

# Blades of the Damned

## A Mordheim Narrative Campaign: Week 1

*It is the year 2007 of the Imperial Calendar. For eight years, the city of Mordheim has been a burnt out husk, full of precious wyrdstone drawing adventurers to their doom with the promise of riches. But for the last few years, the wyrdstone has dried up- warbands risk their lives for a single shard, or worse a purse of copper coins found in an old ruin. The long established mercenary companies began to disperse, the Elector Counts began to discuss reasserting control over the wayward region, and unreliable madmen babble about mass migrations of rat-men leaving the city. The ShadowLord must have looked on upon all this with a disappointed frown.*

*That all changed the night a young lad stumbled into Sigmar's Haven on the outskirts of the city, lacerated with a thousand cuts but grinning with a smile of pleasure. Driven nearly mad, he was carrying a hoard of wyrdstone. Suddenly the city was flush again with wealth which led to two things- senseless slaughter and endless hedonism. Rumors of dark powers swirled- surely this could not be a blessing from some benevolent power. New adventurers band together, reforming warbands for fame, glory, violence, and decadence.*

*And somewhere, a grin spreads over the face of the ShadowLord...*

### **Week 1**

*Your warband has been drawn back to the City of the Damned. Maybe your heroes are hardened explorers, who left the city as the wyrdstone dried up. Or perhaps you are fresh faced new adventurers seeking a name for yourselves. Or perhaps you are someone driven by an even more sinister purpose...*

*No matter the reason, the end result is the same. Since Morrleib's last cycle, for the entire month of Sigmarzeit, the streets have run green with wyrdstone and red with blood. Not since the rush of 1999 have such fortunes been made. Some say this is ushering in a new age of blood and carnage, a senseless slaughter. Others say this is the beginning of a new age of decadence and sin, driven by unbridled wealth. It seems as if these two powerful urges are at war on the streets of Mordheim, battling furiously to control the future of the city. Rumors swirl of dark shapes battling through the city, of war between brothers and blood on the streets.*

*But no matter. It is into this maelstrom your warband enters. Your mission is simple- get in, get out, and get as much of that wyrdstone as you can from this mad city!*

- Scenario: Week 1 will be wyrdstone hunt! Set this up per the standard scenario.
- (Optional Rule): Utilize random events. When a 1 is rolled, a halfling thief appears (use the halfling scout hired sword profile) in an unoccupied building (randomize if needed using a D20 or similar). The goal of the thief is to steal a piece of wyrdstone and exit any table edge. It activates after the player who rolled the random event. If no wyrdstone is available, it will move towards the nearest table edge (normal move) and shoot the nearest enemy.