

Winds of Magic: Miscast Tables for Mordheim

Bonespoon and The Mysterious Broheim

For our Mordheim event days, we have introduced a few special rules to give a little themed flair to players' games. These miscast tables are simple and can be easily incorporated into any Mordheim game. We've included a version for traditional Mordheim, the Khemri campaign expansion, Empire in Flames campaign expansion and Lustria campaign expansion. These can all be found at the super helpful site <https://broheim.net/campaigns.html>.

Miscast: When a wizard casts a spell and makes a difficulty roll, on a roll of double ones something has gone terribly wrong with the winds of magic. Roll 2D6 and consult the appropriate miscast table. Miscasts do not apply to Sigmarite prayers and similar non-magic abilities – these simply fail as normal.

Mordheim Miscast Table

2 – Power of the Warp. Your spell fails and your wizard taps into the raw power of Chaos! A portal opens and your wizard is sucked screaming into the abyss- remove them as a casualty from the game and remove them from your roster.

3 – Chaos Spawn. Your wizard has attracted the ire of one of the great chaos gods and they are mutated into a terrible spawn. The spawn has stats of 4, but with 1 wound and attack. On the player's turn, it will charge any target it can see within 8" and fight a round of combat, otherwise it will do nothing. At the end of the game, the wizard is removed as a casualty from your roster as the gibbering spawn flees into the ruins of Mordheim.

4 –Power Drain. The spell fails, the winds of magic shift and abandon your wizard, who can no longer cast spells for the rest of this game.

5-6 –Missed! The winds of magic howl, and your spell is cast successfully on the nearest friendly model! Your opponent may make any decisions about the spell's effect, and if the target is not valid, the spell fails.

7 –Magic Blast. Your spell fails as a magic blast hits your wizard! Your wizard is blown away and moves d6" in a random direction and is knocked down. This may cause a fall, and they may take an I test to prevent this, following the rules for being knocked down near an edge (on a success they are placed, knocked down, at the edge, otherwise they fall).

8-9 –Wyrdstone Creatures. Your spell is successfully cast, but the energies attract mutated animals from the sewers who inflict 2 S3 hits on your wizard!

10 – What were the words? Your wizard hears foul whispers of a demon and mumbles an incomprehensible spell. Your spell fails, instead another random spell from your list is cast successfully (roll for the new spell, re-rolling the current spell) - you may choose the target and effects as normal.

11 – City of the Damned. The power of nearby wyrdstone is channeled into your wizard! Your spell succeeds, and the wizard gains a +1 to difficulty rolls when casting spells until the end of the game.

12 – Powerful Patron. Your wizard makes magical contact with a mysterious magical being, filling their head with forbidden knowledge. As this power flows through you, your spell succeeds and you may choose one academic skill or one spell (rolled from your list or the lesser magic list) which the wizard permanently learns.

Khemri Miscast Table

2 – Curse of Nagash. Your spell fails and your wizard taps into ancient, deadly necrotic magic, and their flesh withers as their soul is sucked from their bodies to serve the ancient necromancer Nagash. Replace the model with a zombie under control of your warband for the remainder of the game (see the entry from Vampire Counts list). At the end of the game, remove the wizard from your warband roster as the zombie crumbles to dust.

3 – Djinn's Wrath. Your wizard accidentally draws the attention of a trickster Djinn, who curses the poor fool! Your spell fails and your wizard is turned into a desert tortoise- the tortoise has one wound, one attack, leadership 5, a 5+ armor save and 2 for all other stats. The tortoise cannot use equipment or carry items. The tortoise is injured as normal and remains a model under your control. At the end of the game, in addition to any injury or experience rolls, roll a D6. On a 2+, the curse is temporary and your wizard is restored to normal. On a 1 the curse is permanent, and the wizard is removed from your roster as they wander off to an oasis.

4 –Power Drain. The spell fails, the winds of magic shift and abandon your wizard, who can no longer cast spells for the rest of this game.

5-6 –Shifting sands. The winds shift at the wrong moment, and your spell is cast successfully on your wizard! Any additional decisions about the spell are made by your opponent.

7 –Sandstorm! Your spell fails as a magical sandstorm whips around your wizard! Your wizard is blown away and moves d6" in a random direction and is knocked down. This may cause a fall, and they may take an I test to prevent this, following the rules for being knocked down near an edge (on a success they are placed, knocked down, at the edge, otherwise they fall).

8-9 –Necrotic Blessing. Your spell is successfully cast, but the necrotic energies of the desert inflict one S4 hit on your wizard.

10 – What were the words?- Your wizard hears ancient whispers of a long dead tomb priest and mumbles an incomprehensible spell. Your spell fails, instead another random spell from your list is cast successfully (roll for the new spell, rerolling the current spell) - you may choose the target and effects as normal.

11 – Genie's wish. A friendly genie looks kindly on your wizard! Your spell fails, but you learn one new spell at random from your list for the rest of the game (roll for the new spell, rerolling any spell your wizard already knows). At the end of the game, on a 2+, the blessing is permanent and you keep the new spell. Otherwise it is forgotten as the wisdom of the genie fades from your wizard's memory.

12 – The Mummy's Blessing. Your wizard makes magical contact with a Tomb King of old, learning the secrets of undeath. As this power flows through you, the spell succeeds and your wizard becomes permanently undead (and gains the rules Cause fear, Immune to Psychology, No Pain, and Immune to Poison- see Tomb Guardian List). The wizard counts as undead for all equipment and spell effects. Models who are already undead should treat this result as '11.'

Empire in Flames Miscast Table

2 – Mark of the beast. Your spell fails and your wizard taps into wild untamed magic. A horned shadow with glowing red eyes springs forth and devours the spellcaster. The spellcaster is dead and must be removed from your warband roster.

3 – Hare chase. Your wizard accidentally draws the attention of a bestial god, who curses the poor fool! Your spell fails and your wizard is turned into a hare- the hare has one wound, one attack, leadership 5, movement 6 and 2 for all other stats. The hare cannot use equipment or carry items. The hare is injured as normal and remains a model under your control. At the end of the game, in addition to any injury or experience rolls, roll at D6. On a 2+, the curse is temporary and your wizard is restored to normal. On a 1 the curse is permanent, and the wizard is removed from your roster as they wander off into the woods.

4 –Power Drain. The spell fails, the winds of magic shift and abandon your wizard, who can no longer cast spells for the rest of this game.

5-6 –Falling leaves. A flurry of leaves blow up at the wrong moment, and your spell is cast successfully on your wizard! Any additional decisions about the spell are made by your opponent.

7 –Tornado! Your spell fails as a magical tornado whips around your wizard! Your wizard is blown away and moves d6" in a random direction and is knocked down. This may cause a fall, and they may take an I test to prevent this, following the rules for being knocked down near an edge (on a success they are placed, knocked down, at the edge, otherwise they fall).

8-9 –Swarm of beasts. Your spell is successfully cast, but draws the attention of two demonic wolves who inflict two strength 4, weapon skill 4 close combat attacks on the spellcaster.

10 – Fickle Faeries. The tricky fairies twist and play with your spell! Your spell fails, instead select another spell list from the core rulebook and roll a random spell - this is cast successfully. You may choose the target and effects as normal.

11 – Lore of beasts. The powers of the wild flow through your wizard! Your spell fails, but you learn one new spell at random from your list for the rest of the game (roll for the new spell, rerolling any spell your wizard already knows). At the end of the game, on a 2+, the blessing is permanent and you keep the new spell. Otherwise it is forgotten.

12 – Taal's Blessing. Your wizard makes magical contact with the god Taal! Your spell succeeds, and the powers of the beast flow through you. You may choose one permanent bonus to your spellcaster as bestial energy transforms them: deer's leap (+1 movement), bear's power (+1 strength), goat's horns (+1 attack), turtle's shell (+1 toughness).

Lustria

2 – Serpent’s wrath. Your spell fails and you draw the wrath of Sotek! A huge spectral serpent swallows your spellcaster, who is dead and removed from your warband roster.

3 – Lizardman. Your wizard accidentally draws the ire of a powerful Slann, who curses the poor fool! Your spell fails and your wizard is turned into a lizard- the lizard has one wound, one attack, leadership 5, movement 4 and 1 for all other stats. The lizard also has a poison attack (follow rules for Black Lotus venom). The lizard cannot use equipment or carry items, is injured as normal and remains a model under your control. At the end of the game, in addition to any injury or experience rolls, roll a D6. On a 2+, the curse is temporary and your wizard is restored to normal. On a 1 the curse is permanent, and the lizard creeps into the jungle and the wizard is removed from your roster.

4 –Power Drain. The spell fails, the winds of magic shift and abandon your wizard, who can no longer cast spells for the rest of this game.

5-6 –Torrent. A localized downpour distracts your spellcaster, and your spell is cast successfully on your wizard! Any additional decisions about the spell are made by your opponent.

7 –Swamp! Your spell fails as a magical swamp emerges around your wizard! Your wizard is knocked down, and the ground in a 3 inch radius around the wizard permanently becomes difficult terrain (half movement rate unless amphibious).

8-9 –Swarm of snakes. Your spell is successfully cast, but draws Sotek’s servants- a swarm of snakes inflicts D6 S1 hits against the spellcaster.

10 – Slann Intervention. A Slann is manipulating the winds of magic. Your spell fails, instead roll a random spell from the Lizardman spell list (Town Crier 11) - this is cast successfully. You may choose the target and effects as normal.

11 – The power of the old ones. The power of the old ones flows through your wizard! Your spell fails, but you learn one new spell at random from your list for the rest of the game (roll for the new spell, rerolling any spell your wizard already knows). At the end of the game, on a 2+, the blessing is permanent and you keep the new spell. Otherwise it is forgotten.

12 – Sotek’s Blessing. Your wizard makes magical contact with the god Sotek! Your spell succeeds, and the powers of the serpent god bless you. You may choose one permanent special rule from the Lizardmen list (Town Crier 11): Scaly Skin (6+), cold blooded, or bite attack.

Orc Mob Miscast Table

2 – ‘Eadbang. In a brief green flash and a terrible bang, the powers of the WAGGH overwhelm your shaman, and their head explodes in a wave of green energy. Your spell fails and your wizard is permanently dead- remove them as a casualty from the game and remove them from your roster. Any greenskins or orcs, friend or foe, within D6” and line of sight suffer a strength 3 hit as they are engulfed in phantasmal green energy.

3 – Transmorgified into a Squig! Your wizard done goofed. Calling on Mork’s blessing, the orc god decides to have some fun. Your wizard is permanently transfigured into a cave squig- remove them from your roster. Use the cave squig stats, and the squig always counts as being out of control. At the end of the battle, if the squig is not taken out of action, it may be captured by your warband- add one squig to your warband roster.

4 – WAGGGH! The spell fails as your wizard is overcome with bloodlust. Move immediately a full move towards the nearest enemy. If moved into base contact, you count as charging in the next round of combat.

5-6 – Eyes of Mork! Glowing green energy shoots from the eyes of your wizard. Roll a scatter dice (or spin a spinner) to generate a random direction. A beam 1 inch wide shoots out from the wizard and extends 18". The first model hit (even if in partial cover) suffers a strength 4 hit.

7 – Oooof. Mork (or possibly Gork), kicks your wizard right in the baby greenskin factory. Doubled over with pain, your spell fails and you cannot cast spells next turn either.

8-9 – Bloom of Shrooms Your spell fails, and a beautiful circle of shrooms pop up around the wizard, releasing a cloud of spores. Any model within D6" and line of sight must make a toughness test. If failed, they count as WS1 in the upcoming combat phase and may not move in their next movement phase.

10 – Wot's dat again? Your wizard goes to summon Gork's powers... and blanks. What were those words? Mork whispers secrets in the wizard's ear- your spell fails and re-roll on the spell table. The new spell replaces the old spell permanently. If your wizard has multiple spells, re-roll any results of other spells you know.

11 – Gork's Blessing. Gork smiles on this bloodshed! Your spell succeeds, and the wizard gains a +1 strength until the end of the game.

12 – Mork's blessing. A green cloud of fog parts, revealing the toothy grin of Mork! Mork tells your wizard they've been ded 'ard and ultra cunning. Your spell succeeds and you may choose one academic skill or one spell (rolled from your list or the lesser magic list) which the wizard permanently learns.