



Njet Comrade!

Kislevite Shaman Characters in Warhammer Quest

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KISLEVITE SHAMAN CHARACTER

On the northern borders of the Old World is the semi-nation of Kislev. It is a land of windswept steppes, barren plains and rugged hills. The capital (also called Kislev) is the seat of the Tzar, and the western parts of the country are relatively civilised. The northern marches of Kislev are bitterly cold and there are only a few scattered settlements there. The main inhabitants of this land, simply called the Troll Country, are beasts and Monsters that have come south from the Chaos Wastes, which encroach upon the northern parts of Kislev.

There are parts of Kislev which are almost inhospitable and only accessible during unusually hot periods of the spring and summer seasons. The people who live in these places are nomadic and their culture bears little resemblance to the customs and traditions of western Kislev. The nomads live in scattered tribes of twenty to thirty families, and they follow the migrating herds of elk and reindeer. These scattered tribes call themselves *Horkoi*, and their heritage and existence can be traced back to the time of scattered tribes before Sigmar founded the Empire.

The Horkoi are no strangers to war with evil creatures such as Orcs and the minions of Chaos. Their territories stretch up into the Troll Country, which is little more than the southern most reaches of the Northern Chaos Wastes. There is the Skaven Stronghold, Hell Pit, in the north, and many Horkoi have been captured and taken as slaves by the Skaven of Clan Moulder who live there. During the wars with the Vampire Counts of Sylvania, legions of dead

walked abroad, and at least three armies were sent north through Kislev for out-flanking attacks on the Empire's armies. Some of the Horkoi encountered these marching dead and fought them, and many tribes added to the ranks of the damned army. Orcs and Goblins have various small lairs for the entire length and breadth of the World's Edge mountains, and the larger tribes occasionally raid the most eastern Horkoi for slaves and loot. The Horkoi definitely have reason to fight the hordes ranged against humanity.

Sometimes the Horkoi move westwards and approach Praag and Kislev itself. In the more central regions of the Troll country, tribes of similar outlook have banded together to form rough and ready confederations. There are two of these confederations that are large enough to be of importance to the Old World, the *Ungols* and the *Dolgans*. The Ungols consist of around fifty or sixty tribes and actually have representatives at the court of Kislev. The Ungols believe that they are the actual descendants of the original rulers of Kislev from the time of Sigmar, and that the present reign of the Tzars is but an interlude until they return to power. The Ungols are very warlike and constantly raid the territory of tribes that are not part of the confederation.

The Dolgans live nearer the mountains and are slightly smaller in number than the Ungols. They prefer trade to war, and have a larger number of horses and ponies. The current chief advisor to the Tzar of Kislev is actually a Shaman from a Dolgan tribe, and his influence has led to many privileges being afforded to his kinsman. This of course only makes the tribes of the Ungols more angry and there is constant strife between the two factions.

Each tribe has its own particular customs, but the religious beliefs, tribal organisation and traditions all come from a common basis. It is the belief of these people that there are powers and deities that control every aspect of their lives. The main deities they believe in are:

Hiskai: the lover of Ice and Cold. It is Hiskai who brings the winter blizzards and freezes the rivers. Hiskai is also associated with death, since the cold and the wind are the most savage and persistent enemies the Horkoi have to face.

Urkov: the controller of Fire and Warmth. It is Urkov's cloak that brings the summer and melts the Ice. Urkov is most often linked with life and growth, and is a form of sun god. However, in many parts of Kislev Urkov is not particularly liked, especially in the mountains, as the rare heat of the sun melts rivers and snow and leads to flooding and avalanches...

Vostich: is the deity of the animals, and prayers to Vostich are delivered to bring good luck on hunts, and to assure that the herds do not move too far away. Vostich is one of the most widely worshiped deities, as all the tribes require his blessings to eat and need the skins of animals to build their tents and make their clothes.

The last of the four main Khai, as these deities are called, is **Kordusk**. Kordusk is the Earth Khai and it is Kordusk who built the mountains and carved the rivers. Kordusk is also responsible for plants and water, and it is he who leads the Shaman to fording points of rivers, and tells the tribe where grazing land can be found for the few domestic animals that they have.

The tribes of the Horkoi are organised on two planes. The physical side of life is led by a war chief who looks after the day to day running of the tribe. It is this chief who leads them in war, directs the hunters and decides when it is time for the tribe to move on. The spiritual side of life is controlled by a Shaman. The Shaman consults with the Khai on matters of importance. The Shaman offers up

prayers to the relevant Khai when the tribe hunts, or has to overcome an obstacle such as a river, or the hunters go out to fill the winter stores. A Shaman is usually dedicated to a single Khai, though they can pray to any of the Khai they develop a particularly good rapport with a certain deity.

The power that the Shamans wield is actually a very raw form of Light magic, which is the heaviest and hardest colour of magic to control. How the Shamans originally managed to harness the Light magic is a question that constantly baffles the Wizards of the Colleges of Magic. The religious beliefs are the most likely reason, since strict ritual and perseverance is the most profitable way of controlling the forces of Light magic. The ancient ceremonies performed to the various deities probably formed the method for extracting the Light magic, while a few who were particularly attuned to the winds of magic actually managed to use the energies that were released. Trial and error probably followed, with correct rituals (those that released lots of Light magic to the Shaman) being adopted while less efficient methods were replaced by new practices. To the Horkoi this was just a matter of finding the right prayers and sacrifices that meant the Khai answered their prayers. In other words the Light magic was released and certain influences from the Shamans mind formed it into rough and ready spells that caused rivers to flow slower, drew the herds of deer towards the tribe and so on.

Shamans are sacrosanct and no Horkoi would ever attempt to harm one, for they are believed to be the messengers of the Khai and not totally of this world. However, the tribes of the Horkoi do fight each other and it is sometimes the case that a Shaman's tribe is destroyed. If this happens the Shaman will look for a tribe that has no present Shaman, or has a less experienced Shaman for him to usurp. Many young Shamen are sent out into the world to test themselves against the elements. Sometimes the wandering aspirant will meet people from the Old World and be taken to the Empire or beyond. These Shamen often become involved with adventurers because of their strange talents and powers.

The Shaman is happy to accompany these people as he has no knowledge of the strange laws and customs of the Old World. The other adventurers learn early on not to take advantage of the Shaman as they are astute and have wisdom beyond their age. Often the Shaman seems very eccentric by the people of the Old World, and they can be very emotional and temperamental, sulking when their advice is not heeded and becoming raging madmen if somebody insults their lifestyle or homelands. This is partly an aspect of their barbaric upbringing, and partly because they act as constant conductors for Light magic, which suffuses their bodies and plays upon their minds.

A Shaman appears as an outlandish character, dressed in deerskins, carrying his totem staff and adorned with charms and talismans. Shamen are not easily acquainted with the idea of bathing (the action of undressing in their home country being an invitation to Pneumonia and frostbite) and they carry around pouches of pungent herbs. This all merges to make them into people that part crowds, enter shops which are suddenly closed and are sometimes the butt of the rough and ready humour of the Old World.

STARTING AS A KISLEVITE SHAMAN

You may play a battle-level 1 Kislevite Shaman instead of choosing one of the warriors from the Warhammer Quest boxed game. Follow all of the normal rules for creating a new warrior, specifically a Wizard, as written in the Warhammer Quest rulebook.

Weapons

The Kislevite Shaman starts the adventure with a sword and the *Totem Staff* equipment card.

The Kislevite Shaman may use his Marta to bestow Blessings as detailed in these rules and the Warhammer Quest rulebook. He starts with an innate store of 1D6 *Mana*.

The Shaman's profile depends on which animal he has chosen for his spirit-familiar, as follows.

Totem Staff: A Shaman's Totem Staff is covered with images of his particular deity and helps him commune with his patron Khai. The power of the Totem Staff can be

invoked once per dungeon and allows the Shaman to add 2D6 *Mana* to his total for that turn only.

SPIRIT-FAMILIARS.

Each Shaman takes to himself a totem animal, or Spirit-Familiar. The Spirit-Familiar is a guide in the realms of the Khai, and helps the Shaman communicate with his deities. There are two spirit-familiars to choose from, and each one has its own strengths and weaknesses.

The Raven is commonly associated with death, but is comparatively small and weak. It is agile and has the ability to fly, but cannot sustain much injury. If you choose the Raven as your totem you may add +1 to your *Move* and +1 to your *initiative*, but must deduct -2 from your *Wounds* total.

The Wolf is lean and fast, and is known for its great endurance on long hunts. It is, however, eternally driven by its hunger and needs to feed to sustain itself. If you choose the Wolf as your totem your Warrior may add +1 to his *Weapon Skill* and an additional 2 *Wounds*. For every turn that there are no Monsters on the dungeon board, roll 1D6. On a roll of 1 you lose a wound, which may be recovered in the normal way.

You should choose your totem animal carefully as it will affect your Warrior throughout his entire adventuring life.

BLESSINGS .

Some Blessings have a varying effect depending on which of the two totem animals the Shaman has chosen. The particular effects are detailed in the description of the Blessing.

Blessings are used in exactly the same way as a Wizard's spells. Instead of Power they require *Mana* to use. During the game, anything that refers to spells, their effect and the casting of will affect Blessings in exactly the same way. Some Blessings are marked with a symbol that indicates that they are offensive (**O**). This means they may only be used in the same way as a Wizard's Attack spells (during his own part of the Warriors' Phase).

Mana

Mana is the power a Shaman uses to receive and bestow Blessings. The amount of *Mana* a Shaman possesses depends upon his level and the number of Warriors he is with. A Shaman has a number of *Mana* that he has built up during meditation and prayer, and this is treated exactly like a Wizard's store of innate power, it is expended and then regained between dungeons. Rather than using the power dice to determine how much *Mana* he gains from turn to turn, consult the following chart. Cross reference their Shaman's level with the number of other Warriors on the same board section. He gets a set amount of *Mana* according to his Battle-level plus the amount shown on the table below. A Warrior who is on 0 Wounds contributes half the normal points (rounding fractions up, so at battle-levels 1 and 2 a Warrior on zero Wounds is still worth one point of *Mana*). Obviously a Warrior who starts the Power phase on 0 Wounds is dead and contributes nothing, but the Shaman's *Mana* is not set once the Power phase is finished. If a Warrior is reduced to 0 Wounds the Shaman will lose the corresponding amount from his *Mana* (i.e. half the amount a Warrior is worth). If he has insufficient *Mana* he must expend it from his *Innate Mana* or lose D6 Wounds per excess point lost.

Shaman Mana

Battle Level	Basic Mana per turn	Mana per Warrior on board section	Innate Mana
1	2	1	1D6
2	2	1	2D6
3	3	2	2D6
4	3	2	3D6
5	4	2	4D6
6	4	2	5D6
7	5	3	5D6
8	5	3	6D6
9	6	3	7D6
10	6	3	8D6

KISLEVITE SHAMEN AND SETTLEMENTS'

Kislevite Shamen are not at all prepared for the hustle and bustle of Old World life when they first arrive. As they grow more experienced, they lose their naivety and find out how to avoid situations more easily. A Shaman with a Battle-level of 4 or less must roll twice on the Settlement Events chart, to represent the fact that he can't avoid trouble until he is more attuned to the ways of town dwelling people.

Whenever the shaman has an **Uneventful Day** settlement Event, roll 1D6 and add his Battle Level. Look up the result on the following chart.

1D6+Level

2-3 The Shaman is openly ridiculed and his attempts to keep his pride land him in trouble. After cursing a market trader and sending several members of the watch sprawling, he is finally thrown out of the settlement.

4 The Shaman is involved in a fracas with a shopkeeper and is taken away by the authorities. He must pay 1D6x50 gold as a fine and spend the next 1D6 days in jail, during which time he may not visit any locations and need not roll for further Settlement Events or pay Living Expenses.

5-10 He really does have an uneventful day.

11-12 A local tries to make a mockery of the Shaman, but soon regrets his harsh words when the Shaman invokes the power within himself. He gestures towards the insulting man and barks a word of power. The man collapses to the floor, moaning in agony. Any items you buy from shops from now on cost 10% more than normal (something worth 50 gold now costs 55 gold, for example), but you no longer have to roll on this table while in this settlement.

13-14 A boy attempts to steal a purse from a woman nearby, but as he runs off down the street you stretch out your hand and flick your wrist, whilst speaking a powerful incantation. The boy is sent sprawling and the purse is returned to its rightful owner. She rewards you by giving you 1D6x50 gold, plus she covers any living expenses in this settlement from now on.

15 In the night, a fire breaks out in a storeroom and starts to blaze fiercely. The people are at a loss until you arrive at the scene. Intoning a supplication to Hiskai, a cold wind begins to whip at your hair. You stretch your arms towards the blazing building and breath out. The wind increases to a howling gale and billows over the flames, extinguishing them. The crowd cheer and offer you rewards and gifts. Any items you buy in this settlement are now at half price, and you no longer have to pay living expenses in this settlement.

16 During a small storm, a fence is broken down and a herd of cattle begin to stampede through the settlement. As people flee from the destructive beasts, you walk slowly out into the street, right in front of the marauding herd. Somebody accuses you of being insane but you ignore them and offer a prayer to Vostich. With a sudden feeling of strength you raise your arms above your head and utter a sonorous monologue to the skies. The stampeding cattle slow and then stop, nuzzling up to you and pacing around in apparent contentment. The people approach you cautiously, offering thanks and showering you with praise. Gain 1D6 *Mana* permanently, added to your *Innate Mana*.

The Kislevite Shaman may visit the following locations in a settlement: The Ale House (-1 modifier to his roll), the Gambling Den, Weaponsmith, Fletcher, Animal Trader, General Store and the Alchemist.

Solitude

Instead of visiting the Temple, a Shaman may sit outside the settlement and commune with his deities. This takes 1D6 days, during which time there is no need to roll for Settlement Events or to pay for living expenses. Roll 2D6 on the following table.

2D6 Result

- | | |
|-----|--|
| 2-4 | Your prayers are unanswered. |
| 5 | You gain a small benefit from the experience, you gain +1 extra point of <i>Innate Mana</i> for the next Dungeon only. |
| 6-8 | You are uplifted by the solitude, gain +2 extra points |

of *Innate Mana* that can be used in the next Dungeon only.

- | | |
|----|---|
| 9 | You soul is strengthened and the ties between you and your deity are reinforced. During the next dungeon you gain an extra + 1D6 <i>Innate Mana</i> (roll immediately). |
| 10 | You are bestowed a special gift from your deity; gain 1D6 <i>Innate Mana</i> immediately. |
| 11 | Your deity grants you a tiny portion of their power. During the next dungeon you may invoke one Blessing without expending any <i>Mana</i> . |
| 12 | Your deity links directly with your spirit and broadens your mind. You must spend the next 1D6 days recovering, but you immediately gain more Blessings as if you had advanced to your current level and 1D6 <i>Innate Mana</i> . |

SHAMANS AND TRAINING.

A Shaman does not need to visit a settlement to train, but it still takes him a week to do so, and he will therefore arrive at the settlement a week later than the rest of the Warriors. When he goes up a level, the Shaman may gain additional *Innate Mana*, and he will also receive a wider choice of Blessings. To see what Blessings he gets roll 2D6 and add his level. This is the total number of *Mana* points the new Blessings need to be cast, divided up as the Shaman wishes. For example, a level 4 Shaman rolls a 4 for a total of 8 *Mana*. He could acquire a single *Mana* 7 Blessing, or a 2 *Mana* 4 Blessings or any other combination that adds up to 8. As the easiest Blessing cost at least 4 *Mana* it is possible that you will have excess points. These are lost and cannot be held over for the next time you advance a level.

The Shaman's advance profile only shows what additions you make to your profile when advancing to that level, as the characteristics themselves will be different depending on the Totem animal that you have chosen.

MANA 4

These Blessings require 4 points of *Mana* to be invoked.

1 Soul-bind (O)

The Shaman links his soul with the spirit of a Monster's, so that the two of them become spiritually linked.

Select a single Monster on the same board section. Every time the Shaman takes damage roll 1D6. On a roll of 6, the target Monster also takes D6 Wounds, with no deductions for anything (Toughness, armour, Ignore Pain, etc.).

2 Robe of Fire

The Shaman calls on Urkov to protect his follower and a curtain of small flames erupts around him.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The Robe of Fire adds +2 to the target's Toughness, which is still effective against attacks that normally avoid Toughness and armour.

3 Cleansing Flame

Blue nimbuses of light pass into the body of a wounded Warrior as the Shaman performs the rites of this Blessing. The Warrior grimaces in pain as his body seems to be consumed by fire, but the flames die down and the Warrior finds his wounds are healed.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). Roll 1D6; on a result of 1 or 2 nothing happens, on a roll of 3 or more the Warrior has that many Wounds healed.

4 Burning Hand

The Shaman yells his defiance at the Monsters, and clenches his fist in anger. Purple flames burst from his wrist and hand and the muscles in his arm swell up.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The target gains +2 Strength for a whole turn.

5 Blizzard (O)

The Shaman gestures at a Monster, and the air around it begins to swirl with frozen particles, causing it to be partially blinded.

A single Monster on the same board section loses -1 Attack in the Monsters' Phase.

6 Ice Sword

The air starts to encrust on the Shaman's blade, making it shimmer and glow with the pale sheen of death.

This is cast on a single weapon on the same board section as the Shaman (including the Shaman's weapons). Any attacks with that weapon cause an extra +1 Wound and the weapon is treated as magical for that turn.

7 Communion of Hiskai

The Shaman closes his eyes for a moment and his mind's voice calls out to the power of Hiskai. In reply Hiskai sends a shimmering wall of force that surrounds the chosen Warrior

Select a single Warrior (including the Shaman) and roll 1D6. The result is the number of attacks that the force wall is in place for. Any Monsters which attack the warrior while the Blessing is in play are at -1 to hit the Target Warrior. After D6 attacks have been directed at the target Warrior, Monster's may attack the warrior as normal.

8 Blade of Wind

The Shaman speaks aloud a word of power and thrusts his sword arm into a the billowing cloud that appears above his head. When he pulls his hand out he is clenching a sword that appears to made entirely of bluish smoke.

The Shaman gains +1 attack with the Blade of Wind, which does normal damage and counts as magical.

9 Flaming Brand

The Shaman pulls a small twig from his pack and holds it aloft. He chants his prayer to Urkov and the end of the stick bursts into flame, turning it into a blazing torch.

This spell creates a torch that lasts for D6 turns. The torch may given to any Warrior and passed around freely. The torch is treated exactly like the Lantern in all other respects.

10 Inner Fire

The Shaman invokes the power of Urkov to strengthen his resolve and enhance his body.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The target gains +1 Strength and +2 Move for a whole turn

MANA 5

These Blessings require 5 points of *Mana* to be invoked.

1 Call of Hiskai (O)

The Shaman opens his mind to his deity and Hiskai uses him as a channel through which Hiskai screams her hatred.

Roll 2D6 for every Monster on the same board section as the Shaman. If you roll an 11 the Monster is scared rigid and loses D6 attacks in the next Monster's phase. On a roll of 12 the Monster turns and flees, remove it from the board but do not award gold to anyone. This Blessing may only be invoked on the same turn that Monsters are placed.

2 Bloodchill (O)

The Shaman thrusts a boney finger at the Monster and its blood begins to freeze within its veins.

A single Monster on the same board section as the Shaman suffers 1D6+2 Wounds with no deductions (toughness, armour, Ignore Pain, etc.).

3 Flying Shards (O)

The air around the Shaman 's outstretched fingertips begins to swirl and coalesce. With a flick of his wrist he sends the magical icicles scything towards the enemy.

Select a single Monster within 8 squares range. The Monster suffers 1D6 Wounds, plus an additional wound for each extra point of *Mana* you wish to expend. This damage ignores up to 1 point of armour. In addition the Monster loses 1 Attack in the next Monster's phase.

4 Soul Stealer (O)

A spiritual hand reaches out from the Shaman and plucks at the soul of his enemy, trying to drag it from the body.

Select a single Monster on the board. Roll 1D6 for every

Battle-level of the Shaman, every roll that comes up as a 6 causes 1D6 wounds to the Monster. Damage from this Blessing ignores armour and Monsters may not use Dodge, Ignore Blow or Ignore pain to reduce the number of Wounds caused.

5 Pillar of Urkov

Upon chanting the words of the incantation, the ground at the feet of the Shaman begins to tremble violently. A second later the Shaman is lifted high off the ground by a roaring column of fire.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The Warrior is raised off the floor and may only be attacked by missile weapons and spells. He cannot move and may not make any hand to hand attacks himself. This Blessing can be used to climb out of pits, and in similar circumstances.

6 Storm of Rocks (O)

Raw power sets sparks dancing from the Shaman's skin. He throws his hands forward at the enemy and the roof of the Dungeon shakes and cracks. Small rocks cascade down onto the Monsters.

Pick any single Monster on the same board section as the Shaman. This Monster takes 1D6 Wounds with no deductions for armour or Toughness. For each extra point of *Mana* over 5 that the Shaman expends, he inflicts an additional Wound. If he causes more than 10 wounds on the Monster (after deductions) it loses D6 attacks in the next Monsters' phase while it frees itself.

7 Fiery Shield

The Shaman sprinkles a few sacred herbs on the ground and prays to Urkov When he clenches his fist, a glowing red shield appears on his arm.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). Any missile or hand to hand attacks against that Warrior will only cause half damage (after deductions) on a D6 roll of 4 or more. Lasts a whole turn.

MANA 6

These Blessings require 6 points of *Mana* to be invoked.

1 Ice Wall

The Shaman spreads his arms wide and chants the three verses of his prayer. He then gestures towards two separate points, between which a wall of continually melting and freezing ice forms.

This spell affects four adjacent squares. Any Monsters inside the wall will only be able to hit the Warriors on a to hit roll of 6 in the next Monsters' Phase, either with hand to hand or missile attacks.

2 Rage of the Damned

The Shaman opens up his mind to the spirits of those who have been unjustly slain or killed before their appointed time. The hatred and anger passes into the Shaman and possesses him completely

Choose a Warrior on the same board section as the Shaman (including the Shaman himself). For the next D6 Warriors' Phases this Warrior is subject to Frenzy (4+) and follows all of the rules for Frenzy in the Warhammer Quest rulebook.

3 Ghost Tongue

The Shaman stops and speaks with the souls of the dead, whose existence in the spirit plane allows them to warn him about future dangers, helping the Warriors avoid the hazard.

This Blessing is used when an Event card has just been taken from the deck. It allows the Warriors to place the Event card further down in the deck and to encounter the next one instead. You may look at the Event card before you decide to use this Blessing.

4 Burning Orb

(O)

The Shaman's voice rises to a bellow as he flings his arms straight out behind him. With a final shout he claps his hands together and a raging ball of fire erupts from his fingertips.

Pick any 2x2 squares area on the same board section as the Shaman. Any Monster (or Warrior) in the affected squares suffers 1D6 +Shaman's Battle-level wounds, with no deductions for armour.

5 Transformation

The Shaman drops to his knees and presses his head to the ground. Muffled sobs of agony accompany the distortion of his body.

Totem animal - Raven. The Shaman may now fly. He is not subject to pinning and may enter any square, though he may not finish his movement in a square occupied by a Monster, Warrior or other obstacle. While flying he gains +1 to his Movement.

Totem animal - Wolf. The Shaman gains +1 Initiative and +1 attack. He must attack at least once per turn or suffer D6 wounds, with no deductions.

A transformed Shaman may not use any weapons or magical items, but can invoke other Blessings unless otherwise stated. The Shaman may sustain his transformation by expending 3 points of *Mana* at the start of each subsequent Warriors' Phase.

6 Glowing Heart

The Shaman's pleas are answered and a feeling of courage and resolve descends upon the assembled Warriors

This Blessing affects every Warrior on the same board section as the Shaman (including the Shaman himself). They become immune to Fear and Terror for a whole turn.

7 Wall of Fire

Fire burns out of the Shaman's eyes, sweeping the room wherever he looks.

This Blessing affects any 4 adjacent squares on the board. For the next whole turn Monsters and Warriors (Including the Shaman) may not draw a Line of Sight through, or move through those squares, treat them as a solid wall (cannot cross them on a blocked diagonal, for example). Even Monsters that fly or otherwise avoid obstructions may not move through the magical flames.

Mana 7

These Blessings require 7 points of *Mana* to be invoked.

1 Ring of Fortitude

Urkov hears the words of the Shaman and forms a protective barrier between him and the nearby Monsters. Blazing red sigils appear on the ground around the Shaman's feet.

Choose a Warrior on the same board section as the Shaman (including the Shaman himself). This Warrior is immune to any type of Fatal Damage until the start of the next Warrior's Phase.

2 Hunter of Souls

(O)

The Shaman calls to his spirit-familiar to manifest itself and come to his aid. A benevolent animal appears, a glowing blue aura coruscating through the air around it.

Totem animal Raven. The Raven can immediately attack any Monster on the board. It has a D6+2 attacks with a Weapon skill of 6, a Strength of 4 and does 2DG damage. Its attacks count as magical.

Totem animal - Wolf. The Wolf immediately bounds forward and savages a single Monster on the board. That Monster suffers D6 Wounds immediately, with no deductions at all (Toughness, armour, Ignore Pain, etc.). If you roll 1, 2 or 3 the Wolf fades away. If you roll a 4, 5 or 6 roll another D6 Wounds. Continue to do this until the Monster is dead or the Spirit-Wolf fades away.

3 Spirit Walk

The Shaman gestures towards the recipient of the Blessing and their body partially fades into the spirit realm.

This Blessing may be used on a single Warrior (including the Shaman himself). The next attack against the target Warrior has no effect at all.

4 Hiskai's Gift

The Shaman flings himself to his knees and implores Hiskai to return the soul of one of his companions that has died.

This Blessing affects a single Warrior who has died during the adventure. He is returned to life and is placed on the same board section as the Shaman. He will have lost any treasure or gold he gained from this Dungeon, but returns with full Wounds.

This Blessing may be used several turns after the warrior died.

5 Bonewither

(O)

The Shaman reaches out to Hiskai and allows some of her might to pour into his hands. He then turns to his enemies and strikes at them with his fists. When his blows land the power of Hiskai burns into them and through their skeleton, trying to destroy them from the inside.

The Shaman may make an immediate hand to hand attack against a single adjacent Monster. If he hits then the Monster's Toughness is reduced by 1D6 for the next whole turn. If the 1D6 roll is more than its Toughness it counts as having a Toughness of 1 and each excess point causes the target to lose 1D6 wounds instead. These Wounds are not reduced by Toughness or armour, and the Ignore Pain, Dodge and Ignore Blow abilities may not be used.

MANA 8

This Blessing requires 8 points of *Mana* to be invoked.

1 Tomb Call

(O)

Hiskai listens to the prayers of the Shaman and wreaks her terrible wrath on one of the Shaman's adversaries.

Pick a single Monster on the board and roll a number of D6's equal to the Battle-level of the Shaman. For every dice that comes up as a 3, 4, 5 or 6 the Monster suffers that many Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

MANA 9

These Blessings require 9 points of *Mana* to be invoked.

1 Earth Demon

The Shaman scratches a strange symbol into the floor and sprinkles a few herbs around him. He shouts a word of power and the flagstone floor begins to split asunder, a moment later a huge servant of Kordusk stands before him, ready to do the Shaman's bidding.

This Blessing allows the Shaman to summon an earth Daemon, which will occupy the same square as himself. It is treated like any other Warrior and lasts until the end of the Warrior's phase. It has the following profile. Move-Moves with Shaman, WS-5, BS -, S-5, T-5, I-2, At-D6, Str Dice- 2. Its attacks count as magical.

2 Ice Demon

The room is filled with chilling laughter and the Shaman is surrounded by swirling ice particles, which adhere to his body, forming a muscular frame around him.

The Shaman gains +2 attacks, +2 Strength and +1 Strength Dice until the end of the warriors' phase

3 Plant Calling (O)

The Shaman's words reach deep into the rock? surrounding the dungeon, bringing the strength and warmth of spring to roots and tendrils that have lain dormant for centuries. Suddenly the rooms walls erupt with probing stems and entwining leaves.

For every Monster in the same room as the Shaman roll 1D6 and add its strength. On a score of 7 or less it is entwined and loses half of its attacks (rounding fractions down) in the next Monsters' Phase. A roll of 1 will always indicate that the Monster is caught and loses its Attacks.

MANA 10

These Blessings require 10 points of *Mana* to be invoked.

1 Kordusk's Cloak

The Shaman clasps his arms around his chest and kneels down. A dark: red mist seeps from the ground and envelops him. When the smoke disappears there is no sign of the Shaman.

The Shaman may move to any square that is within Line of Sight of one of the other warriors. If he appears outside the range of the Lantern he will be Lost in the Dark as usual.

2 Grave Wind (O)

Small motes of dust begin to swirl around the Shaman, and the air is filled with the stench of decaying flesh, the ghostly wind intensifies until it fills the entire room.

All Monsters and Warriors on the same board section as the Shaman (except the Shaman himself) immediately lose 2D6 Wounds with no deductions (Toughness, armour, Ignore Pain etc.).

MANA 11

These Blessings require 11 points of *Mana* to invoke.

1 Vermin Call (O)

The Shaman whistles a series of piercing notes and from the darkness around him erupts the sound of millions of scampering creatures. Suddenly a host of Rats, Bats, beetles, spiders and other animals burst into the light of the lantern, swarming over the Shaman 's enemies.

The Vermin swarm does 8D6 damage with no modifiers for armour. The damage dice can be distributed between any Monsters on the same board section as the Shaman see fit, i.e. One Monster could take 5 of the damage dice and another Monster takes the remaining 3 damage. Monsters may not Dodge this attack.

2 Speed of Hiskai

Hiskai folds her dark cloak over the dungeon and time seems to slow down for the Warriors. The Monsters they are fighting appear to be sluggish and clumsy.

This Blessing affects all of the Warriors on the same board section as the Shaman (including the Shaman himself). Each affected Warrior gains +1 Movement and +1D6 attacks (rolled separately for each Warrior) for a whole turn.

3 Tunnel of Kordusk

The Shaman prays to Kordusk to free them from the hellish depths of the dungeon. A distant roar begins to reverberate around the room, and with a burst of light a gaping corridor appears in one wall, allowing the Warriors to escape.

The Warriors may leave the dungeon in 1D6 turns. The Tunnel will appear in the room in which this Blessing was used and will only remain accessible for 1 turn, after which it will close up again. The Warriors must be in the same room as the tunnel to leave

KISLEVITE SHAMAN CHARACTER BATTLE-LEVEL TABLE.

Battle Level	Gold	Title	WS	BS	Damage Dice	S	T	Wounds	I	A	Luck	Willpower	Escape Pinning
1	0	Novice	2	6+	1	3	3	1D6+7	3	1	0	2	+5
2	2,000	Champion	2	6+	1	3	3	2D6+7	3	1	1	2	+5
3	4,000	Champion	3	6+	1	3	3	2D6+7	4	2	1	3	+5
4	8,000	Champion	3	5+	1	3	4	2D6+7	4	2	2	3	+5
5	12,000	Hero	3	5+	2	4	4	3D6+7	4	2	2	3	+5
6	18,000	Hero	4	5+	2	4	4	3D6+7	5	2	3	4	+4
7	24,000	Hero	4	5+	2	4	4	4D6+7	5	3	3	4	+4
8	32,000	Hero	4	5+	2	4	4	4D6+7	5	3	3	4	+4
9	45,000	Lord	4	4+	3	4	4	5D6+7	6	3	4	5	+4
10	50,000	Lord	5	4+	3	4	4	5D6+7	6	3	4	5	+4