

# The Lost Orb

## *A Melee/Wizards mass combat scenario*

In the early days of Thorsz the First Orbs of great power were created to increase his control over his empire as quickly as possible. He sent powerful wizards controlling these Orbs throughout his empire to tame, civilize and eventually control the surrounding wilds and its people. Over the past several hundred years these Orbs were long forgotten, forgotten until the great wizard warlord Malgor rose to power. Malgor seeks to find all of the forgotten Orbs and use their combined power to enslave all living creatures and bend them to his will. Through the raising of his mighty undead army Malgor is getting closer and closer to achieving his goal of domination. The only hope of the living is to find and gather the remaining Orbs before Malgor does. Thus the "unholy alliances" of men, orcs, dwarves, goblins and elves have been formed to not only fight Malgor's ever advancing army but to search for the hidden resting places of the remaining Orbs of power.

One such Orb has been located deep in a remote area of the Northern range of the Dwarrow Delve Mountains. Moving quickly an alliance of different races force march their way to the ancient site of the discovered Orb. Tensions run high amongst the odd group as mistrust and old insults resurface. It is rumored that the ancient Orbs will grant the person holding it immense power. Power that could be used to settle some old scores as well as fight off Malgor and his armies. When they reach their destination, however, they quickly learn that Malgor has learned of the location of this particular Orb as well, and has sent some of his minions to collect it....

It is the recovery of this Orb and be the last team standing that is the quest of this scenario.

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All players start out in a very shaky alliance to recover the Orb of power. The game starts with all figures being placed on the edge of the board. Figures are placed one at a time in a round robin procedure. Determine who places first with a simple dice roll. This board should be of a somewhat circular nature and have a small hill located in the middle, a couple of levels high. The board can also contain whatever terrain features you wish such as trees, rocks, etc. The figures do not need to be grouped together by team as it is assumed they start the game allied with each other and have just arrived at the scene, surrounding the location from all different directions. In the center of the board on a small hill is the pedestal holding up the Orb. It is surrounded by numerous undead skeletal warriors of Malgor. Before the Orb can be picked up by anyone all of the undead warriors must be destroyed. If a figure picks up the Orb before the skeletons are all slain that figure will be killed instantly. (The skeletons had just started a mystic procedure know only to them and Malgor to metaphysically attune themselves to the Orb. This connection to the Orb allows only them to use it until they are all destroyed.)

At any time during the combat the alliance can and should be broken. Just remember that the Orb can not be taken until all skeletons are destroyed. The winner will be the last team standing in possession of the Orb. If the players are not careful the skeleton warriors could possibly win this scenario.

The Orb will grant different magical powers to different people. Or it might not grant any power at all. The power granted will be totally random. A figure holding the Orb must have one free hand to hold it, therefore if he is using a 2 handed weapon or a shield he can not pick up the Orb. Use a small marker to represent the Orb and which figure is holding it. (We use a small glass bead with some sticky tack on it to attach it to the miniature.)

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Here are some suggested rules for the terrain. Feel free to adjust them however you'd like:

The board has many terrain features such as a hill, trees and rocks. The hill works this way: +2 DX to hit from above, -2 Dx to hit from below, movement and engagement rules are not affected one level up or down. You can move up or down one level at a time with no penalty. You can not move up two levels all at once. You can jump down two levels but you must roll 3D6 vs DX or fall when you land. Engagement rules do not work over two levels.

The trees will offer some protection from missile fire, -4 DX to fire through hexes containing trees. You can move through tree or bush hexes at the cost of two points of movement per hex. You can not, however, stop in a hex with a tree or a bush. Large rocks will block all missile fire and can not be entered.

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There are a total of eight skeletons surrounding the Orb. The six with swords are adjacent to the Orb, the two with spears are standing on opposite sides of the Orb, adjacent to at least one of the sword wielding skeletons.

#### **6 Skeletons:**

ST	12	Broadsword 2
DX	12 (10)	
IQ	8	Leather 2
MA	10 (8)	Small Shield 1

#### **2 Skeletons:**

ST	11	2H Spear 1+1
DX	13 (11)	
IQ	8	Leather 2
MA	10 (8)	

Skeletons are not affected by missile fire, the arrows just pass through them. They are brittle however, any hit of 8 or more points after armor will shatter them. The tactics for the skeletons are simple. They will move to engage any figures that come within 5 hexes and they will fight to the death. They will however not move further than 5 hexes away from the Orb because they wish to protect it. When in doubt as to who they will attack just roll a die. The skeletons will not use the power(s) of the Orb.

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This game is balanced for three players but more can easily be added. Each player will start with 6 characters and 240 total points. Each team should be made up completely of one racial type; human, elf, dwarf, orc or goblin. Remember, in my mass combat rules you have to start with the Individual Character Points added in to each individual character first. (Example: each human has to start at 32 points.) You then total all of your the Beginning Character Points and subtract that from 240 to get your Bonus Points. These Bonus Points can be added to your characters with no limitations.

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### **Orb Special Abilities**

Whenever a figure picks up the Orb for the first time roll 1D6 and consult the below chart. Each figure only gets one roll on this chart and after he has used up the special power that the Orb grants he can never roll on the chart again.

- 1 No Effect!
- 2 Lightning Capability: Figure can suddenly cast 1D6+2 total points of power. Roll to determine the total amount of power figure gets. Lightning does 1D6 per point of power used to cast it.
- 3 Armor: Figure temporarily receives extra armor protection. Roll 2D6+2 to determine the amount. Armor points will be used up as hits are stopped so keep track of the points.
- 4 Hammer Touch: Figure can use 1D6+2 total points of power to deliver hand held weapon blows that do an additional 1D6 points of damage per point of power put into the spell. Figure must announce the amount of power used before rolling to hit. If figure misses target then power points are still lost. Roll to determine the total amount of power figure gets.
- 5 Teleport: Figure can teleport anywhere on the board once. Spell takes effect on figures DX.
- 6 Orb reacts badly to the figure and cause 1D6+2 points of damage! Because it's an electrical shock armor does not stop this damage.