



It's a Kind Of Magic

By Jake Thornton

There are many wizards, witches and mages that roam the Old World, many in search of the powerful wyrdstone that lies scattered across the ruins of Mordheim. However, not all are seeking wealth and power alone.

Elf Mage

45 gold crowns to hire

Unlike the staid and traditionally insular archmages of the Tower of Saphery, devotees of the smaller Djed'hi temple are wanderers. After a brief few decades study at the temple on Ulthuan, they leave to seek enlightenment in the true ways of magic by studying the ways of the world. There is no single path to this enlightenment, indeed there are said to be more paths than there are those that tread them.

The Djed'hi are not merely students of the academic arts. Their wanderings are perilous and inevitably lead them into dangerous lands where they must defend themselves. Thus, most of their magics are means to enable them to survive to explore the world another day.

Few of the Djed'hi own much in the way of possessions, and this saves them from some of the less savoury folk they encounter. However, although robbing them is generally not worth the effort, the mere fact that they are Elves is enough to attract bigots and small-minded fools to attack them. All this just underlines the natural feelings of superiority of the wanderers, which in turn makes their enlightenment all the more distant.

May be Hired: Human Mercenaries may hire Elf Mages.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Mage	5	4	3	3	3	2	6	1	8

Rating: An Elf Mage increases the warband's rating by +23 Points.

Equipment: Staff, Elven cloak.

Skills: An Elf Mage is a wanderer and will not stay long enough with a warband to learn new skills.

SPECIAL RULES

Wizard: Elf Mages are magicians and have three spells generated at random from the list on the opposite page. See the magic section of the rulebook for more details.

Sorcery: See page 123 of the rulebook.

Fey: Hostile magic spells will not affect the Elf on a D6 roll of a 4+.

Wanderer: An Elf Mage is a wanderer, and will only

stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one.



Spells Of The Djed'hi

- 1 Divination of Shirath** **Difficulty 6**
Looking into the mists of the future, the Mage divines his best move.
 The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.
- 2 Shimmering Shield** **Difficulty 7**
The Mage is surrounded by a pale glow.
 This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.
- 3 Statue of Light** **Difficulty 7**
A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.
 The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).
- 4 Fleeting Shadows** **Difficulty 8**
The Mage slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.
 The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be cast again whilst it is in play.
- 5 Hunter's Fury** **Difficulty 9**
The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.
 The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.
- 6 Silent Guardian** **Difficulty 9**
Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.
 This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies.

State of the Empire's Soul

Being a treatise upon the diverse afflictions tormenting the spirit of the common folk of the Empire in these dark times of tumult and dismay.

Eminence,

Since the dire catastrophe that befell Mordheim, there has been a great rise in piety amongst the population of the Empire, in all walks of life from the most humble to the most high. Alarmingly, there has also been a manifold rise in the heresy of witchery, in all its black forms. As instructed, I have sent my emissaries far and wide across the land so that you might know the true and accurate detail of these assertions. These humble words are the result of their questionings of many hundreds of witnesses. Some of these morsels of information were given freely, others under close interrogation by experienced witch hunters. All has been checked as much as possible. However, you will appreciate that the lost souls who traffic with daemons are not the most reliable of witnesses. I have done my utmost to sift their lies from the truth.

The great comet which struck the cursed city of Mordheim is oftentimes seen as a punishment for some misdeed of the peoples of that city, and a sobering punishment it has been. Some have suggested that those who perished in that fireball were perhaps the lucky ones as their

suffering was momentary, though this observer would doubt that. Surely they will writhe in torment everlasting if it was indeed their faithlessness which precipitated the calamity.

It is instead my assertion that the comet was a sign for the peoples of the Empire as a whole to leave off their faithless and worldly behaviours and return to the One True Way of our Lord and Master Sigmar. It is a test of our faith and I regret to say that though many of our fellows show the utmost conviction and strength of spirit, there are many others who have taken the easy path of heresy.

Those that have turned from the faith are scattered all over the Empire from the wildest forest to the heart of our cities. Some are humble and uneducated labourers, but it is a taint which has also stained those who should know better. Indeed, some of the most eloquent and well argued of the heretics come from the universities or the clergy, much as it pains me to admit it.

Pieter of Nuln is an example of this type of learned heretic. When he first appeared he was thought to be another of the near-fanatic zealots who roam the roads, preaching of impending doom and the end of all things. Indeed, he did preach thus, but instead of explaining the true remedy of prayer, pilgrimage and support of the holy church as intercessionary with Lord Sigmar, may his name be praised, he preached increasing blasphemy.





Pieter was an educated man, of lower nobility. He attended the seminary and was an excellent theological scholar. His tutors speak highly of his conviction and his piety. It seems that he was almost at Mordheim when the comet struck, on his way to visit relations in that city. They were all slain. This appears to have turned his mind.

His first preachings were supported by the local churchmen as they seemed to encourage piety, and that cannot be a bad thing. However, as time went on it grew increasingly clear that he was peddling a false and unholy brand of heresy. Of late he has even proclaimed that the church itself is a corrupting influence on the faith rather than the central bastion of its defence and encouragement. Instead he claims that the only faith is to be found by a cleansing of the self inside and out. This would be no more than a repetition of the Grathbar heresy were it not for the fact that he encouraged all who would listen to help others cleanse themselves whether they wanted to or not. His followers set about burning churches, breaking up the shops of rich merchants and craftspeople, and denouncing any who stood in their way as irreligious blasphemers. A ragged following grew around him, as it was naturally the poorest that found most to attract them in this faith of denial. Spite and revenge drove them to attack their betters under the banner of their new, twisted faith, and all the while proclaiming themselves the most holy of Sigmar's children.

This following soon grew to the size of a small army, and with size it became bolder, marching across the Howling Hills from the Midden Moors where it had been assembling. Pieter led his deluded followers up the Talabec towards Talabheim in a mass, chanting and singing. By all accounts it was a striking sight.

The first of the armies that was sent against them was small, and after an impassioned speech from Pieter himself it was swallowed up by the mass, joining the heretics it had been sent to destroy. In time of peace Talabheim would have been doomed as there would not have been the men to hire, but in these times of strife there are mercenaries on every street corner, and those with deep purses can hire an army in short time. This is exactly what the frightened burghers of that city did, opening their coffers to buy a large army of veteran mercenaries led by the most irreligious and wordly of generals they could find: Otto Halbhand. I will not delve into the history of this unsavoury character here, save to offer the view that he is not a man that one would normally have dealings with, but desperate times call for desperate measures. Having lost one force to the silver tongued charlatan they were loathe to lose another. If anyone could resist the call to his better nature or his immortal soul it was said to be Otto.

True to his nature, Otto led his army to a small ridge that blocked the path of the advancing heretics, and waited. As before, they offered parley, but this time the heretic emissaries were sent back in several sacks. Believing they might have some daemonic ability to turn men's minds with their words, Otto wasn't taking any chances.



Pieter hesitated, but it was too late for him to back out. The battle was a bloody one when it came, all but a handful of the heretics being slaughtered by the mercenaries. The few that were captured were questioned repeatedly and then put to the pyre. It was too dangerous for them to be suffered to live. Pieter himself was slain on the field of battle.

What this episode teaches us is that even those that are merely unbalanced and misled, as I believe Pieter was, can almost sack a city. Those that are truly evil may be even more dangerous.

Pieter is dead now, but he was far from the only itinerant preacher. The roads of the Empire are choked with mercenaries, homeless refugees from the fighting and in amongst these are many so-called holy men. This moving congregation is a fertile ground for recruits and there have been many cases of local disturbances on much smaller scale than the Pieterites. Local watchmen and roadwardens from all corners of the Empire have testified to my investigators to the growing unrest stirred up by these rabble-rousers. At present they are contained, for the most part. How long that will continue to be the case is uncertain.

True witchcraft is also to be found in many parts of the Empire, though it is more insidious and difficult to trace, for obvious reasons. For many years the holy church has largely tolerated the home remedies and curative simples of the local wise woman as they are, in the main, merely harmless traditions. At least, this is the argument of their apologists, a line of debate your Eminence knows I have never followed. However, of late these 'wise women' have



been used to disguise and excuse an increasing amount of undoubted witchery, and we can no longer tolerate any such traffic with heresy, real or imagined, large or small. Heresy is heresy, however seemingly innocent, and needs to be stamped out. As this practise is so widespread, I urge your Eminence to consider instructing our clergy to use extra diligence in rooting out this taint at the lowest level, and thus by removing all excuse we can leave the heretic without a place to hide. Once in the open the searing light of pure faith will burn away the corruption.

Of course, there are other witches who are more powerful than this and who practise their black arts openly. These are dangerous foes, and I have lost more than a few of my loyal inquisitors at their hands. Indeed, none who were sent to Sylvania returned, and I fear that this bodes very ill for that province. One can only hope for an innocent explanation or some commonplace mishap, though I am unable to find such solace in my heart.

Nor is this the only haven for such black arts. Reports come to me from all corners of our land. The Unbroken Circle from Altdorf, Black University of Marienburg (ever a haven for dubious foreigners) and the Unseen Hand from Bechafen are but a few of the various and sundry nameless groups of witches, blasphemers and heretics that harbour no love for our Lord Sigmar. The so-called City of the White Wolf has been a nest of heresy for centuries, and their well-practised witcheries are no doubt even more pronounced now. My men have not been able to find reliable sources from those unholy parts, but we can hope that their travails will bring them to their senses and a devout and penitent joining of the True Faith of Sigmar.

The centre of this renewed outbreak of sorcery is, of course, the ruined mass of Mordheim itself. By all reports, the city has been not only largely ruined, but also tainted with poisonous wyrdstone. Quite how this came to happen is uncertain, but it is clear that it is part of the comet's bane. This wyrdstone poisons the water and





twists the plants so that crops will not grow true. Living creatures are also twisted and rumours of mutants abound. For those that are already born, it corrupts the mind, and this is the realm of the witch. Those that survived the comet's strike have been corrupted by its leavings; those that were safely removed from its ire have been drawn by the lure of wealth (as the wyrdstone is much prized by many heretics), and so this black canker draws in more souls with each passing day.

Were it possible to contain the city I would suggest it, but the blighted area is too great, and the times we live in too uncertain to tie so many loyal troops down to such a task. Indeed, it is unknown how long even the most devout of fellows can sustain his purity in the face of such a corruption, and so I fear that any army we send may turn against us if it were left there too long.

I believe our salvation lies elsewhere. Just as there has been a rise in heresy, so has there been a rise in the zealot. My first council is to support these men, aiding them in rooting out the evils that lurk in the darkness.



These are driven men with a burning loyalty that heresy and taint cannot extinguish. They are fearless and untiring followers of our Lord Sigmar, and will brook no blasphemy. Moreover, they are, in general, not members of the clergy so we will neither be blamed for their excessive zeal nor required to foot the bill.

Hans-Jurgen Schwartzheim, self-styled Witch Finder General, is one such man, though there are many others. He scours the forests of Hochland and Ostland, south of the Middle Mountains. Mutants have roamed here for centuries, though they are now more prevalent than ever. Here too are dens and covens of witches, and these are the prey of the Witch Finder. Where he comes from is unknown, but he has gathered a small force of similarly ruthless and dedicated men to him, and he patrols the land, burning any with the taint of either mutation or heretical magic with a passion. I have heard that his family was murdered by half-man, half-beasts from the forest. Some say that his wife was abducted by a warlock for some dire sacrifice. Yet others suggest that he is beset by visions and is guided by the hand of Sigmar Himself. Whatever the reason, he is a most efficient and ruthless foe of the heretic and one we could do well to aid.

My last, but most important, council is prayer. Whatever we are doing now it is not enough. Corruption stalks the streets of the Empire and taints the minds of the impious. It is a snowballing blight that gathers more to itself with each passing day. Let Sigmar be our shield and our hammer to smash this blight. Let us show him that no sacrifice is too great in His Name. Let us empty the coffers to buy scented oils and incense to offer up. Let us hold ceremonies night and day, and scourge our unclean bodies that He may enter our souls.

In Sigmar's name

Ruprecht Spiessbingel



Author

Jake is currently recovering from two weekends of hectic tournaments. The first was the Blood Bowl (see the events pages) the second was Gang War, a campaign weekend for Mordheim and Necromunda.



Further Information

Next month's Mordheim release is the rather bountiful Kislev Ranger! This release and all current Mordheim products can be purchased from GW direct (See the How to Order pages).

Website

www.Mordheim.com

