The Lost Temple Of The Slann

3-5 players

Terrain

Each of the players take turns placing a piece of terrain, They may place jungle trees, man eating plants, quicksand, ruins or other similar items. I suggest that the terrain be set up in an area roughly 4'x6'. You should put a Building (temple) in the center of the table. The objective of this scenario is to take control of this building.

Warbands

One player is the defender, determined as normal representing the warband that reached the building first. However, if there is a Lizardmen warband, they become the defender automatically. The defender is deployed first, inside or within 6" of the objective building. The attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents,

D6 Roll	Item Found
1	Temple Stone Guard
2	1D3 doses of Dark Venom
3	1D3 doses of Crimson Shade
4	Holy (Unholy) Relic
5	Lucky Charm
6	Heavy Armour

All of the above are described in the Mordheim rules, except for the Temple stone guard. For rules on the Temple stone guard, see new items.

Starting the game

Each player rolls a D6, the player rolling the highest has the first turn and order of play proceeds clockwise around the table.

Ending the game

The game ends when all warbands, but one, have failed their rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

Experience

+1 Survives: If a hero or henchmen group survives the battle, they gain +1 experience

+1 Winning leader: The leader of the winning warband gains +1 experience.

+1 per enemy out of action: Any hero earns +1 experience for each enemy he puts out of action.

The Old Relics

At the end of the game, the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the temple. Note that you'll roll for each item separately, apart from crystals (gold crowns), which are always found. For example, you will need a 4 + to find a tome of magic. Then roll to see if you find the Gromril sword. Note you roll on the table once for each hero not taken out of action during the game. If you have 3 heroes, then you roll 3 times. The maximum times you can roll is 6.

D6 Roll Needed	Item
4+	D3 gems worth 10gc each
6+	Tome of Magic
5+	Gromril Sword
5+	Cloak of Mists
3+	D3 doses of Healing Herbs
4+	Dispel Scroll
Automatic	3d6 crystals (Gold Crowns)

New Items

Temple Stone Guard

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	4	4	1	6	1	8

The Temple Stone Guard is a statue of an Old formidable Lizardman, created to protect the temple. The defending player gets to control the guard for this game. It will not leave the temple for any reason, even after the game. The Stone Guard may not be traded.

Cloak Of Mists: Only a hero can have this item. There is an additional —1 penalty for any attacks against the wearer. There is also a —1 penalty to initiative when trying to spot the wearer, if he is hidden.

Dispel Scroll: (as in WD242). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2d6 gc.