

Scenario 170 - The Twisted Tome

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Mordheimer.

"I have encountered many strange happenings since I long ago entered this damned city. I have seen strong and healthy men changing to dark devils or hollow empty shells, as a blasphemy to their former selves. Sometimes I wonder why the evil of this city has not yet claimed me in its cold and maddening clench. The city's evil is like a blood lusty beast, waiting in the dark, to strike us down when we are less cautious. However, enough of these troubles. There is a reason why I am writing you this letter, if you will ever get it. You may have heard of the twisted nature of this city, where streets seem to shift, water occasionally flows upward through pumps and pipes, and trees cry lonely songs in the night. But these events were nothing compared to the place I encountered yesterday..."

"The library had been rather small on the outside, but the more I advanced through its twisting halls, the bigger everything around us seemed to be. Or was it me, shrinking. What mystical race had roamed these halls of knowledge? "

"...and a enormous feather, at least 20' long, was next to it. I was able to read the text by climbing a jar of ink that was besides the book. Slipping on the smooth glass, I could barely regain my balance with the help of the pen that stood in it, I would certainly have drowned in the black fluid. Strange words in an even stranger language filled its pages. Although I could not understand what the words where saying, I know that it contains great knowledge. It whispered its words to me, slowly like the thick smoke of burning bodies, but clearly understandable."

"Therefore I must advice you to go there by yourself, My Master. Before our enemies will find out."

Lhaerenn the Scribe.

Terrain

The terrain for this scenario is easy to find, just look up your bookshelf. Take out books, feather pens, pots of ink, an old handout from your role-playing days, whatever. Place an open book (preferably your Mordheim rulebook) in the middle of the table and put an inkbottle next to it. After that each player takes d3 books (or something suitable) in turn to place it. Try to create a chaotic maze, with piles, walkways, ramps etc. It is suggested that the terrain is set up on a table, which is approved by both players, and could be of any size.

Setup

Each player rolls a D6. The lowest scoring player chooses which table edge he wishes to set up on and places all of his warband fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Special Rules

Movement: A pile of books may be ideal for warriors who need a higher position. Books of 1" thick or less count as difficult terrain. Books of more than 1" thick have

to be climbed. Because the pages are ideal handhold, as fingers can be slipped in between, the warriors receive a +1 bonus on climbing rolls, and warriors may climb at double speed.

Jar of Doom: A model standing on the inkbottle may be charged, but only if the charger made a successful climbing roll. The two warriors fight for one round, those Knocked Down or Stunned roll for initiative to find out if it falls down. If both warriors still stand, both roll for initiative. All warriors who fall roll an additional D6. On a roll of 1-3 the hero falls on the table, however, if he rolls a 4+ the warrior falls into the opening of the bottle. The model counts as out of action, and has to roll on the serious injury chart three times at the end of the battle. If the model is wearing heavy armor it drowns and is dead.

Starting the Game

Both players roll D6. The lowest scoring player takes the first turn,

Ending the Game

The objective of the Twisted Tome scenario is to draw knowledge from the mysterious tome. To do this a hero model must stand on the top of the bottle for at least six (of his own) turns! In order to remain concentrated, the hero may do nothing at all. Whenever it is hit, it loses concentration. The game ends if a warband succeeds in the objective, or if a warband routs. If a warband routs the other player may concentrate on the book with a model of her choice. No warband may voluntarily rout, as they are yearn to unravel the mystery of the mystical tome.

Experience

- +1 Winning Leader: The leader of the winning warband gains +1 Experience.
- +1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
- +1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.
- +2 Reading the Tome: The model reading the Tome receives an extra +2 Experience.

The Tome of Knowledge

Once a hero of one warband manages to concentrate for the full six turns the book will open its knowledge to him. Roll 2D6 on the table below. After that, the tome begins to fly like a bird, and sets into the darkness of the library.

2D6	Item
2	A fountain of magical energy blasts out of the book, beaming right into the model's brain, almost frying it. Flooded by this wave of knowledge the warrior receives D6+3 experience, the warrior loses on point of Initiative permanently.
3	Soothing words of love for the warrior sing a harmonious song. A feeling of self-consciousness fills the warrior. He knows he had this in him, that he can be the best if he wants too! The hero must add +1 to characteristic (movement not allowed) of the player's choice, but must subtract -1 from another skill.
4	The book speaks of way to connect oneself with the power of the wyrdstone. The secret ways of searching for this precious stone are printed in the warrior's mind, but not for long. The next exploration phase the player may re-roll D6 exploration dice once, second result stands.

5	Everything is whole; to know oneself is to know the other. Next battle the player may choose the scenario.
6	A wall of words fills the ears and eyes of the Hero, telling him more than he is able to understand. Some days later he discovers that somehow he may have learned from it though. The hero receives D2 XP.
7	Speaking in soft and silent words, the book tells the warrior of ways to unravel mysteries of life. After the battle the warrior will not look for wyrdstone and thus no exploration die is rolled for this warrior. Instead he will make his own deck of tarot cards! The hero must use his deck every time before battle.
8	Booming and Crying voices shout instructions to the warrior on how to rearrange his life. Visions of heaven and hell underline the statements. The warrior feels bad about himself and decides to do what the voices told him. Receive d3 XP, but loose d3 games because of a depression.
9	The symbols on the pages depict the anatomy of the warrior's race. The whole picture begins to glow, tearing itself of the pages. Floating in midair for a second, it suddenly leaps into the warrior's mind. The surprise brings the hero out of balance. The next time the hero has to roll on the serious injury table he becomes fully recovered automatically. Roll for Initiative immediately. If the model fails, he falls into the ink jar.
10	(Un)Holy symbols come to being in front of the hero. Slowly they fly towards him, surrounding him in 9 circles. The symbol-rings tell him more then words could ever describe. Nothing harsh here, nothing to loose. Just the peaceful knowledge about the world he is in. Easily he gets the message, as easily he falls to sleep. The hero immediately receives as much experience to reach the next experience level. This is done before experience for this battle is calculated. Because of the deep peaceful coma-like sleep he is in he cannot search for wyrdstone after the battle.
11	The loving voice of the warrior's long dead grand father explains where it al went wrong with him. Nothing to fear, grandpa is here! He shows the hero how to get right on track again. The warrior must choose one skill from his skill tables, and discard one of his current skills. This may not be the skill just chosen! In addition the warrior goes visiting grandpa's grave and looses d3 games.
12	<p>1-2. The pages of the book turn over by itself, sounds of trumpets and heavy drums fill the soul of the warrior. He recognizes the true spirit of live and energy in everything. Stunned by the insight the model slips on the glass, hits the edge of the bottle with the back of his head and falls into the bottle. Gladly he passed out before he drowned in the thick black sludge.</p> <p>3-6. The pages of the book turn over by itself sounds of trumpets and heavy drums fills the soul of the warrior. He recognizes the true spirit of live and energy in everything. The hero receives the Sorcery skill, even if this is normally not available to him. Those souls devoted to Sigmar (Sisters and Witch hunters) learn to cast Sigmarite magic instead, and roll for the spell immediately.</p>