

The Grandmother

A New Dramatis Personae

By Dave “StyrofoamKing” Seidman-Joria

Deep in the wilds of Kislev and the frozen north, there is a mysterious and treacherous witch. She has many names, but it is wise not to use them wantonly, lest you get her attention... folks merely call her The Grandmother.

Desperate people have gone into the woods and bogs looking for her, and the experience is always traumatic; they share tales of fences of skulls, of huts on bird legs, of the grandmother's iron teeth. However, their memories are always slippery and inconsistent, like remembering a nightmare. Of course, some people seeking the Grandmother never return at all.

The Grandmother has no love for the forces of Chaos, preferring to tap into a much older power, buried deep within the land. The age of these gods, or even age of The Grandmother herself, is anyone's guess.

May be hired by: Non-Chaos Warbands, and Chaos-Renegade warbands*. May not be hired by Witch Hunters.

Hiring Fee: Grandmother costs 50gc upfront to hire, plus the possibility of a “Backpay” cost (see below). She will not remain with a warband for more than one game unless stated otherwise.

Rating: Grandmother increases the warband's rating by +50 points.

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	4	2	3	1	5*

Equipment: Grandmother is equipped with the staff, as well as a dagger (that is permanently coated in Black Lotus).

SPECIAL RULES

Wizard: The Grandmother starts each battle with four spells: two different random spells from the Lesser Magic list, and two different random spells from the Charms and Hexes list (she likely knows more spells, but that's all she's willing to use at the moment.)

Magic Savant: The Grandmother gains +1 to all difficulty rolls. In addition, if she is not in combat, she may an additional spells during her shooting phase; if the first spell was successfully cast, she must pick a different spell for the second spell.

Garland of Skulls: The witch has a magic necklace that provides a 5+ ward save against all wounds (this cannot be stolen or robbed from her).

Seeking Help: To recruit Grandmother, a hero must search for her with a rarity roll of 5, just like a rare item. Roll the Rarity roll as normal, recording the result you rolled: that number becomes the Grandmother's Leadership for the next game (if you roll higher than 10, it becomes 10 instead).

Seeking Healing: A warband may attempt to seek the Grandmother to help with healing. If so, they search for her and pay for hiring fee as above (see above). If they do, the hero searching for her will be healed; remove any number of permanent injuries and/or mutations from the hero. As a downside, the Grandmother will not participate during the battle (she does not count towards your rating). However, the warband must still test for Backpay after the next battle (see below). The Grandmother will never heal injuries that she herself has caused.

Lucky Day: If the rarity roll to find the Grandmother is a natural 7, she will be suspiciously nice, and you will not be required to take a leadership test for Backpay after the game. However, this only applies if the Grandmother goes the entire game without being taken out of action; if taken out, she'll be furious and will have to test for Backpay as normal.

Backpay: After fighting in the battle, the Grandmother may demand additional payment. After the game (before rolling for exploration), have the Grandmother take a leadership test using her modified leadership (may not use Leader's leadership). If the leadership test is a failure OR you roll a natural roll of 7, roll 2D6 on the chart below.

2-3 Pound of Flesh - The Grandmother demands an organ! The hero who first searched for her rolls 1D6 on the following chart, and gains that Serious Injury. That hero cannot explore or search for rare items this postgame phase:

- 1 - Roll Multiple Injuries - See Injury chart "16-21 Multiple Injuries"
- 2 - Missing Eye - See Injury "31 Blinded in One Eye"
- 3 - Leg Wound - See Injury "22 Leg Wound"
- 4 - Torso - Roll again: 1-3 "26 Chest Wound", 4-6 "32 Old Battle Wound"
- 5 - Hand - See Injury "34 Hand Injury"
- 6 - Head - Roll again 1-3 "24 Madness", 4-6 "33 Nervous Condition."

4-5 Spirited Away - The Grandmother spirits away one of the youngest members of the warband. The warband member with the least experience is removed from your roster, along with their equipment (if several are tied, pick one at random, including from animals).

6-8 Cross My Palm with Silver- To your relief, the Grandmother simply demands more money! You must pay 1D6x5 gc before the next game. If you cannot pay, treat it as Pound of Flesh instead.

9-10 To Grandmother's House - The grandmother demands that she has someone for dinner (which can have several meanings). Pick a random hero that was not taken out of action: they must roll for Injury (to see if they make it out alive!); likewise, that hero does not roll for Exploration, nor can they search for rare items.

11-12 Double or Nothing - To your shock, the Grandmother forgoes any payment and even insists on sticking around. She joins you for the next battle (roll again for spells; also rerolling for leadership, treating any roll of 5 or less as 5.) However, if she demands

backpay after next game, she will demand TWO rolls on the Backpay chart (reroll any further results of “double or nothing” until you get a different result.)

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Author's Notes

This DP is from my work-in-progress campaign, based in the Chaos Wastes (which introduces such concept as warbands dedicated to Renegade Chaos God).