

Wyrdstone Reaction Chart

Whenever you gain new shards of Wyrdstone, roll a D6. A roll of 1 means a Reaction by the cumulative shards, roll d66 on the chart to find what exactly it has done to your warriors. If you choose to roll on the chart, it should be done BEFORE any shards are sold, rumors that your batch may deflate the price!

Roll:	Description:	Effect:
66	Pure Wyrdstone!	Wyrdstone only effects Metals, one Weapon or piece of Armor may be transmuted into Gromril or Ithilmar.
61-65	I'm Healed!	One random Hero is cleared of all effects form one Serious Injury. This doe not include Death or Sold to the Pits.
54-60	Psychic Powers	One random Hero gets Psychic powers. Roll a d3 to see just how it manifests itself: 1- Mind Control; The hero can change other's thoughts. When searching for rare items add +1 to the result. 2-Wizard Powers; the hero gains the ability to cast one spell from the warband's spell list or from the lesser magic list like a wizard. If the Hero is already a wizard, it gains +1 spell. 3-Telekeinitic; The hero has the ability to move objects at will. He and any model within the range equal to his leadership will not suffer any Movement penalties.
53	Errrgh!	The wyrdstone makes one random Hero or Henchmen an ogre with the exact profile as an Ogre Bodyguard, but for all other reasons acts as the same before.
51-52	Prophecy of Doom	One random Hero starts speaking in tongues and drops to the floor, writhing about. That hero automatically works out a S3 hit with no armor save. One of the warband is lucky enough to record this babbling, later on it can e taken to a scribe for d6 gold coins and translated as a passage of a future event. Knowing this, one model in your warband may take a re-roll with a +1/-1 modifier in the next battle.
44-46	Wyrdstone Crazed	The wyrdstone makes the carrier crazed about gathering it. The outward appearance of the individual will not change, do it could be anyone and this will always stay in the warband's rules. The warband gets one re-roll on the Exploration chart, however whenever a roll is made on the Wyrdstone Reaction chart, you must subtract the total amount of wyrdstone. If you roll this twice, re-roll as only one can be wyrdstone crazed.
41-42	Got up and Walked away!	The wyrdstone floats in the air and flies back to where it was found. D3 shards are lost.
43	That's the stuff!!	The wyrdstone simulates a contact drug that stimulates one random hero. The next battle that hero will get +1 I and +A.

		After that battle the hero resorts to normal, however you may not sell any of the shards when you roll this, the hero is too busy clutching it to feel the effects of the addictive drugs.
36	Call to the Troublesome	The wyrdstone seems to call out to the thieves around Mordheim. The warband is beset by d6 robbers (use the Marksmen profile, armed with daggers and pistols.) you may hand over 2d6 gold coins or you may fight all of them. The next scenario is chosen by your opponent, and he fights with the robbers. If all of the Robbers are taken Out of Action, they will join you, impressed by your warband's fighting skill.
35	Acidic!	The wyrdstone's surface becomes acidic and corroded. One random hero finds this out the hard way. His hand is badly burnt and he will not touch the stone again. The hero suffers -1 WS and 2d6 shards of wyrdstone are lost.
34-32	Here, mousy mousy...	Someone has the great idea to test the wyrdstone on an animal. They find a rat and give it a piece of cheese covered in wyrdstone dust. The rat then becomes a huge hulking creature. If playing Skaven, a henchman is added for free. Any other warband must fight a Black Skaven armed with no armor or weapons. Since he just dined on wyrdstone, it's saliva is poison and will cause d3 wounds.
33	Plague.	The wyrdstone suddenly becomes diseased and all the warband members suffer the sickness. Each warrior must roll under their Toughness on a D6 or be consumed by contagion and die. Their weapons and armor carry the disease and may only be picked up if one chosen Hero rolls under his toughness again. Consequently, the disease will toughen the skin of any who have lived through it and the hero(s) who have not been killed will get +1 toughness.
31	Me 'ead urts!	The wyrdstone warps the mind of the random hero who does something idiotic, like eat a piece on a bet. On a roll of 1-3 the hero is now effected by Stupidity on a roll of 4-6 the hero is effected by Frenzy.
21-26	Mutation!	The warping power of the stone is too much for the person carrying it. One random Hero gets a random mutation from the possessed list. The hero's warband must roll above their leadership, using the leader's Ld. If the Leader is dead or has been mutated, the model with the highest Ld then tests. If failed, the warband will attack the unarmed Mutant and will lose d3 wyrdstone shards. If the Ld test is passed, the warband accepts the mutant as their old friend, but will try to forget about him. Possessed do not have to take this Ld test.
11-16	Tainted Wyrdstone.	The Wyrdstone one random Hero carries has been warping his mind and body, until finally it is released in a catastrophic

		form! All Henchmen and Heroes take a S4 hit without armor saves, signifying the unlucky hero blowing up or breathing fire before the other try to kill him. In addition, D6 wyrdstone shards are lost.
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