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Strigany Seer - Hired Sword

The lands in the east of the Empire is the home of people known as the Strigany.

The Strigany are a nomadic people who roam in family groups or 'clans'. Their ways are shrouded in mysticism and folklore perpetuated by their stories, handed down by word of mouth through the generations. Among these enigmatic people live the Taibhsear, known by non-Strigany as "Vision-Seers" or simply as Seers. These individuals are usually female and their gift of prescience is handed down from mother to child.



Skills and Experience

Experience: Strigany seers start with no experience.

Skills: Strigany Seers may choose skills from Academic and Speed tables.

May be Hired: Only human and Vampire warbands may hire a Strigany Seer.

Rating: A Strigany Seer increases the warband Rating by 15 + 1 point for each experience point she has.

Profile	M	WS	BS	S	T	W	I	A	LD
Seer	4	3	3	3	3	1	3	1	7

Weapons and armour: The Seer starts with a club and a dagger. She will never wear armour, nor use a two-handed weapon or a shield.

Special Rules

Hire: The Seer demands a 15GC retainer (each battle) +5GC per reading; she will always accompany the warband into battle.

Curse: If the Seer dies, immediately roll a D6 for each hero in the warband, and for the warrior who took the Seer OOA. On a roll of 4+ the warrior will suffer an effect from the Spear of Misfortune column. Roll a D6 and apply the result to the Spear of Misfortune column on the Seer Table. If she is dismissed, the warband's leader has to test unless he pays her off 8D6GG. This may be reduced to 6D6GC if the warband's leader has the *haggle* skill.

SEER SKILLS

Reading: A Strigany Seer is able to look into the future bringing news of fortune or doom to the warband. At the beginning of every battle, each hero in the warband may ask for a single reading (but does not have to). This reading may well be beneficial, but sometimes will bring doom to the warrior or his warband. The effects last for a single battle only.

A hero within 6" of the Seer may ask her to make a reading during a battle. She will charge double the normal amount (10GC) and the result will apply from the beginning of the following Seer player's turn.

Cards of Fortune

The suits of a pack of cards each have an associated trait: Circle of Life: Health; Leaf Of Fortune: Good Luck; Stone of Riches: Money; Spear of Misfortune: Bad Luck

To determine the results of a reading, roll two different coloured D6. For one dice, read across the top of the chart and for the other, read down the side. Each result indicates a different card picked by the Seer.

Card	2D6 Roll	1 - Circle of Life	2-3 - Leaf Of Fortune	4-5 - Stone of Riches	6 - Spear of Misfortune
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		Health	Good Luck	Wealth	Bad Luck
Twins	1-2	Tough. The hero may force an opponent to re-roll a single injury roll made against the hero.	Lucky. The hero may re-roll any one of his dice during the battle (but not an opponents dice).	Finders Keepers. The hero finds stash of 2D6 GC during the exploration phase if he did not go OOA during the battle.	Unlucky. The enemy player may force the affected warrior to re-roll a single dice during the game.
Servant	3	Hard Nut. Once per battle, a hero that is <i>stunned</i> is <i>knocked down</i> instead.	Very Lucky. The hero may adjust a single dice by ± 1 in the exploration phase if he did not go OOA during the battle.	Money Pouch. The hero finds 2D6+5 GG during the exploration phase if he did not go OOA during the battle.	Poor hunting. The enemy player may adjust a single dice by ± 1 rolled for the warband in the exploration phase. This must always be detrimental, not beneficial.
Mother	4	Impervious to Pain. The hero may ignore the first wound suffered during a battle.	You're so clumsy. The hero may nominate a single enemy warrior within 12" at any time during the battle. The next time he moves, the warrior must roll under his initiative on a D6 or trip and become <i>knocked down</i> .	Jewellery Box. The hero finds jewellery worth 2D6+10 GG during the exploration phase if he did not go OOA during the battle.	Accident prone. Roll a D6 each turn the hero moves. On a roll of 6, the hero falls over and counts as knocked down.
Father	5	Constitution of an ox. Once per battle, a hero that is OOA or <i>stunned</i> is <i>knocked down</i> instead.	Butterfingers. The hero may nominate a single enemy warrior within 12" at any time during the battle. The enemy warrior immediately drops one weapon, chosen by the hero. If the enemy warrior is in combat and wins he may recover his weapon; if he loses, it is lost. A model not in combat may recover his weapon at the end of his turn (any missile weapon may not be fired that turn).	Lady's loss. The hero finds a coronet worth 3D6+20 GC during the exploration phase if he did not go OOA during the battle.	Poor moral. The warband loses faith in their leader. He loses the <i>leader</i> ability for the duration (or remainder) of the battle.
Spirit	6	Charmed Life. The hero may force an opponent to re-roll all 'to wound' rolls made against the hero during the battle.	Family loyalty. Someone owes the warband's leader a favour. The hero may choose an additional henchman to join any henchman group or to start a new group. He will be armed with a single handed weapon or a missile weapon	Hero's Loss. The hero finds a crown worth 6D6+20 GC during the exploration phase if he did not go OOA during the	Desertion. A single active* henchman (players choice) deserts the warband, suffers from a fatal disease or is otherwise lost from the warband. Remove him from the

			(not powder weapon) and a dagger. This may take the warband over its normal maximum.	battle.	roster. The warband may not retain his equipment. *not already OOA, stunned or knocked down.
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