

# Blades of the Damned: The Grimoire

A Mordheim Narrative Campaign: Week 5

*After the brazen attack of the cultists on the sons of Count Faulkenheim, the city has fallen completely to the warring forces of chaos. The streets run red with blood and green with wrydstone as the forces of Johann and Lothar battle in full blown warfare. City squares are covered in corpses and the wails of the dying echo through the alleys of the city of the damned.*

*It is clear to your warband that this is coming to a head. The fate of the city will soon be decided. What will you choose? Regardless of your path forward, whether you will attempt to flee the city, purge the forces of chaos, or attempt to harness this evil for your own ends, you're going to need some help.*

*At your camp, the old ninety-niner was regaling you all with rambling stories around the campfire. But one of these tales peaked your interest. An ancient grimoire, lost in the city, that the old one had seen long ago... a book of demonology. Maybe this tome can help you chart a path out of this chaos... or to the heart of it!*

- **Scenario:**
- Scenario: Hidden Treasure
  - Treasure is found on a 10,11, or 12 roll
  - Any warband that controlled the treasure at any point during the game gains +1 warband XP at the end of the game
  - In addition to the treasure, the winning warband finds the Grimoire of the Demon
    - Studying this tome, your warband may choose:
      - *The Power of the Demon*: d3 heroes can gain the skill
        - Strength of the demon: gains +1 strength on the charge
      - *Demonlayer*: d3 heroes can gain the skill
        - Demonhunter: Hatred against demons and chaos models, passes all LD tests related to demons