

# MORDHEIM

## The Wyrdstone Inventor

*House rules for using this deranged genius/mad man.*

By Carl Walmsley

Many strange individuals can be found wandering the streets of Mordheim seeking adventure, the chance to carve out a reputation or simply to scavenge amidst the rubble of this once great city. Amongst the most bizarre of these wanderers is the Wyrdstone Inventor. Touched in equal measure by madness and genius, he gathers the elusive wyrdstone shards that lie hidden in the debris and harnesses their power in ways that others would never dream of. His inventions, strange and unpredictable though they may be, have become legend among the warbands that ply their trade within the city. As such, they are unique and highly sought after items.

### USING THE WYRDSTONE INVENTOR

The Wyrdstone Inventor is not a hired sword, nor will he ever affiliate himself with a particular warband – his motives and his loyalties, whatever they might be, are his own. His participation in any skirmish is a far more mysterious and random affair.

| Profile              | M | WS | BS | S | T | W | I | A | Ld |
|----------------------|---|----|----|---|---|---|---|---|----|
| Inventor <i>Spec</i> | 3 | 3  | 3  | 4 | 1 | 5 | 1 | 8 |    |

**Weapons/Armour:** See below.

If all of the players taking part in a game agree to use the Wyrdstone Inventor, then he will be placed randomly 2D6 inches from the centre of the table after everything else has been set up (use a scatter dice to determine direction, or another 2D6 roll corresponding to the hours on a clock).

**Movement:** At the start of each player's turn, the Wyrdstone Inventor is moved 2 inches in a random direction. If this brings him into contact with an obstacle such as a house, his movement ends. This represents his incessant searching through the ruins for wyrdstone shards. He will pay no attention to what is going on around him, ignoring any battles that might be raging only inches away. If his movement ever brings him into contact with another figure he is not considered to have charged. He is simply scratching around in the rubble quite unaware of any nearby figures.

**Combat:** The Wyrdstone Inventor will never initiate combat. If he is attacked in any way, he has a special 2+ save to avoid all effects of the attack. This represents him using one of his unique inventions to protect himself. At the beginning of the turn after he was attacked, the Wyrdstone Inventor will effectively vanish from the board; the warriors present may see a puff of green smoke or catch a glimpse of a lightning quick blur and then he is gone. From that moment on, the Wyrdstone Inventor will never sell to any member of the warband to which his attacker belonged.

Should the Wyrdstone Inventor be taken out of action during combat the warband responsible for doing so may claim a free item from his Box of Delights. This should be determined randomly as explained below.

**Inventions:** Any figure that ends its turn in contact with the Wyrdstone Inventor, and which does not attack that round, may seek to trade with him. In exchange for a wyrdstone shard, the Wyrdstone Inventor will hand over one of the inventions he has



stored within his Box of Delights. This is an entirely random business – the Wyrdstone Inventor cannot be bargained with, nor can particular items be requested. You must accept whatever you are offered.

Any player that hands over a wyrdstone shard may roll once on the table below to see what they are given in exchange.

### WYRDSTONE INVENTIONS

#### 2D6 Result

#### 2-3 Wyrdstone Specs

A figure equipped with a pair of these green-tinted specs may see through solid objects as though they were not there. Enemy figures may never hide from them, even those with special skills such as sniper. Enemies do still gain the benefits of cover from ranged attacks however – even though the wearer of the wyrdstone specs can see through a wall, they do not gain the ability to shoot through it.

#### 3-4 Boing Juice

A perfect blend of powdered wyrdstone and squig blood produces a miraculous drink that allows the drinker to cover vast distances with a single leap. A figure that has imbibed Boing Juice may choose to move normally or to jump. If he elects to jump, the player should announce which direction he is heading in. He then rolls 2D6 and moves the character that distance in inches, ignoring any intervening terrain as his prodigious leap carries him over even the tallest buildings. If the leap brings the figure into contact with an enemy he is considered to have made a successful diving charge. The movement of a “Boing Juiced” figure need not be declared during the declare charges part of the turn.

The figure is also considered to possess the skill scale sheer surface, as he may use smaller, controlled jumps to bounce up the side of buildings.

Once a figure has drunk Boing Juice, the effects are permanent.

### 5-6 Wyrdstone Magnets

By blending fragments of wyrdstone with ferrous metal, the Wyrdstone Inventor has produced some uniquely powerful magnets. When fashioned into arrow or bolt heads, these objects have a homing effect when launched towards any character wearing metal armour. If fired at a figure wearing light, heavy, gromril or ithilmar armour, the attacker gains +1 to hit and may ignore any modifiers for cover.

One batch of wyrdstone magnets will make enough arrow or bolt heads for one character to use throughout a campaign.

### 7 Impalpable Garments

These curious items of clothing are infused with wyrdstone dust and sparkle with green light. What is more, the threads seem to move constantly making the wearer seem insubstantial and uncomfortable to look at. As long as the wearer does not don any type of armour or carry a shield or buckler, he is treated as though he has the skills step aside and dodge. What is more, he is free to disengage from melee combat without provoking a free attack from his opponent.

### 8 Wyrdstone Mirror

The frame of this ornate looking glass is fashioned from pure wyrdstone. Reflected within it is a twisted version of our own world, full of nightmares and chaos. The bearer of the mirror may aim the glass at another figure within 10 inches and attempt to capture their reflection. Doing so is treated exactly the same

as making a ranged attack, with the target considered to be at close range. A success means that the figure's reflection has been captured within the mirror. Two things happen as a result; the bearer of the mirror and the figure reflected instantly change places on the battlefield. The figure reflected must also make a Leadership test, having caught a glimpse of the nightmare world within the mirror. If they fail this, they are treated as though they have routed and will flee towards the table edge.

### 9 Billious Beef

Perhaps the strangest of all the Wyrdstone Inventor's discoveries is this vile recipe. Served with a green sauce containing fragments of wyrdstone, it is a meal savoured only by those who have little sense of smell. Once devoured, the meal will never entirely leave the digestive tract of this unfortunate individual. Forevermore, he will be plagued by noxious wind and odious excretions for the rest of his days. Any character – friend or foe – that moves within 2 inches of him must make a Leadership check. Failure means that the figure receives a –1 modifier on all rolls, as they clutch their nose in disgust and try not to gag. This check must be made every turn by each figure within range of the unbearable stink. The model itself is not affected by its own pong – after some initial discomfort and a few sleepless nights, he has now lost all sense of smell!

### 10 Warpsword

Embedded in the hilt of this sword is a wyrdstone shard that burns with a fierce green light. This glow is so bright as to make it impossible for the figure wielding it to hide. The warpsword is a highly unpredictable weapon. Each time it is used to strike someone, the wielder should roll a D6. This determines the strength of the hit, irrespective of the wielder's own strength. It may be used to parry like any other sword.

### 11 Smooth Shoes

These highly fashionable boots will fit the feet of any non-large figure that tries them on. Fastened with shiny green buckles, they are exquisitely comfortable and allow the wearer to pass over the most rugged terrain without any aches or soreness. In fact, the wearer may completely ignore any movement penalties for rough or very rough terrain – they simply pass through it unhindered.

### 12 Wyrdstone perfume

A single squirt of this seductive fragrance can have amazing effects, making the recipient simply irresistible. Any time that another figure wishes to attack them, they must make a Leadership test. If they fail, they find that they are quite unable to attack such a strangely alluring character. This check should be made for each of the character's attacks.

Wyrdstone perfume affects characters of both sexes and all races, though it has no power to influence the undead.

A bottle contains enough perfume to last a single figure for the duration of a campaign.

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Each of the Wyrdstone Inventor's items is unique. Once he has provided one of the objects listed above, he will not do so again within a particular campaign. Any duplicated items should be re-rolled.

The Wyrdstone Inventor will trade with each warband only once in a particular battle.

Any character that sells an item provided by the Wyrdstone Inventor will receive D6 x 10 GC for it. However, the Wyrdstone Inventor will no longer be willing to trade with any members of the warband to which that character belongs – he has no time for those that do not appreciate his genius.



## ABOUT THE AUTHOR

Carl Warmsly is a teacher in Ascot, he runs both the Warhammer club and Roleplaying club, known by other members of the faculty as Mr Warmsly and his 'goblins'!. Carl says if you can paint it or play it, he's there!