

# A Wizard's Fate

Player created scenarios and rules to give you more choices for your campaigns.

Remember, submissions are always welcome for playtesting!

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## *The Story*

A lone warrior burst into the tavern, barely out of breath, and ran to the bar for a glass of the strongest ale. He continually darts his eyes around the room, as if waiting for someone to appear. Sweat was running down his face and he could barely hold his mug without its contents spilling out from his nervousness. A window flew open as the wind howled and the man's face turned white. He ran to the back of the tavern, cowering in the furthest corner. By now, many of the patrons had witnessed this and were whispering to themselves. Finally, a Marienburg leader by the name of Von Tabor walked up to the man and asked for his name. "Walter", replied the man. "Are you here by his order?" he asked. Von Tabor was perplexed by this question. "Who are you talking about?" he asked. "The wizard...." Walter replied. "Tell me of this wizard that you speak of and why you are so nervous." Von Tabor insisted. And so, the story began....

"We were a traveling warband of Ostlanders on our way to Mordheim for riches and fame. We had been doing well and our casualties were low in number compared to others that we encountered. Tales have been spreading throughout the taverns and markets of a wizard. This is not an ordinary tale, as we would have ignored these wild stories, yet the story caught the attention of all as soon as it was noted that the wizard was supposedly hoarding wyrdstone. Groups of men started gathering, deciding on a plan of action, gathering forces and fighting with others. The location of this wizard's lair was unknown, and only a general area was noted that others had seen him walk around. We started to hunt down this wizard for his treasure and wyrdstone. It was a dark day, light fog surrounded us, and the streets were quiet.

A very eery quietness settled into our bones and we knew something was not right. In the middle of the street. There lay an opening. It was not a tunnel, as it was pitch black, with no light entering or leaving. Another portal was spotted down the way, right beside another building. What was this? We sent a warhound into the portal and watched it disappear before our eyes! To our amazement, it appeared on the other side of the street through yet another portal. At this time, a voice rang out from above us, "Leave now or you will die as the others before you have." It was the wizard!!! We had tracked down his lair and one of these portals would be the doorway to his keep.

Without hesitation, we went in different directions, in search of the portals. We jumped into them, yet each time, at random, we were spit out in different locations.

Suddenly from the rooftop of the highest building, a scream was heard! Mallinus the meager had somehow traveled into the wizard's lair and his screams were heard as he battled the wizard. We continued to try and reach him, yet one by one, we were dwindling in numbers. We could hear the laugh of the wizard, as he slaughtered our companions. What was happening? The fog cleared and I was alone. From the rooftop, the wizard threw down the carcasses of my brethren. I could see his eyes, gleaming in the night....and I ran! I did not stop running until I got here, an hour later. I am alone now. They are all dead...save for me. The wizard must have much treasure to have such a magical protection around him....but I will never know. If you want to try your luck, here is where you shall find your death..."

He pointed to a map of the city that was hanging in the tavern on a quiet side of the city, to a street in the darkest of corners. This is a wizard's fate....

## *The Scenario*

**Setup:** Place a single building, preferably the tallest building in the center of the table. Other buildings are then placed around this one and any other terrain to follow. Now place 7 counters to act as portals on ground level. These are to be scattered about the play area not within 6" of each other and more than 10" from any deployment zone. The 8th counter is placed on the topmost level of the center building, which will mark the portal opening of the wizard's lair. For 2 player scenario, place one treasure chest 2" away from the 8th portal. For Multi-Player scenarios, you can place an additional treasure chest in the same area.

**Deployment and Turn:** Placement of warbands and turn sequence follows normal rules.

**Rules:** Hunch and Infiltrate cannot be used to gain access to the wizard's lair. The only way to navigate to the wizard's treasure is to go through a portal. No shooting into the wizard's lair, as he has a magical aura protecting him. This also prevents magic from being used on him or any other models inside his lair from the outside. While inside the lair, models can use magic and shoot at other models inside the lair. To enter a portal, you must be able to reach it on your turn without

running. For each hero to enter a portal, roll a D6. On a 1, he is lost in the portal for the remainder of his turn. He cannot do anything and cannot be harmed, as he is in "limbo". On a roll of 2-5, they are randomly teleported to another portal exit. Randomize the remaining portals by numbering them 1-6, as there are only 6 left not counting the entry portal and the wizard's portal and this is where they will exit. On a 6, he has navigated to the wizard's lair and stops at the portal exit. For henchmen, you may go in groups of 2 with only having to roll one D6 to navigate the portals for the pair and follow the same results. Models may not move any further after entering a portal and will exit within 1" of the exit. Warriors exiting a portal may try and shoot if they roll 5+ on a D6 when exiting a portal.

The wizard's turn is last. Unknowingly to the warbands, the wizard turns out to be the dreaded Nicodemus himself! Now the rumors of the hoarded wyrdstone make sense, as he needs it to stave off the rapid curse that has engulfed his body. Use all the rules for Nicodemus as in the Mordheim 2002 Annual page 25. He will charge the closest enemy model. Players can take turns playing as Nicodemus. If a warband is in possession of Nicodemus, treat this enemy as a doppelganger with the exact same stats.

The treasure is counted as being taken when a warband member/members have taken off any table edge. Alliances can be made, although the splitting of the treasure will have to be decided afterwards. Movement for treasure is as follows. Models may carry one treasure chest and move half their movement rate. Two models may attempt to move a treasure chest at their full

movement rate. No running. If model/models are charged while carrying a chest, they drop it and fight. Other models may attempt to take it at this time.

**Ending the Game:** The game ends when all warbands have routed save one. If there is only one warband left and the treasure has not been taken from Nicodemus, they can choose to nominate 2 warriors of their choice to battle Nicodemus for the treasure. The other routed warbands can nominate someone to play Nicodemus at this time. If the warriors kill Nicodemus, then they can take the treasure chest.

**Experience:**

- + 1 for any Hero or Henchman group that survives.
- + 1 EXP for the Winning Leader
- + 1 EXP Per Each Enemy Out Of Action by a Hero
- + 2 EXP for killing Nicodemus
- + 1 EXP for any Hero or Henchman that takes a treasure chest off the table.

ITEMS	D6 ROLL REQUIRED TO FIND
5D6 Gold	Automatic
Magical Artifact	6+
D6 Wyrdstone	3+
Jewelry worth D6 gc	5+
D3 Swords	4+
Light Armour	4+
Gromril Axe	5+
D3 Gems worth 10 gc each	5+
Heavy Armour	5+