

IALA

Runaway Mage

(written by the Gray Sage aka Lex and Sheldon McCarthy)

lala's real name is Sheldon lala Kerico. He abandoned his real name of Sheldon ever since he started being an apprentice to an Empire wizard by the name of Lothar. lala didn't get the type of training he thought would come along with being a mage. Sweeping out the tavern that was owned by Lothar had really disheartened lala he was about to quit when out of the blue, a traveling Mage came through and taught lala his first cantrip "Glue".

The next time Lothar stopped by lala showed him his cantrip and Lothar said it was a neat "trick", this made lala mad and he left in a fit of rage, vowing to show Lothar his neat tricks some day. He then roamed the country side, for months, looking for food, shelter, and another master to learn from, although he never could manage more than a scap of food living in someone's barn. Then one day he seen a poster proclaiming that to anyone who wanted to be rich to meet in the center square, and a warband was formed. With lala, being the "Mage" as he claimed. They were just entering the city, when they saw another warband of humans, they thought it would be a friendly meeting then all of sudden a hail of arrows came flying the bands way, and the first fight was on, lala, hid in the shadows away from the fight. His fellow warband members were slaughtered. The other warbands wizard was cut down by lala's warband Captain. They said you can join us or die, with lala not fond of dying he agreed, to join them, from then on he just kept jumping from warband to another.

Stats

M	WS	BS	S	T	I	A	Ld
4	3	4	2	3	3	1	7

Cost

60 pts. to join your warband, he adds, 10 points to rating. He won't join if there is a mage already in the warband. He'll join, any human, or Elf warband, he won't join Orcs, Skaven, Possessed, and Undead, warbands cause he's afraid of them.

Weapons

Staff, darts. (strength: 1 range: 8" 2 darts can be thrown, hits on a 3+, on a roll of 6 auto wounds)

Cantrips

These are all very minor magic applications that hardly drain the caster, most Wizards and other spellcasters will NOT stoop to even consider using these. When trying to use a cantrip roll 2d6. Any result of a double will mean that you can no longer use this ability for the rest of the game. IF you are CARRYING any Wyrystone, you can always elect to reroll one die on a double. These are the Cantrips you can choose from, assume that all are known, ONE cantrip can be used PER PHASE !! and only on persons in ones line of sight.

Stumble

If cast against an opponent in opponents movement phase. The person the cantrip is used against will stumble and loose 1" of movement. If cast at any other time on a person near (within 1" of a ledge or floor edge) that person needs to test or will fall.

Glue

On a missile weapon, glue will slightly delay the actual release of a missile, creating a -1 modifier.

In a HtH situation a person will have to fight some resistance, reducing initiative by 1 Blind can only be used on a personal HtH opponent.

Blind

allows a parry to be used, and is -1 to hit with all missile and hand to hand weapons.

Spice

You create a cloud of spices (pepper and other stuff) around you, any ANIMALS within 2" will instantly lose all interest in you and in their next movement phase move their maximum movement in a random direction. ANY (even friendly !!) contact they make in that move will count as a charge and result in one round of fighting.

Salt

This seemingly incongruous spell turns out to be real handy when fighting Zombies. It can be used in the missile phase to cast a handful of salt on a nearby Zombie. This will cause d3 hits on d6 strength.

Draft

A whirl of wind stirs up the dust around you effectively making you harder to hit. Upgrade cover for 1 round by 1. (eg. No cover becomes light cover etc.)

Douse

You create a globule of water over a fire or torch, which, upon release will douse the fire. The effect of releasing these showers on innocent bystanders you people may come up with. Light you may set fire to any specific combustible within 1".

Sheldon McCarthy
a.k.a - Iala Runaway Mage