

Bazaar of the Bizarre

New & ancient lore recovered from multiple resources.
By multiple authors, each credited after each item.
Transcribed and edited by The Mordheimer.

Ah, Salaam and good evening to you worthy friend. Please, please, come closer... There. Welcome to the Cutthroat's Den. What me? Go into Mordheim? Fool! They do not call it The City of The Damned for no reason! Ohhh, no! No man, woman nor beast will dare to go into the accursed city. I see... you are interested in going? Well... if you are going, I could interest you in some rare items I have imported from the far lands... Khemri, Cathay, the Old World... and even the Isle of Albion!

My intention was to sell it in Mordheim... City of mystery, of enchantment, and the finest Market Place this side of the river Stir. But instead I found just ruins. So I settle for the Cutthroat's Den encampment. Yes... everything is on sale today, come on down! Heh, heh. Look at this! Yes! Come closer! Lend me your gold... acquire all this for few coins. What? Of course is the real deal! Why so cheap? Well... lets just say this items are to die for! Besides, if you were a traveling salesman... would you like to stay long in a place like this? They do not call it The City of The Damned for no reason!

Webmaster Note: All this items are still on BETA. Please, donate some of your expertise and comment on their stats, description cost and rarity. Your help will be greatly appreciated!

Magical Artifacts & Curiosities

- **Belt of the Giantslayer:** Cost: 2 gc, Rare 2. Dwarves only. If worn, this belt gives the dwarf a +1 Attack against ogres, giants and trolls. It also allows the wearer to dodge these creatures in combat as per the skill. (By David Barns)
- **Bracelet of Indarra:** Cost: 2 gc, Rare 2. Fashioned from white gold and pearls, this beautiful bracelet hails from the ancient race of wood elves. May be used once per battle at start of player's turn. If held aloft toward the sky with an outstretched hand, immediately roll on the Cold Weather effects table from the "Raining Fishe" article. Model may do nothing else this turn. (By David Barns)
- **Breastplate of Gilmar the Pious:** Cost: 2 gc, Rare 2. Bronze breastplate with silver eagle talons overlaid across the breasts. It acts as a suit of heavy armor, but without the penalties. The wearer becomes spirited and courageous, and will never suffer from fear, terror, or being all alone. (By David Barns)
- **Cloak of the Black Cat:** Cost: 2 gc, Rare 2. Wearer of this jet-black cloak may run and hide. (By David Barns)
- **Cloak of the Sparrows:** Cost: 2 gc, Rare 2. This black wool cloak is in no tomes or books that might explain where it came from. If the wearer pulls the hood over his head, he will break apart into about a hundred sparrows that scatter into the air and fly away through the trees and sky. The cloak allows a hero to automatically break from combat or flee a battle if he chooses to. He effectively "bottles out" the single model. If this is enough to reduce a warband to where they have to bottle, then so must they. This is an automatic action and may be done at any time, even in the opponent's turn. (By David Barns)
- **Clockwork Golem:** Cost: 2 gc, Rare 2. Before Mordheim was destroyed, the tinkerer Paulian Orniphis had spent years marveling over the works of science and all manner of learning. He attended the College the Physical Sciences at Altdorf where he refined his understanding of mechanical workings and steam-driven machines. For years he labored in his home in Mordheim trying to build a mechanical marvel--a machine-man! Paulian was killed by the impact of Sigmar's Hammer, his wondrous laboratory burned to the ground. But his life's work, his clockwork man survived intact. The golem will follow the orders given by its new master, but must always stay within 12" of him. (By David Barns)

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv
Clockwork	4	3	0	4	4	1	2	1	10	4+

Golem										
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Weapons/Armor: Clockwork Golem may be armed with any combination of hand-to-hand weapons. Has a save of 4+ due to his Gromril and steel body.

Special Rules:

- *Immune to Psychology*
- Immune to all being *All Alone*.
- Must stay within 12" of warband leader or is counted as knocked down. If his master is stunned, the golem will move toward him to protect him, breaking from combat if need be.
- **Drake in the Box:** Cost: ? gc, Rare ?. This device looks like any child's toy "jack-in-the-box", but is far from any baby's plaything. When the user turns the brass crank on it's side, it begins playing a whimsical, pleasant sounding melody. Then, from the depths of the box an enormous twenty meter red fire-breathing dragon blasts forth spiraling into the sky with an earth-shattering roar! The red dragon explodes with a jarring "boom" and dissipates into an enormous red puff of smoke and falling embers. So terrifying is the illusion Bretonnian knights soil their armor, wizards faint and the most courageous warriors run screaming like cowardly ninnies. If used, the hero must spend his entire turn cranking the box. At the beginning of the enemy player's turn the box activates, all enemies within 20" must roll Leadership at -1 penalty or flee! The box works only once per battle. (By David Barns)
- **Dark Prism:** Cost: 80+6d6gc, Rare 10. This item is of unknown origin, and glows with an eerie purple light when Wyrldstone is close. A warband with one finds +1 shard of Wyrldstone in each exploration phase. Curiously, the item does not work when close to another Dark Prism. One Per Warband. (By Tim Leach)
- **Dread Pipes of Dysentery:** Cost: ? gc, Rare ?. This weird, somewhat humorous instrument hails from the Orcs, is made from bone and appears to be simple musical pipes. When played it causes all within 12" of the piper to feel an incredible, unsettling sensation of digestive instability along with a creeping sensation of imminent explosion. All models with the exception of the pipe player must roll Toughness or (Roll d6) 1-3: Flee 2d6" away from pipe player, 4-6: Suffer a knock down. (By David Barns)
- **Eldrenard's Boots of Dancing:** Cost: ? gc, Rare ?. Poor Eldrenard wanted to woo his heart's desire, but lacked the grace of a ballroom swan, often stepping on the swollen toes of his sweet love. To make up for his two left feet, Eldrenard made these flamboyant red and green boots, enchanting them so that they danced for him! If worn, the wearer gains Step Aside. (By David Barns)
- **Elven Shield of the Elk:** Cost: ? gc, Rare ?. Adds +2 to Save, +1 to Move. (By David Barns)
- **Estrigar's Platemail of Heroism:** Cost: ? gc, Rare ?. This pure gold suit of full platemail armor was locked up in a forgotten vault of a wealthy widower in the city of Mordheim until Sigmar's Hammer flattened his estate. The mail suit heralds back to the old days of Bretonnia when the Knights of the Realm were still trying to carve out their own kingdom. Estrigar was a selfless knight who never refused a soul in need of help, no matter how small or meek they might be. He slew the Drake of Breckenridge, slaughtered the Black Orcs at the Battle of Rains, murdered the Iceworm of Halverog, annihilated the Mutants of Ruttenburg, smashed the Lepers at Blackhaven, skewered the Beast of the Smokey Caves, decapitated the Heretics of Dormwallen, flayed the tentacle horrors of Crimson Mountain Pass, disemboweled the villagers of Typhus Keep, scalped the Cultists at the Battle of Hell's Tower, burned the Fiends of Timberhovel, mutilated the Dark Friar, vanquished the Succubus at the Battle of Moors Hill, smite the rioters at St. Cuthebar's Abby, stamped upon the skulls of the denizens of Blackfire Swamp, and ran through the Bishop of Westercamp. The armor acts as heavy armor, but grants the wearer a save of 3+. It also causes Frenzy and Hatred of enemies of the wearer. (By David Barns)
- **Grand Tome of the Physical Sciences:** Cost: ? gc, Rare ?. Penned by Leonardo Vionnias, this thick well-written book explains in simple language the mysteries of science, physics, anatomy, biology, steam machines and mechanical theory. The book also attempts to debunk silly notions of magic, claiming wizards, sorcerers and witches to be charlatans and fools. Rife with ink drawings and diagrams, it grants the reader an invulnerable 6+ save against all magical spells. Even friendly magic spells! (By David Barns)

- **Helm of True-Sight:** Cost: 2 gc, Rare 2. Belonged to the Bretonnian Knight Lemander the Just. Wearer detects hidden enemies at twice the range of his initiative. (By David Barns)
- **Horned Mask of Archos:** Cost: 2 gc, Rare 2. Forged in the Northern Wastes by some unwholesome, warp-minded Spellcaster, this ivory-horned helmet radiates a very unnerving sense of dread. Wearer causes Fear. (By David Barns)
- **Janglewarm's Circlet of Sigmar:** Cost: 2 gc, Rare 2. This is a thin gold circlet worn around the head. At the front are two golden hands clasped at the fingers as though praying. The circlet grants the wearer a 5+ save against chaos, Skaven, necromantic and witch magic. May not be worn by Skaven, Possessed warbands, chaos, or Undead and Necromancers/witches. (By David Barns)
- **Khorne Whip:** Cost: 2 gc, Rare 2. Chaos only. This barbed leather whip is always wet with fresh blood and inflicts a horrible amount of pain on its victim. Opponents suffer a -1 to Toughness if hit by it. The whip is otherwise as per steel whip. (By David Barns)
- **Lemander's Horseshoes of Heroism:** Cost: 2 gc, Rare 2. Made for his noble warhorse, Lemander the Just perished with his men-at-arms at the gates of Mordheim whilst searching for the enigmatic Grail in the ruined city. If worn by a horse, triples charge distance and allows horse to jump 12" gaps when running, but must still check Initiative. (By David Barns)
- **Leonhold's Chest of Safe Keeping:** Cost: 2 gc, Rare 2. Leonhold the Crafty is a wizard who yet lives in the Old World, and has produced many great magical items and spells in his lifetime. This unassuming wood chest is about the size of a large bread pastry with a simple turn-key lock. If the owner of the chest is taken captive or killed, his warband may keep all his equipment, weapons and armor. (By David Barns)
- **Lord Slackweed's Throne of Absolute Command:** Cost: 2 gc, Rare 2. Lord Jominish Slackweed was feudal lord over the lands surrounding Mordheim around 250 years ago. He was pale, sickly, meek, shy, mouse-voiced, roundly disrespected by his entire staff, and mocked daily by his own subjects. A holiday was founded where his likeness was made an effigy of in straw and torn asunder by screaming candy-seeking children during his own reign! He enjoyed High Elf poetry, brambleberry wine, music of the harpsichord, and curious games with small metal knights and warriors. One of his advisors had Sigmarite and Dwarven priests construct a magical throne to "assist" him in his ruler ship over the lands. The long lost throne is buried somewhere in the ruins of Mordheim, probably to be found by curious treasure hunters some day. The throne grants the seated individual +3 Leadership, and confers that individual's Leadership over all in line of sight of the person seated in the throne. The model won't be able to move whilst in the throne. Throne may not be carried or moved in battle. It may not seem tactically significant to bring an entire throne to battle, but the artifact is out there and can be sold if so desired. (By David Barns)
- **Medical First Aid:** Cost: 25+4d6gc, Rare 7. Medical supplies seem a must have item, but are scarce. A Hero with one of these kits may declare his intention to re-roll the results on the Serious Injury Chart **previous to make the roll**, second result stands. The Medical First Aid Kit may **only** prevent physical injuries (with the exception of DEAD (11-15) or MULTIPLE INJURIES (16-21). The Medical First Aid Kit does **not** prevent Mental Injuries (i.e. BITTER ENMITY (56)), nor Special Events (i.e. CAPTURED (61)). The second roll stands, no matter the consequences, and it may not be re-rolled by any other means. One use only. (By The Mordheimer)
- **Moonstone of Albion:** Cost: 2 gc, Rare 2. Soft pink and white colored gemstone that feels warm in the palm of the hand. It grants the owner an additional 6+ save against attacks from undead. (By David Barns)
- **Mustabahn's Paradise Tent:** Cost: 2 gc, Rare 2. This artifact is being actively sought out by warbands scavenging about Mordheim. Mustabahn was a very, very wealthy noble from Araby whose trading caravan was lost after Sigmar's Hammer destroyed Mordheim. He was well known in the city and liked because of the exotic goods he brought up every two years from the southern kingdoms. His tent is confirmed to be a powerful magical artifact, one that Mustabahn never traveled without. Inside the deceptively small tent is a lavish harem with all manner of fresh fruits, scantily-clad concubines, sprawling baths, plush furniture, rare wines and every creature comfort a scrubby, grime-encrusted warband leader would ever wish for. The owner of the tent may reduce his upkeep by three members, and he may re-roll on the serious injuries table for any one hero

after each battle (thanks to the attentions of his ever-caring concubines). The various contents/ladies inside the tent may never leave the interior, as they crumble to sand. (By David Barns)

- **Nightingale Gloves:** Cost: 2 gc, Rare 2. Sleek, black leather gloves that fit any sized hands and seem to reflect moonlight, even in total darkness or while inside. The wearer may Scale Sheer Surfaces, but at heights of triple his normal movement instead. (By David Barns)
- **Ruby Goblet of Luck:** Cost: 2 gc, Rare 2. From the Dwarven forges of long ago, an incredible gold goblet beset with tiny rubies. When exploring hero may toast to his good fortune with it and add or subtract one from one dice. (By David Barns)
- **Sahuagin Gauntlets:** Cost: 2 gc, Rare 2. These are a spectacular pair of blue and green tinted steel and silver gauntlets decorated with swirling seahorses, fanged serpents and spiny shellfish. If dawned the wearer may breath underwater without worry, and moves through water at a speed of 8". Remember that swimming in the foetid waters of the River Stir can be lethal due to the poisonous effluvia of wyrdstone taint, mutated creatures and strangling moss under the lapping ripples. (By David Barns)
- **Silver Sextant of Way Finding:** Cost: 2 gc, Rare 2. A silver and brass sextant, this device is traditionally used by sailors and navigators at sea. The Silver Sextant of Way Finding allows the possessor to roll an extra dice when exploring and adjust it +/- one. The Silver Sextant also allows the warband to preposition three heroes anywhere on the tabletop after both sides have set up. Heroes must be out of line of sight of enemy models and at least 8" away. (By David Barns)
- **The Emerald Pendants of Krrshyn Ary'uss:** Cost: 2 gc, Rare 2. These small pendants were worn by Dark Elf explorers to Mordheim shortly after the impact of Sigmar's Hammer. The Dark Elves were slain by something under the ruins of the city within days of their arrival and are long dead. The pendants allow the wearer to wear armor and cast spells. Six exist in the ruins of Mordheim. (By David Barns)
- **The Fairy Dagger:** Cost: 2 gc, Rare 2. Stories of this bizarre weapon can be found at the Library of Altdorf, none of them with very happy endings. The blade is made of pure silver and feels "perfect" to anybody holding it, as though the weapon were forged to be held specifically by the wielder only. Legend says the bane thing first showed up in a High Elven court thousands of years ago, a gift from the flighty realm of the faerie folk. It has come and gone over the eons, spelling doom for many hundreds of unfortunate souls and probably a few kingdoms to boot. The dagger grants +2 Strength, +2 Initiative, +1 Attack, Lighting Reflexes and Nimble while unsheathed. The bad news is that between battles the owner rolls a d6 on the table below. If the owner of this foul thing survives owning it for three games, it will disappear forever from the campaign, mysteriously gone to curse somebody else in the world. (By David Barns)

D6	Effect
1	If the owner was injured in battle, roll five injuries on the serious injuries table! Otherwise nothing happens.
2	Any loot picked up by the owner in the last battle is gone. When exploring, if any gold crowns are found by the warband, all gold is tainted and has no value.
3	In the next battle a random member of owner's warband will attack him and attempt to take the dagger. The attacker counts as frenzied and will become the new owner if he wins close combat.
4	Spiders, cockroaches, bats, filth flies swarm the owner in his sleep. Roll on the serious injury table.
5	Owner of dagger's so called "friends" are plotting against him. In the next battle owner starts out hidden in charge range of random warband member. He must attack his nemesis!
6	You can fly! From now on whenever owner is moving in an area more than 3" above ground he must roll Leadership or attempt to fly. Failure means owner of the Fairy Dagger takes a running leap and falls to ground, taking damage as normal.

- **The Grimoire of Abdul Ahrazad:** Cost: ? gc, Rare ?. Necromancer/Magister/Witch only. Bound together with dried skin and written in human blood, this fell tome drips blood from between its pages and stinks of over ripened fruit. If read it will grant a +1 to spell casting rolls. All others must roll Leadership of their warband leader. If successful he flings the foul thing away to be found perhaps by another...If failed, the unfortunate soul's curiosity got the better of him, and he has begun to read...From this point on the reader is cursed with nightmares and must roll his Leadership before battle or be at -2 Leadership for the duration of the fight. (By David Barns)
- **The Impossible Puzzle:** Cost: ? gc, Rare ?. A small jade pyramid made up of smaller peices that requires an incredible amount of manual strength, concentration, intelligence to figure out. The owner has to first understand exactly what the solution is supposed to be and then how to go about solving the puzzle. This is what the owner of the thing will scratch his head over for the next few weeks if not months or years. Once the owner figures out how to solve the Impossible Puzzle he is rewarded with a random attribute increase. To solve it requires a successful Strength (some parts are really hard to turn and push in), Initiative and Leadership check. Can only be attempted once per exploration phase. If solved roll a D6 and add the stat increase. The puzzle then becomes an inert toy with no worth. (By David Barns)

D6	Effect
1-2	+1 Strength
3-4	+1 Initiative
5-6	+1 Leadership

- **The Mandolin of the Wanderer:** ? gc, Rare ?. This mandolin was created by the bard Silverfish many, many years ago. When plucked, the players fingers move on their own strumming cheery music even if the player doesn't know a single note of music. The hero playing the instrument may do nothing else in his turn. Once he begins to play all friendly models may re-roll failed Leadership checks within 6". (By David Barns)
- **The Rings of Hashenral:** ? gc, Rare ?. These were worn by the merchant Hashenral long ago in Mordheim. Three rings exist lost in the ruins of the city. One ring will give the wearer the haggle skill. If the second ring is found it will improve haggle by +2 gold, but must be worn in conjunction with the first ring. The third ring in possession of the wearer will improve it by another +2. (By David Barns)
- **The Severed Head of Zanderzan the Malevolent:** ? gc, Rare ?. Burned at the stake 200 years ago for crimes of witchcraft, heresy, commerce with chaos, and possession of forbidden magical devices, Zanderzan the Malevolent pronounced a curse upon the entire world after his body had been charred and his head lopped off at the guillotine by vengeful witch hunters. After his head fell to the ground--a bleeding black cinder of smoking flesh, his eyes rolled around, his tongue lolled forth from his mouth and he growled in a menacing voice at a crowd of over a thousand spectators. According to the story he proclaimed "My words will always inflict you sorry bags of meat. I shall never tire of cursing you and bringing misery to your mortal souls. May your ears bleed, may your noses drip off and your eyes slough forth from their sockets at my eternal behest! Graaaahhhh hah ha ha ha hah ha!!" Unfortunately the Head of Zanderzan still exists bound up in a leather bag somewhere yet to be found. If pulled from the bag the head will begin taunting, cursing, belching, spewing filth and profanity, laughing, sputtering and bellowing every obnoxious and profane utterance an undying head can come up with. Enemy Spellcasters within 12" of the head will be at -1 to cast spells. Enemies will also be at a -1 BS and Leadership within 12". Requires a free hand to use. (By David Barns)
- **The Singing Sword:** ? gc, Rare ?. If unsheathed, this magnificent silver blade begins bellowing forth the most epic ballads of battle, warfare, victory and daring ever written by the world's greatest bards. Such is the racket and loud, thundering voice blasted forth by the spirited blade the wielder may not hide. All models within 12" gain +1 to Leadership rolls and will never feel all alone. (By David Barns)
- **Witch's Broom Stick:** ? gc, Rare ?. May only be used by necromancers and witches. Curiously, a number of these exist under the rubble of Mordheim, mostly under the ruins of Windfall Abby near the old Windfall Cemetery. The brooms act as if almost alive, constantly sweeping up dirt

and dust, and swatting at rats, cockroaches and intruders that annoy the owner. It's believed a coven of witches at Windfall Abby might have been the previous owners of these brooms, the witches have since been killed or scared off by the impact of the comet. The brooms allow the owner to fly as per rules in WHFB. Also, the broom will constantly swat and waylay anyone attacking the owner. They don't really do any damage, but do cause the opponent to suffer a -1 WS in close combat. (By David Barns)

- **Wizard's Hat:** 2 gc, Rare 2. Spellcasters only. Large pointy hat with embroidered stars and moons sewn on it. If worn it allows Spellcaster to re-roll a failed spell casting attempt once per battle. (By David Barns)

Wondrous Potions & Elixirs

- **Bakremi's Wondrous Wine:** 2 gc, Rare 2. Light tasting ethereal spirits from the secret alchemical labs of the Empire. Grants +3 Leadership, but incurs incredible hangovers. Hero will be unable to explore next time. (By David Barns)
- **Bittersweet Herbs:** 2 gc, Rare 2. Quickly recovers stunned heroes. Hero may move as normal after applying herbs. (By David Barns)
- **Bladelight Salve:** 2 gc, Rare 2. Made by the high elf mage Arisha Morss long ago, the recipe for this useful salve still exists in the locked vaults of Empire universities. When applied to a weapon or armor it effectively reduces the weight for a short period of time. The salve will negate movement penalties for heavy armor and allow two-handed weapons to be wielded in one hand. If applied to a weapon that is normally one-handed it confers a +1 Attack instead due to its feather-light weight. (By David Barns)
- **Blink Juice:** 2 gc, Rare 2. Invented by famed alchemist "Geiger L'Fleurs" of Bretonnia. Potion is from the glands of the magical phase slugs that haunt the depths of the World's Edge Mountains. Drinker may effectively teleport anywhere within line-of-sight up to 6" ever two turns for duration of battle. (By David Barns)
- **Buttersap Flower Elixir:** 2 gc, Rare 2. Old potion from the realm of the Wood Elves. This potion will remove effects of Frenzy for duration of battle. (By David Barns)
- **Cursed Djinn Bottle:** 2 gc, Rare 2. This horrible thing hails from the lands of Khemri, the spell to create it hopefully lost under the ancient sands of that dread desert. If the bottle is shattered, a black liquid spills out into thin greasy coils of dark smoke, coalescing itself into a wraith. The bottle was itself a magical trap keeping a Djinn wraith trapped inside. The wraith grants no wishes, but attacks the nearest model friend or foe. Use stats from Vampire Counts WHFB for Wraith. (By David Barns)
- **Dramwidgi's Fire Rash Powder:** 2 gc, Rare 2. Small leather pouch of fine dust. If thrown at enemy, model must roll Toughness at beginning of every turn or be stunned. Such is the intensity of the maddening itch dust the poor afflicted victim may not explore after the battle is over. (By David Barns)
- **Draught of Valmeroth Root:** 2 gc, Rare 2. Frothy orange liquid from Valmeroth roots native to Osterland, very rare. When drank, this potion cures a number of ailments. Will negate effects of dehydration, hypothermia, flu, disease to include Nurgle's Rot. This plant has only been seen in the wild a handful of times in the last hundred years and is worth 100 gc. (By David Barns)
- **Elderberry Oil:** 2 gc, Rare 2. Extracted from the dreaded elderberry, this horrific salve is smeared on the shields and armor and causes anyone attempting to charge the wearer to first roll Toughness. Failure means charger may not charge wearer of oil, but may choose another action instead, such is the incredible stench of the elderberries. (By David Barns)
- **Elixir of Vordemarn:** 2 gc, Rare 2. This foul tasting red liquid inures the hero to pain, increasing his Toughness by +1 for the duration of the battle. (By David Barns)
- **Elixir of Wraith Walking:** 2 gc, Rare 2. This muddy brine allows the imbiber to pass through up to three walls for one battle. (By David Barns)
- **Everdrink Bottle:** 2 gc, Rare 2. Actually, it's the bottle itself that is magical. When uncorked, enough pure cold spring water to sustain one hero in hot climates for one day will spill from the bottle. Negates dehydration effects for one model for a battle. (By David Barns)
- **Firewurm Potion:** 2 gc, Rare 2. An easily made alchemical brew, this potion glows with a soft blue light. It's often worn around the neck of the owner to help him see in the dark. Acts as a torch

but is nice because it frees up one hand to hold a shield or another weapon. May be used as permanent equipment. (By David Barns)

- **Healing Salve:** 2 gc, Rare 2. Hero fully recovers on serious injuries table. (By David Barns)
- **Helgremite's Elixir of Escape:** 2 gc, Rare 2. Grants the drinker an automatic 8" move AT ANY TIME. May move out of combat without being hit by enemy models. Must move away from any enemies or fights. (By David Barns)
- **Immaldehot's Potion of Feather Flight:** 2 gc, Rare 2. Imbiber is as light as a feather for one battle. If he drinks potion he can fall from any height without taking damage. May not drink potion while falling (no time!). (By David Barns)
- **Lustrian Cactus Juice:** Cost: 40+2d6gc, Rare 9. This item is smuggled by explorers to that far continent, who return and sell the goods at a hefty price. Warband members with a taste for the stuff know where to find it. This is a potent brew, and a model drinking it before a battle will be immune to Stunned results for an entire battle, treat them as being Knocked Down instead. One use only, before Battle. (By Tim Leach)
- **Manfred's Potion of Battle Fury:** 2 gc, Rare 2. Causes Frenzy for duration of battle. (By David Barns)
- **Maxelder's Potion of Berserk Valor:** 2 gc, Rare 2. Drinker gains +1 Strength, +1 Initiative, +1 Critical hit and Frenzy! (By David Barns)
- **Maxelder's Potion of Great Valor:** 2 gc, Rare 2. Potion grants imbiber +2 Leadership to himself and all friendly models within 6", immunity to being all alone to drinker of potion as well. (By David Barns)
- **Maxelder's Potion of Valor:** 2 gc, Rare 2. Sweet tasting honey-like elixir grants the imbiber +2 Leadership for one battle. (By David Barns)
- **Mountain Lily Draught:** 2 gc, Rare 2. From the across the seas where the High Elves reign. This clear violet potion will allow you to re-roll on the serious injury chart if the result is Death. (By David Barns)
- **Nagroth's Potion of Climbing:** 2 gc, Rare 2. Clear colorless liquid with a plump, dead leaf spider floating at the bottom. Drinker gains the ability to climb all walls without having to roll Initiative checks for duration of battle. (By David Barns)
- **Nightmare Herbs:** 2 gc, Rare 2. These dark blue, dry leaves are from a plant that grows only in grave dirt, producing sour tasting bitter red berries. The berries are inedible and cause severe diarrhea or death, but the leaves have curative properties. Anyone poisoned in battle may chew on the leaves and ignore the effects of any poisons for the duration of the battle. (By David Barns)
- **Otyugh Grease:** 2 gc, Rare 2. The foul-smelling brine is the disgusting, greasy spoor of the sewage-dwelling Otyugh. It can be thrown... where it lands use a blast template. All models under template must roll Initiative or be knocked down as they slip in the sick-smelling grease. (By David Barns)
- **Potion of Flight:** 2 gc, Rare 2. This noxious potion is made from the melted fat of a harpy along with a handful of dubious herbs, and requires a full round to take effect due to the gagging and wrenching it causes the drinker to endure. Once digested, grants the drinker the ability to fly for remainder of battle. Note: Fly is Move 12" as skimmer, or may fly very high. (By David Barns)
- **Potion of Monstrous Strength:** 2 gc, Rare 2. Drinker rolls 1d6. For remainder of battle, the drinker acquires temporally stats increased as detailed below. (By David Barns)

D6	Effect
1-3	+1 Strength
4-5	+2 Strength
6	+3 Strength and Frenzy

- **Potion of Speed:** 2 gc, Rare 2. Sweet tasting brown coffee-like elixir grants drinker +1 Initiative, +2 Move. (By David Barns)
- **Red Mushroom Brew:** 2 gc, Rare 2. Roll 1D6 between battles in the table blow. (By David Barns)
1.) Hallucinations drive hero into a frenzied gibber. He may not explore this week, nor may he fight in the next battle.

2 - 6.) Nutritious mushrooms decrease the upkeep cost of the warband by one member between a set of battles.

- **Shadebender Salve:** 2 gc, Rare 2. Thick green paste that is smeared over exposed clothing, face, hands, weapons and shield, etc. May only be used on single models, not mounted. Wearer of salve is Hidden even if he runs, and may only be detected if person looking for him rolls Initiative. (By David Barns)
- **Teklis' Elixir of the Dragons:** 2 gc, Rare 2. The Great Wyrn Ylliskarr is said to have taught this secret of the dragons to the high elf mage Teklis many thousands of years ago. Few vials of this potion exist, only two have ever been found by sages of the Empire and Bretonnia. When drank this wine-like potion grants a permanent +1 bonus to rolls for casting any magical spells. Should be considered an artifact, and is worth 900 gc. (By David Barns)
- **Tincture of Dreaming:** 2 gc, Rare 2. Grants the drinker weird, enigmatic dreams and visions. Allows player to add or subtract one from any dice roll when exploring one time. (By David Barns)
- **Troll's Vomit:** 2 gc, Rare 2. A round glass vial of a stone troll's stomach bile. Counts as a Str 4 hit on hit, does Str 3 damage the next round, Str 2 after that, Str 1 the next round and then the effects of the acid wear off. (By David Barns)
- **Trollslayer's Salve:** 2 gc, Rare 2. This dangerous blood-colored paste when applied to one's flesh will actually attract the attention of dangerous monsters, animals, trolls, anything with a taste for blood. Causes all creatures in battle to move toward individual wearing the salve, usually Dwarven Trollslayers. (By David Barns)
- **Unfreg's Last Chance:** 2 gc, Rare 2. Discovered by the infamous vampire hunter Unfreg Lichtenstein. This curiously named potion is labeled with instructions for proper use. When drank, the garlic-tasting liquid grants the imbiber such horrible bad breath it renders normal conversation impossible as others will wretch, gag and seek to be as far from the drinker as possible so as to escape madness and nausea. Vampires will be at a -1 WS when attacking the drinker of this fell potion. (By David Barns)
- **Wyvern's Blood:** 2 gc, Rare 2. A crimson-colored poison with an acidic, burning smell. Weapon's coated with it cause 1D3 wounds. May be used for one battle on edged weapons or on 3 arrows/bolts. (By David Barns)