

# The Shattered Crown

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The Cult of 6 was a secret society that operated within mordheim for many years prior to the fall of the comet. They worshiped a dark and nameless god whom they referred to as "The 6 Eyes in the Darkness".

The leader of the Cult, known as Wyreck, wore a crown beset with 6 magnificent jewels which were rumored to grant him sorcerous powers. When news of the comet came to the cult, Wyreck informed his followers that the foolish non-believers who worshiped the man-god Sigmar were quite wrong in their belief that their patron was returning, and that in fact it was The 6 Eyes in the darkness that was coming to Mordheim.

As the comet drew near, the cult grew in power and even began to practice their dark rituals openly. They gained control of a building in the direct center of town and hastily constructed a tower from which Wyreck stood and gazed at his Lord for weeks on end. Indeed, as the comet drew nearer, Wyreck seemed to gain more and more power. He no longer needed any sleep, nor food, and it seemed that he had gained several inches in stature.

In the final hours before the comet hit, Wyreck, who had stood immobile for days, turned and spoke to his followers. It is not recorded what he said, but most accounts say that he spoke only a single word, and upon that utterance each and every member of the cult, save Wyreck himself, turned completely to stone. Wyreck then turned toward the heavens and cast open his arms to receive his lord's blessing. In the final seconds before the comet hit, Wyreck himself turned to stone, save the 6 jewels that adorned his crown.

The comet hit directly upon Wyreck's tower, shattering it and the now stone bodies of the members of the cult of 6. The stones were cast to the far corners of Mordheim, and subsequently covered in the ensuing rubble. It is said that the jewels are sought still today by the denizens of Mordheim, and many a peddler can be heard selling maps which claim to know the location of some or all of the stones.

## RULES

The stones are searched for after every battle by the winning warband. This is done during the post battle income phase. Roll a separate D6 when rolling for income; if the result is a 6 then you have found one of the jewels. Determine which one is found randomly, and each one can be found only once. The stones give special benefits described below.

1) The Ruby: This allows you to skip one roll on the serious injury table per game. Treat the hero as if he had made a "Full Recovery".

2) The Emerald: This allows you to substitute a "6" instead of one of the dice you roll for income. Simply roll one less die, and treat it as if you had rolled a "6".

- 3) The [Diamond](#): This allows you to add 1 to the maximum number of warriors in your warband.
- 4) The Sapphire: This allows you one re-roll on the advancement chart per game. It may be used for either henchmen or heroes, and you must abide by the second roll.
- 5) The Opal: This allows you to ignore the first wound anyone in your warband takes each game, you must use it on the first wound... there is no choice in the matter.
- 6) the Onyx: This allows you place one of your warriors outside of your deployment zone at the beginning of each game. This warrior may be placed anywhere except in the opponets deployment zone. In games where there is no specific deployment zone the onyx has no effect.

The goal of the campaign is for one warband to collect all of the jewels. The campaign is divided into two phases, the exploration phase and the challenge phase.

In the Exploration Phase warbands fight as normal, and attempt to find jewels as detailed above. Jewels cannot be sold for [gold](#) crowns in the way other treasures can, but players can feel free to trade or sell them among themselves.. (IE okay, you captured my sorceror... I'll give you the Ruby if you return him unharmed... or I'll buy the emerald from you for 200 GC's) Players should be aware, however, that in order to qualify for the Challenge Phase you must have at least one Jewel.

The Challenge Phase is handled a bit differently. Players Challenge each other to games (which are still handled per the rulebook) but they wager one jewel on the outcome of the game.

## FEX

A rieklander warband has the Ruby and the Sapphire, and a skaven warband has The Diamond. The Skaven challenge the Rieklanders. The Rieklanders have the option of wagering the Ruby or the Sapphire, while the Skaven must wager The Diamond (because it's all they have). Suppose the Rieklanders decide to wager the Ruby. If the Skaven win they will then have the Diamond and the Ruby, leaving the Reiklanders with only the Sapphire. However if the Reiklanders win, they will then have The Ruby, The Sapphire, and The Diamond, and the Skaven will be out of the Campaign.

The Challenge Phase continues until one warband has all of Jewels, and they are then declared the winners.