

## A Soft Shoe on a Hard Road

He bid the caravan farewell and watched them disappear into the morning haze of the Silk Road. He would have liked to accompany them even further into the borderlands, for that was where he was going. They needed his protection too: wealthy, lazy merchants from the land beyond the Ogre Kingdoms and The Mountains of Mourn. They had done well to get this far with few losses: An old man who had taken a fever, a young girl who had wandered too close to the edge of a rocky crag, and had fallen to her death. This eastern land of dizzying heights and cold, wasteful warstone deserts, was not for the feint of heart. And yet they kept coming, to find fame and fortune in the realm of the Dragon Throne. The Emperor's host would welcome them warmly, he knew, and trade riches until their bellies and wagons swelled with exotic gifts of glittering silk and gold... if they made it that far.

Yes, he wanted to follow them all the way to Weijin. The Emperor waited. But something caught his attention, here at a crossroad. To the east, the Silk Road wound away into the horizon. To the north, a smaller, less worn path led into a mountain, as stark and as sharp a spire of rock as he'd ever seen. Funny, he thought, but I don't remember this mountain ever being here before. But after all, the world was a vast place, and as many roads as he had travelled, he, Ippan Shu, had to admit that he hadn't traversed them all. This path, and this mountain, had missed his scrutiny.

It would no longer.

He walked for many hours while the sun baked the air. From time to time, Ippan Shu sipped water from a skin generously offered him by the merchants as partial pay for his services. Though he did not need as much refreshment as a common person, even a skilled and disciplined dragon monk felt the weight of world from time to time. His feet and ankles were sore, and even though he had dispatched, quickly, a bone goliath and a pack of feral orcs threatening the merchants, he needed rest. He needed a bath and a warm meal without the constant chore of picking grubs and weevils from his stale bread and sour meat.

He crested the top of a hill. His eyes grew large. Before him lay a ravine, a huge, vacuous scrape that dipped sharply at his feet. There had been no warning of its imminence. The open space just appeared like in a dream. Ippan Shu stopped abruptly and looked with amazement across the gap. He blinked several times, and the space changed, reformed, turning simple rock into complex cobblestone, walls of tightly pressed ramparts, brilliantly arched doorways protected by iron and thick, black wood that could sustain the rush of a thousand mad Hung or the roar of a dozen cannon. The structure now dominated the space, and the little path before him wound into the ravine and disappeared through a mighty portcullis flanked by a pair a heavily armoured men of thin stature and cool disposition. Though he was several hundred yards away from them, Ippan Shu knew who they were, and a great smile spread across his face.

My brethren, he thought to himself, as he found his feet carrying him forward, down the slope and into the waiting arms of the monastery.

# Dramatis Personae

The characters described in this chapter are unique and outstanding persons from the *Border Town Burning* setting. They follow all rules for Dramatis Personae as described in the Mordheim Rulebook on page 152.

## of Dramatis personae

Special Characters from the Mordheim Rulebook are bound to the cursed city and should not be used in other settings. Sigurd and Bertha are unlikely to be found in the wilderness of the Cathayan borderlands.

## Hiring and upkeep

Some of the special characters described in this chapter can only be hired when using the *Border Town Burning* campaign system. That is because their hiring and/or upkeep costs are paid using campaign points (CP) instead of or in addition to gold crowns. This means, when hiring dramatis personae the warband erases an amount of CP equal to the character's hiring costs from their roster. The same goes for the upkeep costs which are also paid using campaign points.

## Grand Master Ippan Shu

*Although the populace of Sen'Quoi knows the name Ippan Shu, very few of them have ever seen him. Rumoured to be both a hundred years of age and a grand Master of the martial arts, he is also given supernatural aspects, such as the abilities of flight and the spitting of fire on those he calls foe.*

*His legend says that a former disciple, Xiao Lin, once tried to assassinate him as Ippan Shu lay sleeping. Still asleep, he fought his student, only awakening when a knife sliced off half his left moustache (a grave outrage, for a Cathayan elder's beard represents his wisdom and experience). Angered, Shu immediately killed Xiao Lin, yet still he keeps his moustache trimmed short; The better to remind him that even the best can be found wanting and caught off-guard, that no matter how good you become, you can always be better.*

*A loner, Ippan Shu can be found wandering the Borderlands, meditating or fighting the different opponents that dwell therein, be they terrible creatures of Chaos or the ferocious hobgoblin wolf riders; he sees them all as a way of bettering his arts. Some whisper that Shu seeks to face an opponent who will prove a better fighter than he and, until that day, will continue his wanderings, whether he lives another hundred years or achieves the highest reaches of enlightenment.*

**Hire Fee:** 75 gold crowns and 3 campaign points to hire, +2 campaign points upkeep cost.

**May be Hired:** Any warband which includes Humans or Elves, including Battle Monks, may hire Ippan Shu, not including Dark Elves, Outlaws and Bandits.

**Rating:** Ippan Shu increases the warband's rating by +110 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	7	7	4	4	2	6	4	10

**Weapons/Armour:** Ippan Shu wields an iron fan in one of his hands. His other hand is fighting unarmed.

### SKILLS

Ippan Shu has the following skills: *Art of Silent Death*, *Strike to Injure*, *Step Aside*, *Mighty Blow*, all Speed and Battle Monk special skills except *Warmonger*.

### SPECIAL RULES

**Bare-handed Fighting:** Ippan Shu can fight without weapons and suffers no penalties when doing so. In fact, he then counts as having a second close combat weapon and gets +1 attack.

**Iron Fan:** Ippan Shu's iron fan can flick deadly force with the grace of a dance. The weapon grants him +1 Initiative and allows him to parry not only enemy

blows but also missile shots (see below). Note that the *Art of Silent Death* skill applies to Lin's fan attacks as well.

**Parry Missiles:** Ippan Shu may use his iron fan to parry missiles. For each hit by a missile weapon he parries the shot if he beats the 'to hit' roll. Note that Ippan Shu also has the *Dodge* skill.

**Immune to Psychology:** Ippan Shu is in total control of his emotions and therefore *immune to psychology* and automatically passes all Leadership-based tests.

**With the Elegance of a Feather:** Ippan Shu's moves appear supernatural to his enemies, as if he was flying. When running or charging he may move up to half his total movement rate (ie, 6" – see *Lightning Speed* skill) in any direction, not only on the ground. This can be combined with the *leap* skill, thus allowing Ippan Shu to move up to 6+D6" in any direction. Note that he still must always finish his Movement on solid ground.

**Way of the Dragon:** Being one of the most perfectly trained mystic Dragon Monks, Ippan Shu spits fire upon his enemies in the shooting phase. Use the flame template to determine which models suffer an automatic Strength 4 hit. In addition, hit models are *set on fire* on a roll of 4+ (see "Fire Rules" section). Note that Ippan Shu can use his breath attack even when he is engaged in close combat.

## Maglah Khan's Horde

Hobgobla Khan rules the Great Steppes, keeping his hordes in alliance with the Chaos Dwarfs through cunning and strength, but also with the loyalty of tribal leaders amongst the hobgoblins. Such loyalty can be trusted only so far, as any individual kban may attempt to usurp the current Hobgobla, usually by gaining respect from the other chieftains and thus rising to take the position for themselves, before assassinating the previous incumbent.

Such was the way for Maglah Khan, who had planned for months and accumulated enough followers to make his play, yet perhaps it was the duplicitous nature of the hobgoblins or simply bad timing, but Maglah and the surviving members of his tribe were forced to flee after the Hobgobla ordered their deaths.

Taking to the Steppes and staying at least two steps ahead of any pursuers, Maglah Khan is now mercenary and guide to any who would need both and seek his aid. Astride Denglesh, his wolf steed, Maglah performs these roles easily, the few survivors from his tribe riding point and rear, but woe betide any who forget the basic nature of a hobgoblin, for Maglah and his men are as likely to run at the first sign of trouble as they are at the merest hint of incoming hobgoblins. More so if you pay them beforehand.

**Hire Fee:** 80 gold crowns to hire, +25 gold crowns upkeep cost.

**May be Hired:** Orcs & Goblins, Ogres, Chaos Dwarfs, Marauders of Chaos, Norse, Beastmen, Possessed and Mercenaries may hire Maglah Khan's Horde.

**Rating:** Maglah Khan increases the warband's rating by +60 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Maglah Khan	4	5	5	3	3	2	4	2	7
Giant Wolf	9	3	0	3	3	1	4	1	4

**Weapons/Armour:** Spear, sword, bow, shield, heavy armour and helmet. Maglah rides a Giant Wolf.

### SKILLS

Maglah Khan has the following skills: *Quick Shot*, *Eagle Eyes*, *Trick Shooter*, *Ride Giant Wolf* and *Horse Archer* (treat as *Giant Wolf Archer*).

### SPECIAL RULES

**Maglah's Boyz:** Maglah is always accompanied by some of his loyal Hobgoblin Wolfboyz.

Therefore a warband cannot hire Maglah alone but must hire some of his retinue as well. A warband with Maglah Khan must hire multiple Hobgoblin Scout Hired Swords (see Hired Swords chapter) as long as he stays in the warband. The minimum is always two and up to a maximum of five Hobgoblin Scouts may be taken. When Maglah leaves the warband all Hobgoblin Scouts except for one will also leave.

**Hobgoblin leader:** Maglah Khan is the leader of all Hobgoblin Scouts in the warband. Any Hobgoblin Scout within 6" of him may use his Leadership when taking Ld tests. They may not use the warband's leader Leadership.



## Belandysh, Condemned Champion of Chen

*Belandysh was once a powerful Chaos Champion and Chieftain to the Tribe of the Rising Eagle, notable for their devotion to Chen, as Tchar is known amongst the Hung. When he turned from Chen's paths, the Lord of Change blessed Belandysh in punishment, mutating the champion into a living symbol of constant change, gifting Belandysh a powerful blade that would deform his enemies into Chaos Spawn. Now he perfectly represents his former patron and can never be free, save in death. Perhaps that is the way the Master of Transfiguration meant for Belandysh to be after all.*

**Hire Fee:** 90 gold crowns and 5 campaign points to hire, +30 gold crowns and +1 campaign point upkeep cost.

**May be Hired:** Marauders of Chaos, Beastmen, Norse and Possessed may hire Belandysh.

**Rating:** Belandysh increases the warband's rating by +130 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Belandysh	4	D6	0	D6	D6	3	D6	D3	10
Tol'Agath	8	3	0	D6	D6	1	3	1	5

**Weapons/Armour:** Belandysh is armed with the Broadsword of Damnation (see Chaos Artefacts). He wears a Helmet and a Chaos Armour that hardly hold his body together.

### SKILLS

Belandysh has the following skills: *Fearsome*, *Strongman*, *Chaos Armour* and *Ride Tol'Agath*.

### SPECIAL RULES

**Immune to psychology:** Belandysh is *immune to psychology* and automatically passes all Leadership tests.

**Inconsistency:** Belandysh's body is mutating permanently. His variable attributes are determined whenever needed, once every turn.

**Regeneration:** Whenever an enemy successfully inflicts a wound on Belandysh, roll a D6, on a result of 4 or more the wound is ignored and Belandysh unhurt. However, note that he may not regenerate wounds caused by fire or fire-based magic.

**Tol'Agath:** Belandysh used to ride a normal Battle Horse when he was still a Marauder Chieftain. When turned into a Chaos spawn, Tol'Agath, his steed, was hardly spared and mutated as well. Tol'Agath acts as a Warhorse (including the *Battle Schooled* rule). In addition, it is subject to the *Inconsistency* special rule.

**Wrath of Tchar:** If a battle ends with Belandysh being *out of action* and someone having picked up the Broadsword of Damnation, Belandysh is pulled into the Realm of Chaos and never seen again. He then cannot be hired again for the remainder of the campaign.

