledger. Not only it has lots of numbers in it, there is a small note:

"You find Grump, staying house with gate, me wait"

You are allowed to get the free use of an ogre bodyguard for one battle. If you want to keep him you have to pay his upkeep, otherwise he will just leave.

C - "Quadruple Six" (6 6 6 6)

C1 - WESTERN APPROACH

While exploring the beach you find a strange seashell. As some people offer you quite some money for the shell, you take it to a sage.

He tells you, after a fee of 5 GCs, that it is a rare example and worth 35 GC. As it is rather shiny it also very interesting to animals. If you keep it as an amulet all animals that want to attack you must pass a Ld-test, before doing so.

C2 - THE RIVER FRONT

While exploring you find a colony of river lobsters.

As food will not be a problem tonight, you may count you warband as being 1-3 members for selling loot (gaining income).

C3 - THE MARSHES

You find a ragged old shrine, very probably put there by the vile ratmen.

" All warbands (except skaven) may destroy this shrine and gain D3+1 Xp, which can be freely distributed.

" Skaven warband may honour their horned god, and the skaven leader will gain the following, roll 2D6:

2-3: the Great horned one is discontent and you will lose 2 random warband members (i.e. the counts as going OOA, roll on

C4 - THE MAIN WHARF

In stranded wreck you find a non-plundered armoury.

Roll a D6 for each series of items.

2 suits of LA, 5+.

3 boathooks (spears), 4+.

D3+1 shields, 4+.

Gold crested breastplate (gromril armour), 6+.

A jewelled helmet (can be sold for 320 GC), 5+.

C5 - NOBLE DISTRICT

As you search an old villa, you see a richly dressed woman, just skip around the corner. Of course you manage to track and corner her.

It turns out to be a female vampire (normal vamp stats, sword and dagger, HA), you may opt to run, or select a fighter who will combat the temptress opponent. Roll a D6 for who charges his opponent.

If the character loses, he will gain 1 Xp and 25 GC, which the vampire drops before she escapes. Any OOA result will require a roll on the serious injury table. If the character wins he will get 3 Xp, the 25 GC and equipment she carries.

C6 - PALACE DISTRICT

You find an obvious empty room; almost too obvious it seems. After some poking and prodding you find a secret switch. A rumbling sound is heard as a piece of wall slides away revealing a secret entrance. Inside you find an old tomb, which contains a Crypt. The Lid is cast to the side and inside lies a skeleton. Very obvious is the wooden stake that protrudes from its ribs. Then you noticed the castaway silver breastplate of the victim. Someone had to

serious injury table if necessary).

4-7: nothing seems to happen.

8-10: your leader will gain tailfighting as per skill, or gains an extra attack, if already knowing the skill.

11-12: your leader will gain the black hunger skill, but gains a 4+ save against the wounds it does.

pull it off, to stake the victim.

This breastplate is Ithilmar armour. (See rulebook).

D - "Quintriple Six" (6 6 6 6 6)

D1 - WESTERN APPROACH

A couple of ruined farmsteads never invited to explore, but you have a feel these could be worth it. Inside one of the building you find a fortified room. The family obviously uses it as the final retreat. As you finally pry open the entrance you discover that the original owners never left.

You find a strong box with in it D6 X 10GC and a strange weapon with a long iron shaft on it that expands at the end almost like a trumpet (blunderbuss, see rulebook).

D2 - THE RIVER FRONT

You notice someone in the river that obviously cannot swim. After managing to pull him to shore, it turns out to be sword for hire. He calls himself Capretto deJolie and originates from Tilea.

You gain the use of an empirial assassin (with crossbow, instead of throwing knives!) for one battle, after that upkeep will be necessary.

D3 - THE MARSHES

You find the already decaying body of a skaven, dressed in all black. He still clutches a pair of nasty looking blades.

D4 - THE MAIN WHARF

An abandoned tavern finally releases its secret after a couple of hours of exploring it.

You find two barrels of beer and even better as they turn out to be Bugmans!

D5 - NOBLE DISTRICT

It seems that the house you now enter once was used as a training area. The more stylish weapons lying broken on the floor, suggest the upper class trained here. In a room on a reading pedestal you find a book. It shows how to use all kinds of swords.

You find also 2 rapiers beside the book. You may sell the book for 100 GC, or let one hero learn what is in there.

This entitles him to use all swords (weapon's training skill) from now on and he may parry with them at an equal or higher dieroll. His racial max on WS is raised by 1.

D6 - PALACE DISTRICT

The great dining hall once must be sight to see. Though most things are plundered, you discover a suit of armour in the corner. It

These are weeping blades (see rulebook) and the first one who touches them (you choose) will feel a surch. The character learned weapon's training and can use the blades.

turn out to be a heavy armour from a strange dense material...

You find a suit of Gromrill armour (see rulebook).

E - "Sextuple Six" (6 6 6 6 6 6)

E1 - WESTERN APPROACH

In the forest you discover a small lake and close to the lake a slender human female is brushing her hair. As see hears you, she quickly stands up and runs towards the lake. While she runs she slowly disappears, almost into thin air it seems.

As you reach the spot where the woman was standing before you find a mall mirror on the ground.

A Ladies Mirror (magic item):

Roll a D6:

1-4 it counts as a full Mousillion map (see Mordheim Map in the rulebook).

5-6 the item becomes fully functional and can reveal important information:

- No one can hide within 12" of the character carrying the mirror.
- Anyone aiming at the carrier has an extra - 1 to hit.
- The character owning the mirror is allowed to roll 2 exploration dice and pick one of them (if he did not went OOA).

E2 - THE RIVER FRONT

There is an old peddler on a boat. He offers to play small game of chance with you. He picks out a wooden die; the colours red and blue seem rather worn on it. As he offer you to roll the die, he smiles and his boat slowly drifts away on the river...

You can roll the die or not, if you do roll a D6: 1, black comes up and your warband leader looses a random item. 3-5: all his

E4 - THE MAIN WHARF

Who can say if there is wisdom in wine? At least the directions you found on the bottom of a winecask are curious, to say the least. If you are up to explore the direction you find the following:

Roll a D6 for all items separately:

- D3 suits of heavy armour, 5+
- A brace of warplocks, 5+
- D3 Duelling pistols, 5+
 - A blunderbuss, 4+
 - D6 X 10 GC, auto
- Magical artefact, 6+

E5 - NOBLE DISTRICT

You find a large bedroom. Almost everything is either broken or plundered. Though strangely there is a large leather chair, which is seemingly unblemished. Decide which character will take a seat. As soon as the character sits down a flash blinds everybody.

Roll a D6, on a 1 the character is burned and must make a roll on the serious injury table,

armour and weapons are now jewelled (thus the worth doubles, a jewelled sword costs 20 GC). 6: you may roll on the magical artefacts table.

E3 - THE MARSHES

A small shack built out of grass appears. Inside is a very surprised skaven behind a cauldron.

Non-skaven warband may destroy the skaven and hut and thus gain D6 X 10GCs and may distribute D6 experience in their warband.

A skaven warband may consult this seer: Roll a D6, on 1-4 all weapons of the warband count as being coated with Black Lotus (see rulebook) for the next battle. On a 5+ they may roll on the magical artefacts table.

on a 2-4 it will rain GCs in the room, you get a number of GC equal to half the warband rating (rounding down). On a 6 you may roll on the magical artefacts table.

E6 - PALACE DISTRICT

You enter a large room, which has a small altar at the other end. On the altar stands a simple goblet. Could it be... You cannot remove the goblet from the room and if you leave, you almost know for sure that you will never find your way back to the room. But you can drink from the goblet.

Select a character that will drink from the goblet:

If the character is tainted by chaos it will gain a chaos armour.

If the character is evil (skaven, undead etc.) he may roll on the magical artefacts table, but if they roll a 6 will find nothing.

Any other character must roll a D6, 1-3 he will be killed outright (remove from the warbandlist. On a 4+ he may roll on the magical artefact table.

Magical Artefacts Table

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again - even if the warrior carrying it has been killed.

1 - The Cloak of Bertrand de Gasse

Bertrand de Gasse was a young noble that had a bad habit... Gambling. He lost his considerable fortune in less than a few years. Though he kept up appearances many years after that. He could do that because nobody suspected he moonlighted as a highway robber. As the local constabulary finally managed to corner him, they shot him several times, but he kept on trying to escape. It took almost 3 dozen arrows to take him down. The cloak has all protection needed to fight of missile weapons. First the shooter must take an I-test to be able to shoot at the wearer. Then the cloak immediately discards the first hit that round. Furthermore it confers a 5+ unmodifiable save against missile wounds. This is cumulative with only Light armour, no shield or heavy armour.

2 - The Baron de Tretois's battlesword "Splitter"

This famous sword is a so-called one-and-a-half-hand sword. And the Baron was often seen it wielding with either both hands, or with a single hand. The story goes his favourite way of dispensing with the enemy was taking the sword in both hands and splitting the enemy. But the baron did not die on the battlefield; a vile disease cannot be repelled with weapons. Thus the sword disappeared from sight. Until now...

Decide before combat begins, if you use it one or two handed.

" One handed: +1S, +1 on the injury roll, parry and +1 on an armoursave if used with a shield.

" Two handed: +2S, +2 on the injury roll, strike last, parry.

3 - Thuarindir's Bowstring.

This is the bowstring of the famous elven waywatcher Thuarindir. It has the magical properties to fit on any bow. And as someone discovered on crossbows too!

It seems to automatically change size.

Not only that, but the wielder gains an uncanny ability to hit almost anything.

The string conveys to any missile weapon that uses a string the following abilities:
All targets are +1 to hit, the missile conveys a -1 armoursave, ignores cover and the user may shoot as often as he has attacks.

4 - Snitch's Glowing Armour.

Snitch was skaven engineer that tinkered around with animal hides and warpstone and finally succeeded in making a full body leather armour, made from the skin of a specially bread ratogre. It was light, gave great protection and did not hinder any move you'd make. But there was a flaw too it... it glowed in the dark...

This armour gives a 3+ armoursave, which cannot be modified beyond 5+. It can be combined with a shield. Furthermore it grants the wearer some regenerative abilities:
After the combat round is ended roll a D6 for each wound suffered, on a 5+ the wound is restored.

The glowing makes him +1 to hit for all ranged missile attacks. But it also doubles the distances in which the wearer can detect hidden characters.

5 - The Elven Gift

This amulet was found in a treasure chest, that was found after Baron Francois de Croderre had managed a victory over the woodelves, outside Mousillion. It turned him into a real combat monster, but it also filled him with a strange anger. Later the wife of one of his lieutenants he did kill in his anger murdered him in his bed.

The amulet bestows the following gifts on the wearer:

The wearer gains 1 attack, 1 strength, 1 WS, strike to injure and hatred. All these raises also count for the race max on stats.

At the end of the battle (after someone fails the first route test etc., but before removing all models...) the wearer needs to charge the nearest model and fight at least 1 round of combat.

6 - Guillaume's Spear

This spear once belonged to a very brave guard, who had forged the weapon himself. He

used metal he found in a place a star had fallen from the sky. Most notables were his deeds in a battle against a horrid undead horde, lead by a vampire. He slew the zombies by impressive numbers and even seemed to wound the vampire, before the undead retreated.

The spear is +1S, strike first. Against undead and characters tainted by Chaos, 1W caused will be 2W. The user is also allowed to throw the spear, range 8", after that the spear will automatically return to the thrower.

Heroes Serious Injury Table (Roll D66)

11-13 - DEAD

The warrior is dead, lost to the shadowy underworld of the nether realm. With fortune, he shall be allowed to rest in peace. However, in Mousillon, not even death is certain!

All the weapons and equipment he carried are lost. Remove him from the warband's roster.

14 - 21 PLAGUE

The warrior has contracted the deadly plague! His body succumbs to the disease as he desperately clings to his life!

Roll a further 2D6 and consult the Plague Effects Table.

22 - LEG BROKEN

The warrior's leg lies limp and broken. With little medical knowledge available, a broken leg will usually heal crooked, forever limiting the mobility of the warrior.

He suffers a -1 Movement penalty from now on.

23 - ARM WOUND

The warrior's arm is badly

36 - ROBBED

The warrior has been robbed by someone that stumbled across his unconscious body. When the warrior comes to, he is left only with the clothes he was wearing.

All equipment, weapons and armour the warrior was wearing are lost.

41 - 55 - FULL RECOVERY

After a rest, the warrior is lucky enough to escape the encounter relatively unscathed, ready to fight again.

The warrior is relatively unaffected by his wound.

56 - BITTER ENMITY

The warrior will never forgive himself or his enemies for getting taken out in the fight. He is psychologically scarred by the experience.

Roll a D6. The warrior now suffers hatred against:

1 - 3: The individual who caused the injury. If it was a henchman, then the warrior hates that henchman's leader instead.

4: The leader of the warband that caused the injury.

5: The entire warband of the warrior who took him out.

6: All warbands of that type.

61 - CAPTURED

The warrior has been taken captive by the enemy, a fate often worse than death! If he's ever released, it will be at a hefty price.

He may be ransomed at a price set by the captor or exchanged for one of the captor's warband who's being held hostage.

Captives may instead be sold to slavers for D6 x 5 gc.

Undead may kill their captive and gain a new zombie/skeleton.

The Possessed may sacrifice their prisoner, in which case the leader gains +1 experience.

injured. If not treated quickly, it runs serious risk of being infected!

Roll a D6. On a 1 the arm is infected and must be amputated. The warrior may only use a single one-handed weapon from now on. On a 2-5, the warrior misses the next game while recovering. On a 6, the warrior has contracted the plague, and must roll again on the Plague Effects Table! Consult the chart below.

24 - MADNESS

Horrors stalk the streets of Mousillon under the shadowy pall of night, preying on those weak or foolish enough to leave themselves exposed. Their eerie calls echo throughout the city, chilling the blood of even the most hardened veteran. It is enough to break the minds of many would be adventurers, pushing the psyche into regions of unimaginable horror.

Roll a D6. On a roll of 1-3, the warrior suffers from stupidity. On a 4-6, the warrior is now subject to frenzy.

25 - SMASHED LEG

The warrior's leg is beaten and crushed, in serious danger of becoming infected.

Roll a D6. On a 1 the warrior may not run

Warriors who are ransomed or exchanged retain all equipment. If the captors sell or kill their prisoner, then the captors retain their equipment.

62 - HARDENED

The warrior has pulled himself through the encounter, strengthening their resolve and force of will. They shrug off many of the horrors that plague the streets of Mousillon.

The warrior is now immune to fear.

63 - HORRIBLE SCARS

Many injuries leave a warrior physically scarred by the experience. More commonly, plague survivors will be forever marred by the ordeal, hideous deformations marking them out as those who fell victim to the disease.

From now on, the warrior causes fear.

64 - DUEL

The warrior has run afoul of a knight who bears a hefty grudge against him, for an insult, most probably imagined. As a matter of honour, the Knight challenges him to a duel, leaving matters to the sacred joust...

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

The Knight is equipped with a lance, full armour, shield and Barded Warhorse (2+ save). He is capable of all four *Knight's Feats*.

If your warrior fights on foot, the knight will leave his horse tethered and fight on foot too.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie a D66 roll of 11-35). If he is not dead, the knight leaves, honour upheld, and the warrior may rejoin his warband.

If the warrior wins, he gains 50 gc the knight had on him, +2 Experience, and is free to rejoin his warband.

65 - SURVIVES AGAINST THE ODDS

The warrior not only recovers from his injury, but learns from his mistakes as he vows never to let that happen again!

anymore, but may still charge. On a 2-5 the warrior must miss the next game.

On a 6 the warrior has contracted the plague, and must roll on the Plague Effects Table! Consult the chart below.

26 - CHEST WOUND

The warrior has taken a serious blow to the chest. He will forever be weakened by the ordeal as the wound slowly heals.

His Toughness is forever reduced by -1.

31 - BLINDED IN ONE EYE

The warrior has been struck in the eye, disabling its use. While lucky to survive the encounter, the warrior is unlikely to ever regain full vision.

Randomly determine which eye is struck. A character that loses an eye has his BS skill reduced by -1. Make a note of which eye. If the warrior is subsequently wounded in his other eye (ie randomly determined), then he must retire from the warband.

32 - OLD BATTLE WOUND

The recent fight has upset an old wound long thought healed. Every now and again, the pain flares up, incapacitating the warrior.
The warrior survives, but

The warrior survives and gains +1 experience.

66 - IMMUNITY!

For an extreme minority, the plague holds no power over.

The warrior may have previously recovered from the plague, or be immune to it from the outset. Whatever the reason, the warrior is unaffected by the plague!

From now on, any results in the serious injury table that require the warrior to consult the Plague Effects Table are ignored. Treat these results instead as a full recovery.

from now on must roll a D6
at the beginning of each
battle. On the roll of a 1, the
warrior misses the game as
the wound plays up.

33 - NERVOUS CONDITION

*The wound has damaged the
warrior's nervous system,
ruining his ability to
concentrate and hold a
steady focus.*

The warrior now suffers -1
to his I value.

34 - HAND INJURY

*The warrior has taken a
nasty strike to the hand.
While the wound may heal,
he will never have full
control of it again.*

Roll a D6: on a 1-5 the
warrior suffers -1 to his WS
value. On a 6, the warrior
has contracted the plague,
and must roll on the Plague
Effects Table!

35 - BADLY BEATEN

*The warrior has been
savagely beaten while he
lay prone on the ground.
The attackers have long
since fled the scene.*

The warrior must miss the
next game as he recovers.

Plague Effects Table (Roll 2D6)

2 - 3 - DEAD

*The warrior has succumbed to the deadly effects of the plague, dying a gruesome death.
His body and possessions must be burned so as to stop the spread of the disease.*

All the weapons and equipment the warrior carried are lost. Remove him from the warband's roster.

4 - INFECTIOUS

The plague causes so much damage because of its ability to spread! The warrior is not only incredibly sick, he has infected one of his comrades!

The warrior must roll again on this table. In addition, one other hero, randomly determined, must roll on this table. It is possible for a warrior to infect more than one person at a time, so further results of Infectious apply.

5 - WEAKENED

While the warrior recovers from the ordeal, his energy is sapped. He lives as a hollow shell of himself, forever weakened by the disease.

Roll a D6 - on a 1-3 the warrior suffers -1 to S. On a 4-6, his T value is reduced by -1.

6 - 7 - RECOVERING

The warrior is in incredible agony, but it looks as if he will pull through from the ordeal.
The warrior must miss the next game as he recovers, but other than that, he will have no long term side effects.

8 - FIGHT ON

Though sick, the warrior does his best to continue living his life, though this sort of pressure often leads to disaster.

The warrior may either miss the next battle, in which case he is fully recovered by the game after, or he may participate as normal. If he joins in the game, the warrior must roll a D6 at the start of each of his turns. On the result of a 1, the warrior succumbs to the plague and immediately goes O.O.A. After the game, treat the roll as 'Plague', and roll again on this table.

9 - FULL RECOVERY

Despite the odds, the warrior has pulled through, suffering no long term effects of the plague! Though physically he may be recovered, he will probably never be the same.

Consult Full Recovery on the Heroes Serious Injury Table for the result.

10 - HARDENED

The warrior has recovered from the plague through sheer force of will. He has come close to the nether realms of death and clawed his way back. The terrors of Mousillon are nothing compared to the horrors he's faced within himself.

Consult Hardened on the Heroes Serious Injury Table for the result.

11 - HORRIBLE SCARS

Though the warrior has recovered, he is physically marred by his disease. Pustules and sores now leave horrible mars on his pock-marked face, leaving him a terror to behold. He will be shunned by people everywhere, forced to etch out a living as a warrior or a beggar.

Consult Horrible Scars on the Heroes Serious Injury Table for the result.

12 - IMMUNITY

After intense struggle, the warrior has beaten off the plague, and is now immune to its effects!

Consult Immunity on the Heroes Serious Injury Table for the result.