

Savage Warhammer

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I - Introduction

This is a guide for running a Warhammer/Old World campaign using the Savage Worlds rules. We assume that you are already at least somewhat familiar with the Warhammer World and have not included any real campaign information other than that which is needed to create characters and stock adventures.

If you are not overly familiar with the Warhammer world, or simply need some more details to get a game going, the *Warhammer Fantasy Roleplay* book itself contains a lot of actual campaign information. Other very helpful supplements include:

The Enemy Within(Book 1): It's not only a great start to a classic and epic Warhammer campaign, it also contains a lot more details on the Empire(so much so that it's a common lament among fans that this info was not put in the core rulebook).

The WFRP Companion: Stated to be a book meant to fill in a lot of blanks and look at many aspects of life in the Empire previously unexplored, this would be a great place to look for campaign details and ideas. Includes information on trade and commerce, astrology, medicine and surgery, two new cities(including a pirate city for those of you into that kind of thing) and more.

Warhammer City - Middenheim: Not only the greatest of the Empire's three city states, it is also home to the followers of the god of war, Ulric, and rests atop tunnels and catacombs filled with hidden mutants and monsters... and thus is a fantastic base for heroic adventures.

Knights of the Grail: A Guide to Brettonia: Though the Empire is the "default" locale for adventures in the Old World, Brettonia is a great place for epic, colorful adventure in a somewhat Arthurian fashion.

Tome of Corruption: Into dark cults and the forces of Chaos? This guide is invaluable. Detailed info on Chaos cults(and how to make new ones), tons of new mutations(easily adaptable to SW of course), in-depth information about Beastmen, Chaos Warriors, daemons, magic, and the lands and nations that worship and revere them. A whole chapter is dedicated to Norsca and the Northmen, including info and ideas for running a Chaos campaign. Want to play a Chaos Warrior, a battle-crazed Northman, or a Beastman and fight for Chaos? Then you absolutely need this book.

Realms of Sorcery: A very detailed book telling you everything you need to know about magic in the Old World. Where does magic come from, how does it operate, how do people view it, how is it regulated? What are the Imperial Colleges of Magic, how do you get in, and what happens if

you use magic without attending? This book is a little over 250 pages, and very little of that is composed of actual game rules. The majority is purely campaign info. So, if you really want all the details on magic in the Old World, then this book is a must-have. It also contains an adventure.

Mordheim: This is a skirmish battle game in the ruined city of Mordheim. While out of print, the rules can be found for free online since GW has made them available.

Mordheim is a really fun game in and of itself, but for use with SW it can be used as a guide to adventure in the city, to generate missions and random encounters, etc. The game itself is based on warbands finding treasure, competing with other warbands, collecting wyrdstone/warpstone and so forth - clearly a great place for adventurers to hack their way through and collect treasure.

Warhammer Quest: Also out of print and quite expensive(it was around \$200 new), you can find the main rulebooks without all the miniatures, dice, cards, and so on. The rulebooks have fantastic and amusing encounters in cities and taverns, rules for more exciting encounters while traveling to dungeons(instead of rolling every few hours during a weeklong travel) and so on. If you want to run a Warhammer campaign based more on dungeon crawling, this is a great resource.

Of course there are other great guides, supplements, and of course a lot of fantastic adventure modules and campaigns(*The Enemy Within*, *The Restless Dead*, and the *Doomstones* campaign being three very nice ones). Even the army guides for *Warhammer Fantasy Battles* are good sources of info on their respective nations or races(the Elves army book for info on Elves, the Orcs and Goblins army book for info on orcs and goblins, etc).

A vast, ever-changing reality

The Old World is constantly changing and evolving. The Winds of Magic were not always a reality, "Undead" are now two opposing armies and Chaos is not nearly as united as it once was. Some concepts, monsters and races that existed in the early days have now been retconned out of existence(Fimirs for instance).

This means that you can approach the Warhammer World in the way you like, and still feel "loyal" to the style of the Old World. We've attempted to include everything you could imagine ever needing in a Warhammer-based RPG; obviously, you can take or leave any of this to create the Warhammer world and the play and rules style you like best.

Acknowledgments

The bulk of this guide was written by Graig Harvey(graigharvey@gmail.com). Questions, comments or concerns are welcome.

The new skills and most of the new edges were created by Jason Patterson(okiecrabjp@yahoo.com). The casting numbers for the spells were also created using Jason's conversion chart. All of these were written for Jason's Savage Worldshammer conversion, and used with permission. Thanks again Jason!

Some of the info on Familiars were taken from Greywolf's Advanced HeroQuest website. You can find his website at <http://greywolf.critter.net>

The Gotrek and Felix conversions were based on writeups

found on the Bugman's Brewery website. You can find that site at <http://www.busmansbrewery.com>



II - Creating a Character

Races

The races of the Old World are not balanced as they are in SW. Instead of forcing them to conform to SW standards, we have instead left them somewhat unbalanced. For the most part, the only races that ended up a little more powerful than the others (without being offset by Hindrances) are elves and halflings. As a rough estimate, elves and halflings are worth roughly 7 XP in advance, and Dwarfs are roughly 5 XP.

Our suggestion is to allow players to choose these slightly more powerful characters in exchange for half their earned XP until the debt is paid. On an odd number of XP the player may round up or down as he chooses. He may also pay all XP earned in order to pay off this debt sooner. Since the imbalance is slight, it should only take a few sessions for the other characters to "catch up."

Option 2: Decide that the difference is slight and not worry about it. I've found most players don't really care too much if other players get some minor advantages. Have elf and halfling players mark down that they begin with 7 XP though, and Dwarf players at 5 XP, so you can keep advancements straight and properly determine their rank based on their abilities.

Option 3: Give humans and dwarfs an extra free Edge and a free skill point. This isn't exact, but neither is the "debt system" above, and it will make the characters roughly equal to begin. Go ahead and start all characters with 7 XP in this case to make it easier to gauge power levels for adventures.

Option 4: Use the races as presented in the SW book. For humans and dwarfs this will work quite well. Halflings will be fairly different than they are presented in the Warhammer World, but not so drastically different that they wouldn't still work. Elves will be something of a problem, however. For example, All Thumbs doesn't really work for elves in the Old World, considering they pioneered such contraptions as repeating bolt throwers.

Human

As in the SW core book.

Dwarf

- *Low Light Vision:* Dwarfs ignore attack penalties for Dim and Dark lighting.
- *Arcane Resistance:* Dwarfs are highly resistant to magic and gain the Arcane Resistance edge. They may take this edge a second time to double their resistance, or stack it with Improved Arcane Resistance to triple the bonus.

- *Tough:* Dwarfs begin play with a d6 in Vigor.
- *Sturdy:* Dwarfs have a load limit equal to 10x their Strength instead of 5x their Strength.
- *Slow:* Dwarfs have a Pace of 5".
- *No Nonsense:* While not "mean" per se, Dwarfs are straightforward and direct, literal-minded, quick to hold grudges, not particularly forgiving (to say the least) and cannot grasp the meaning of allusions and metaphors. While most people in the Empire respect their sturdiness and dependability, it does make them difficult to get along with or hold a decent conversation with, and hence dwarfs have a Charisma -2. The Charismatic edge will offset this, though few dwarfs care enough to learn how to be charismatic.

Elf

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.
- *Agile:* Elves begin play with a d6 in Agility.
- *Quick:* Elves begin with a Pace of 7".
- *Outsider:* Other races sometimes see Elves as somewhat arrogant and secretive. On top of that, many elven lands fall within the Empire, yet the Elves refuse to acknowledge the sovereignty of the Emperor. Hence, Elves are not altogether trusted in the Empire.

Halfling

- *Low Light Vision:* Halflings ignore attack penalties for Dim and Dark lighting.
- *Resistance to Chaos:* This works the same as Arcane Resistance, except that it works on any force of Chaos, including mutations and insanities caused by Chaos energy as well as any spells from the Realm of Chaos.
- *Agile:* Halflings begin play with a d6 in Agility.
- *Sociable:* Halflings are happy, well-tempered and easy to like. They gain a +2 to their Charisma. This can stack with Charismatic.
- *Small:* Halflings are small and subtract 1 from their Toughness. Furthermore, their maximum Strength is d10.

New Skills

A few skills may be removed: Investigation might be left out, unless you plan to have a lot of searching of libraries and scroll rooms, which is unlikely. You could probably just use Notice for that. While there are a few airborne vehicles, their rarity is enough that you could also combine Piloting into Driving and just use that on the very rare occasion someone uses a gyrocopter or similar.

Know (Animal Training) (Spirit)

Train animals to obey simple commands and perform tricks. Target number is:

- 6 for Difficult
- 4 for Moderate
- 2 for Simple

The Spirit roll is the trainer's actual effort being put forth, more than his personality and charm, and thus, this skill is based on Spirit but not modified by your Charisma.

Know (Hypnotism) (Spirit)

Using an eye-catching physical focus like a gleaming locket, put a person into a trance - for each Spi of the hypnotist, ask one question that must be answered truthfully as far as subject knows. May only be used on a willing subject or on a subject who fails a Spi test and is not actively hostile or otherwise significantly untenable as a subject. Modified by Charisma if the hypnotist uses a calming, even tone in a quiet environment.

Know (Merchant) (Smarts)

Allows you to:

1. evaluate the value of everyday objects and valuables like jewelry, gems and objects d'art.
2. make Persuade rolls for money-related matters with other merchants (haggle) for good deals
3. hawk your wares to consumers
4. understand and keep track of finances, inventory and sales and product matters

Difficult transactions/negotiations may require both a Know (Merchant) and Persuade roll.

Know (Navigation) (Smarts)

Finding one's way on land or water using the stars, maps, the time of year, and sense of direction; the ability to estimate times and distances and various other useful navigation-related facets. As with most skills, Difficult or Easy modifiers could apply.

Know (Potions/Apothecary) (Smarts)

More versatile than the WFRP "Poisons" skill, this

allows one to be versed in the mixing of various chemicals and herbs, though not with as much focus on curative solutions as herbalism - you need Healing - it does allow one to make Poisons though. Minor Sedatives at Easy (2), Harmful poisons at Moderate (4) and potentially Lethal poison at Difficult (6).

Know (Language, Arcane) (Smarts)

Read and write basically any "magical" language, that most spells are written in - scrolls, spell books, tomes, ancient tablets, etc.

Know (Language, Secret) (Smarts)

This would be any other kind of language that would not be common, that only a very small and obscure sub-set of people would use, such as thieves' cant and signs, or the language of a group of assassins, nomads or a particular clan or elven scouts, etc., each of these being separate.

Know (Professional Trade/Craft) (Smarts)

This basically reflects a career or significant proficiency in a Craft or Perform skill. Know (Merchant), (Animal Training), (Potions) and even (Ventriloquism) are examples of this, but it can really be expanded to anything, including Armorer, Cook, or whatever else might be suitable - Archeology for a twofisted pulp treasure-hunter, etc. These may or may not also have different secondary "hands-on" Attributes (such as possibly Strength for Armorer), etc.

Perform(Agility or Spirit)

This skill is used to play instruments, sing, tell stories, or any other performance-based art. Agility is for instruments; Spirit for other uses. When this skill is purchased, the player must choose a specific art to perform.

New Edges

One of the best ways to personalize a setting is with Edges. Fortunately, SW has most necessary edges pretty well covered. We offer a few more here that we feel are appropriate.

Aetheryic Attunement (Major)

Requirements: Novice

Spellcasting +1, allows you to make Notice roll to see magic on item, area or person, and strength in area

Ally Cat

Requirements: Novice, Stealth d4+

This character has spent most or all of his life in the wild and dangerous streets of Old World cities. He gains a +2 on

Notice, Tracking, Survival, and Stealth rolls in urban environments.

Arcane Background

Requirements: Novice, Arcane skill d8+, Smarts or Spirit d8+

A character who fulfills all the requirements may take this skill, choosing a specific Lore. There are 8 Arcane Lores, 9 Divine Lores, and 2 Dark Lores. He may pick any 5 powers from Petty Magic: Arcane if he is a wizard, Petty Magic: Divine if he is a priest, and either can learn spells from Petty Magic: Hedge Magic.

Armoured Casting

Requirements: Novice or Heroic(see description), Arcane Background, Special

This Edge reduces Magic penalties while wearing armor by 2. A user of Miracles can take this as a Novice; a wizard should probably not be allowed it until at least Heroic(as far as we've seen, normal wizards are not allowed armor at all in the Old World, but it doesn't seem unreasonable to allow it at higher levels, provided the wizard has a Strength high enough to bear such a burden at all).

Barbaric Blood

Requirements: Novice

Spend a benny to activate Berserk

Improved Barbaric Blood

Requirements: Barbaric Blood

Spend a benny to activate Berserk, ignore -2 to roll to end rage, and won't hit an ally on a roll of 1.

Dark Magic

Requirements: Novice, Arcane Background, Special

Villains, and foolish heroes, can gain more power by tapping into Dhar energy, the energy of dark magic. Characters may use this Edge when casting any spell they like, but if they have this Edge and cast an actual spell from the Dark Lore list then they must use it. This allows the caster to roll 2 wild dice and take the two highest results of all three dice! However, both wild dice count for the purposes of Tzeentch's Curse: if either one comes up a 1, then they will feel the effects. If both come up as a 1, then the Chaos Manifestation that occurs is 1 category higher. If it is already a Catastrophic Chaos Manifestation, then add +10 to the die roll on that chart. Either way, he automatically takes 1 Insanity Point.

To take this Edge, a character must either be taught by

someone who knows how to use Dhar energy, or he must have seen a glimpse of the Realm of Chaos through a Chaos Manifestation.

Eagle Eyes

Requirements: Novice, Shooting d6

All ranges increased by 50%.

Etiquette

Requirements: Novice

+1 to Persuade, Streetwise, Stealth or any other skill when used appropriately among high society, nobility, royalty, and such.

Friends in Low Places

Requirements: Novice

+1 to Persuade, Streetwise, Stealth or other skills when used appropriately.

Gambler

Requirements: Novice

The character knows any reasonable form of gambling in his culture. If the form of gambling is outside his culture, he knows it on a Smarts roll, or can learn it within a few games(let him play at -1 for 1d4 games).

Gambling is an opposed Smarts test. Characters can attempt to cheat; this is an opposed Agility vs. Notice. On a success, he may add +1 to his Gambling roll, or +2 on a raise. On a failure, he is not able to cheat this game.

If his opponent gets a raise, he catches him cheating. On a botch, pretty much everyone within eyesight catches him. Start dealing Initiative cards, because a fight is about to break out...

Grudge-born Fury

Requirements: Novice

Your hero hates greenskins with undying rage. Attacks against any type of Orc, Goblin, Hobgoblin, or Snotling is at a +1 Fighting. The GM could decide that characters can take this Edge against other types of enemies too, such as Undead, but the most common Grudge is against greenskins. This Edge should be justified in a character's background, though Dwarves have been at war with greenskins forever and simply being a Dwarf is more than enough to justify it.

Legendary Strength

Requirements: Legendary, Str d12+, special

A few heroes throughout time have gained a strange, almost supernatural strength beyond that of normal humans.

Heroes engaged in incredible, epic adventures who already have an emphasis on Strength, such as barbarians, incredibly pious and powerful war priests, and various legendary heroes may attain upwards of Strength d12+3.

A character who is of Legendary rank, has a Strength of d12 already, and who has gained permission from the GM may purchase this Edge, which increases his Strength to d12+1. A character with many years of intense fighting might increase it further to Strength d12+2, and in extreme circumstances (decades of intensive training, fighting, extremely heavy labor, etc) might attain Strength d12+3. The Edge would need to be taken 3 times, of course.

Mentally Sound

Requirements: Novice, Spirit d6+

Your character gains a +2 bonus to his Spirit roll when rolling for Insanity.

Mighty Missile

Requirements: Novice

+1 to damage with missile spells

Mighty Shot

Requirements: Novice

+1 to damage with mundane ranged non-firearm weapons

New Power

Requirements: Novice, AB

This Edge actually grants the character 2 new powers, since spells in the Old World are more specialized and do not have the flexibility that a standard power in SW has.

Orientation

Requirements: Novice

+2 to Know (Navigation)

Point Blank Shot

Requirements: Novice

+1 on Shooting and Throwing at Short range.

Public Speaking

Requirements: Novice

+1 to Persuade when addressing 10 or more people

Improved Public Speaking (Master Orator)

Requirements: Public Speaking

+2 Persuade when addressing 10 or more people

Rapid Reload

Requirements: Novice

Reduce reload time for ranged weapons by 1/2

Resistance to Chaos (Background Edge)

Requirements: Novice, Spirit d6+

This works just like Arcane Resistance, except that it is effective against Chaos energy, mutation, and Chaos magic.

Improved Resistance to Chaos (Background Edge)

Requirements: Novice, Resistance to Chaos, Spirit d6+

This works just like Improved Arcane Resistance, except that it is effective against Chaos energy, mutation, and Chaos magic.

Resistance to Disease (Background Edge)

Requirements: Novice, Vigor d8+

This character gains a +2 on Vigor rolls against Disease.

Resistance to Poison (Background Edge)

Requirements: Novice, Vigor d8+

This character gains a +2 on Vigor rolls against Poison.

Routine Disarm

Requirements: Novice

May designate an attack as Disarm; Disarm penalty only -1; opponent makes a Str test vs damage or drops his weapon.

Improved Routine Disarm (Flashy Disarm)

Requirements: Seasoned, Routine Disarm

As Routine Disarm, but allows you to catch the weapon, instead of it falling to the ground, if you are sufficiently close to the opponent.

Scamper

Requirements: Novice

Opponents 1 size larger subtract 1 from attack rolls against this character if he is aware of attack and can move freely with no encumbrance penalty.

Improved Scamper

Requirements: Scamper

Moves between opponents, causing them to lose the ability to obtain a Gang Up bonus.

Schemer

Requirements: Novice

+1 Persuade, resist Intimidation and other skills or bonuses when dealing with intrigue. Also +1 to detect and resist any

sort of subterfuge, deception or other manipulation in conversation or general behavior and treatment, including by staff, nobility or businesses. This can be used as a very primitive form of psychology to make vague educated guesses about general intents, inclinations, motivations, worries, etc.

Seasoned Traveler

Requirements: Novice

+1 to CK or no penalty for reasonably knowable information even for other cultures, and +1 for all language related skill tests.

Sharpshooter

Requirements: Novice

+1 to Shooting when Aiming (+2 when Aiming instead of +1)

Strike to Injure

Requirements: Novice

+1 to Injury table results when your attack causes an opponent to roll on it.

Strike to Stun

Requirements: Novice

The character gains d4 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

Sunder

Requirements: Novice

Ignore 1 Armor Bonus for melee attacks, allowing character to strike through armor efficiently, and on a raise, 2 AB are ignored. This has no effect on unarmored targets but does effect even magical armor.

Improved Sunder

Requirements: Sunder

Ignore 2 Armor Bonus for melee attacks, allowing character to strike through armor efficiently, and on a raise, 4 AB are ignored. This has no effect on unarmored targets but does effect even magical armor.

Super Numerate

Requirements: Novice

+1 Gamble, Know (Navigation) and anything requiring estimation or math, distances, time, etc.

Sure Shot

Requirements: Novice

Ignore 1 Armor Bonus for ranged attacks

Improved Sure Shot (Crack Shot)

Requirements: Sure Shot

Ignore 2 Armor Bonus

Surgeon(Professional Edge)

Requirements: Novice, Agility d6+, Smarts d8+, Healing: d8+

A character with Surgery can attempt to save a character from temporary or permanent injury. A character who receives such an injury must first take a normal Healing roll, as per the standard rules. Afterwards, the Surgeon character must make another Healing roll, applying his own Wound modifiers as well as any Wound modifiers left on the

- Temporary injury: On a success, the temporary injury is instantly repaired, even if the character has wounds remaining.
- Permanent injury: On a success, the permanent injury becomes temporary instead. On a raise, it is instantly repaired, even if the character has wounds remaining.

This roll must be made within 24 hours of the injury, and supplies such as bandages, splints, or various other medical supplies must be available(i.e. a set of trade tools, found under equipment). This Edge may also allow characters to perform other acts as determined by the GM(such as removing mutations, as described in Chapter IV).

Swashbuckling

Requirements: Novice

+1 stunts/Pace or distances for jumps

Trapcraft

Requirements: Novice

+1 Notice, Pick Locks, etc. when locating, repairing, setting or disarming traps, including when avoiding and reducing damage (Agl roll for example) of those which have been triggered. This applies to normal game traps as well as more elaborate and unusual architectural and man traps.

Trick Riding

Requirements: Novice

+2 to Riding, Driving and acrobatics and nimbleness based Agl related stunts on moving animals and carriages.

Tunnel Rat

Requirements: Novice

+2 Notice, Tracking, Survival, Stealth while underground

else. Onlookers get an opposed Notice test to realize the unreality of the situation and are baffled. On a raise they recognize the source of the sound.

Ventriloquism

Requirements: Novice

+1 to Persuade or Stealth or other skill when used to impersonate another culture or person. Additionally, the character can attempt to speak without moving his or her lips, making the sound appear to come from somewhere

III - Equipment

The Old World uses three basic types of coin: Gold Crowns(abbreviated as gc), Silver Shillings(abbreviated s) and brass(or sometimes bronze or copper) pennies(abbreviated p). Though different countries(like the Empire and Brettonia) mint different images on their coins, for the most part they use this same setup.

There are 12 pennies in a shilling. There are 20 shillings in a crown. Therefore, there are 240 pennies in a crown.

$$\begin{aligned}12p &= 1s \\ 240p &= 20s = 1gc\end{aligned}$$

The *Warhammer Fantasy Roleplay* core book gives a lot more information on currency, average incomes, quality and rarity of goods, its effects on price and use, insight into common practices and slang, and so forth. Please consult it or similar books for more details.

Though we are not listing the exact rarity and its effects on game terms, we did feel that it would be helpful to at least note when an item is rare or very rare. If you do not have access to the WFRP book, then it is up to you to determine what that implies in your game. Obviously, the bigger the city or the closer you are to the manufacturer of that specific item, the easier it is to find. Otherwise, rare and very rare items are just that.

This is not a complete equipment list from the WFRP book, but it does include most of the important items. I've also included some items not listed that probably should have been - for example, it's quite common to see Warhammer characters wearing pot helmets, though the book does not list them. Similarly, spears in the Old World were(in every instance I've ever seen) of the 1-handed variety. The WFRP book does not even list a 2-handed

spear, and the SW core book does not list a 1-handed variety. I've gone ahead and included both. Similarly, the WFRP system assumes any weapon without a special ability of some type is a "hand weapon." That means your average sword, club, etc are all "hand weapons." Since that is not the way SW works, I've divided up the individual weapons and given them a cost that I felt was logical and reasonable.

One last note: you'll notice that the weight of a full suit of armor(full leather armor for example) weighs slightly less than the sum of its parts(leather skullcap, jack, leggings). This is because full suits are designed to fit together and move comfortably(or as comfortably as possible) and thus its effective weight is somewhat less.

Characters begin with 25gc with which to purchase weapons, armor, and other goods.

New item qualities

Firearm: While "firearm" is simply a word used to describe a gun, in the Old World it was usually applied to what we'd call an arquebus. Despite its rarity, it is in fact the most common gun in the Warhammer world. Most require a match to light the powder, while better crafted Dwarven versions use a wheel lock and trigger. In game terms this really doesn't make a difference, but can be used to make the weapon more descriptive.

Unreliable: Firearms of all kinds(including pistols and Hochland long rifles) are far from perfected and if either die(Trait or Wild) comes up as a 1, the weapon jams and cannot be used until someone with a working knowledge of firearms makes a successful Repair roll. If both dice come up 1s, the weapon explodes and deals 2d6 to its wielder.

Armor

Type	Armor	Weight	Cost	Notes
Personal				
Leather skullcap	+1	2	3gc	Covers head
Leather jerkin	+1	7	6gc	Covers torso
Leather jack	+1	10	12gc	Covers torso and arms
Leather leggings	+1	4	10gc	Covers legs
Full leather armor	+1	15	25gc	Covers all
Mail coif	+2	4	20gc	Covers head
Mail shirt	+2	12	60gc	Covers torso
Sleeved mail shirt	+2	17	95gc	Covers torso and arms
Mail coat	+2	20	75gc	Covers torso and legs
Sleeved mail coat	+2	25	130gc	Covers torso, arms and legs
Mail leggings	+2	8	20gc	Covers legs
Full mail armor	+2	30	170 gc	Covers all
Pot helm	+3	4	15gc	50% chance of protecting against head shot
Helmet	+3	8	30gc	Covers head
Breastplate	+3	25	70gc	Covers torso
Plate bracers	+3	10	60gc	Covers arms
Plate leggings	+3	15	70gc	Covers legs
Full plate armor	+3	55	400gc	Covers all
Shields				
Buckler	-	8	2gc	+1 Parry
Small shield	-	10	3gc	+1 Parry, +1 Armor to ranged attacks that hit
Medium shield	-	12	4gc	+1 Parry, +2 Armor to ranged attacks that hit
Large shield	-	20	16gc	+2 Parry, +2 Armor to ranged attacks that hit
Barding				
Barding	+1	8	30gc	For horses. Covers entire body.
Plate barding	+3	30	480gc	For horses. Covers entire body.

Weapons, melee

<i>Item</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>	<i>Min. Str</i>	<i>Notes</i>
Axe	Str+d6	2	10gc	d6	
Axe, Battleaxe	Str+d8	10	15gc	d8	
Axe, Greataxe	Str+d10	15	24gc	d10	AP 1, Parry -1, requires 2 hands
Dagger	Str+d4	1	1gc	-	
Demilance	Str+d10	8	20gc	d8	Cavalry spear/half pike. AP 1, Reach 1, requires 2 hands.
Flail	Str+d6	8	15gc	d6	Ignores Shield Parry bonus
Flail, Military	Str+d8	10	16gc	d8	Ignores Shield Parry bonus, requires 2 hands
Foil	Str+d4	3	18gc	-	+2 to hit with called shot, requires 2 hands, <i>Rare</i>
Gauntlet	Str	5	1gc	-	Only does Strength damage but counts as armed
Halberd	Str+d8	15	15gc	d8	Reach 1, requires 2 hands
Hammer, Warhammer	Str+d6	8	15gc	d8	AP 1 vs plate armor
Hammer, Greathammer	Str+d10	15	22gc	d10	AP 1 vs plate armor, Parry -1, requires 2 hands
Lance	Str+d10	10	15gc	d8	AP 1, Reach 2, <i>Rare</i>
Mace	Str+d6	8	10gc	d6	
Main Gauche	Str+d4	1	4gc	-	Parry +1. Usually used in off-hand with sword in main hand. Because of its design, it will only do Str damage if thrown.
Morning Star	Str+d6	8	15gc	-	
Pike	Str+d8	25	2gc	d8	Reach 2, requires 2 hands
Quarter Staff	Str+d4	8	3s	-	Parry +1, Reach 1, requires 2 hands
Rapier	Str+d4	3	18gc	-	Parry +1
Spear, short	Str+d6	5	10gc	-	Reach 1
Spear, heavy	Str+d6	8	12gc	d6	Parry +1, Reach 1, requires 2 hands
Sword, short	Str+d6	4	10gc	d6	
Sword, Longsword	Str+d8	8	15gc	d6	
Sword, Greatsword	Str+d10	12	20gc	d10	Parry -1, requires 2 hands
Sword-breaker	Str	3	5gc	-	See below
Whip	Str	3	2gc	-	Reach 1, allows grapple, disarm, and certain tricks at range. If the attack scores a raise for the purpose of a grapple, add 1d6 to the first opposed roll. No damage is done if using the whip for grapples and other maneuvers.

Weapons, ranged

<i>Item</i>	<i>Range</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>	<i>Min. Str</i>	<i>Notes</i>
Blackpowder						
Pistol	05/10/20	2d6+1	3	200gc	-	Requires 2 actions to reload, <i>Very rare</i> , Unreliable
Repeater Pistol	05/10/20	2d6+1	3	400gc	-	Holds a barrel of 6 bullets, requires 6 actions to reload, <i>Very rare</i> , Unreliable
Firearm	10/20/40	2d8	15	300gc	-	Requires 2 actions to reload, <i>Very rare</i> , Unreliable
Repeater Firearm	10/20/40	2d8	15	600gc	-	Holds a barrel of 6 bullets, requires 6 actions to reload, <i>Very rare</i> , Unreliable
Hochland Long Rifle	15/30/60	2d8	8	450gc	-	AP 2, Requires 3 actions to reload, <i>Very rare</i> , Unreliable
Blunderbuss	10/20/40	1- 3d6	12	70gc	d6	2 actions to reload, <i>Very rare</i>
Bows						
Shortbow	09/18/34	2d6	3	7gc	d6	
Bow	12/24/48	2d6	2	10gc	d6	
Longbow	15/30/60	2d6	5	15gc	d8	
Elfbow	18/36/72	2d6	2	70gc	-	AP 1, <i>Very rare</i>
Crossbows						
Crossbow	15/30/60	2d6	10	25gc	d6	AP 2, Requires 1 action to reload
Crossbow Pistol	05/10/20	d6	3	35gc	-	AP 1, Requires 1 action to reload, <i>Rare</i>
Repeater Crossbow	10/20/40	2d6	15	100gc	d6	AP 1, Holds a clip of 10 bolts, requires 4 actions to reload a clip, <i>Very Rare</i>
Thrown weapon	03/06/12	Str+wpn dmg	-	-	-	All thrown weapons do normal damage and have a range 03/06/12 unless noted.
Bola	05/10/15	-	5	7s	d6	On a successful hit, foe is considered grappled. Foe may break grapple as normal, using Agility or Strength, against an opposed d6.
Javelin	05/10/15	Str+d6	5	25s	-	
Lasso	01/02/04	-	1	1gc	-	Counts as ranged attack which can grapple. Uses wielder's Str for opposed roll. A raise on the attack adds a d6 to the Str roll for this purpose.
Net	01/02/04	-	3	3gc	-	May be used to make a grapple attack at range. Uses a base d6 for the opposed roll, but another d6 may be added during the first round if the initial attack roll scores a raise.

<i>Item</i>	<i>Range</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>	<i>Min. Str</i>	<i>Notes</i>
Sling	04/08/16	Str+d4	1	4gc		
Spear, short	04/08/16	Str+d6	5	10gc	-	
Staff Sling	10/20/40	Str+d6	5	6gc	-	Requires 1 action to reload. May be used in melee as a quarterstaff.

Other gear

<i>Item</i>	<i>Price</i>	<i>Weight</i>
Clothing		
Clothes, rags/poor/good/best/Noble's	1p/10s/1gc/10gc/50gc	-
Clothes, cloak	5gc	-
Clothes, overcoat	10gc	-
Hat, simple	10s	-
Hat, wide-brimmed	1gc	-
Alcohol		
Alcohol, Ale/Beer	2p/1p	-
Alcohol, Ale/Beer, keg	3s/18p	
Alcohol, bottle of spirits	1s	3
Alcohol, wine, common/quality	1s/10s	-
Food		
Food, per day, poor/average/good	5p/10p/18p	-
Food, Rations, 1 week	6s	5
Food, loaf of bread	2p	-
Food, side of meat	1s	-
Containers		
Backpack	30s	2
Waterskin	8s	
Jug	4s	1
Pouch	5s	-
Purse	2s	-
Sack	5s	1
Slingbag/Saddlebag	2gc	2
Lights		
Lamp	5s	15
Lamp oil	5s	-
Lantern	5gc	25
Lantern, storm	12gc	25
Torch	5p	1
Match	1p	-
Other		

<i>Item</i>	<i>Price</i>	<i>Weight</i>
Blanket	25s	4
Cutlery, wooden/metal/silver	5s/3gc/15gc	1/3/3
Deck of cards	1gc	-
Dice, bone	6s	-
Instrument	5gc	5
Lock, average/good	1gc/10gc	1
Mirror	10gc	-
Paper/parchment	5s/1s	-
Rope, 10'	3s + 4p	15
Tent	15s	20
Tinderbox	30s	1
Chain, per 3'	30s	2
Grappling hook	4gc	2
Lockpicks	10gc	1
Trade tools	50gc	5

IV - Insanity, Chaos and Mutations

The Old World, for all its humor and whimsy, is also a very dark and terrifying world. The Warhammer World is not one where heroes are expected to kill thousands of monsters and walk away unscathed. One of its greatest draws is that it is gritty and dangerous. Insanity and mutation are a part of life, and players who cringe at the thought of their characters losing their minds or being horribly mutated should either realize that such horrible ends are just part of the fun, or else find another campaign setting more suited to their tastes. Unlike games like *Call of Cthulhu*, where an insane character is unusually retired, in the Old World, insanity is no excuse to give up! Players can continue to play crazy characters if they like - and are encouraged to do so! Naturally, if the player really hates playing such a character he may choose to retire it and make a new one, at half the XP of his old character, just as if his old character had died.

Insanity Points

Characters are dealt Insanity Points, which in turn represent how off the deep end the character is, or how close to insanity they have come. Characters take an IP:

- Each time they are incapacitated.
- Each time they fail a Guts roll which has a -2 modifier or more.
- Each time they botch any Guts roll.
- Botching a spellcasting roll.
- Any time any rule specifically states that they do.
- Any time the GM feels they've viewed something sufficiently terrible enough to warrant it. In this case they are allowed a Guts roll. If they fail they take a number of IPs as determined by the GM based on the nature of the horror. This is usually only 1, 2, or 3 Insanity Points, but could be as many as 6 if faced with something horrible beyond all belief, such as a Daemon Prince. The number of IPs are doubled if they botch the Guts roll. In the case of a Daemon Prince or similar horror, this would replace, and not add to, the normal roll made for facing a monster with a Fear modifier of -2, as above.

When a character reaches 6 Insanity Points, he must make a Spirit roll or suffer an Insanity. If he passes, he remains sane, but he's a man on the edge. He must make this roll again every time he takes another Insanity Point until he finally succumbs to its effects. If he fails, his Insanity Points

go down by 6 and he suffers a random Insanity. When his IPs reach 6, the process begins again.

To save space and because random lists of insanities are found in dozens of other RPGs (and most likely for free all over the internet) we are not printing them here.

Mutations

The power of Chaos is mutative. Many Chaos creatures have mutations, and exposure to Chaos and certain types of magic can also cause mutations.

Provided here is a fairly short list of common mutations; the *Old World Bestiary* contains some longer lists, and the *Tome of Corruption* has an incredibly extensive list of mutations that can easily be adapted to SW. Consider this a sampler.

Sample mutation chart

<i>d100</i>	<i>Mutation</i>	<i>Effect</i>
01-09	Unusual legs	Roll 1d4: 1 short legs, 2 long legs, 3 a third leg, 4 beast legs. Short legs: Pace -1 Long or third leg: Pace +1 Beast legs: 50% chance of -1 or +1 pace based on animal type
10-18	Emaciated appearance	Strength die type reduced by 1
19-27	Grossly fat	Toughness +1, Agility reduced by 1 die type. This can stack with Brawny.
28-36	Horns	Can be used to make an attack with Strength damage. Counts as armed attack.
37-45	Skin condition	Roll 1d4: 1 Scaly skin, 2 Fur, 3 unnatural skin color, 4 boils, lesions and/or rashes Scaly or Fur: +1 Toughness to all locations. Unnatural skin color: No numeric effect Boils: -1 to all physical actions each combat if a Vigor roll is failed
46-54	Short legs	Pace -1

55-63	Weird head	Roll 1d6: 1 Skull Face, 2 Rotting Face, 3 Beast face, 4 Pinhead, 5 Head set in chest, 6 Upside down head Skull or Rotting Face: Cause Fear Beast Face: +1 to Tracking and scent-based Notice rolls Pinhead: -1 Smarts die Chest head: -1 Sight-based notice, cause Fear Upside down head: No numeric effect
64-72	Tail	Agility die type increased by 1.
73-81	Tentacle-like arms	+1 to Grapple attempts
82-90	Parasites	Flies, worms, and other parasites and vermin live on and in the character now. Opponents in hand to hand must make a Vigor roll or suffer a -1 to attack each round. On a botch, they are left Shaken by the swarming insects and horrible smell.
91-100	Odd number of eyes	Roll 1d3: 1 one eye. 2, three eyes. 3, no eyes. 1 eye: -1 to Notice, visual only 3 eyes: +1 to Notice, visual only No eyes: Blind.

When any character gains their first mutation, their race becomes "mutant," technically speaking. Any weapons that deal extra damage to mutants or any magic that detects mutants will work on them.

Upon gaining their first mutation, roll 1d10 and add half their Toughness die type. This is the total number of mutations they can sustain before becoming what is known as Chaos Spawn(see below). Make a note of this secretly - don't let the player know! This way he will never be quite sure when the next mutation will turn him into a hideous Chaos Spawn.

Additionally, almost any given mutation, if seen by commoners, will act as causing Fear and force a Guts roll. Extra mutations, or more nasty ones, will add to this. A character with a mutation that is easy to hide only forces this check if anyone discovers the mutation, of course. A rule of thumb is to give them Fear as follows:

<i>Mutations</i>	<i>Fear</i>
1-3	Normal
3-6	Fear -1
7+	Fear -2

If any mutations reduce any statistics below d4, the character dies in the throes of his mutation.

Treatment

Treatment is difficult to come by for several reasons. For one thing it requires surgery to treat something that isn't understood by... well, anyone. For another thing, people hate mutants with good reason. Finding a surgeon who won't kill you or report you to authorities might be a bit challenging(some decent persuasion skills and a hefty bribe often fixes that problem, though). Third, many mutations would require surgery which would cause an incredible amount of pain and a high risk of serious damage to the body or even death. Some aren't even treatable(how do you fix your goat legs, except to cut your legs off and become a cripple?). Fourth, mutations are more than just an extra eye or a tentacle; they are a very real power of corruption that infects a person's body and soul.

So, if a character truly wishes to rid himself of a mutation, the first thing the GM has to do is determine if it's even treatable. An extra eye could be gauged out and sewn up, and with a little extra dabbling, possibly heal(though with an ugly scar and possibly a soft spot, if the eye was in his skull). Secondly, the GM has to determine if the surgery will truly rid the character of his mutation. Since mutation is a true infection of the being, it may return as the same mutation or a new one. It's up to the referee to decide; he may choose to be charitable and allow it, he may decide that in his game it's not possible, or he may leave it up to chance(say, give a 25% chance of it not returning or being replaced with a new one). If you really want the player to have a fair chance of ridding himself of it, but still leave room for failure without leaving it up to a completely random die roll, you might even allow a Vigor or Spirit roll - player's choice - and on a failure, the mutation(or a new one) resurfaces. The amount of time it takes for it to happen is also up to the GM, but we suggest perhaps 4d4 weeks, reduced to 1d4 if they botched their roll.

After that is determined(and of course, don't make any roll for a return of the mutation until *after* the surgery is done), then it must be decided if the treatment can be performed without a surgeon(hacking off an extra limb) or not. If it can be done without the aid of a surgeon, then the character must still have some way to stop the bleeding, and might even be forced to make a Vigor or Spirit roll to see if he can

go through with it(especially is an anesthetic of some type is Improved), Brawny, Fast Healer, and Tough as Nails, unless not available). This will always result in a loss of all Wounds of course one of their mutations specifically removes them. and immediate unconsciousness. These same guidelines apply to a surgeon, although he may well have some sort of anesthesia to use on the patient.

Finally, a Healing roll must be made. For something as "simple" as hacking off a limb, this is a normal roll. For more complicated or difficult surgeries you might apply a -1 or -2 penalty. If the procedure fails, roll on the following chart:

<i>d100</i>	<i>Result</i>
01-20	Severe trauma and blood loss cause the death of the patient.
21-40	Something goes terribly wrong. Make a Vigor roll or die. Even if successful, the patient loses 1 die type of Vigor and gains 1d10 IPs.
41-60	The surgeon cut off more than he was supposed to. Reduce one stat by one die type as appropriate(surgery to the legs reduce Pace by 1 and Agility by 1 die type, surgery to the arm reduces Strength by 1 die type, surgery to the head may reduce Smarts or cause the Ugly Hindrance).
61-80	The patient wakes up during surgery and gains 1d10 Insanity Points. If treatment is being done without anesthetic, the pain and fear causes the IPs.
81-100	The surgery fails, but the patient is unharmed(aside from the normal penalty for surgery, which is to lose all Wounds and then heal with Natural Healing)

They retain their Vigor and Strength, modified by any mutations or however you feel is appropriate. They are completely mindless and live only to feed, so their Smarts and Spirit become d4.

They are immune to the effects of fear, intimidation, and taunts.

They may make 1d6 attacks per round, using any claws, mouths, tentacles, or whatever else is available to them. You may choose which attacks they use. Any "leftover" attacks(i.e. attacks that don't have their own specific damage listed such as claws) are made at normal Strength damage.

A Chaos Spawn uses the same random limbs for movement as for attack, and has a Pace of 3d6. It cannot run.

PCs with an ally who has become a Chaos Spawn are faced with a serious decision. They may attempt to direct them towards an enemy in an attempt to make use of them, but this is risky and difficult. Most likely, the PCs will have to kill it, or at least drive it into the woods, where chances are some wandering mutants, Beastmen, or similar will "recruit" it. Rarely, one of the Chaos Gods will claim it. The PCs will probably regret letting it go when it wades into battle surrounded by mutants or daemons.

Stats are given in the Monsters section for a very powerful and very random Chaos Spawn. You may create your own by building a character, loading it with mutations, and adjusting it as given here.

Chaos Spawn

If and when a character gains a number of mutations equal to the number you rolled upon taking their first mutation, their character is effectively dead. They may gain a few extra mutations at random and are not even recognizable as human.

They lose all skills except Fighting, which simply drops by 1 die type with a minimum d4, and Notice, which becomes d6.

They lose all Edges except Arcane Resistance(including

V - Spells and Magic

To become a spellcaster in the Old World carries the same basic requirements as in the SW core book. Wizards use AB: Magic with the skill Spellcasting, while Priests use AB:Miracles and use the Faith skill.

Every caster must choose a Lore. Wizards may choose from the Lore of Beasts, Death, Fire, the Heavens, Life, Light, Metal and Shadow. Priests may choose from the Lore of Manann, Morr, Myrmidia, Ranald, Shallya, Sigmar, Taal and Rhya, Ulric or Verena. Villains may choose from one of the two Dark Lores: Chaos or Necromancy.

There are three spell lists that Novice characters may choose spells from. All three are referred to as "Petty Magic." Wizards may choose from "Petty Magic: Arcane," priests may choose from "Petty Magic: Divine" and both may choose from "Petty Magic: Hedge Magic." Characters that are not formally trained cannot usually learn anything but Hedge Magic, and there are Hedge Magicians that never advance beyond using Hedge Magic spells.

At Seasoned rank, characters can learn spells from the Lore of their choice.

Magic-users in the Old World do not use power points; instead, they simply make an Arcane or Faith skill roll. The danger inherent in spellcasting makes up for the fact that they do not need to use power points.

Casting spells and the dangers thereof

Each spell has a Casting Number. If the caster rolls the CN then the spell works as normal. If they fail, the spell does not work. However, if the wild die comes up as a 1, the caster has fallen under Tzeentch's Curse.

Because of the nature of magic, the more power the caster channels, the more dangerous are the possible results. Because of this, a caster can choose to roll any lower die type than the Arcane skill he currently possesses. For example, a character with an Arcane skill of d8 could choose to roll a d6 or a d4 instead. He lessens his chances of casting the spell successfully, but also lessens the chances, and possible severity, of Tzeentch's Curse.

Using a die type d4 can never result in Tzeentch's Curse. The only negative result possible is rolling double 1s, which always results in an Insanity Point, no matter what die type you use for your Arcane roll.

Otherwise, if the wild die comes up as a 1, look at the number you rolled on your Arcane die to determine which of the Chaos Manifestations you're hit with:

Arcane die roll Chaos manifestation

1-7 Minor

8-9 Major

10-11 Catastrophic

12 50% chance of two Minor manifestations, otherwise Catastrophic.

Divine casters roll on the Wrath of God chart. This is the only chart they use whenever they roll a 1 on their wild die.

Rolling double 1s forces the caster to suffer 1 point of Insanity. This is in addition to the Minor Chaos Manifestation this causes.

Making spells easier to cast

Characters may make an Arcane or Faith roll the round before they cast the spell to increase their chances of casting successfully. If successful, the caster adds +1 to their Casting roll, +2 with a Raise.

They may also find special ingredients that they may expend to help with the roll. These ingredients add +1 unless otherwise noted. These bonuses are all cumulative. Ingredients are used up when casting the spell, even if the spell does not work.

Hindrances to spellcasting

Spellcasting requires speech. If at any time a character cannot speak, he cannot cast.

Similarly, spellcasting requires movement. Light armor(leather) inflicts a -1 penalty to the Magic roll; medium armor(chain) inflicts a -2; and heavy armor(plate) inflicts a -3. A shield inflicts an additional -1.

Casting also requires concentration. Any spell which takes a long enough that it cannot be finished during the character's action can be interrupted. The character must make an Arcane roll if he is successfully Shaken or Wounded. Wound penalties apply as normal, of course, and the wounds that force the Arcane roll also affect it.

Protection from Tzeentch's Curse

Magic in the Old World is nothing to fool with, and wizards take their lives - and souls - into their own hands each time they use it. Still, there are some precautions

available, besides using less casting dice.

Characters may create a magic circle of protection to keep them from suffering from Tzeentch's Curse. The materials needed are somewhat rare; well-stocked, popular magic shops will usually have them. Many others will not. The materials are also expensive, costing a number of gold crowns equal to the CN of the spell being cast. The caster must then make an Arcane roll(which takes 1 minute). If successful, he may cast the spell he constructed the circle to cast(and no others!). The caster may re-roll his Wild Die if it rolls a 1. The re-roll is final, however, and must be kept.

Magic is dangerous, and players who are not willing to risk exploding from a poor roll should probably choose a different career path for their hero.

Chaos Manifestations

This and the next couple pages contain the Chaos Manifestation and Wrath of God charts. There are more extensive ones in Realms of Sorcery, and you are also encouraged to make up your own. Perhaps certain areas are cursed in such a way that causes very specific manifestations, should a caster in the area suffer Tzeentch's Curse.

The Winds of Magic

The different Lores represent different Winds of Magic, types of energy that are best manipulated to produce certain types of effects. These winds also have an effect on the caster after years of use. We will not print specifics since we would like to avoid printing as much unnecessary and copywritten material as possible, and because, as stated in the beginning, this guide is meant to give just the bare basics, and expects you to either have some knowledge of the Old World or consult official sources. Most effects are intuitive and involve a steady change in eye color, hair color, skin pigmentation, and so forth which reflects the Lore of Magic that the character practices.

The Winds of Magic move through the air in varying amounts. The GM may decide that certain areas are more or less magic at his discretion. This may express itself by an increase or decrease to the Casting die or as a bonus or

penalty of +1, +2, +3, or +4, or -1, -2, -3, or -4. Keep in mind increasing the Casting die also increases the danger to the character. There are no rules governing this and it is completely up to the GM. Characters will have no idea of what bonus or penalty they may have unless they make a successful Channeling roll. If they do not, they may occasionally find themselves rolling a higher or lower Arcane die than they intended, or find a bonus or penalty that they did not expect.

Minor Chaos Manifestation

<i>d100 roll</i>	<i>Result</i>
1-10	Within 6" of you, milk curdles, wine goes sour, and food spoils.
11-20	Your nose begins to bleed and does not stop until you make a successful Vigor roll. You can make this once per round.
21-30	A cold and unnatural wind blows through the area.
31-40	Your hair stands on end for 2d10 rounds.
41-50	You glow with an eerie light for 2d10 rounds.
51-60	Animals within 6" of you are terrified. Unless a Persuasion roll can be made to calm them, they bolt.
61-70	Ghostly voices fill the air for a few moments.
71-80	Magical energy courses through you and shocks you for 1d4 damage, ignoring armor.
81-90	You channel too much magical energy, and your Arcane die type is reduced by 1 for 1d10 minutes.
91-95	GM's choice or make up an effect.
96-100	Roll on Major Chaos Manifestation instead.

Major Chaos Manifestation

<i>d100 roll</i>	<i>Result</i>
1-10	Your pupils turn bright red until dawn the next day.
11-20	You lose your voice for 2d10 rounds.
21-30	Overwhelmed by magical energy, you are Shaken.
31-40	A Daemon Imp appears from the aethyr and attacks you on the next round.
41-50	You get a glimpse of the Realm of Chaos and take 1 Insanity Point. You may also take a new AB: Magic and choose Chaos if you wish.
51-60	Magical energy burns through you, causing 1d8 damage which ignores armor.
61-70	Chaos energy wracks your body, debilitating you and reducing your Vigor by 1 die type for 1d10 minutes.
71-80	Magical energy courses through you and shocks you for 1d6 damage, ignoring armor.
81-90	You channel too much magical energy, and your Arcane die type is reduced by 1 for 24 hours.
91-95	GM's choice or make up an effect.
96-100	Roll on Catastrophic Chaos Manifestation instead.

Catastrophic Chaos Manifestation

<i>d100 roll</i>	<i>Result</i>
1-10	You lose control of your magic and send energy out in a 18" circle, causing 1d4 damage to everyone in range including yourself and ignoring armor.
11-20	Chaos energy wracks your body, debilitating you and reducing your Vigor by 2 die types for 1d10 hours.
21-30	Magic power overwhelms you and you are knocked out for 1d10 minutes.
31-40	The Winds of Magic lash out at you and you suffer an automatic Injury. Roll on the Injury chart and determine whether the injury is permanent or temporary as normal.
41-50	A Daemon Prince shows you a vision of Chaos. You take 1d10 Insanity Points. You may also take a new AB: Magic and choose Chaos if you wish. If you do so, you will gain twice the number of spells normal for taking this Lore.
51-60	Your ability to use magic is burnt out completely. Your Arcane die is reduced to 0. For every 24 hours that passes, you will regain you ability by 1 die type.
61-70	A number of lesser Daemons appear from the Aethyr 6" away and attack you next round.
71-80	The Powers of Chaos notice you, and begin to claim you as their own. A 2-inch Chaos Rune is burned into a random part of your body. These are, in fact, parts of a contract which signs your soul away to a Ruinous Power. 13 of these will complete the contract. Removing the runes will make no difference.
81-90	A portal into the Void opens below you. If you have a benny, you may spend it to make a Spirit roll. If you do not have a benny, or you fail, you are sucked into the void and lost forever.
91-100	GM's choice or make up an effect.

The Wrath of God

<i>d100 roll</i>	<i>Result</i>
01-15	A few more prayers are needed to finish the spell. The spell takes 2 rounds to cast, even if you failed the casting roll.
16-30	You cannot cast another spell for 1d10 rounds.
31-45	Automatic spell failure.
46-60	Your spell fails and your Spirit is reduced by 1 die type for 2d6 rounds.
61-75	Your god chooses this time to grant you a symbolic but confusing vision that leaves you Shaken.
76-90	You take an automatic 1d10 damage.
91-99	You have angered your god somehow and must kneel and repent 1d10 rounds immediately.
100	Your prayer is answered... but not by your god. Roll on Major Chaos Manifestation.

The Eight Colleges

Magic is, in no uncertain terms, a manipulation of the power of Chaos. Because of this, and because untrained wizards and sorcerers had a tendency to cause terrible accidents with their miscasts, magic-users have been traditionally hunted down and killed. To this day, witch hunters make a career of finding unauthorized mages and burning them at the stake or in some other way dispatching them.

Novice casters are called Apprentice Wizards. They are considered unimportant and expendable, since so few of them develop beyond Apprentices. Most superiors in the college do not even learn their names. Apprentices spend almost all of their time in training and study; thus, most adventuring Novice casters are unauthorized and will be murdered by a lynch mob or a group of witch hunters if discovered. For this reason, a group which wishes to have an authorized, legal wizard in their party should begin play at Seasoned rank, or else be prepared to cover up for or defend their companion(though it's also possible for the caster to keep his abilities a secret from his own comrades, who might kill him themselves should he be discovered).

One reason Apprentices are worked so hard and watched so closely is because magic is so dangerous, requires so much ability(such as sensing the Winds of Magic, controlling them, and so on), but also so those who would

use magic for evil ends can be rooted out before being taught more powerful spells.

The majority of casters never make it beyond an ability to cast a few Hedge Magic spells. Most of these are given common jobs around the college; guards, secretaries, librarians, and other such employees of the college are apprentices that simply didn't have what it took. However, they are not poorly treated, and they no longer live in fear of the power they had but didn't understand, they're given food and lodging, and so most are not unhappy. Some, not wishing to stay, are outfitted with lead jewelry, which dampens their power, and given permission to pursue a "normal life." This is a very rare occurrence.

Sometimes a caster(usually a wealthy one) proves their value and trustworthiness, while still being completely unable to grasp anything beyond Hedge Magic. After a very long time, they are sometimes given special rights. Like Journeyman Wizards(see below), they are given a letter of permission to travel.

Unlike Journeymen, however, their goal and mission is different: to find those with a magical aptitude and recruit them. They may travel anywhere in the Empire they wish, and often act as agents and intelligence for their college. Some of them even run safehouses for those with magical ability, or protect such people secretly. These casters are called Perpetual Apprentices.

Apprentices, in the last stage of proving themselves, become Senior Apprentices. They are sometimes allowed to go on missions, if their master believes they will benefit from it and it will accomplish an important goal. Their masters sometimes go with them, or keep an eye on them secretly. If you are running a campaign for a Novice party, and a player wishes to be a legal spellcaster, it isn't impossible to develop adventures that are appropriate for a Senior Apprentice. Senior Apprentices which are unable to develop beyond Hedge Magic or who are deemed unworthy may become Perpetual Apprentices or any of the other "career outs" for those who don't quite cut it.

Apprentice wizards pay very high dues, and some do manage to adventure to pay these. For starting characters, it's probably best to assume their initial dues have been paid, since they probably won't have the starting funds to pay that and afford much needed gear as well. 10s a month is probably about right, though a lot of money in the Old World(becoming a wizard isn't cheap).

Seasoned rank magic-users have proven their abilities and their trustworthiness, learn a few Lore spells, become Journeymen, and are sent off into the world to gain experience and earn money. This is another reason why apprentices are treated so strictly; they are considered, for all

intentions and purposes, representatives of their chosen college and their actions, if illegal, will not only be reflected on the college, but his master will be punished for his crimes! It's no wonder, then, that so few Apprentice Wizards become Journeyman Wizards! Journeyman Wizards must pay 40gc in dues to advance from Apprentice to Journeyman and earn a license, and they must pay 1/10th of all income while journeying to the college as well. At this time, they are supplied with a letter showing that they have permission to use magic, and are forbidden from coming within 50 miles of their college until they've achieved Heroic status. Sometimes they are often given addresses of other, senior wizards(or perpetual apprentices) that they may visit in their travels to learn new spells or get advice or protection if necessary. Once and a while, a kind master might even give them a little money to help them survive until they find a steady income. Additionally, most masters don't want to even see their face again for several years. This, then, is a fine time for adventuring. Though many colleges frown upon this, and prefer for their pupils to take up normal jobs away from their home, some colleges encourage it. Of course, even with a letter of permission, it's highly suggested for the character to keep their abilities under wraps. Legal or not, commoners do not trust wizards of any kind, and there is no law against discrimination. Even worse, witch hunters and other zealots will surely go out of their way to make life miserable for the Journeyman, even if they can't legally hang them or burn them at the stake.

Wizards of the Heroic rank who have learned at least 10 spells of their Lore may return to their chosen college, pay a stiff fee(probably around 80 gc), prove their ability, and earn the title Master Wizard or Magister. The fee is high, the tests grueling, and in the end he must fight a Magister of the order. He does not have to win, but he must prove to be a worthy opponent. The fight is not to the death. Only after all this is done does the caster become a Master Wizard or Magister.

Remember that just because Heroic characters can become Magisters doesn't mean they have to. Characters can take their time, learning other spells, and complete the Elemental List whenever they want, waiting until they're Legendary if they so wish. They may even decide that becoming a Magister is what they wish to do upon retiring, and as such, hold off on returning to take their title until Legendary rank, when they're finished adventuring for good(unless something major draws them out of retirement down the road, of course).

For more details on wizardly ranks, requirements, tests, and so forth, please consult *Realms of Sorcery*.

Women are almost never admitted into the colleges.

While there is no rule against it per se, it's nearly unheard of. Sorry; the Old World is one of superstition, paranoia, suspicion and mysogeny. Female spellcasters are almost always either secret practitioners, or Elvish women taught in Elvish society(and even then, secret practitioners when around Imperial citizens). Halflings are never spellcasters, and Dwarfs cast only rune magic(not covered in this book).

Familiars

Some wizards decide to take on a familiar at some point in their careers. Familiars are small creatures, created or recruited, and imbued with magical power.

When a wizard reaches Seasoned rank, he may elect to look for or create a familiar. Creating one results in a more personalized familiar, but the cost is rather high: 500 gold crowns in materials.

Familiars have a variety of forms, from the mundane(a rat or wolf) to the exotic(a pixie or an imp) to the downright bizarre(a walking book or a flying lantern). The GM should decide if familiars are randomly picked or if they are chosen by the player, using the following charts for reference.

Common sense trumps charts in any case; though an unusual familiar can add flavor and humor to the game, most Chaos Sorcerers should not end up with a fairy for a familiar, and non-Dark Magic types shouldn't end up with a Nugling(though it *could* be amusing).

Familiars act as henchmen and the wizard player may "control" the familiar in combat. Familiars do have minds of their own and in non-combat situations, wizards may find themselves trying to keep their familiar out of trouble.

Wizards may only have 1 familiar at a time, and should the familiar die, the wizard loses any and all bennies he or she has immediately. If the player has none, there is no loss. The familiar's master may spend bennies on his familiar's rolls.

Familiars must be in "base contact," that is, within one square of the wizard, for the wizard to gain any of the special bonuses for the familiar's type(see Type of Familiar, below).

Finding a Familiar

A character may, at Seasoned rank, find himself bonding with a creature he knows, or meet a creature that he believes would make a fine familiar. Intelligent creatures in this case must be willing, and if the character already knows the creature, it should be very close to the wizard.

If this is the case, it takes little more than a mostly ceremonial rite which costs only 5 GC to bond the creature to the caster. He or she may then choose the type of familiar it will be(i.e. Warrior, Spell or Power) unless the type it

should be is obvious or one of those types is not logical.

Once this is done, the character can begin adventuring with his new familiar.

Creating a Familiar

If the character chooses to build a familiar, he or she must spend a night performing a ritual to give it life and bond it to them. This, as stated previously, costs 500 gold crown in materials.

The GM and player should decide if the familiar is randomly rolled or chosen. If chosen, use the charts as a guide to put the familiar together. All created familiars have a 25% chance of having an oddity, regardless of whether or not the familiar was put together by the player or randomly rolled. If the familiar has an oddity, roll on the Familiar Oddity chart. If the oddity reflects something the familiar already has(wings or a tail for instance), re-roll.

Familiar Size

The largest familiars are no longer or taller than 2'. "Smaller/larger creatures" are enlarged or shrunk respectively to this size.

Familiar Statistics

Core statistics are by familiar type, that is, warrior, spell or power, and not by creature type. However, the creature type, oddities, etc will modify these base statistics. If you're not sure how all this works, we work out two examples at the end for you.

Type of Familiar

There are three types of familiars: Warrior Familiars, Spell Familiars, and Power Familiars.

Warrior Familiar: A Warrior Familiar is a strong, tough, and accomplished hand-to-hand expert. This type of familiar grants no magical bonuses to the wizard, but will fight to defend him.

Warrior Familiar

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d12

Pace: 6, **Parry:** 8 **Toughness:** 8

Special Abilities:

- *Intercept Attack:* If the wizard and warrior familiar are in base contact, then the familiar can make an Agility roll to intercept any melee attacks on its master. If successful, the familiar changes places with the wizard and takes the attack instead.

Spell Familiar: A spell familiar has one Lore it practices, and this Lore does not have to be the same as the Lore of its master. This is randomly rolled, as so:

d12 roll	Lore
1	Light
2	Gold
3	Jade
4	Celestial
5	Grey
6	Amethyst
7	Bright
8	Amber
9	Player's choice
10	GM's choice(evil laugh)

The familiar has 1 Lore spell, randomly chosen(make up your own damn table). The familiar cannot cast spells itself, but rather casts them through the wizard. As such, if the familiar is in base contact with the wizard, the wizard may cast any spells the familiar knows, giving him access to a different Lore. Any miscasts fall on the wizard and not on the familiar.

Spell familiars can learn new spells, but the New Power Edge only grants *one* power, not two.

Spell Familiar

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6, **Parry:** 5 **Toughness:** 5

Special Abilities:

- *Lore Spells:* The familiar begins with 1 Lore spell, randomly chosen, and may be taught more, 1 per New Power edge.

Power Familiar: A wizard with a power familiar in base contact makes any Arcane rolls with a +1 bonus.

Power Familiar

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d6, Shooting d6

Pace: 6, **Parry:** 5 **Toughness:** 6

Special Abilities:

- *Empowered Casting:* If in base contact with his familiar, the wizard adds +1 to Arcane rolls.

Familiar group table

<i>d4 roll</i>	<i>Familiar group</i>	11	Small elephant(May carry 2x load limit, Size -1).
1	Animal	12	Small crocodile(+1 Toughness, Size -1).
2	Larger/smaller creatures	13	Small squig(Frenzy, Size -2).
3	Object/parts	14	Small troll(Regenerate with -2, Size -1).
4	Constructs/humanoids	15	Small sasquatch(+ Strength die type, size -1).
Familiar animals		16	Small shambling mound(Toughness +1, size -2).
<i>d12 roll</i>	<i>Animals</i>	17	Small elemental(appropriate to Lore)(Attacks do energy damage that ignores nonmagical armor, size -2).
1	Cat(familiar has d8 Stealth, Size -2)	18	Small daemon(pink horror, etc)(Intimidate d8, Size -2).
2	Bat(can fly at Pace, Size -2)	19	Small octopus(walks on land)(May grapple, size -1).
3	Rat(or mouse)(Climb d4, size -2)	20	Roll on Animal table and resize to Size -1 or -2, whichever the familiar is not.
4	Owl(or appropriate choice of bird)(can fly at Pace, Size -2)	Familiar objects/parts - roll on Familiar Movement table next	
5	Wolf(or dog)(Tracking d8, Size -1)	Objects may pass as normal objects of their type since anything odd such as wings or legs can be retracted.	
6	Toad(or frog)(Size -2)	d12 roll	Object/part
7	Snake(non-venomous)(Size -2)	1	Hat(Size -2)
8	Lizard(choose an appropriate one)(Size -2)	2	Nightstand
9	Spider monkey(Climb d10, Size -2)	3	Lantern(Size -2)
10	Ferret or Weasel(+1 Agil die type, Size -2)	4	Book(Size -2)
Larger/smaller familiars		5	Beaker(Size -2)
d20 roll	Larger/smaller creature	6	Eye(d8 Notice, Size -1)
1	Large spider(Wallcrawler, Size -2)	7	Hand(May Grapple, Size -1)
2	Large hermit crab(+2 toughness to shell, 50% chance to hit without a Called Shot)	8	Mouth(May Grapple, Size -1)
3	Large centipede(On a successful attack, Vigor roll or 1 level Fatigue. Size -1).	9	Chest/trunk/luggage
4	Large praying mantis(may Grapple. Size -1).	10	Foot(+2 Pace, Size -1)
5	Large fly(Fly at Pace, Size -2).	11	Jack-o-lantern(Taunt d8, Size -2).
6	Large ant(Wallcrawler, Size -2)	12	Roll twice and combine
7	Large venus flytrap(may Grapple. Size -1).		
8	Small dragon(attacks are considered elemental attacks, choose fire, cold, electricity or acid. Size -1).		
9	Small tyrannid(Four arms. Size -2).		
10	Small manticores(Two attacks, one with tail. Tail attack causes Vigor roll or 1 level Fatigue. Size -1).		

Familiar constructs/humanoids

d12 roll	Construct/humanoid
1	Scarecrow(Construct, Size -2)
2	Suit of Armor(Construct, Size -2)
3	Clay golem(Construct, Size -2)
4	Wood golem(Construct, Size -2)
5	Skeleton(small)(Construct, Size -2)
6	Faerie(Fly at Pace, Size -2)
7	Imp(Intimidate d8, Size -2)
8	Small bird-man(Fly at Pace, Size -2)
9	Wizard or sorcerer's robes and hat, seemingly empty(Construct, Size -2)
10	Snotling(Taunt d8, Size -2)
11	Nurgling(Causes Fear, Size -2)
12	Dryad(Toughness +2, Size -1).

Oddities

d12 roll	Oddity
1	Wings - fly at Pace
2	Horns - d4 + Str attack
3	Tail - +1 to Agility rolls and Agility-based skill rolls
4	1d2 extra arms
5	1d2 extra legs(Pace increased by 1/3rd per extra leg)
6	Compactable - Familiar can shrink, fold, or compact in a way that it can fit in a pocket or hat, where it cannot be harmed by any attack(but confers NO bonuses)
7	d6: 1-3 fangs, 2-6 claws. 1d4 + Str damage.
8	Moon head - d6 Intimidate
9	Half size, walks on stilts. 1/2 Pace.
10	Jester's outfit - d6 Taunt(or +2 Die Types if the familiar already has Taunt).
11	Roll on Chaos Mutations chart!
12	Roll twice; 2 oddities!

Familiar movement type

d3 roll	Movement type
1	1d6: 1-3 Flies with no wings 4-6 Flies with wings
2	Legs(walks normal Pace)
3	1d6: 1-3 Small hops(normal Pace) 4-6 Frog or grasshopper legs(normal Pace, can hop 18" high avoiding any obstructions that low automatically)

The Spells

Spells look like this:

Name

Casting Number: This is what you must roll to cast the spell.

Casting Time: Most spells have a Casting Time of "Standard." This means it works the same as a normal SW spell. Some spells may take longer, in which case it will be noted.

Ingredients: These, if available, add to the Casting roll.

Range: How far the effects of the spell can be cast. Usually Self, Touch, or a range determined by Smarts or Spirit.

Duration: How long it lasts. Some spells can be extended, by making another Casting roll. If the spell can be extended, this will tell what the Casting Number is and how long it lasts. For instance, "6(2/round)" means the initial Casting Number is 6, and the character can extend the spell by making a new Casting roll each round with a Casting Number of 2. A caster can do this with any extendable spell, and this is not modified for multiple actions, etc.

The exact description goes here.

Petty Magic(Arcane)

Light

Casting Number: 2(2/minute)

Casting Time: Normal

Ingredients: A drop of lamp oil

Range: Touch

Duration: 10 minutes

Works like the SW spell of the same name.

Sounds

Casting Number: 3(2/round)

Casting Time: Normal

Ingredients: A tiny bell

Range: Smarts

Duration: 1 round

This will reproduce any noise but speech, ranging from whisper quiet to a loud roar.

Drop

Casting Number: 3

Casting Time: Normal

Ingredients: A dab of butter

Range: Smarts x 2

Duration: Instant

This is an opposed Smarts vs Spirit roll. If the victim loses, the caster can force him to drop anything he's holding.

Marsh Lights

Casting Number: 4

Casting Time: 2 rounds

Ingredients: A firefly

Range: 60"

Duration: 1 hour

This creates what appear to be distant lanterns or torches. They naturally follow paths and corridors and need not be controlled. If you wish to control them more closely you can as long as you maintain line of sight and do not perform any other actions. The lights can move at a variable Pace of 6"-12" as you desire.

Magic Dart

Casting Number: 4

Casting Time: Normal

Ingredients: A dart

Range: 12/24/48

Duration: Instant

This works just like Bolt. The damage and number of darts cannot be increased, however.

Sleep

Casting Number: 4

Casting Time: Normal

Ingredients: A piece of down

Range: Touch

Duration: Instant 1d10 rounds

If the touch attack hits, make an opposed Arcane vs Spirit. If the caster succeeds, his victim falls asleep for 1d10 rounds. Attacking the character wakes them up, and if they survive the attack they may stand on their next round.

Petty Magic(Divine)

Blessing of Courage(2/minute)

Casting Number: 3

Casting Time: Normal

Ingredients: A tuft of dog hair

Range: Spirit x 2

Duration: Instant

Any character Shaken or otherwise affected by fear immediately recovers.

Blessing of Speed

Casting Number: 3(2/minute)

Casting Time: Normal

Ingredients: A snake scale

Range: Touch

Duration: 1 minute

This spell adds +1 to any Agility rolls and increases his or her Pace by 1".

Blessing of Fortitude

Casting Number: 3(2/minute)

Casting Time: Normal

Ingredients: A piece of turtle shell

Range: Touch

Duration: 1 minute

This spell adds +1 to any Vigor or Guts rolls the character makes for 1 minute.

Blessing of Healing

Casting Number: 3

Casting Time: Normal

Ingredients: A sprig of holly

Range: Touch

Duration: Instant

This spell heals 1 Wound automatically as long as the casting roll is successful and its made within an hour of injury. This spell does not cure poison, disease, etc.

Blessing of Might

Casting Number: 4(2/minute)

Casting Time: Normal

Ingredients: An iron nail

Range: Touch

Duration: 1 minute

This spell adds +1 to any Strength or Fighting rolls the character makes for 1 minute.

Blessing of Protection

Casting Number: 4(2/minute)

Casting Time: Normal

Ingredients: A small token with your deity's symbol

Range: Self

Duration: 1 minute

Any opponent who wishes to attack you must first pass a

Spirit roll. If they fail, they must attack someone else or take another action altogether.

Petty Magic(Hedge)

Aethyric Armour

Casting Number: 3(2/minute)

Casting Time: Normal

Ingredients: A link of chainmail

Range: Self

Duration: 1 minute

You gain +1 Toughness on all parts of the body for the duration. This spell will not work if the caster is wearing armor and will be canceled if the caster dons armor.

Blessed Weapon

Casting Number: 4(1/hour)

Casting Time: Normal

Ingredients: A dab of blessed water

Range: Touch

Duration: 1 hour

You bless 1 melee or thrown weapon or 5 shots of missile ammunition. These count as magical, but do not gain bonuses of any other kind.

Dispel

Casting Number: 6

Casting Time: Normal

Ingredients: A small silver hammer

Range: Smarts or Spirit

Duration: Instant

You instantly cancel the effects of any magical effect within range. The caster of the original spell gets an opposed casting roll to resist(this takes place even if the original caster is not around). This spell cannot cancel the effects of ritual magic.

Magic Lock

Casting Number: 4

Casting Time: 1 minute

Ingredients: A key

Range: 2 yards

Duration: 1 week

You enchant one bolt or lock to close permanently for the duration. It cannot be forced or picked, but the door or chest it's attached to can still be broken down.

Magic Alarm

Casting Number: 4

Casting Time: 1 minute

Ingredients: A small brass bell

Range: Touch

Duration: Special

Whenever a creature comes within 2 yards of the spot you've cast Magic Alarm on, you will be mentally alerted. There is no range and you will awaken if sleeping. The spell lasts until triggered or cast on another spot. Only one may be in play at any time.

Silence

Casting Number: 5(2/round)

Casting Time: Standard

Ingredients: A gag

Range: Smarts x 2

Duration: 2 rounds

One opponent cannot speak. He or she is granted a Spirit roll to resist.

Skywalk

Casting Number: 5(2/round)

Casting Time: Standard

Ingredients: An eagle's feather

Range: Self

Duration: 1 round

You briefly walk on air, moving 3x your Pace and up to 6 yards high, allowing you to overcome simple obstacles.

Protection from Rain

Casting Number: 3

Casting Time: Normal

Ingredients: A freshly picked leaf

Range: Self

Duration: 1 hour

Even in the heaviest downpour, you and your belongings remain dry.

Magic Flame

Casting Number: 3

Casting Time: Normal

Ingredients: A piece of flint

Range: Self

Duration: Special

A bluish flame bursts forth from your open palm. It provides light like a candle and stays lit until you close your hand or cast another spell.

Gust

Casting Number: 3(1/hour)

Casting Time: Normal
Ingredients: A bird's feather
Range: Self
Duration: Instant

You create a light gust of wind strong enough to blow around papers or blow out candles.

Ghost Step

Casting Number: 3
Casting Time: 2 rounds
Ingredients: A pinch of sand
Range: Self
Duration: 1 hour

You leave no visible tracks in any terrain and anyone tracking you takes a -2 penalty.

Ill Fortune

Casting Number: 3
Casting Time: 2 rounds
Ingredients: A crude doll of the victim
Range: Touch(item)
Duration: 24 hours

One opponent suffers a penalty equal to -1 for each die type in Arcane or Faith that you have.

Move

Casting Number: 3(2/round)
Casting Time: Normal
Ingredients: A small fan
Range: Smarts or Spirit
Duration: 1 round

You can manipulate or move light objects within range. You can also open or close unlocked doors or knock over objects within twice that range.

Shock

Casting Number: 4
Casting Time: Normal
Ingredients: A small pin
Range: Touch
Duration: Instant

A successful touch attack deals 2d6 damage, but this damage cannot wound an opponent, only Shake them.

Arcane Lore: Beasts

The Beast Unleashed

Casting Number: 8
Casting Time: 2 rounds

Ingredients: A wolf's heart
Range: Smarts
Duration: One complete combat

Any allies within range have their Strength, Spirit, and Guts die types increased by 1, and Fighting and Smarts decreased by 1 die type. Any Traits at d12 are increased to d12+1; any Traits at d4 and decreased to d4-1. This does not work on animals.

Calm the Wild Beast

Casting Number: 3
Casting Time: Standard
Ingredients: A lump of sugar
Range: Smarts x 2
Duration: A number of hours equal to your Magic score

This spell will make any wild animal placid, though they may make a Spirit roll to resist. If it is a mount, it will allow the caster to ride it with a +1 to any Riding rolls. The spell is broken if the animal is attacked by the caster.

Claws of Fury

Casting Number: 4
Casting Time: Standard
Ingredients: A cat's claw
Range: Self
Duration: A number of minutes equal to your Magic score

Your fingernails become vicious claws. They do Str+d4 damage, add +1 to your Fighting rolls, and you may attack with both at the standard -2/-4 penalty(-1/-3 with the Fighting bonus, or -1/-1 if you are Ambidextrous). You cannot hold a weapon while this spell is in effect.

Crow's Feast

Casting Number: 7
Casting Time: Standard
Ingredients: A caged crow
Range: 24 / 48 / 96
Duration: Instant

This spell summons a murder of aethyric crows with iron-shod beaks and bleeding feathers. It acts, more or less, as a Blast spell. It always uses the Large Blast Template and deals 2d6 damage, which always strikes the head of those below. It can be cast even underground since the crows are magically gated.

Form of the Raging Bear

Casting Number: 9
Casting Time: 3 rounds
Ingredients: A bear's claw

Range: Self

Duration: 1 hour or until taking a Wound

You can shape shift into a bear. This changes all of your equipment as well. You retain your Smarts, Spirit, and any Skills. You cannot talk or cast spells. You can end this spell at will.

Form of the Ravening Wolf

Casting Number: 6

Casting Time: 2 rounds

Ingredients: A wolf's paw

Range: Self

Duration: 1 hour or until taking a Wound

You can shape shift into a wolf. This changes all of your equipment as well. You retain your Smarts, Spirit, and any Skills. You cannot talk or cast spells. You can end this spell at will.

Form of the Soaring Raven

Casting Number: 4

Casting Time: Standard

Ingredients: A raven feather

Range: Self

Duration: 1 hour or until taking a Wound

You can shape shift into a raven. This changes all of your equipment as well. You retain your Smarts, Spirit, and any Skills. You cannot talk or cast spells. You can end this spell at will.

Master's Voice

Casting Number: Special

Casting Time: Standard

Ingredients: A miniature whip of braided animal hair

Range: Smarts x 100 yards

Duration: 10 minutes

This works as Beast Friend, except that the CN is 6 + 2x the animal's size. Controlling a lion, which has Size +2, would have a CN of 10.

The Talking Beast

Casting Number: 5

Casting Time: Standard

Ingredients: A tongue from the animal you are turning into or giving speech

Range: Self or Smarts

Duration: Your rank in minutes

This spell will give the gift of speech to an animal, or to yourself if cast just before shape shifting.

Wings of the Falcon

Casting Number: 11

Casting Time: 2 rounds

Ingredients: A live falcon

Range: Self

Duration: 3(2/round)

Wings sprout from your back and you are able to fly at your normal Pace, with a Climb rate of half that number.

Arcane Lore: Death

Acceptance of Fate

Casting Number: 6

Casting Time: Standard

Ingredients: A coffin nail

Range: Smarts

Duration: 10 rounds

For the duration, you and your allies are immune to Fear effects.

Death's Door

Casting Number: 8

Casting Time: Standard

Ingredients: Vial of embalming fluid

Range: Smarts x2

Duration: Arcane skill / 3(minutes)

Any ally under the effect of this spell is protected, by seconds, from their inevitable doom. An ally that is killed while under such protection will get 1 more round in which to act before finally dying. The spell does not end until its duration runs out, so an ally dying does not end the effect.

Deathsight

Casting Number: 3

Casting Time: Standard

Ingredients: Handful of grave dirt

Range: Self

Duration: 1 hour

This spell allows the caster to see the spirits and souls of the dead that are normally invisible to the living. When living beings die, the caster can see their souls leave their bodies.

Final Words

Casting Number: 7

Casting Time: Standard

Ingredients: A piece of vellum

Range: Smarts

Duration: Instant

A wizard may use this spell to ask a question of someone who has been dead less than 1 minute. They must be within range and their death must have been in the last 60 seconds. The caster is limited to one question only, and the dead soul is not compelled to answer the question truthfully, or even at all if it does not wish to. This does not work on beings like Daemons, but only on mortal remains.

Reaping Scythe

Casting Number: 4

Casting Time: Standard

Ingredients: A miniature iron scythe

Range: Self

Duration: Arcane skill/3(rounds)

This spell materializes a scythe of Amethyst energy. It counts as a magical weapon with +1 to Fighting and Damage.

Steal Life

Casting Number: 7

Casting Time: Standard

Ingredients: A vial of blood

Range: Smarts

Duration: Instant

This spell will drain the life force of an enemy. It acts as a Bolt spell, except the number of bolts cannot be increased, it does not require line of sight, and heals the caster of 1 Wound for every wound the spell causes. If the caster is fully healed, he does not gain any extra Wounds but his opponent is still harmed.

Swift Passing

Casting Number: 4

Casting Time: Standard

Ingredients: Two brass pennies

Range: Touch

Duration: Instant

This spell will instantly kill anyone or anything that is near death, dying, or critically wounded. This is at the GM's discretion. Those killed in this way cannot be communicated with using *Final Words*, but is otherwise still susceptible to necromantic animating, calling, raising and so forth.

Tide of Years

Casting Number: 5

Casting Time: Standard

Ingredients: Small hourglass

Range: Touch

Duration: Instant

This will cause one non-magical item of 10 lbs or less to age and decay. Poor and common items will turn to dust. Items of good quality will become poor quality, while masterwork items will become common. How this effects your game beyond trappings(or the occasional item turned to dust) is up to the GM.

Wind of Death

Casting Number: 12

Casting Time: Standard

Ingredients: An amethyst worth at least 50gc

Range: Smarts x 2

Duration: Instant

This calls a wind of Shyish energy anywhere within range and acts as a full-power Blast spell. Those caught under it take damage as normal, except that the spell ignores all armor. Such is the disturbance this spell causes that all wizards within a 5 mile radius are aware it has been cast. Wizards that use the spell too much often find themselves hunted by their fellow wizards or worse.

Youth's Bane

Casting Number: 10

Casting Time: Standard

Ingredients: A cutting of ivy from the grave of a priest

Range: Smarts

Duration: Instant

A character affected by this spell must make a Spirit roll or age 2d10 years.

Arcane Lore: Fire

Breathe Fire

Casting Number: 11

Casting Time: Standard

Ingredients: A dragon's scale

Range: Burst template

Duration: Instant

This is effectively the *Burst* power, though the caster specifically breathes the fire. Many watching may assume the character is a daemon(or consorting with them), so this spell probably shouldn't be thrown around in public.

The Burning Head

Casting Number: 8

Casting Time: Standard

Ingredients: A skull of any kind

Range: 18"

Duration: Instant

This is *Bolt*, except it hits everything in an 18" line.

Cauterize

Casting Number: 3

Casting Time: Standard

Ingredients: A piece of charcoal

Range: Touch

Duration: Instant

Cauterize will seal shut an open wound. It won't heal Wounds, but it will keep someone from dying who is bleeding to death and so forth. At the GM's discretion this may also be used for similar tasks, such as branding.

Conflagration of Doom

Casting Number: 11

Casting Time: Standard

Ingredients: A dragon's tooth

Range: Smarts x 2

Duration: Special

This calls a fiery inferno anywhere within range and acts as a full-power Blast spell. Those caught under it take damage as normal. The fire will continue to rage each round, and anyone still in the affected area must make a Spirit roll or take damage again. The fire will not stop until everyone has left the area of effect or is dead. Such is the disturbance this spell causes that all wizards within a 5 mile radius are aware it has been cast. Wizards that use the spell too much often find themselves hunted by their fellow wizards or worse.

Crown of Fire

Casting Number: 4

Casting Time: Standard

Ingredients: 1 gc

Range: Self

Duration: Arcane skill/3(minutes)

This creates a fiery crown about the caster's head. This adds +1 to any Intimidate rolls, or any Persuasion rolls that seem appropriate(rolls to give orders, command others, etc). Additionally, anyone attacking the caster must make a Spirit roll or attack someone else(or take another action altogether). Finally, the crown illuminates the area like a torch. The flames are not illusionary and will burn items and damage those touching it(though not the caster himself).

Fiery Blast

Casting Number: 9

Casting Time: Standard

Ingredients: A dagger of thrice-forged steel

Range: 24/48/96

Duration: Instant

This is *Bolt* with fire trappings. Instead of choosing how many bolts to create, the number of bolts is 1d6.

Fire Ball

Casting Number: 5

Casting Time: Standard

Ingredients: A ball of sulphur

Range: 24/48/96

Duration: Instant

This is *Blast* with fire trappings. The small Blast template is used. Additionally, the caster may throw 2 Fire Balls at Arcane skill d8 and 3 Fire Balls at Arcane skill d12.

Fires of U'Zhu1

Casting Number: 4

Casting Time: Normal

Ingredients: A match

Range: 12/24/48

Duration: Instant

This works just like *Bolt* with fire trappings. The damage and number of bolts cannot be increased, however.

Flaming Sword of Rhuin

Casting Number: 6

Casting Time: Standard

Ingredients: A torch

Range: Self

Duration: Arcane skill/3(rounds)

This spell materializes a flaming sword. The sword counts as magical and it also grants the wielder one extra attack with it each round with no penalties.

Hearts of Fire

Casting Number: 7

Casting Time: 2 rounds

Ingredients: A vial with a mixture of blood and oil

Range: Smarts

Duration: 10 minutes

All allies within range gain a +2 to all rolls against fear, intimidation, etc. Anyone moving out of range lose this bonus.

Shield of Aqshy

Casting Number: 5

Casting Time: Standard

Ingredients: An iron amulet

Range: Self

Duration: Arcane skill(minutes)

This spell wraps the caster in fiery Red Wind. This reduces the damage of any fire-based attack by 2.

Wall of Fire

Casting Number: 15

Casting Time: One round

Ingredients: A patch of fur from a chimera

Range: Smarts x 2

Duration: Instant

This spell creates a wall of fire 24" long and 5" high. Anyone caught under it takes 2d6 damage.

Arcane Lore: The Heavens Celestial Shield

Casting Number: 7

Casting Time: Standard

Ingredients: ?

Range: Smarts x 2

Duration: Smarts in minutes

All allies within range now have Armor 3. This does not stack with normal armor but replaces it if higher.

The Comet of Casandora

Casting Number: 12

Casting Time: Standard

Ingredients: ?

Range: 12/24/48

Duration: Special

When cast, there is a 50% chance each round that the spell will begin. There is no limit to how long this can take. You must keep track of the number of rounds, since the range is a radius of d8" x the number of rounds that passed. The round the spell is successful does not add to this. The spell does 3d6 damage to all within that radius.

Curse

Casting Number: 7

Casting Time: Normal

Ingredients: A broken mirror(+2)

Range: Smarts x2

Duration: 24 hours

The victim of your curse suffers a -1 to all trait rolls, and opponents gain a +1 to damage against him or her. A character may only suffer the effects of one *Curse* spell at a time.

Fate of Doom

Casting Number: 13

Casting Time: 1 hour

Ingredients: The noose of a hanged man(+3)

Range: 1 mile

Duration: Special

This spell requires a lock of hair or drop of blood of the intended victim. The victim must make a Spirit roll at -4 or lose all bennies he has. He can not use bennies to re-roll this roll. If he has none, the next roll on the KO and Injury tables are made at +10.

This is such a potent spell that any caster within 5 miles will be aware that it was cast.

First Portent of Amul

Casting Number: 4

Casting Time: Normal

Ingredients: A piece of glass

Range: Self

Duration: 1 round

By reading signs and portents in the air, the caster is able to re-roll one roll on his next round(as if he or she had spent a benny).

Lightning Bolt

Casting Number: 5

Casting Time: Normal

Ingredients: A tuning fork

Range: Smarts x2

Duration: Instant

This is a Bolt spell which does 3d6 damage.

Lightning Storm

Casting Number: 10

Casting Time: Standard

Ingredients: A weather vane(+1)

Range: 6/12/24

Duration: Instant

This is a Blast spell which does 3d6 damage.

Omen

Casting Number: 3

Casting Time: 1 minute

Ingredients: The liver of a small animal

Range: Self

Duration: Special

You may ask for an omen on one question you have. The GM should make a Smarts roll for you secretly; on a success, you get a true omen. On a failure, you get an omen you only think is true. The GM should also roll 2d10 to determine the number of hours for which the spell holds true.

Second Portent of Amul

Casting Number: 5

Casting Time: Normal

Ingredients: A piece of stained glass(+2)

Range: Self

Duration: 1 hour

Like the First Portent of Amul, except it allows 2 re-rolls and lasts an hour.

Portent of Far

Casting Number: 5

Casting Time: Standard

Ingredients: A piece of crystal(+1)

Range: Smarts

Duration: 1 round

This spell allows all friendly characters within range to re-roll any Fighting or Shooting rolls in which a 1 is rolled on either die. The re-roll is final.

Starshine

Casting Number: 9

Casting Time: 1 round

Ingredients: A star chart(+3)

Range: Smarts x3 radius

Duration: Smarts in minutes

The light of the stars illuminates the area of effect. This light has the following effects:

- Cuts through all forms of darkness, even magical darkness and fog.
- Exposes disguised characters, including characters shapeshifted or disguised by illusions.
- Reveals hidden doors and chambers.

Wind Blast

Casting Number: 6

Casting Time: Normal

Ingredients: An animal bladder(+2)

Range: 6/12/24

Duration: Smarts

The caster calls down strong winds to buffet opponents. Use the Large Blast Template. Those beneath must make a Strength check or be knocked down. They must then make a Vigor check or be Shaken.

During the spell's effect, Melee Attacks are at -2, ranged attacks cannot be made, and a Strength roll is necessary to move.

Wings of Heaven

Casting Number: 7

Casting Time: Normal

Ingredients: A dove's feather(+2)

Range: Self

Duration: Smarts in minutes

Using heavy winds he or she conjures, the caster may fly at his or her Smarts rank in inches per round with half that for climb rate.

Arcane Lore: Life

Cure Blight

Casting Number: 12

Casting Time: 10 minutes

Ingredients: A vial of water from a sacred pool

Range: Smarts x 2

Duration: Instant

This spell may be cast on a 1 square mile of land or on 2d10 characters. On the former, this will cure any blight affecting the land. On the latter, it will cure those characters of disease.

Curse of Thorns

Casting Number: 4

Casting Time: Standard

Ingredients: A thorn

Range: Smarts x 3

Duration: 1d10 rounds

This spell causes thorns to grow within the body of one opponent within range. Each round the spell causes 1d4 damage and the character must make a Spirit roll or suffer 1 level of Fatigue(1 total; these do not stack).

Earth Blood

Casting Number: 4

Casting Time: 1-3 rounds

Ingredients: A dagger

Range: Self

Duration: Instant

The caster may spend 1-3 rounds casting this spell and must be standing on natural earth. For every round spent casting, the caster heals 1 Wound.

Earth Gate

Casting Number: 6

Casting Time: Standard

Ingredients: An iron key

Range: Smarts x 4

Duration: Instant

The caster may teleport anywhere within range. Both the

entry and exit points for the teleport must be over natural earth.

Fat of the Land

Casting Number: 4

Casting Time: 1 minute

Ingredients: A handful of animal feed

Range: Touch

Duration: 1 week

One touched character(or yourself) can go 1 week without food. The character still needs to drink.

Geyser

Casting Number: 9

Casting Time: Standard

Ingredients: A dowsing rod blessed by a priest of Taal

Range: 6/12/24

Duration: Instant

The caster conjures a geyser to erupt from the ground. This must be on natural earth. Those affected by a Medium Blast Template take 2d6 damage, and are knocked d4 yards out of the geyser - your choice where. They are prone until they stand up.

Gift of Life

Casting Number: 7

Casting Time: Standard

Ingredients: A seed

Range: 12"

Duration: Instant

This spell immediately heals one character of all Wounds.

The Howler Wind

Casting Number: 7

Casting Time: Standard

Ingredients: The tooth of a wolf

Range: 12" radius

Duration: 2d6 rounds

Massive winds are called up around the caster. No missile weapons may be fired into the area of effect, though large missile weapons such as siege weapons are unaffected. Those within the winds may fire out as normal.

The Master of Stone

Casting Number: 8

Casting Time: Standard

Ingredients: A vial of swamp water

Range: 12" of caster or sight and 12" stony ground, ruins etc

Duration: 1 round

The enemy is buffeted and torn by flying rock. This spell may be cast anywhere within 12" of the wizard, or anywhere in sight that is within 12" of a collection of loose stone. The spell uses a Medium Blast Template and causes 2d6 damage.

Master of the Wood

Casting Number: 6

Casting Time: Standard

Ingredients: A leaf from a holy grove

Range: 8/16/32

Duration: Instant

The caster calls roots and branches to rise up and flail the enemy. Use a Medium Blast Template. The damage is 2d6.

Mistress of the Marsh

Casting Number: 4

Casting Time: Standard

Ingredients: A vial of swamp water

Range: 12" of caster or sight and 12" of water

Duration: 1 round

This spell may be cast anywhere within 12" of the wizard, or anywhere in sight that is within 12" of a water source. The spell will turn all land in a Large Blast Template into boggy, swampy mud, reducing Pace by 1/2.

River's Whisper

Casting Number: 6

Casting Time: 1 minute

Ingredients: A flagon of wine

Range: Self

Duration: Arcane die level(i.e. 1-5) in minutes

The caster must be standing waist-deep in water to cast this spell. When cast, the wizard may ask the river about any general activities on the river within 1 mile and within the past 24 hours.

Spring Bloom

Casting Number: 7

Casting Time: 10 minutes

Ingredients: A handful of natural fertilizer

Range: Touch

Duration: Special

This spell can be cast on a field the size of a farmer's field or on a person. The field will be guaranteed an abundant harvest, or the person will be guaranteed conception. Both work assuming all normal conditions are met.

Summer Heat

Casting Number: 5

Casting Time: Standard

Ingredients: A vial of sweat from an honest man

Range: 8/16/32

Duration: Instant

Those caught under a Large Blast Template become incredibly fatigued and hot, as if toiling under the hot sun all day. They must make a Vigor roll or suffer 1 level of Fatigue.

Winter Frost

Casting Number: 11

Casting Time: Standard

Ingredients: A vial of melted snow gathered from a mountain peak

Range: 8/16/32

Duration: 1 minute per die level(i.e. 1-5)

Use a Large Blast Template. Those within take 2d6 damage and movement in the area is halved.

Arcane Lore: Light

Banish

Casting Number: 6

Casting Time: Standard

Ingredients: An oak wand

Range: Smarts x2

Duration: Special

If successfully cast on a daemon, the caster and demon make opposed Spirit rolls. If the caster wins, the daemon is banished. On a tie, they remain locked in mental combat and neither can act. Each round the contest continues until one wins.

Blinding Light

Casting Number: 10

Casting Time: Standard

Ingredients: A polished mithril disc

Range: 12/24/48

Duration: Instant

This spell causes a bright flash of light the size of a Large Blast Template. Anyone struck by the blast must make an Agility roll. Those that fail are affected as if by the Dazzling Brightness spell. Those that fail are blinded for 1d10 rounds.

Daemonbane

Casting Number: 11

Casting Time: 1 round

Ingredients: A wand made from an oak that's been struck by

lightning

Range: 48

Duration: Instant

The caster can cast this on a group of daemons using the Large Blast Template. Any affected daemons must make a Spirit roll or be banished.

Dazzling Brightness

Casting Number: 3

Casting Time: Standard

Ingredients: A small mirror

Range: 8/16/32

Duration: Instant

This spell causes a bright flash of light the size of a Small Blast Template. Those struck by the blinding light suffer -1 to Fighting, Shooting, and any sight-based Trait roll.

Eyes of Truth

Casting Number: 8

Casting Time: Standard

Ingredients: A glass sphere

Range: Smarts x 4

Duration: Arcane die level(i.e. 1-5 rounds)

The caster can see through illusions, magical darkness, disguises, and invisible beings and characters within range.

Guardian Light

Casting Number: 8

Casting Time: Standard

Ingredients: A small shield of glass

Range: Smarts radius

Duration: Arcane die level(i.e. 1-5 rounds)

All friendly characters within range are immune to Fear and Intimidation. Any character under the influence of these is instantly recovered. No line of sight is required, but anyone leaving the area of effect loses these bonuses.

Healing of Hysh

Casting Number: 5

Casting Time: Standard

Ingredients: A clear glass bead

Range: Touch

Duration: Instant

The caster may cast this spell and use the results as if they were a Natural Healing roll.

Inspiration

Casting Number: 7

Casting Time: 1 minute

Ingredients: A page from a book

Range: Self

Duration: Instant

Upon completion of the spell, the caster is inspired by knowledge, making any Knowledge skill roll with a +3 bonus.

Pha's Illumination

Casting Number: 5

Casting Time: Standard

Ingredients: A torch

Range: Smarts

Duration: Arcane die level(i.e. 1-5 rounds)

This spell causes a number of bonuses to those it is cast upon. Firstly, the character's Strength is raised to d12+3, unless it is normally higher. The character gains Improved Frenzy, and may attack unarmed as if using a weapon(in fact, they cannot gain the benefits of this spell if they are armed). Furthermore, magical weapons used against the character count as nonmagical.

Pillar of Radiance

Casting Number: 12

Casting Time: Standard

Ingredients: A diamond worth at least 100 gc

Range: 12/24/48

Duration: Instant

The caster causes a huge pillar of radiant, burning light. Use the Large Blast Template. Anyone hit takes 2d6 damage and must make an Agility roll or suffer the affects of the Dazzling Brightness spell. This spell is so potent that all wizards within a 5 mile radius will be aware that it has been cast. It is frowned upon to use it for anything other than combating demons, such is its potency.

Radiant Gaze

Casting Number: 4

Casting Time: Standard

Ingredients: A lens

Range: 4/8/16

Duration: Instant

This is a Bolt spell that does 2d12 damage.

Shimmering Cloak

Casting Number: 4

Casting Time: Standard

Ingredients: A candle

Range: 4/8/16

Duration: Arcane die level(i.e. 1-5 rounds)

This is a special protection against missile weapons, reducing their damage from 2 dice to 1. For thrown weapons, use Strength damage only.

Arcane Lore: Metal

Armor of Lead

Casting Number: 6

Casting Time: Standard

Ingredients: A miniature lead helmet

Range: 48"

Duration: 1 minute

Use the Large Blast Template to cover a group of enemies. Their armor now weighs as much as lead. This causes a -1 to Fighting, Shooting, and Agility rolls as well as -2 to Pace.

Commandment of Brass

Casting Number: 6

Casting Time: Standard

Ingredients: A piece of brass from a chariot or war machine

Range: Smarts x 2

Duration: 1 round

This spell may be cast on a chariot or war machine, causing it to freeze. The machine or chariot cannot move, nor can those inside use any kind of ranged attacks from it, even their own bows or guns until their next turn.

Curse of Rust

Casting Number: 4

Casting Time: Standard

Ingredients: A rusty nail

Range: Smarts

Duration: Instant

The caster may rust and corrode any one metal object within range, making it useless. The object must weigh 8 pounds or less and must not be magical.

Distillation of Molten Silver

Casting Number: 8

Casting Time: Standard

Ingredients: An unbeaten piece of silver

Range: 6/12/24

Duration: Instant

The caster hurls molten silver at an opponent. This acts as a Bolt spell which does 2d6 damage and the caster can fire 1d6 bolts.

Enchant Item

Casting Number: 9

Casting Time: 1 minute

Ingredients: A griffon's feather

Range: Touch

Duration: 1 hour

The caster enchants an item to increase the die type of any one Trait that would logically follow. For example, a magical circlet could increase Spirit, a sword could increase Strength. The item counts as magical during this time.

Guard of Steel

Casting Number: 3

Casting Time: Standard

Ingredients: A steel ball

Range: Self

Duration: 1 minute

The wizard summons orbs of steel that revolve around his or her body, providing +1 Parry against melee attacks and +1 Toughness against ranged attacks.

Law of Gold

Casting Number: 8

Casting Time: Standard

Ingredients: An unbeaten piece of gold

Range: Smarts x 2

Duration: 1d10 rounds

This spell will temporarily drain the magic of 1 magic item which lasts the duration.

Law of Logic

Casting Number: 4

Casting Time: 1d4 rounds

Ingredients: A blank piece of paper

Range: Smarts

Duration: 5 minutes

The caster gains a +2 bonus on any one Trait roll made in the next 5 minutes.

Rule of Burning Iron

Casting Number: 4

Casting Time: Standard

Ingredients: An unforged piece of iron

Range: Smarts x 2

Duration: Instant

The caster heats up the armor of an enemy, causing 1d6 damage for every point of Armor the character has (i.e. 1d6-3d6).

Silver Arrows of Arha

Casting Number: 6

Casting Time: Standard

Ingredients: A silver arrowhead

Range: 12/24/48

Duration: Instant

The caster can create a number of arrows equal to his or her Arcane die level(1-5). These can be cast at the same or different opponents. The arrows do 2d6 damage.

The Spirit of the Forge

Casting Number: 12

Casting Time: Standard

Ingredients: A helmet

Range: 6/12/24

Duration: Instant

This works as Rule of Burning Iron, except it affects all within a Large Blast Template.

Transformation of Metal

Casting Number: 7

Casting Time: 1 minute

Ingredients: A charm in the shape of a hammer and anvil

Range: Touch

Duration: Permanent

The caster may change any one metal object into another; a bucket into a flagon for instance. Make an additional arcane roll to determine the craftsmanship; a failed roll is poor, a success is good, a raise is good, while an additional raise would be the best craftsmanship possible.

Transmutation of the Unstable Mind

Casting Number: 10

Casting Time: 10 minutes

Ingredients: A page from a book written by a madman

Range: Touch

Duration: 1 minute

You summon orbs of steel that revolve around your body, providing +1 Parry against melee attacks and +1 Toughness against ranged attacks.

Trial and Error

Casting Number: 7

Casting Time: Standard

Ingredients: An empty glass vial

Range: Smarts

Duration: 1 round

Until the beginning of the next turn, the caster and all allies may re-roll one trait roll or damage roll.

Arcane Lore: Shadow

Bewilder

Casting Number: 4

Casting Time: Standard

Ingredients: A splash of ale

Range: Smarts x 2

Duration: Arcane die level in minutes(1-5)

Any opponent under the influence of this spell must make a Spirit roll or become bewildered. Roll on the following chart to determine what he will do until the spell wears off:

01-20: *Befuddled* - May not run, any actions are made with one multi-action penalty(making two actions would accrue two penalties, etc).

21-40: *Wander* - The character runs in a random direction.

41-60: *Attack* - Attacks the nearest character, friend or foe.

61-80: *Nothing* - Makes no actions.

81-00: *Curl into a ball* - goes into a fetal position and does nothing.

Cloak Activity

Casting Number: 5

Casting Time: Standard

Ingredients: A sketch of your illusory action

Range: Self

Duration: 1d10 rounds

Your character can appear to do one thing while actually doing anything else. This even masks casting the spell.

Creeping Death

Casting Number: 6

Casting Time: Standard

Ingredients: A rat's claw

Range: 6/12/24

Duration: Instant

This is a ranged attack which does 1d10 hits and 1d4 damage per hit.

Crown of Taidron

Casting Number: 8

Casting Time: Standard

Ingredients: An iron crown

Range: 12"

Duration: Instant

Anyone within range, including allies, take 1d3 hits at d12 damage.

Doppelganger

Casting Number: 4(2/minute)

Casting Time: Standard

Ingredients: A lock of hair from the race being impersonated

Range: Self

Duration: Arcane die level(i.e. 1-5) in minutes x10

The caster may take on the appearance of any humanoid race under 10' tall. This spell does not disguise your voice nor does it allow you to speak the language of the race you are impersonating. Those with reason to be suspicious may make a Smarts roll to see through the illusion.

The caster may choose to look like a specific person, in which case he or she must make an extra Arcane roll to perfect it.

Dread Aspect

Casting Number: 9

Casting Time: Standard

Ingredients: A shred of cloth from the robes of a wight

Range: Self

Duration: 1 minute

The caster takes on a terrifying appearance and causes Fear +3.

Illusion

Casting Number: 10

Casting Time: Standard

Ingredients: A crystal prism

Range: Smarts x 4

Duration: Arcane die level

The character can create a full illusion with sight, sound, smell, etc. The illusion can be as large as a Large Blast Template. The caster can keep the illusion going by making a Smarts roll each round.

Pall of Darkness

Casting Number: 6(2/minute)

Casting Time: Standard

Ingredients: The eyes of a newt

Range: Smarts x 2

Duration: Arcane die level in minutes(1-5)

You create a circle of darkness. Use the large Blast Template. Not even Low Light Vision can see through this. Furthermore, characters must pass a Spirit roll each round or act as if they've already made an action(and take a multi-action penalty).

Shadowcloak

Casting Number: 3(2/round)

Casting Time: Standard

Ingredients: A piece of charcoal

Range: Self

Duration: Arcane die level(i.e. 1-5)

The caster wraps himself in shadows, giving him or her a +2 to Stealth rolls.

Shadow Knives

Casting Number: 9

Casting Time: Standard

Ingredients: A knife of cold-forged iron

Range: 12/24/48

Duration: Instant

This spell works as Bolt, doing 2d6 damage each. The caster can cast as many knives(Bolts) as his Arcane Die level(i.e. 1-5).

Shroud of Invisibility

Casting Number: 7(3/round)

Casting Time: Standard

Ingredients: A gossamer shroud

Range: Self

Duration: 1d10 rounds

The caster becomes invisible, like the SW power. In addition, he or she cannot be targeted by ranged magical attacks.

Steed of Shadows

Casting Number: 5(2/round)

Casting Time: Standard

Ingredients: A horse shoe

Range: Smarts

Duration: 1 round

The caster creates a coal-black drake which allows him or her to fly 20" a round.

Universal Confusion

Casting Number: 12

Casting Time: Standard

Ingredients: The eyes of a chimera

Range: Smarts x 2

Duration: Arcane die level in minutes(1-5)

This works like Bewilder except it affects all enemies within a Large Blast Template.

Unseen Lurker

Casting Number: 11

Casting Time: Standard

Ingredients: A

Range: Smarts

Duration: Instant

Using a Large Blast Template, any allies may move their full Pace for free.

Arcane Lore: Chaos

Using dark magic, Chaos sorcerers can tap directly into the evil Dhar energies to cast spells unavailable to normal men. These spells come with a cost; characters can develop unpleasant side effects such as permanent physical conditions like palsy, allergies, or even mutations. We do not include rules for this here as we assume most players will be playing "good" characters(so to speak).

One note that must be made here: some spells involve the summoning of daemons. In this case, the summoner must make a Spirit roll to control them on the first round he or she summons them; otherwise, they act in typical daemonic fashion and have no loyalty to the caster, most likely attacking him or her first.

Boon of Chaos

Casting Number: 4

Casting Time: Standard

Ingredients: An amulet engraved with a Chaos symbol

Range: Self

Duration: 1 minute

The caster may add +1 to either his or her Fighting rolls, Spirit rolls, or Toughness. This spell may be cast multiple times for the different effects, but the same thing cannot be boosted more than once at a time.

Burning Blood

Casting Number: 6

Casting Time: Standard

Ingredients: A vial of daemon blood

Range: 6/12/24

Duration: Instant

The caster spits a stream of boiling blood at an opponent. This is a Bolt spell.

Dark Hand of Destruction

Casting Number: 7

Casting Time: Standard

Ingredients: The hand of a hanged man

Range: Touch

Duration: Smarts in rounds

The caster wreaths his hand in dark energy. He may make a Touch Attack with AP 3 which does 3d8 damage.

The caster can keep the spell going after its duration with a Spirit roll each round.

Lure of Chaos

Casting Number: 7

Casting Time: Standard

Ingredients: A defiled holy symbol

Range: Smarts

Duration: 1 round

This is the spell Puppet. The victim gets a Spirit roll to resist.

Summon Demon Pack

Casting Number: 11

Casting Time: 1 round

Ingredients: The fresh hearts of 6 humanoids

Range: 6"

Duration: 1d10 rounds

This spell summons a pack of lesser daemons equal to the caster's Arcane die number (that is, 1 for d4, 2 for d6, 3 for d8, 4 for d10 and 5 for d12).

Summon Lesser Daemon

Casting Number: 5

Casting Time: 2 rounds

Ingredients: The fresh heart of a humanoid

Range: Smarts

Duration: 1d10 minutes

This spell summons a lesser daemon anywhere within range.

Touch of Chaos

Casting Number: 8

Casting Time: Standard

Ingredients: The horn of a Beastman

Range: Touch

Duration: Instant

This allows a Touch Attack which, if successful, forces the victim to make a Spirit roll or suffer a random mutation. He must also make another Spirit roll or be Shaken.

Veil of Corruption

Casting Number: 10

Casting Time: Standard

Ingredients: The blade of a chaos champion

Range: 8/16/32

Duration: Instant

Use the Large Blast Template. Those caught in the cloud must take a Spirit roll or suffer 3d6 damage. They continue to suffer this damage every round until they pass a Spirit roll. Additionally, anyone taking more than 1 Wound will

take 1 random mutation.

Vision of Torment

Casting Number: 4

Casting Time: Standard

Ingredients: A small mask

Range: Smarts x 2

Duration: Instant

The victim of this spell must make a Spirit roll immediately or become Shaken. When he recovers, he must make another Spirit roll or take 1 Insanity Point.

Word of Pain

Casting Number: 12

Casting Time: Standard

Ingredients: The blood of a daemon

Range: Smarts x 2

Duration: Instant

The caster speaks the name of a vile daemon and causes pain to nonbelievers around him. Use the Large Blast Template centered on the caster. Anyone caught under the template take 2d12+3 damage. If they are unharmed, they must still make a Spirit roll or be Shaken.

Arcane Lore: Necromancy

Necromancy involves communication with the dead and summoning and creating undead. Necromancers may only control undead within Smarts x 4 range, and may only control as many undead as their Spirit die type.

Banish Undead

Casting Number: 11

Casting Time: Standard

Ingredients: A vial of blessed water

Range: 12/24/48

Duration: Instant

Use the Large Blast Template. Any Undead struck take 3d6 damage, except skeletons and zombies, which are destroyed instantly.

Call of Vanel

Casting Number: 6

Casting Time: Standard

Ingredients: A small silver trumpet

Range: Smarts x 4

Duration: 1 round

Any undead under the caster's control may move their full Pace or make an attack immediately. This does not cause any multi-action penalties and is completely free.

Control Undead

Casting Number: 7

Casting Time: Standard

Ingredients: A piece of wood from a desecrated coffin

Range: Smarts x 4

Duration: 24 hours

This spell will control 1 ethereal undead; i.e. a banshee, wraith, spirit, etc. The creature gets a Spirit roll to resist.

Corpse Flesh

Casting Number: 8(2/minute)

Casting Time: Standard

Ingredients: A piece of flesh from a Wight

Range: Self

Duration: 1 minute

You gain a bonus to Toughness equal to your Arcane die level(i.e. 1-5).

Curse of Years

Casting Number: 10

Casting Time: Standard

Ingredients: The dust from a crushed animated skeleton's skull

Range: 6/12/24

Duration: Special

This vile spell causes an enemy to age rapidly. The spell lasts as long as the caster doesn't cast another spell. Each round, the victim must make a Vigor roll or lose 1 wound. The victim cannot be engaged in hand to hand combat.

Face of Death

Casting Number: 4(2/round)

Casting Time: Standard

Ingredients: A skull

Range: Self

Duration: 1 minute

The caster's face becomes a leering skull. He causes Fear.

Gaze of Nagash

Casting Number: 8

Casting Time: Standard

Ingredients: The eyeball of any undead creature

Range: 6/12/24

Duration: Instant

This spell is a ranged attack spell, like Bolt, that fires 1d6 bolts at 2d6 damage.

Hand of Dust

Casting Number: 6

Casting Time: Standard

Ingredients: The hand of a murderer

Range: Touch

Duration: Instant

This touch attack spell does 2d6 damage and ignores armor. Undead are immune.

Hellish Vigor

Casting Number: 7

Casting Time: Standard

Ingredients: The nail of a zombie

Range: 18"

Duration: 1 round

Use the Large Blast Template. Any undead affected gain initiative next round automatically, and may re-roll any missed Fighting rolls.

Invigorating Vitae

Casting Number: 5

Casting Time: Standard

Ingredients: The teeth of a vampire bat

Range: Self

Duration: Instant

Drinking the blood of a freshly killed(within 1 hour) corpse allows a Natural Healing roll which will always heal at least 1 wound.

Raise the Dead

Casting Number: 9

Casting Time: 1 full round

Ingredients: Dust from a mummy

Range: Smarts x 2

Duration: Permanent

Works like Re-animate, except it creates 2d10 skeletons or zombies.

Re-animate

Casting Number: 4

Casting Time: 1 round per 2 corpses

Ingredients: Dust from a grave

Range: Smarts

Duration: Permanent

The caster re-animates a number of skeletons or zombies(depending on the corpses' condition) equal to his or her Arcane die level(i.e. 1-5).

Spell of Awakening

Casting Number: 10

Casting Time: 1 round

Ingredients: A circlet of iron quenched in human blood

Range: Smarts

Duration: Permanent

As Re-animate but creates a Wight. The corpse must be at least Veteran rank. Additionally, the victim must make a Strength roll or be knocked down.

Divine Lore: Lore of Manann

Becalm

Casting Number: 7

Casting Time: Standard

Ingredients: A dagger carved of whalebone

Range: 96"

Duration: 1 hour

The caster steals the wind from a ship, and it will remain dead in the water unless another power source such as oars are used.

Blessed Voyage

Casting Number: 3

Casting Time: 1 minute

Ingredients: A bottle of wine

Range: Self

Duration: Special

After prayer, any tests to navigate a ship or boat of any kind gains a +1 bonus as long as you stay aboard.

Breathe Water

Casting Number: 4

Casting Time: Standard

Ingredients: A live fish

Range: Touch

Duration: 1 hour

This spell allows a character to breathe water.

Curse of the Albatross

Casting Number: 8

Casting Time: Standard

Ingredients: An albatross feather

Range: Spirit x 4

Duration: 1 minute

Use the Large Blast Template. Enemies affected will take an extra d6 damage if hit by a critical(i.e. 2d6 extra damage instead of 1d6).

Water Blast

Casting Number: 5

Casting Time: Standard

Ingredients: A vial of seawater

Range: 9/18/36

Duration: Instant

The priest fires a blast of sea water which does 2d6

Waterwalk

Casting Number: 6

Casting Time: Standard

Ingredients: A dried water beetle

Range: Self

Duration: Divine die rank(i.e. 1-5) in minutes

The caster may walk on water. This also works on marsh and swampland.

Divine Lore: Lore of Morr

Dark Hand of Death

Casting Number: 4

Casting Time: Standard

Ingredients: A vial of water from melted ice

Range: 24/48/96

Duration: Instant

The wizard creates a shadowy avatar of himself, and sets it upon an enemy, freezing blood and marrow.

This is essentially bolt. Additionally, the caster may attack twice at Faith skill d8 and 3 times at Faith skill d12.

Destroy Undead

Casting Number: 4

Casting Time: Standard

Ingredients: A wooden stake(+2)

Range: Touch

Duration: Instant

Your touch delivers d12+12 damage to one opponent. You must succeed with a melee attack.

Drain Life

Casting Number: 10

Casting Time: Standard

Ingredients: A coffin splinter(+2)

Range: 12/24/48

Duration: Instant

A Blast spell(Large Blast) with the trapping that enemies are drained of life, and the attack does 1d3 attacks on each opponent as their very souls are torn from their bodies and cast into the Void.

Dream Message

Casting Number: 5

Casting Time: 1 minute

Ingredients: A piece of wool

Range: Touch

Duration: 24 hours

You can deliver a message no longer than 30 seconds in a dream. Your dream self must have met the character personally and you must both speak a common language.

Doom and Darkness

Casting Number: 9

Casting Time: Standard

Ingredients: A rusted or verdigrised mirror(+2)

Range: 15/30/60

Duration: 1 round

Opponents under a Large Blast template take a -3 to any Spirit or Spirit-based roll they make this round, so full of despair are they.

Preserve Corpse

Casting Number: 3

Casting Time: 1 minute

Ingredients: A piece of fresh fruit

Range: Touch

Duration: 24 hours

This will preserve 1 corpse from decomposition. The corpse cannot be reanimated during this time.

Sign of the Raven

Casting Number: 4

Casting Time: Standard

Ingredients: A raven's feather

Range: 6"

Duration: 1 minute

You summon a ghostly raven sending a shadow of death over the field, giving all allies within range +1 damage.

Sleep of Death

Casting Number: 8

Casting Time: Standard

Ingredients: A small silver scythe(+2)

Range: Smarts x2

Duration: 1 d10 rounds

Opponents within range, using a Large Blast template, make a Spirit roll or fall asleep for 1d10 rounds.

Steal Soul

Casting Number: 8

Casting Time: Standard

Ingredients: A lump of grave dirt(+2)

Range: Smarts

Duration: 1 hour

One opponent within range must make a Spirit roll or lose 1 Wound instantly. The caster gains a Wound, which may go beyond the 3 Wound maximum.

Vision of Morr

Casting Number: 6

Casting Time: 1 minute

Ingredients: A mushroom harvested from a grave(+2)

Range: Self

Duration: Special

You pray for a vision from Morr to help solve a puzzle or problem. The GM makes a Spirit roll for you in secret; on a success, you receive a vision which you interpret correctly. On a failure, you misinterpret or confuse the dream and receive false information.

Walking Death

Casting Number: 9

Casting Time: Standard

Ingredients: A coffin nail(+2)

Range: Smarts

Duration: 1 minute

All allies within range cause Fear.

Wind of Death

Casting Number: 8

Casting Time: Standard

Ingredients: Dust from a sandstorm(+2)

Range: 15/30/60

Duration: Instant

The caster fires a Bolt spell of dark energy and shards of ice, except it does 2d3 hits on a successful attack.

Divine Lore: Lore of Myrmidia

Dismay Foe

Casting Number: 7(2/round)

Casting Time: Standard

Ingredients: A beaten copper mask

Range: Self

Duration: Faith die level(i.e. 1-5) in rounds

The caster takes on the wrathful aspect of Myrmidia. Anyone he or she makes a successful melee attack against must make a roll against Fear +2.

Inspired Leadership

Casting Number: 4(2/minute)

Casting Time: Standard

Ingredients: A baton

Range: Self/12"

Duration: Faith die level(i.e. 1-5) in minutes

The caster may add +2 to any leadership, strategy, or tactics-based roll they take. Furthermore, allies within range can re-roll any failed rolls to resist Fear or Intimidation.

Quick Strike

Casting Number: 6(2/minute)

Casting Time: Standard

Ingredients: A charm engraved with a lightning bolt

Range: Self

Duration: 1 minute

The caster gains 1 free attack per round which does not count towards any multi-action penalties.

Shield of Myrmidia

Casting Number: 8(2/minute)

Casting Time: Standard

Ingredients: A shield

Range: 24"

Duration: 1 minute

The caster and all allies gain +1 Armor to all locations for the duration.

Skill of Combat

Casting Number: 5(2/minute)

Casting Time: Standard

Ingredients: A bundle of sticks

Range: 24"

Duration: Faith die level(i.e. 1-5) in minutes

For the duration, all allies within range add +1 to their Fighting rolls.

Spear of Myrmidia

Casting Number: 3(2/minute)

Casting Time: Standard

Ingredients: A whetstone

Range: Self

Duration: 1 minute

The caster's weapon, which must be a spear, counts as magical and gains AP 1.

Divine Lore: Lore of Ranald Bamboozle

Casting Number: 6

Casting Time: Standard

Ingredients: A piece of wool

Range: Spirit x 2

Duration: 1 round

The caster can control the next action of the victim of this spell. The victim gets a Spirit roll to resist. This spell is ineffective against daemons and undead.

Bountiful Fortune

Casting Number: 8(2/minute)

Casting Time: Standard

Ingredients: A pair of silvered knucklebones

Range: Spirit x 2

Duration: 1 minute

As Good Fortune, except it affects all allies within range.

Good Fortune

Casting Number: 3(2/minute)

Casting Time: Standard

Ingredients: A rabbit's foot

Range: Touch

Duration: 1 minute

The benefactor of this spell gains Ranald's incredible luck, and increase the die type of any one Trait roll(he or she must pick the Trait) he or she makes by 1 die type.

Open

Casting Number: 4(2/minute)

Casting Time: Standard

Ingredients: A key

Range: 2"

Duration: 1 minute

This spell will cause any lock, bolt, or latch to unlock, unbolt, or lift. The portal remains open for the duration during which time it cannot be closed. If the portal has had Magic Lock cast on it, the caster must make a second Faith roll to bypass it.

Stealth of Ranald

Casting Number: 3(2/minute)

Casting Time: Standard

Ingredients: A tuft of cat fur

Range: Self

Duration: Faith die level(i.e. 1-5) in minutes

The caster gains +1 to any sort of hide or stealth rolls taken for the duration. If he or she passes a Magic Alarm spell, he or she may bypass it with a successful Faith roll.

Trapsense

Casting Number: 7(2/minute)

Casting Time: 1 round

Ingredients: The eyes of a hawk

Range: Spirit

Duration: Instant

The caster magically senses any traps within range.

Divine Lore: Lore of Shallya

Cure Disease

Casting Number: 5

Casting Time: Standard

Ingredients: A poultice

Range: Touch

Duration: Instant

This spell cures and nullifies disease in the system of any living creature.

Cure Insanity

Casting Number: 8

Casting Time: 1 hour

Ingredients: A blessed water sprinkler

Range: Touch

Duration: Instant

This spell cures and nullifies any one insanity.

Cure Poison

Casting Number: 3

Casting Time: Standard

Ingredients: A snake's fang

Range: Touch

Duration: Instant

This spell cures and nullifies poison in the system of any living creature.

Cure Wounds

Casting Number: 4

Casting Time: Standard

Ingredients: A leech

Range: Touch

Duration: Instant

This spell allows the benefactor to make a Natural Healing roll using the caster's Faith die type instead of Vigor. If successfully cast, the recipient will always heal at least 1 wound regardless of the result of the Healing roll.

Martyr

Casting Number: 6(2/minute)

Casting Time: Standard

Ingredients: A lock of hair from the target

Range: Spirit x 2

Duration: 1 minute

The caster creates a sympathetic bond between him or herself and the recipient. During this time, he or she takes any wounds (but not Shaken results) that the victim would have taken.

Purify

Casting Number: 7

Casting Time: Standard

Ingredients: A burning torch

Range: Spirit x 4

Duration: Instant

The caster channels the power of Shallya against daemons of Nurgle or followers of Nurgle, using her healing power to destroy them. The spell causes 3d6 damage which ignores Armor. Even if the spell doesn't cause a wound, the victim must make a Spirit roll or be Shaken.

Divine Lore: Lore of Sigmar

Armor of Righteousness

Casting Number: 4(2/minute)

Casting Time: Standard

Ingredients: A small iron ring

Range: Self

Duration: Faith die level (i.e. 1-5) in minutes

The caster's gains Armor 1 on all locations for the duration.

Beacon of Courage

Casting Number: 6

Casting Time: Standard

Ingredients: A prism

Range: Sight

Duration: Instant

Any ally who can see you immediately recovers from any Fear or Intimidation effects. This includes being Shaken from these things as well.

Comet of Sigmar

Casting Number: 7

Casting Time: Standard

Ingredients: A golden arrowhead

Range: 6/12/24

Duration: Instant

The caster fires a fiery, twin-tailed comet at an enemy.

This is effectively a Bolt spell which does 3d6 damage.

Hammer of Sigmar

Casting Number: 3(2/minute)

Casting Time: Standard

Ingredients: A charm engraved with the symbol of Sigmar

Range: Self

Duration: 1 minute

The caster's weapon, which must be a hammer, does extra damage. Roll two dice for the hammer's damage and take the highest.

Healing Hand

Casting Number: 5

Casting Time: Standard

Ingredients: A leather glove

Range: Touch

Duration: Instant

The recipient of this spell may make an immediate Natural Healing roll.

Soulfire

Casting Number: 8

Casting Time: Standard

Ingredients: A golden amulet engraved with the comet of Sigmar

Range: Self / Large Blast Template

Duration: Instant

The caster calls down the wrath of Sigmar. Using a Large Blast Template centered on the caster, all enemies take 2d6 damage. Daemons and Undead take 3d6.

Divine Lore: Lore of Taal and Rhya

Bear's Paw

Casting Number: 6(2/minute)

Casting Time: Standard

Ingredients: The claw of a bear

Range: Touch

Duration: 1 minute

The benefactor of this spell gains a Strength increased by 1 die type.

Beastfriend

Casting Number: 3(2/10 minutes)

Casting Time: Standard

Ingredients: The tongue of a beast

Range: Spirit

Duration: 10 minutes

The caster may speak to any one animal within range. He or she also gains +1 to any rolls such as Persuasion used on the animal. Note animals cannot always articulate ideas the way humans can, even if magically able to converse.

Rhya's Comfort

Casting Number: 7(2/minute)

Casting Time: 1 minute

Ingredients: A cup of fresh milk

Range: Self / Large Blast Template

Duration: Instant

Using the Large Blast Template centered on the caster, all allies are refreshed as if having had a full night's sleep, healing all Fatigue. They also may make three Natural Healing rolls each.

Stag's Leap

Casting Number: 4(2/minute)

Casting Time: Standard

Ingredients: A tuft of hair from a stag

Range: Spirit

Duration: Faith die level (i.e. 1-5) in minutes

The caster gains +2 Pace and +2 to any rolls to jump.

Tanglefoot

Casting Number: 4(2/minute)

Casting Time: Standard

Ingredients: A cutting of vines

Range: Spirit x 4

Duration: 1 minute

Use the Large Blast Template. Anyone in the area becomes grabbed and bogged down by choking vines. They must make a Strength roll to move, and this movement is at half their normal Pace.

Thunderclap

Casting Number: 5(2/minute)

Casting Time: Standard

Ingredients: A small gong

Range: Spirit x 4

Duration: Instant

The caster causes a huge thunderclap within the area of a Large Blast Template. Those affected must make a Vigor roll or be Shaken. The thunderclap can be heard up to a mile away.

Divine Lore: Lore of Verena

Eavesdrop

Casting Number: 6(2/minute)

Casting Time: 1 minute

Ingredients: A listening horn

Range: Sight

Duration: Faith die level(i.e. 1-5) in minutes

The caster can hear anything within sight, no matter the distance.

The Past Revealed

Casting Number: 4

Casting Time: 1 minute

Ingredients: The eyes of an owl

Range: Touch

Duration: Instant

The caster may touch an item and learn the three most important things about it; who made it, why it was made, events of great significance centered around it, etc. This spell may be cast on an item only once.

Shackles of Verena

Casting Number: 4

Casting Time: Standard

Ingredients: Iron shackles

Range: Spirit

Duration: Until broken

The caster binds an opponent in invisible shackles. If successfully cast, his or her foe may make a Spirit Roll to resist. If the enemy fails, then he or she may do nothing but attempt to break free - making an opposed Strength vs Faith roll each round to break the binding.

Sword of Justice

Casting Number: 5(2/minute)

Casting Time: Standard

Ingredients: A charm engraved with a set of scales

Range: Self

Duration: 1 minute

The weapon of the caster, which must be a sword, is imbued with power. It counts as magical. Any critical hits done are at +2 damage. Furthermore, the caster gains +1 Fighting against any opponent that he or she knows is guilty of a crime.

Trial By Fire

Casting Number: 7

Casting Time: 1 minute

Ingredients: A fire opal worth at least 50 gc

Range: Spirit

Duration: 1 round or Faith die level(i.e. 1-5) in rounds

The caster accuses someone of a grave injustice and engulfs them in flames. If the victim is innocent, the flames die down in 1 round and inflict no damage. If the victim is guilty, he or she suffers 4d6 damage per round for the full duration(i.e. 1-5 rounds).

Such is the power of this spell that those who use it foolishly and without caution are quickly "corrected" by the Elders or their order.

Words of Truth

Casting Number: 6

Casting Time: Standard

Ingredients: A mirror

Range: Sight

Duration: One question

The caster may ask someone one question, which they must answer truthfully. They may make a Spirit roll to resist. Their truthful answer may not actually be true, as long as they believe it is true. A character may not be asked the same question or any variant of that question more than once with multiple castings.

Divine Lore: Magic of the Horned Rat

Skaven gain spells from their god, the Horned Rat.

Death Frenzy

Casting Number: 9

Casting Time: Standard

Ingredients: A rat's tooth(+2)

Range: Spirit

Duration: Special

All allies within range are given Frenzy, or Improved Frenzy if they already have Frenzy. The spell itself lasts 1 round, during which it can be Dispelled. The effect lasts for each character until either the combat ends, or they are Shaken, whichever comes first.

Pestilent Breath

Casting Number: 7

Casting Time: Standard

Ingredients: A shard of bone from a plague victim(+1)

Range: Burst template

Duration: Instant

This is a Burst spell which damages opponents with a

burst of diseased gas.

Plague

Casting Number: 13

Casting Time: Standard

Ingredients: A piece of infected cloth(+2)

Range: Large Blast Template

Duration: Instant

Any characters affected by the spell become infected by plague, and must make a Vigor roll. On a success, they are unaffected. On a failure, they lose 1 Vigor and Strength die type until healed. On a botch, they die instantly(though edges like Hard to Kill may be used to prevent this).

Skitterleap

Casting Number: 4

Casting Time: Standard

Ingredients: A rat's legbone(+1)

Range: Spirit x 2

Duration: Instant

This spell works as Teleport, with an extended range(i.e. usable on others).

Vermintide

Casting Number: 9

Casting Time: Standard

Ingredients: A rat's skull(+1)

Range: Spirit x 2

Duration: Instant

Vermintide conjures a horde of rats that attack enemies. The spell is cast in front of the wizard, conjuring a Large Blast Template size group of rats. The horde then moves the appropriate Range from the caster, causing Blast damage to all characters it touches. It then vanishes.

Warp Lightning

Casting Number: 5/9

Casting Time: Standard

Ingredients: A piece of wood struck by lightning(+1)

Range: Spirit x 2

Duration: Instant

This is a Bolt spell, except the number of bolts cannot be increased, though damage can be increased by 1 die by raising the CN from 5 to 9.

Divine Lore: Waaagh! Magic

Orcs and goblins generate a magical field that only they can tap into and control. Some greenskins are born with the

ability to see and manipulate this energy, though more of them die due to their inability to understand what they're dealing with.

There are two Lores of Waaagh! magic: the Little Waaagh! and the Big Waaagh! Goblins can access the Little lore, while Orcs can access the Big list.

Speshul roolz for Orcz

Greenskins use magic in a very similar way to other races, with a couple minor exceptions. They get their own miscast table(more for flavor than anything), but more importantly they gain power from nearby Orcs in combat.

For every 3 Orcs fighting within Spirit range of the caster, the caster's Faith die type is increased by 1. So, a Goblin shaman with a Spirit and Faith of d6 with 12 Orcs fighting within range would cast with a Faith of d12+1(d6 +4 die types).

On the other hand, every 3 Orcs currently Shaken or fleeing within range reduces the caster's Faith die type by 1 as well. Using the example above, if that same caster was fighting alongside those same 12 Orcs, 3 of which are Shaken and 9 of which are fighting, would give him a Faith die of d10(d6 +3 - 1 die types).

Divine Lore: Little Waaagh!

Brain Bursta

Casting Number: 7

Casting Time: Standard

Ingredients: A shard of skull(any sentient being)

Range: 12/24/48

Duration: Instant

The power of the Waaagh fills the poor victim's skull, doing 3d6 damage and ignoring armor. If the victim dies, his head explodes. This works as Bolt aside from ignoring armor, and the number of bolts cannot be increased.

Da Krunch

Casting Number: 12

Casting Time: Standard

Ingredients: A toenail

Range: 24/48/96

Duration: Instant

The mighty foot of Gork descends upon his enemies, crushing them. It always uses the Large Blast Template and deals 3d6 damage.

Gaze of Gork

Casting Number: 7

Casting Time: Standard

Ingredients: A stone carved into an eye

Range: 12/24/48

Duration: Instant

A beam of green energy bursts forth, striking one enemy. This works just like Bolt, except the number of bolts and amount of damage cannot be increased.

Gork'll Fix It

Casting Number: 4

Casting Time: Standard

Ingredients: An unbeaten piece of steel

Range: Spirit x 2

Duration: 1 round(3/round)

All allies within range gain 2 points of armor for one full round(i.e. until the caster's next action).

Mork Wants Ya!

Casting Number: 10

Casting Time: Standard

Ingredients: A severed goblin hand

Range: Spirit x 3

Duration: Instant

The hand of Mork descends and crushes one enemy. This is an attack using the Faith die type of the caster and does 4d6 damage.

Divine Lore: Big Waaagh!

Bash 'em Ladz

Casting Number: 6

Casting Time: Standard

Ingredients: A club

Range: Spirit x 2

Duration: 1 round

All allies within range automatically act first this round.

'Eadbutt

Casting Number: 7

Casting Time: Standard

Ingredients: A small token in the shape of a Bad Moon

Range: Spirit x 2

Duration: Instant

This spell may target anyone within range, even if the caster does not have line of sight. It causes 2d8 damage and ignores armor.

'Ere We Go!

Casting Number: 10

Casting Time: 2 rounds

Ingredients: A small token in the shape of an Evil Sun

Range: Spirit x 2

Duration: Instant

This spell affects all allies within range, allowing them to immediately make a free melee attack on any adjacent targets. This does not cause any sort of multi action penalty.

Fists of Gork

Casting Number: 8

Casting Time: Standard

Ingredients: A talisman engraved with Gork's symbol

Range: Spirit

Duration: Instant

Ghostly green hands appear, pummeling everyone within a Large Burst Template. Everyone within the template is attacking by a d6 Fighting roll. If hit, they suffer 2d8 damage.

Gaze of Mork

Casting Number: 5

Casting Time: Standard

Ingredients: A humanoid's eyeball

Range: 8/16/32

Duration: Instant

This is a full-power Bolt spell.

Gork's Warpath

Casting Number: 12

Casting Time: 2 rounds

Ingredients: A diamond worth at least 50 gc

Range: 24/48/96

Duration: Instant

This works as Der Krunch, except that after the first stomp, Gork brings his other foot down. Roll a d6. On a 1, Gork misses and steps wherever would hit the greatest number of greenskin allies. He then shuffles off in embarrassment. On a 2-3 he gets bored and wanders off. On a 4+ he stomps on the next largest area of enemies he can while hitting the least number of enemies he already stomped. You can keep rolling d6s until you roll a 1-4.

Waaagh!

Casting Number: 10

Casting Time: 2 rounds

Ingredients: A giant boars' trotters, blessed

Range: All allies

Duration: Instant

All allies may make an immediate move 2d6" towards the closest available enemy. This does not cause any sort of multi action penalty.

VI - Magic Items

The Old World has magic items the same as most other fantasy worlds. Magic items from pretty much any world or sourcebook will work fine here. We've included a few Old World specific items here for ease of reference and to add to the flavor of the campaign setting.

Armor

Armour of Fortune

Value: 500gc

This strange armor gleams magically, reflecting scenes of all the battles it has seen. It will absorb 30 points of Toughness, using as many as it takes to keep the character from taking damage. When it reaches its limit of 30 Toughness absorbed, it explodes causing 3d10 damage to the wearer.

Chaos Armor

Chaos Armor is a reward that is worn by some of the more powerful(or lucky, as the section on playing Chaos Warriors explains) Chaos Warriors, Knights, Sorcerers and Champions. It acts as full plate armor, but melds with the champion's skin, becoming part of his body. It grants the following benefits:

- Because it is part of the wearer's body, it is considered to weigh 35 lbs instead of 58 lbs as the full suit would weigh normally.
- The wearer gains a +1 to his Vigor roll on the Incapacitation chart.
- If you are using any sort of house rule that reduces Agility based trait rolls because of armor, this penalty would be reduced by 2, or by 1 die type, or whatever is appropriate in your game as you see fit. Do not reduce encumbrance penalties for weight though, since this is already covered by the reduction in effective weight(the weight penalties make additional armor penalties unnecessary, but we've included this just in case).
- Chaos Sorcerers can wear this armor and cast spells without penalty.

Dragonhelm

Value: 300gc

An ancient Elven helm inscribed with a glowing rune of fire. It functions as a normal helm but also provides +2 Toughness against, and +2 to any rolls to resist or reduce fire damage and attacks.

Grey Armour of Eshkalon

Value: 400gc

This strange armor is made of a dark, very hard stone-like material which gives +2 Toughness to all locations. Each time an enemy successfully hits you in combat, roll 1d6. On a 1, the armor shatters(it still provides the normal +2 for that attack).

Helmet of Farseeing

Value: 800gc

A black helm with no visor, those wearing it may see in the dark just as if it was full daylight. It also gives the Head +3 Toughness as normal for a full helmet.

Weapons, melee

Berserker Sword

Value: 250gc

Crudely fashioned from a dull, iron-like metal with sinister runes carved upon the hilt. This broadsword allows characters with the Berserk Edge to deliberately take a -1 to their Spirit roll to see if they go Berserk after taking a Wound.

Blade of Couronne

Value: 150gc

Forged in Brettonia to defeat an evil Liche, this sword causes 1d6 damage to any undead adjacent to it each round, ignoring Armor.

Blade of Leaping Copper

Value: 300gc

This sword allows you to make 1 extra attack when using it during your turn, without penalty, once per combat.

Blade of Sea Gold

Value: 150gc

Forged from gold taken from the depths of the sea in an ancient time, this sword is covered in runes worn too thin to read and ignores 1 point of Armor.

Blade of Slicing

Value: 300gc

This sword moans lightly as its drawn from its scabbard, anticipating blood and adding +1 to Damage rolls made with it.

Biting Blade

Value: 150gc

This longsword ignores 1 point of Armor.

Blessed Sword

Value: 300gc

Cooled in the waters of the temple of Ulric, this sword is a powerful weapon of purity which provides +3 to Fighting rolls made with it.

Bone Blade

Value: 400gc

Made of a bleached white substance, appearing as bone but as sharp as steel, once per adventure the wielder can replace his own attacks with 1 attack at his normal Fighting and damage for the sword, but adding +1 Damage per Fighting die(d4 = +1, d6 = +2, etc up to d12 = +5).

Bronze Sigil Sword

Value: 100gc

Exceptionally light(1/2 weight) and well-balanced, with shimmering runes upon it, this sword or dagger adds +2 to the character's Initiative in any round in which he strikes with it.

Darting Steel Blades

Value: 350gc

A pair of matching daggers, these must be used together to gain any benefit. When using them, 1 time per combat, the wielder gains an extra attack, and all three attacks hit automatically. The daggers do only Str+d4, however.

Deathsword

Value: 400gc

Once per adventure, the wielder may increase his Strength to d12+4 for 1 round.

Giant Slayer

Value: 250gc

This Dwarfish greataxe gives its wielder +3 die types to his Strength.

Heartseeker

Value: 500gc

This sword or dagger slightly warps time and allows you to re-roll any 1 Fighting roll that misses with it once per combat.

Magic Sword

Value: 25gc

This sword glows with yellow light and is slightly warm to the touch. It provides no bonuses, but can harm enemies that can only be hurt by magical weapons(or, in the case of Daemons, get an Armor bonus against non-magical weapons).

Obsidian Blade

Value: 450gc

This sword is reputed to have been made of the blackness of the void. After any successful Damage roll(it must get past Armor as normal and a Shaken result counts for these purposes), there is a 50% chance the blade will ignore and destroy any armor it strikes. Magical armor may be allowed a roll against this.

Ogre Slayer

Value: 400gc

This Dwarfish weapon raises its wielder's Strength by 2 die types, or 3 die types if the wielder is a Dwarf.

Parrying Blade

Value: 400gc

Moving of its own volition, this weapon acts to parry incoming attacks. Once per combat, the wielder may increase his Parry by +2 for 1 round.

Relic Blade

Value: 400gc

A holy artifact reputed to have been used by the greatest heroes in battle, this sword grants +1 to Fighting rolls made with it.

Sword of Ensorcelled Iron

Value: 150gc

A dark, cold iron blade surrounded by cracking energy, that adds +1 to Fighting rolls made with it.

Sword of Might

Value: 150gc

While wielding this sword, the character gains a +1 to damage rolls.

Sword of Resilience

Value: 200gc

A character with this weapon gets +2 Toughness.

Sword of Stone

Value: 500gc

This sword turns your skin to a flexible stone-like material which adds a +2 to your Toughness.

Undead Bane

Value: 200gc

This sword was forged during the time of Nagash, the Liche-king, this sword adds a d6 damage to any damage roll to undead made with it.

Weapons, ranged

Arrow of Slaying

Value: 500gc

Thick black light drips from the end of this arrow, spreading cold and consuming nearby energy. On a successful hit, the victim must make a Vigor roll or die immediately.

Eltharion's Bow

Value: 200gc

This Elf-bow grants +1 on Shooting rolls made with it.

Other magic items

Amulet of Fury

Value: 200gc

This is a magical crystal with a golden, magical fire at its heart. It contains one random spell usable by anyone who wears it. The wearer may roll 1d6 to attempt to cast the spell stored inside. This is a standard action and there is no penalty other than wasted time for failing to cast. On a success, the spell is used and the amulet is drained and disintegrates into powder.

Boots of Quargskin

Value: 0gc

These boots are made of a strange, soft leather covered with multi-colored swirls and stripes. This increases a character's Pace by 3.

Cloak of Invisibility

Value: 200gc

This cloak catches the light in an unusual manner, reflecting it and appearing as if it has various holes as it's turned. Wearing the cloak will turn a character invisible for a complete round and can be used once per day.

Cloak of Stealth

Value: 100gc

Once per adventure a character may automatically break any sort of grapple or pin with it.

Crown of Night

Value: 300gc

A crown made of iron and engraved with powerful runes which crackle and spit blue light, the wearer of this crown gains Arcane Resistance, or the Improved version if they already have Arcane Resistance.

Dispel Magic Scroll

Value: 150gc

A magic-user may use this to automatically Dispel any one magic spell that has just been cast that round. The scroll is destroyed once used.

Energy Jewel

Value: 200gc

A glowing jewel in a silver clasp usable by magic-users to add a d6 to a single Casting Roll. Once used, the jewel becomes useless.

Magical Quiver

Value: 25gc

Made of soft leather and branded with magical runes, any arrows or bolts stored in this quiver become magical for the purposes of attacking enemies that can normally only be harmed by magical weapons.

Power Stone

Value: 100 gc

Imbued with a powerful magical invocation, the Power Stone adds +2 to any one Casting roll. After one use, the stone is drained and useless.

Ring of Dadaan

Value: 200gc

Unusually heavy and crackling with power, this ring comes with one random spell stored inside it. The wearer can cast that one spell automatically during his action. Once used, the spell is gone and the ring is useless. This can be used even by non magic-users.

Spell Ring

Value: 500gc

Instantly recognizable by any wizard, this ring comes with one random spell stored inside it. The wearer can cast that

one spell automatically during his action. Once used, the spell is gone, though a magic-user may cast a new spell into it for storage. This can be used even by non magic-users. Storing a spell in the ring takes a full night, and so the ring is usually only “refilled” between adventures.

Staff of Sorcery

Value: 200gc

This staff increases any Dispel spell rolls by +2.

Talisman of Protection

Value: 200gc

This protective charm adds +1 Toughness to all locations.

VII - Monsters

This is a list of monsters either exclusive to the Old World or sufficiently different from their entry in the SW core book to merit writing up here.

Normal animals found in the SW core book exist in the Old World as well and are not reprinted here (for copyright reasons and also because it would be a waste of time and ink). Monsters that have appeared, but are not Old World exclusive monsters, and which can be played using any typical SW writeup, includes: Giant Amoebas (use "blob," slime, jelly, pudding writeups, etc), Basilisks, Giant Beetles, Chimeras, Cockatrices, Doppelgangers, Dragons, Dragon Turtles, Fen Worms (use Purple Worm or Giant Bloodworm), dangerous Fungi and Molds, Gorgons (use stats for "Medusas"), Griffins, Hippogriffs, Hydras, Giant Leeches, Manticores, Pegasi, Giant Scorpions, Giant Snakes, Unicorns, Wereco creatures, and Wyverns. *Savage Beasts* by Butch Curry contains most of these creatures and is highly suggested.

Amphisbaena

A very large snake with a head at both ends.

Attributes: Agility d12, Smarts d4(a), Spirit d8, Strength d12, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d12, Stealth d12, Taunt d12

Pace: 6, **Parry:** 5, **Toughness:** 9

Special Abilities:

- *Bite:* An amphisbaena may make 2 bite attacks per round and these can be in opposite directions. Their bite causes a victim to make a Vigor roll or die in 2d6 rounds.
- *Constriction:* These serpents may choose to constrict an opponent rather than bite. This is a grapple roll. On a success, the opponent is constricted. Each round thereafter they will suffer 2d8 points of damage until they free themselves.
- *Fear:* These are very large, nasty snakes and cause fear.
- *Immune to Fear:* These vile serpents are immune to fear and intimidation. The only thing they can be frightened by is fire.
- *Size +3:* Amphisbaena can range from 10 to 20' long. This writeup assumes 10'.

Banshee

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6,

Skills: Fighting d6, Intimidation d10, Notice d12, Stealth d12, Taunt d12

Pace: 6, **Parry:** 5, **Toughness:** 8

Gear: Short or long sword

Special Abilities:

- *Ethereal:* Banshees are ghosts and can only be harmed by magical attacks.
- *Low Light Vision:* Banshees ignore attack penalties for Dim and Dark lighting.
- *Fear:* Banshees cause Guts checks.
- *Fearless:* Banshees cause Fear themselves and are unaffected by the terrible.
- *Undead:* +2 Toughness.
- *Ghostly Howl:* A banshee can howl at one opponent within 10' at a standard action, once per round. This is an opposed Spirit roll. On a success, the Banshee causes 3d6 damage. Anyone who dies as a result will appear to have been frightened to death. Those immune to fear are also immune to the Banshee's wail. At the end of the combat, anyone harmed by the Ghostly Howl must make a Spirit roll or take an Insanity Point, becoming convinced that they are destined to die soon.

Beastmen

Bray and Ungor

Bray and Ungor are the weakest of the Beastmen. Their facial features, while twisted and evil, are still vaguely human. They resemble evil and twisted satyrs. Bray and Ungor are the same statistically, but different in their society due to the Bray's lack of horns and the Ungor's very small ones. Bray and Ungor are seen as chattel and are used as cannon fodder.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Climb d4, Fighting d6, Guts d4, Intimidation d6, Notice d4, Shooting d4, Stealth d8, Survival d6, Tracking d8, Throwing d4

Pace: 7, **Parry:** 6 (5 to the right and from behind), **Toughness:** 6, +2 to Toughness against missile weapons from the front or left that hit.

Gear: Brays and Ungors never wear armor. Their weapons are almost always shortspears. They often carry medium shields. This writeup assumes they are armed and armored thus.

Special Abilities:

- *Mutation:* Beastmen are the Children of Chaos and as such have a 25% chance to have a Chaos mutation. Mutations such as horns should be re-rolled, since by nature a Bray and Ungor either has horns or it doesn't, and never gets them, loses them, or changes them later.

Gor

Beastman Gors are similar to Brays and Ungors, but their faces are more goatish and their horns are longer. These are the most common type of Beastmen and make up the bulk of fighting forces. They are smarter than Bray and Ungor, but that isn't saying much.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Climb d4, Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d4, Stealth d8, Survival d6, Tracking d8, Throwing d4

Pace: 7, **Parry:** 7(6 to the right and from behind), **Toughness:** Body(8), Head(7), Arms(8), Legs(7). +2 to Toughness against missile weapons from the left and front that hit.

Gear: Gors usually wield spears, but often wield axes of all kinds or halberds. They usually wear leather jacks. They also usually carry medium shields, as we've assumed here.

Special Abilities:

- *Mutation:* Beastmen are creatures of Chaos and as such have a 25% chance to have a Chaos mutation. Mutations such as horns should be re-rolled, since they already have them and these are never altered.
- *Gore:* Beastmen without weapons may attack with a gore for Strength + 1d4-1 damage.

Bestigor

Bestigor are even more bestial, bulkier, and with bigger horns than Gors. Beastman leaders are almost always Bestigors, and hordes of Bestigors are a challenge indeed. Many Bestigor are Brawny, but we leave that to you to determine.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Climb d4, Fighting d8, Guts d8, Intimidation d10, Notice d6, Shooting d4, Stealth d8, Survival d6, Tracking d8, Throwing d4

Pace: 7, **Parry:** 5, **Toughness:** 10

Gear: Bestigors almost always attack with two-handed weapons and are completely covered by a full suit of mail. This writeup assumes a two-handed weapon and has adjusted the creature's Parry accordingly.

Special Abilities:

- *Mutation:* Beastmen Bestigors are creatures of Chaos, and powerful, favored ones at that, and as such have a 50% chance to have a Chaos mutation. Mutations such as horns should be re-rolled, since they already have them and these are never altered.
- *Gore:* Beastmen Bestigors without weapons may attack with a gore for Strength + 1d4 damage.

Centigor

Centigor are, as the name implies, something like a Beastman Centaur. Their upper bodies resemble as Bestigor, while their lower body is like a horse with claws instead of hooves. even more bestial, bulkier, and with bigger horns than Gors. Beastman leaders are almost always Bestigors, and hordes of Bestigors are a challenge indeed.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d4, Shooting d4, Stealth d4, Survival d6, Throwing d4, Tracking d6

Pace: 10, **Parry:** 7, **Toughness:** Body(50% chance 10 or 11 from the front, or 10 from behind), Head(10), Arms(11), Legs(10). +2 Toughness against missile attacks that hit to the left and from the front.

Gear: Centigor usually carry a short spear and a medium shield. Sometimes they carry 2 throwing axes instead of a shield. This writeup assumes the spear and shield. Centigors usually wear leather jacks. Their shirts only cover their upper body. Because of this, attacks from the front have a 50% chance of hitting their lower body; attacks from behind will always hit their lower body. They cannot wear armor on their legs at all.

Special Abilities:

- *Mutation:* Centigors are creatures of Chaos and have a 50% chance to have a Chaos mutation. Mutations such as horns should be re-rolled, since they already have them and these are never altered.
- *Gore:* Beastmen Centigors may gore for Strength + 1d4 damage. If they charge at least 6", this becomes Strength + d10.
- *Claws:* Centigors may attack with their claws for Strength + 1d4 damage.
- *Improved Frenzy:* Centigors may make two attacks per round without penalty.
- *Size +2:* Centigors are quite large and gain a +2 to their Toughness.

Bloodsedge

Bloodsedges look like a typical bush or shrub, but if any living thing passes within 1" it will burst forth, flailing with its branches and attempting to grapple its victim, dragging them into its trunk.

Attributes: Agility -, Smarts -, Spirit -, Strength d6, Vigor d6

Skills: Fighting d6

Pace: -, **Parry:** 5, **Toughness:** 5

Special Abilities:

- *Limb lash:* A bloodsedge first attacks with a limb lash that can also grapple. The attack does 1d6 damage and the bloodsedge can make a grapple attempt for free if it hits.
- *Grapple:* If the bloodsedge grapples, the first round it is successful it will draw its victim towards its trunk, and crush an opponent for d4 damage. The second round the victim will be in its trunk, taking 2d6 per round of successful grapple. The bloodsedge recoils from fire, and will drop any victim if presented with it. It will also drop a victim if it suffers a Wound.
- *Immune to Fear:* A bloodsedge is a plant and is immune to fear, intimidation, taunts and tricks.

Boar, giant

Big, nasty and flatulent, these brutes are often ridden by orcs as mounts.

Attributes: Agility d4, Smarts d4(a), Spirit d4, Strength d10, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 8, **Parry:** 5, **Toughness:** 7

Special Abilities:

- *Bite:* A boar may bite for d4 damage.
- *Gore:* A boar may make a gore attack for Str+d4 damage. There is a 30% chance of a wound from a gore to become infected.
- *Improved Frenzy:* A giant boar that suffers a single Wound may make two attacks without penalty.
- *Size +1:* Giant boars are as big as a horse.

Bog Octopus

Massive octopi, these aggressive creatures have tentacles 20' long.

Attributes: Agility d8, Smarts d6(a), Spirit d10, Strength d12+15, Vigor d12

Skills: Fighting d6, Notice d6

Pace: 4, **Parry:** 5, **Toughness:** 14

Special Abilities:

- *8 Tentacles:* A bog octopus may grapple an opponent with up to 8 tentacles. A successful grapple will immediately cause Str+d8 damage, and the octopus will pull the character underwater in an attempt to drown him or her. In 3 rounds the creature will make a bite attack at Str+d12 damage in an attempt to eat the character, drowned or not.
- *Immune to Fear:* These massive octopi are immune to fear and intimidation. The only thing they can be frightened by is fire.
- *Size +6:* These things are enormous!

Bull Centaur

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d6, Shooting d6

Pace: 12, **Parry:** 7, **Toughness:** 14(12 to head, bull torso, arms & legs). +2 against shooting.

Gear: Battle axe, medium shield, mail shirt

Special Abilities:

- *Low Light Vision:* These monsters ignore attack penalties for Dim and Dark lighting.
- *Size +4:* Dragon Ogres are very big and quite brawny and gain a +4 to their Toughness.
- *Sweep:* Bull Centaurs may Sweep with a -2 to Fighting.

Carnivorous Snapper

Large, reptilian beasts, the carnivorous snapper is rumored to be used as a hunting animal by the lizardmen.

Attributes: Agility d4, Smarts d4(a), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d6, Notice d4

Pace: 10, **Parry:** 5, **Toughness:** 11(12 head and back)

Special Abilities:

- *Bite:* A snapper may bite for Str+d6 damage.
- *Scales:* The scales of a snapper cover its head and back and provide Armor 1.
- *Size +3:* These massive reptiles stand 7' high and measure 10' from nose to tail.
- *Tail-lash:* A snapper may tail-lash an opponent behind it for Str damage. If it bites and snaps in one round it takes the multi-action penalty.

Chameleoleech

Chameleoleeches are giant leeches, about 2' long, which have inherent illusory powers. They can create illusions of themselves to look like anything attractive to those passing by. Sometimes groups of chameleoleeches work together.

Those attacked by a chameleoleech will feel a bite but will need to make a Smarts roll to see through the illusion. Others get a +1 bonus to the roll if one person sees through the illusion and tells them.

Attributes: Agility -, Smarts d10(a), Spirit d4, Strength d4, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 4, **Parry:** 5, **Toughness:** 3

Special Abilities:

- *Bite:* A chameleoleech attacks by biting and gripping an opponent then sucking his or her blood. The initial bite does d4 damage, after which the creature latches on. It causes d4 damage every round thereafter from draining blood. On a Raise, the creature is sated and drops off.
- *Immune to Fear:* Chameleoleeches are immune to fear and intimidation. The only thing they can be frightened by is fire.
- *Size -2:* While enormous for a leech, they're quite small compared to humans.

Chaos Marauder

You can use the human, Norsemen, or Kurgan stats in Chapter II to build your own unique Marauders, but we provide here stats for your "average" Chaos Marauders. These reflect the vast majority of these evil servants of Chaos. If the Warrior does happen to be a Kurgan, give them Brawny and increase their Toughness by 1.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Climb d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Riding d8, Shooting d6, Survival d8, Taunt d8, Tracking d6, Throwing d4

Pace: 6, **Parry:** 7(6 to the right and from behind), **Toughness:** Body(6), Head(50% chance of 6 or 9), Arms(6), Legs(7). Their Toughness is +2 to missile weapons from the front and left that hit.

Gear: Typically little armor, usually a metal helmet or pot helm(we're assuming pot helm here) and leather leggings. They will carry a medium shield if they do not have a two-handed weapon. Weapons are usually daggers, flails, or two-handed weapons, but could be anything. They are sometimes armed with 2 javelins for throwing.

Special Abilities:

- *Mutation:* Chaos Marauders are servants of Chaos

and as such have a 25% chance to have a Chaos mutation.

Chaos Spawn

Chaos Spawn are what is left of a Chaos cultist, Chaos Warrior, or other similar poor and evil fool who has been mutated a few too many times. What is left is an insane, nearly mindless abomination. You may use the rules in Chapter IV to build your own Spawn from scratch. This writeup is for a particularly powerful and nasty Chaos Spawn which is inspired by an older *Warhammer Fantasy Battles* version.

Attributes: Agility d4, Smarts d4(A), Spirit d4, Strength d8, Vigor d12

Skills: Fighting d6, Notice d6

Pace: Special, **Parry:** 5, **Toughness:** 11

Special Abilities:

- *Mutation:* Chaos Spawn are twisted, highly mutated horrors, and as such will have at 2d4+4 mutations. As it usually has a random number of limbs or even heads, these mutations can be instituted in any way you like. Alternately you may choose the mutations that you want based on your vision of this beast.
- *Fear -2:* Chaos Spawn are unimaginable horrors and cause Fear.
- *Fearless:* Chaos Spawn are almost totally mindless, living only to kill and feed. They cannot be frightened by any means, nor do taunts work on them. Some tricks may work, depending on what the trick is(sand in its eyes might work if it only has one head, for instance).
- *Unreliable movement:* Chaos Spawn move on legs, tentacles, hooves, and who knows what else. They may move 3d6" towards the nearest potential prey, and cannot run.
- *Random attacks:* These creatures have an odd assortment of tentacles, hooks, mouths, hooves, paws, claws, and who knows what else. Being nearly mindless and using these appendages randomly for movement as well, they may make 1d3+1 attacks per round. If the creature has special attacks due to mutations that you rolled or chose for it, you can decide to use any of these for any available attack that round. Any attacks not made with claws, mouths, and so forth is assumed to be a tentacle slam, a punch, or something similar and does Str damage.
- *Size +3:* These vile creatures are also quite large,

bloated with their various mutations and diseases.

Chaos Warrior, Chaos Knight

You can use the human, Norsemen, or Kurgan stats in Chapter II to build your own unique Warriors, but we provide here stats for your "average" Chaos Warriors. These reflect the vast majority of these evil servants of Chaos. If the Warrior does happen to be a Kurgan, give them Brawny and increase their Toughness by 1.

Chaos Knights are merely Chaos Warriors who specialize in fighting on horseback(their horses are always fully armored).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Boating d10, Climb d6, Fighting d10, Guts d10, Intimidation d10, Notice d6, Riding d10, Survival d8, Tracking d6

Pace: 6, **Parry:** 9(7 to the right and from behind), **Toughness:** 10. Their Toughness is 12 against missile weapons from the front and left that hit.

Gear: Full plate armor. Usually a large shield, but sometimes a two-handed weapon instead(we've assumed a large shield here). Weapons are typically flails or battle axes, but Chaos Knights(who ride horseback) carry lances. They never use missile weapons.

Special Abilities:

- *Chosen of Chaos:* Chaos Warriors are heroes of Chaos and as such always have 1 or 2 mutations(50% chance of either). Additionally, they may roll on the Chaos Mutation chart twice for each mutation, taking the more favorable result for each.

Cold One

Cold Ones are large reptiles that are used as mounts by both Lizardmen Skinks and Dark Elves.

Attributes: Agility d4, Smarts d4(a), Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d6, Notice d4

Pace: 8, **Parry:** 5, **Toughness:** 10

Special Abilities:

- *Bite:* Strength
- *Fear:* Cold Ones are large, nasty, smelly brutes and cause fear.
- *Fleet-footed:* Cold Ones run on a d8.
- *Scales:* +2 Toughness.
- *Size +2:* Cold ones are riding beasts.
- *Stupidity:* Cold Ones are incredibly stupid even by animal standards. Any time they may be distracted

by a strange smell, an odd noise, or something shiny, they must make a Smarts roll or forget what they were doing. Cold Ones used as mounts may use their master's Smarts instead. It gains a +1 bonus if it's in the middle of combat, but even then it's not uncommon for a Cold One to stop fighting and just stare off into space, or wander away. If those attacking cease their assault and remain quiet(or hide), it may make a Smarts roll(with no bonus) each round to remember that it was just fighting a moment ago. If its foes attack it again, it begins to defend itself anew, being able to attack that same round, provided it hasn't acted already.

Daemons

All daemons have a few traits in common. Rather than reprint them for each entry, assume all daemons have these

traits unless otherwise stated:

- *Low Light Vision:* Daemons ignore attack penalties for Dim and Dark lighting.
- *Mutation:* Daemons are creatures of pure Chaos energy, and all have a 50% chance of an extra mutation - with the exception of daemons of Tzeentch, which have a 75% chance.
- *Daemonic Aura:* Daemons are considered at Toughness +2 when attacked by nonmagical weapons. Their own attacks are considered magical.
- *Magical:* Daemons are magical beings by nature and they generate magic fields about themselves. Any Chaos sorcerer or magic-wielding Greater Daemon or Daemon Prince may add to his own Magic score(and, naturally, number of casting dice) by 1 for every 9 daemons within 6" of himself. The exception to this are Daemons of Khorne, who generate no magical field because their master detests magic(their attacks are still considered magical however).
- *Fear -2:* All daemons produce Fear with a -2 penalty to the Guts roll.
- *Fearless:* Daemons are completely fearless and are never affected by fear-generating creatures, spells, magic, or Intimidation attempts. They may still be affected by Taunts and tricks, however.
- *Instability:* Daemons are not solidly linked to the physical world and may be driven from it. In any round where a daemon takes a Wound but fails to inflict any in return, it must make a Spirit roll or

vanish back to the Realm of Chaos. Obviously, heroes fighting Daemons *in* the Realm of Chaos will find this does not apply. Certain areas consecrated to Chaos will also prevent daemonic instability.

Bloodletter of Khorne

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d6

Skills: Fighting d10, Intimidation d10, Notice d8

Pace: 6, **Parry:** 6, **Toughness:** 7

Gear: Two-handed weapon

Special Abilities:

- *Improved Frenzy:* Bloodletters may make two attacks per round without penalty.
- *Arcane Resistance:* Khorne hates magic and sees magic-users as weak and pathetic. His Bloodthirsters have the Arcane Resistance edge.
- *Metallic skin:* These warrior demons have skin like metal which armor them all over for +2 toughness.
- *Claws:* Bloodletters may attack with their claws for Strength + d4 damage.
- *Gore:* Bloodletters may attack with their horns for Strength + d4-1 damage.

Chaos Fury

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d8

Pace: 6, **Parry:** 5, **Toughness:** 6

Special Abilities:

- *Claws:* Str+d4
- *Fly:* Furies have a Flying Pace of 9" with a Climb of 3".

Daemonettes of Slaanesh

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6, Persuasion d12, Taunt d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Special Abilities:

- *Aura of Slaanesh:* Daemonettes are supernaturally seductive, and the Spirit and Fighting die types of anyone within 3" is reduced by 1 die type.
- *Claws:* Daemonettes can attack with a pincer for Str+d6 damage. They are ambidextrous, and sometimes carry a short sword in their human hand. They take the normal multi-action penalty for making 2 attacks this way(-2/-2), but do not suffer a

penalty for using their off hand.

Pink Horror of Tzeentch

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Channeling d12, Fighting d8, Notice d8, Taunt d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Special Abilities:

- *Living Magic:* Horrors are made of pure magic and Chaos energy, and their creator and patron Chaos God is a god of magic and mutation. Their power grows as they gain numbers. One or two Horrors have a Magic score of 1. Three to eight have a Magic score of 2. Nine or more have a Magic score of 3. Each horror may choose to cast a spell or attack with their claws. If they roll doubles or triples, the spell is cast successfully regardless of any TNs or modifiers, but one random horror explodes.
- *Tzeentch's Fire:* Horrors may use their Magic to cast this spell. It acts as a Bolt spell, the trapping of which is shimmering pink and blue fire. If the spell fails to hurt an enemy, the enemy must still make a Spirit check or be left shaken. Horrors can move and cast this spell. It has a Casting Number of 8.
- *Uncontrollable Mutation:* This is a touch attack spell. If successful, it causes 1d12 damage to the victim as his body bends, twists and rips, and forces him to make a Spirit roll. If he fails, he takes one random Chaos mutation. If the victim dies, a new Pink Horror bursts from his body, ripping him in half and attacking next round, accompanied by the hideous laughter of his fellows. This spell takes a full round and a horror casting it cannot move. It has a CN of 16.
- *Split:* Any Pink Horror killed immediately splits into two Blue Horrors. They may act as normal next round. They cannot cast spells nor do they add to the Magic score of the group.
- *Claws:* Horrors may attack with their claws for Strength + d4 damage.
- *Bite:* Horrors may attack with a bite attack for Strength + d4-1 damage.

Blue Horror of Tzeentch

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8

Pace: 6, **Parry:** 5, **Toughness:** 5

Special Abilities:

- *Claws:* Horrors may attack with their claws for Strength + d4 damage.
- *Bite:* Horrors may attack with a bite attack for Strength + d4-1 damage.

Nurgling

Use the stats for Swarm found in the SW core book, but add the standard Daemon traits found at the beginning of the Daemon section.

Plaguebearer of Nurgle

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d8

Pace: 6, **Parry:** 8, **Toughness:** 8

Gear: Plaguebearers usually carry a simple hand weapon such as a sword or axe, but can attack with their claws as well.

Special Abilities:

- *Cloud of Flies:* Plaguebearers are rotten and constantly surrounded by a large swarm of nasty flies that bite and sting anyone nearby. Because of the effect of these pests on those engaged in close combat, the Plaguebearer's effective Parry is increased by 1(already accounted for above).
- *Plague:* Plaguebearers didn't earn their name for nothing. Any opponent who takes even a single Wound from a Plaguebearer must make a Vigor roll after the battle or contract a disease. The GM can choose it or roll on some random disease chart he has laying around - the 1st edition *AD&D Dungeon Master's Guide* has an excellent chart of random diseases that would work perfectly for this.
- *Stream of Corruption:* Every other round a Plaguebearer can forfeit any normal attacks to vomit forth a nauseating mix of entrails, puss, maggots, blood, and other vile and horrifying substances. This is an area of effect attack using the burst template and which does 1d6 damage which ignores armor. Furthermore, the victims must immediately make a Vigor roll or contract a disease, as above. (Note: although none of the versions of Warhammer implement this, we would also suggest forcing an immediate Guts roll for anyone struck by so disgusting of an attack.)
- *Claws:* These vile daemons can attack with a claw or bite in addition to their hand weapon for Strength + d4(taking any normal penalties for making two

actions, of course).

Demons

Demons are the otherworldly servants of dark gods, as opposed to daemons, which are creatures of pure Chaos energy. Demons have been written out of continuity in the Old World, but still play a part in many Warhammer FRP supplements and as such as mentioned here.

Demons look much like you'd expect them to, and are quite rare. As such, feel free to invent your own or use demons from other Savage supplements. As an example, we provide one demon here.

Guardian Demons

These vile creatures are often summoned to... well, guard things. They suffer from Instability just like daemons do, except within the confines of their summoning circle.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Notice d10, Shooting d8, Intimidation d10

Pace: 8, **Parry:** 7, **Toughness:** 10(12 against nonmagical weapons)

Special Abilities:

- *Cantrips:* A Guardian Demon may cast minor magical effects such as creating smoke, foul smells, weird lights around their body, dark shadows highlighting their features, etc. This gives them +1 to Intimidation rolls.
- *Claws:* Guardian Demons may attack with their claws for Strength + d6 damage.
- *Bite:* Guardian Demons may attack with a bite attack for Strength damage.
- *Daemonic Aura:* Demons are considered at Toughness +2 when attacked by nonmagical weapons. Their own attacks are considered magical.
- *Darkvision:* Guardian Demons can see perfectly well in pitch blackness.
- *Fear -2:* Guardian Demons are pure evil, not to mention big and nasty-looking. They cause Fear.
- *Flight:* Guardian Demons may fly at their Pace.
- *Size +2:* Guardian Demons are around 10' tall.

Dragon

Use the stats for Dragons from the SW core book. Blue Dragons have lightning breath, which is a 2d10 damage Bolt spell. After a victim is struck, roll 1d10. On a 2+, the bolt

jumps to the next victim in line, or anyone within 2". This continues until the bolt misses or runs out of victims(it cannot hit the same character twice). Green Dragons have a poisonous gas breath, while Black Dragons breathe acid, White Dragons breathe cold, etc. These three can be represented by the Burst power with appropriate trappings.

Dragon Ogre

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Climb d6, Fighting d8, Guts d6, Intimidation d10, Notice d6

Pace: 7, **Parry:** 5, **Toughness:** 12

Gear: Greataxe

Special Abilities:

- *Claws:* Dragon Ogres may attack with their claws for Strength + 1d6 damage.
- *Fear:* Dragon Ogres are big and very impressive, and cause Fear.
- *Improved Frenzy:* Dragon Ogres may make two attacks per round without penalty.
- *Low Light Vision:* These monsters ignore attack penalties for Dim and Dark lighting.
- *Resistant to Poison:* Dragon Ogres are rarely bothered by poisons and gain a +2 on any Spirit rolls against them.
- *Scales:* The heavy scales of a Dragon Ogre add +2 to their Toughness on all locations.
- *Size +4:* Dragon Ogres are very big and quite brawny and gain a +4 to their Toughness.
- *Storm Rage:* Dragon Ogres gain power from electricity, and any electrical or lightning attack increases their Strength by 1 die type and gives them a free attack for 1d10 rounds.
- *Sweep:* Dragon Ogres may Sweep with a -2 to Fighting.

Dryad

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12, Vigor d12

Skills: Climb 10, Fighting d8, Guts d10, Intimidation d8, Notice d12, Persuasion d12, Stealth d12, Survival d10, Tracking d10

Pace: 9, **Parry:** 6, **Toughness:** 8

Special Abilities:

- *Fearless:* Dryads are immune to fear and intimidation.

- *Improved Frenzy:* Dryads can attack twice per round at no penalty.
- *Of Shifting Aspect:* Dryads are shape shifters and can take on the aspects of different trees, which modify their stats. Some sample trees are Ash(+2 to Vigor die type), Birch(gains Improved Frenzy), Oak(+2 to Strength die type), Willow(+2 Parry).
- *Slam:* A Dryad attacks with powerful and heavy branches for Str+d10.
- *War Form:* In battle, a Dryad takes a battle form. They cause Fear and their Toughness increases by +2.

Dwarfs

Common

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d10

Skills: Climb d8, Driving: d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Shooting d6

Pace: 5, **Parry:** 7, **Toughness:** 9, Head(10) +2 Toughness against ranged attacks from the left and front.

Gear: Battleaxe, medium shield, sleeved mail coat, helmet. Ranged combatants often use varying types of crossbows or sometimes blackpowder weapons.

Special Abilities:

- *Arcane Resistance:* Dwarfs are highly resistant to magic and gain the Arcane Resistance edge. They may take this edge a second time to double their resistance, or stack it with Improved Arcane Resistance to triple the bonus.
- *Grudge-born Fury:* +1 Fighting vs Greenskins.
- *Low Light Vision:* Dwarfs ignore attack penalties for Dim and Dark lighting.

Hammerer

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Climb d8, Driving: d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Shooting d6

Pace: 5, **Parry:** 6(8 to the front and left), **Toughness:** 9, Head(50% chance 7 or 10). +2 Toughness against ranged attacks from the left and front.

Gear: Warhammer, medium shield, sleeved mail coat, pothelm

Special Abilities:

- *Arcane Resistance:* Dwarfs are highly resistant to magic and gain the Arcane Resistance edge. They may take this edge a second time to double their

resistance, or stack it with Improved Arcane Resistance to triple the bonus.

- *Grudge-born Fury*: +1 Fighting vs Greenskins.
- *Low Light Vision*: Dwarfs ignore attack penalties for Dim and Dark lighting.

Iron Breaker

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Climb d8, Driving: d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Shooting d6

Pace: 5, **Parry:** 6(8 to the front and left), **Toughness:** 10, Head(50% chance 7 or 10), +2 Toughness against ranged attacks from the left and front.

Gear: Battleaxe, medium shield, magical sleeved mail coat +1, pothelm

Special Abilities:

- *Arcane Resistance*: Dwarfs are highly resistant to magic and gain the Arcane Resistance edge. They may take this edge a second time to double their resistance, or stack it with Improved Arcane Resistance to triple the bonus.
- *Grudge-born Fury*: +1 Fighting vs Greenskins.
- *Low Light Vision*: Dwarfs ignore attack penalties for Dim and Dark lighting.

Longbeard

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Climb d8, Driving: d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Shooting d6

Pace: 5, **Parry:** 6(8 to the front and left), **Toughness:** 9, Head(50% chance 7 or 10), +2 Toughness against ranged attacks from the left and front.

Gear: Battleaxe, medium shield, sleeved mail coat, pothelm

Special Abilities:

- *Arcane Resistance*: Dwarfs are highly resistant to magic and gain the Arcane Resistance edge. They may take this edge a second time to double their resistance, or stack it with Improved Arcane Resistance to triple the bonus.
- *Grudge-born Fury*: +1 Fighting vs Greenskins.
- *Low Light Vision*: Dwarfs ignore attack penalties for Dim and Dark lighting.

Slayer

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Climb d8, Driving: d6, Fighting d8, Guts d8,

Intimidation d6, Notice d6, Shooting d6

Pace: 5, **Parry:** 6, **Toughness:** 7

Gear: 2 axes or a greataxe(this writeup reflects 2 axes)

Special Abilities:

- *Arcane Resistance*: Dwarfs are highly resistant to magic and gain the Arcane Resistance edge. They may take this edge a second time to double their resistance, or stack it with Improved Arcane Resistance to triple the bonus.
- *Grudge-born Fury*: +1 Fighting vs Greenskins.
- *Immune to Fear*: Dwarven Slayers have a deathwish and are unafraid of anything.
- *Low Light Vision*: Dwarfs ignore attack penalties for Dim and Dark lighting.

Dwarf, Chaos Dwarf

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d10

Skills: Climb d8, Driving: d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Shooting d6

Pace: 5, **Parry:** 5, **Toughness:** Body(9), Head(10), Arms and legs(9).

Gear: Greataxe, helmet, sleeved mail shirt

Special Abilities:

- *Low Light Vision*: Dwarfs ignore attack penalties for Dim and Dark lighting.
- *Mutation*: Chaos Dwarfs are products of Chaos(surprised?) and have a 25% chance to have a mutation.
- *Sorcery*: Chaos Dwarfs have embraced magic. They get no Arcane Resistance but they can cast spells. They focus on fire, ash, and lava-based spells.

Eagle, Great

Attributes: Agility d8, Smarts d8(a), Spirit d10, Strength d12+5, Vigor d12

Skills: Fighting d12, Notice d10

Pace: 3, **Parry:** 8, **Toughness:** 12

Special Abilities:

- *Flight*: A Great Eagle may fly 36".
- *Low Light Vision*: Eagles ignore attack penalties for Dim and Dark lighting.
- *Size +4*: Great Eagles are massive creatures.

Elf, Dark Elf

Common

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6,

Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Pace: 7, **Parry:** 9, **Toughness:** 7, Head(8), +2 Toughness against ranged attacks from the left and front.

Gear: Sword or shortspear(this writeup assumes shortspear), large shield, sleeved mail coat, helmet. Archers will carry an Elfbow.

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

City Guard

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Pace: 7, **Parry:** 9, **Toughness:** 7, head(8), arms (5)

Gear: Light spear, mail coat, helmet. Sometimes equipped with a repeating crossbow or medium shield.

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Cold One Knight

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d10, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Pace: 7, **Parry:** 9, **Toughness:** 8, +2 against ranged attacks to the front and left.

Gear: Sword, full plate, medium shield. Sometimes a lance instead of a sword, sometimes a repeating crossbow. Rides a Cold One.

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Corsair

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Pace: 7, **Parry:** 6, **Toughness:** 7(10 head)

Gear: Sword, Sea Dragon Cloak, Helmet. Sometimes armed with 2 swords or a repeating crossbow.

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sea Dragon Cloak:* Provides 2 Armor to the entire body. This is magical and is immune to Armor Piercing.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Executioner

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d12, Vigor d6

Skills: Climb d4, Fighting d10, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Pace: 7, **Parry:** 6, **Toughness:** 8, legs(7)

Gear: Halberd, sleeved mail coat, plate bracers, breastplate

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Scout

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d10, Stealth d12

Pace: 7, **Parry:** 9, **Toughness:** 6, head and legs(5), arms(8)

Gear: Sword and repeating crossbow, leather shirt, plate bracers

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Witch Elf

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Pace: 7, **Parry:** 6, **Toughness:** 5

Gear: 2 swords

Special Abilities:

- *Frenzy:* Witch Elves may make an extra attack each round at a reduced penalty.

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Poisoned swords:* Any victim of a successful attack must make a Vigor roll or take an additional 2d8 damage.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.
- *Two-listed:* Witch Elves fight with two swords and no multi-action penalty.

Elf, High Elf

Common

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Healing d6, Persuasion d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Face: 7, **Parry:** 9, **Toughness:** 7, Head(8). +2 Toughness against ranged attacks from the left and front.

Gear: Sword or shortspear (this writeup assumes shortspear), large shield, sleeved mail coat, helmet. Archers will carry an Elfbow.

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Dragon Prince

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Healing d6, Persuasion d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Face: 7, **Parry:** 6, 8 from the front and left **Toughness:** 7, Head(8). +2 Toughness vs shooting from front and left

Gear: Lance, sleeved mail coat, helmet, large shield, barded Elven steed

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Ellyrian Reaver

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Healing d6, Persuasion d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Face: 7, **Parry:** 6, **Toughness:** 7, Head(8).

Gear: Sword, sleeved mail coat, helmet, Elven steed

Special Abilities:

- *Extraction:* May ignore 1 attack caused by leaving combat.
- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.
- *Steady Hands:* Ignore unstable platform penalty while shooting; running penalty reduced to -1.

Phoenix Guard

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Climb d4, Fighting d10, Guts d8, Healing d6, Persuasion d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Face: 7, **Parry:** 6 **Toughness:** 7(8 to head)

Gear: Halberd, breastplate, sleeved mail coat, helmet

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Silver Helm

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Healing d6, Persuasion d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Face: 7, **Parry:** 6, **Toughness:** 7, Head(8).

Gear: Lance, sleeved mail coat, helmet, Elven steed

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

White Lion

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d6

Skills: Climb d4, Fighting d10, Guts d8, Healing d6, Persuasion d8, Notice d8, Riding d8, Shooting d8, Stealth d8

Face: 7, **Parry:** 7, **Toughness:** 7, Head(8). +1 Toughness vs shooting from front and left

Gear: Greataxe, sleeved mail coat, helmet, Lion Pelt

Special Abilities:

- *Block:* Parry +1
- *Lion Pelt:* Adds +1 Toughness vs ranged attacks.

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.
- *Strike to Injure:* +1 to Injury table results when your attack causes an opponent to roll on it.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

Elf, Wood Elf

Common

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Healing d6, Persuasion d4, Notice d8, Riding d8, Shooting d8, Stealth d8, Tracking d6

Pace: 7, **Parry:** 6, **Toughness:** 5

Gear: Sword, Elfbow.

Special Abilities:

- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Eternal Guard

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Climb d4, Fighting d10, Guts d12, Healing d6, Persuasion d4, Notice d8, Riding d8, Shooting d8, Stealth d8, Tracking d6

Pace: 7, **Parry:** 9, **Toughness:** 5, 8 to head

Gear: Double-bladed spear, helmet

Special Abilities:

- *Double-bladed Spear:* Eternal Guard can fight with this weapon as if using a single spear with Improved Frenzy(i.e. they have 2 attacks per round without penalty).
- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Master of Arms:* Despite not having a Fighting of d12, Eternal Guard gain a +2 Parry.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Glade Guard

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d8, Healing d6, Persuasion d4, Notice d8, Riding d8, Shooting d8, Stealth d8, Tracking d10

Pace: 7, **Parry:** 6, **Toughness:** 5

Gear: Dagger, sword, Elfbow.

Special Abilities:

- *Expert Archers:* Glade Guard may run and fire their bows at no penalty.
- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.

Fimir

Fimir come in several varieties; the most common is the Shearl, their slave class. Nobles are their lower aristocracy, Dirach are their wizards, and Meargh their witch-queens, and the only females. Pump up the stats a bit for the other three, and gives Dirach and Meargh Chaos magic.

Fimir are no longer cannon in the Old World, though a few newer articles and supplements have made vague references to their possible existence.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Climb d6, Fighting d6, Guts d4, Notice d4, Riding d6, Shooting d4, Stealth d4, Survival d4, Swim d4, Taunt d6, Throwing d4

Pace: 5, **Parry:** 5(4 to the right and from behind), **Toughness:** Body(6), Head, arms and legs(5)

Gear: Leather shirt, small shield, battle axe(Str+d8)

Special Abilities:

- *Distaste for Daylight:* If the fog is magically dispelled or blown away by a magical breeze, and the fimir exposed to intense daylight, he must make a Spirit roll each round or do nothing but gawk at the sun.
- *Fog Generation:* Fimir generate fog at a 3" radius. They can see through it, but it gives them cover.
- *Fogsight:* Fimir can see 15" through any kind of fog.
- *Tail Attack:* Fimir may attack opponents to the side or rear. This is not a free attack and adds to any multi-action penalties applicable.

Ghoul

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8,

Vigor d12

Skills: Climb d6, Fighting d6, Guts d4, Intimidation d6, Notice d4, Stealth d10

Pace: 9, **Parry:** 5, **Toughness:** 8

Special Abilities:

- *Ambidextrous:* A ghoule can attack with two claws at -2/-2.
- *Fear:* Ghouls cause Fear.
- *Fearless:* Ghouls are immune to fear.
- *Low Light Vision:* Ghouls ignore attack penalties for Dim and Dark lighting.
- *Poisoned attacks:* Ghouls attack with their claws for Str+d4, which also cause a Vigor roll or the victim takes 1d4 damage and a Vigor loss of 1 die type.

Giant

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d12+9, Vigor d12

Skills: Climb d4, Fighting d6, Guts d8, Notice d4, Shooting d4

Pace: 9, **Parry:** 5, **Toughness:** 7, Head(8). +1 Toughness vs shooting from front and left

Gear: Club(Str+d12), smelly bag, perhaps a fresh cow

Special Abilities:

- *Alcoholic:* Most giants are alcoholics and they rarely go into battle without being smashed, which certainly doesn't help when they're already incredibly stupid. Giants attempting to run or which are forced to flee for any reason must make an Agility test or trip. They will fall in a random direction. Any poor souls caught under them will take 2d12+18 damage. Not good.
- *Size +7:* Giants are... um, giant.
- *Throw Rocks:* Giants are prone to throw huge rocks and boulders. These do Str + d12 damage.

Goblin

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climb d6, Fighting d4, Guts d4, Notice d4, Riding d6, Shooting d6, Stealth d4, Survival d4, Swim d4, Taunt d6, Throwing d4

Pace: 5, **Parry:** 5(4 to the right and from behind), **Toughness:** Body(6), Head, arms and legs(5)

Gear: Leather armor, small shield, shortspear. Goblins sometimes wield other weapons, but spears are the most common weapon(used probably 90% of the time). It's not unusual for goblins to wear chain shirts instead of leather,

taking their Toughness to 7. Many(perhaps 50%) wear leather caps or pot helmets(giving a 50% chance with each strike to the head of taking their Toughness to 6 or 8 respectively). Night Goblins never wear more than a leather jerkin, and tend to use nets in their off-hand, which they throw just before attacking with their normal weapons.

Special Abilities:

- *Animosity:* Greenskins are hateful and argumentative. At the beginning of any combat(and at any other point where any greenskin is given even half an excuse), each greenskin must make a Spirit roll or begin fighting with the greenskin closest to it. Roll a d6:
- *1:* The greenskin immediately charges the closest enemy in an attempt to show up his rival.
- *2-5:* The greenskin is upset with a companion and spends this round making a Taunt roll at his closest ally. His comrade, if not shaken, must make a Spirit check. If he fails, he must also roll on this chart. It is possible in this way for a greenskin to check for animosity twice in a round.
- *6:* The greenskin will fire a missile weapon at the closest allied greenskin, if he has one, or charge him and engage in melee if he doesn't. After one round, both greenskins may make Spirit checks to stop fighting and engage the enemy as normal. If either one succeeds, both will break away, realizing they have more pressing concerns at the moment.
- *Elves is Scary:* Goblins, for reasons unknown(hygiene?), are terrified of elves. Any time the goblins do not outnumber the elves by at least 2 to 1, the elves count as causing Terror. The goblins must succeed on a Guts roll or be considered Panicked(or, alternately, you may choose to roll on the Fright table).
- *Low Light Vision:* Goblins ignore attack penalties for Dim and Dark lighting.

Fanatic

Goblin Fanatics are Night Goblins who have eaten Madcap Mushrooms. Madcap Mushrooms increase their strength and constitution as well as making them fearless and erratic. The effects last only 2d10 rounds, at which time the Fanatic meets his doom by any number of ways; the chain wraps around his throat, strangling him, or his heart stops because of the stress of the drug combined with racing around madly swinging a ball and chain.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Notice d4

Face: Special, **Parry:** 3, **Toughness:** 8

Gear: Huge ball and chain(Str+d10).

Special Abilities:

- *Berserk:* Goblin Fanatics become Berserk by eating a Madcap Mushroom. The effects of Berzerk are already worked into their Parry and Toughness.
- *Erratic:* Fanatics may move towards their enemy the round after they eat a mushroom. After that, they move 3d6" in a random direction.
- *Improved Sweep:* By swinging their massive ball and chain around and around, they are able to hit anyone adjacent to them.
- *Low Light Vision:* Goblins ignore attack penalties for Dim and Dark lighting.
- *Uncontrollable:* Fanatics automatically attack anyone adjacent to them with their Improved Sweep, including allies.

Gnoblar

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Climb d6, Fighting d4, Guts d4, Notice d4, Riding d6, Shooting d6, Stealth d4, Survival d4, Swim d4, Taunt d6, Throwing d4

Face: 5, **Parry:** 5(4 to the right and from behind), **Toughness:** Body(6), Head, arms and legs(5)

Gear: Leather armor, small shield, shortspear.

Special Abilities:

- *Low Light Vision:* Gnoblars ignore attack penalties for Dim and Dark lighting.

Great Taurus

Enormous bulls with batlike wings, skin burning with fire, Great Tauruses make fearsome opponents.

Attributes: Agility d6, Smarts d6(a), Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d12, Notice d6

Face: 9, **Parry:** 8, **Toughness:** 15

Special Abilities:

- *Fear +4:* Great Tauruses are massive, fiery beasts and cause fear in even the toughest of opponents.
- *Fiery Breath:* These creatures can breathe fire. Use the Burst Template. Those hit suffer 1d6 damage.
- *Fiery Skin:* Their flaming skin provides Armor 3.
- *Fleet-footed:* Great Tauruses run on a d8.
- *Flight:* These creatures may fly at Pace.

- *Kick:* Strength + d4.

- *Size +4:* Great Tauruses are huge!

Halfling

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Climb d6, Fighting d4, Guts d4, Notice d6, Shooting d6, Swim d4, Taunt d6, Throwing d6

Face: 9, **Parry:** 4 **Toughness:** 3

Gear: Leather armor, small shield, shortspear.

Special Abilities:

- *Low Light Vision:* Halflings ignore attack penalties for Dim and Dark lighting.
- *Resistance to Chaos:* This works the same as Arcane Resistance, except that it works on any force of Chaos, including mutations and insanities caused by Chaos energy as well as any spells from the Realm of Chaos.
- *Sociable:* Halflings are happy, well-tempered and easy to like. They gain a +2 to their Charisma. This can stack with Charismatic.
- *Small:* Halflings are small and subtract 1 from their Toughness. Furthermore, their maximum Strength is d10.

Hobgoblin

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Climb d6, Fighting d6, Guts d4, Notice d4, Riding d8, Shooting d8, Stealth d6, Survival d4, Taunt d6, Throwing d4
Face: 6, **Parry:** 6, **Toughness:** 7. +1 Toughness against missile weapons from the left and front.

Gear: Full leather armor, shortsword or other simple 1-handed weapon, medium shield. Some Hobgoblins wield two weapons instead, and most carry shortbows.

Additionally, most Hobgoblins poison their weapons with a poison called Kervalt. Kervalt forces a Vigor roll at -1 or suffer 1d6 points of damage.

Special Abilities:

- *Animosity:* Same as other greenskins.
- *Low Light Vision:* Hobgoblins ignore attack penalties for Dim and Dark lighting.
- *Sneaky gits:* Other greenskins don't trust hobgoblins one little bit, and will not suffer from animosity if they have hobgoblins as allies, since they're too busy keeping an eye on the treacherous hobgoblins. They still suffer it if they are simply fighting hobgoblins, however.

Horse, Elven Steed

Elven Steeds combine the speed and agility of a riding horse with the strength of a warhorse.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 10, **Parry:** 4, **Toughness:** 8

Special Abilities:

- *Fleet-footed:* Elven Warhorses run on a d8.
- *Kick:* Strength + d4.
- *Size +2:* Elven warhorses are about the size of a running horse.

Human

Humans can be the most evil of creatures. Don't get so caught up in orcs and skaven that you neglect to use various human foils as well!

Bodyguard

These stats work for a rather tough bodyguard. Then again, you have to be very tough to be a bodyguard in the Old World...

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Climb d4, Fighting d10, Notice d6, Shooting d6

Pace: 6, **Parry:** 7, **Toughness:** 9(8 to head, arms and legs)

Gear: Sword, pistol, leather jack, 2d10 gold crowns

Special Abilities:

- *Routine Disarm:* Disarm penalty is only -1.
- *Improvised Fighting:* Fight with unorthodox weapons.
- *Mighty Blow:* Extra damage when dealt a joker.
- *Strike to Injure:* +1 to Injury table results when your attack causes an opponent to roll on it.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

Bounty hunter

These stats work for a typical bounty hunter.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d6

Skills: Climb d4, Fighting d10, Notice d8, Riding d6,

Shooting d12, Streetwise d10, Tracking d10

Pace: 6, **Parry:** 7, **Toughness:** 7(5 to head and legs)

Gear: Sword, crossbow and 40 bolts, sleeved mail shirt, 20 yards of rope, 3 pairs of manacles with keys, riding horse, 2d10 gold crowns

Special Abilities:

- *Eagle Eyes:* Ranges increased by 50%.
- *Marksman:* +2 on Aim maneuver.
- *Point Blank Shot:* +1 Shooting and Throwing at Short range.
- *Mighty Blow:* Extra damage when dealt a joker.

Charlatan

These masters of manipulation work towards their own ends, often as spies.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge: Merchant d8, Notice d8, Perform(acting) d8, Persuasion d10, Stealth d10, Shooting d6

Pace: 6, **Parry:** 7, **Toughness:** 8(6 to head, arms and legs)

Gear: Sword, Dagger, mail shirt, 6d10 gold crowns

Special Abilities:

- *Mimic:* Charlatans can mimic the voices of others and throw their voice.
- *Public Speaking:* +1 to Perform or Persuasion when speaking to 10 or more people.

Common

Your average Old World human.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Driving OR Riding d4, Shooting d4

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Dagger, 2d10 schillings

Gambler

Found all over the Old World, these gamblers and cheats make their way as they can.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climb d4, Fighting d4, Notice d6, Driving OR Riding d4, Shooting d4

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Dagger, 2d10 gold crowns

Protagonist

Perhaps better called a "troublemaker," protagonists are

tough, wily, and enjoy stirring things up and fighting.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climb d4, Fighting d8, Notice d6, Riding d6, Shooting d4

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Full black leather armor, 5d10 gold crowns

Special Abilities:

- *Improvised Weapons:* Fight with unorthodox weapons.
- *Routine Disarm:* Disarm penalty is only -1.
- *Mighty Blow:* Extra damage when dealt a joker.
- *Strike to Injure:* +1 to Injury table results when your attack causes an opponent to roll on it.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

Roadwarden

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Notice d6, Shooting d6

Pace: 6, **Parry:** 8, **Toughness:** 7(8 to head, 5 to arms and legs) +2 against Shooting

Gear: Sword, mail shirt, medium shield, helmet, riding horse, 10 yards rope, 1d6 gold crowns

Rogue

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climb d4, Fighting d4, Notice d6, Driving OR Riding d4, Lockpicking d6, Shooting d4, Stealth d6

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Dagger, 1d10 schillings

Special Abilities:

- *Marksman:* +2 on Aim maneuver.

Thug

These stats are for a typical but quite tough thug, to be hired as henchmen or as opponents.

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d10

Skills: Climb d6, Fighting d4, Notice d6, Shooting d4

Pace: 6, **Parry:** 4, **Toughness:** 8(7 to head and legs)

Gear: Sword, leather jack, 1d6 gold crowns

Watchman

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Notice d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 6(5 to head, arms and legs)

Gear: Club or halberd(this writeup assumed halberd), leather jack, dagger, lantern on pole(at night)

Special Abilities:

- *Mighty Blow:* Extra damage on a Joker.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.
- *Trademark Weapon:* Halberd

Watch sergeant

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Climb d4, Fighting d10, Notice d6, Shooting d6

Pace: 6, **Parry:** 7, **Toughness:** 9(10 to head, 7 to arms and legs)

Gear: Mail shirt, helmet, sword, dagger

Special Abilities:

- *Block:* +1 parry
- *Mighty Blow:* Extra damage on a Joker.
- *Routine Disarm:* +1 to disarm maneuvers.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

Jabberwock

One of the many creatures created by Chaos, jabberwocki are huge, aggressive, stupid, and highly mutative.

Attributes: Agility d4, Smarts d4(a), Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d12, Guts d12, Notice d4, Tracking d6

Pace: 9, **Parry:** 8, **Toughness:** 12

Special Abilities:

- *Bite:* A jabberwock's bite causes Str+d10 damage. Furthermore, those bitten must make a Vigor roll or die in 2d6 rounds due to poison.
- *Fast Regeneration:* May attempt a Natural Healing

roll every round unless the wounds are caused by fire.

- *Fear +2:* Jabberwocki are the creatures of nightmares and cause fear,
- *Scales:* The scaly hide improves Toughness by +3.
- *Size +4:* Jabberwocki are enormous.
- *Stomp:* A Jabberwock can stomp twice for Str+d8 damage.
- *Tail-lash:* A Jabberwock can tail-lash for Str damage.

Lizardmen

Kroxigor

Attributes: Agility d4, Smarts d4, Spirit d12, Strength d12+1, Vigor d12

Skills: Fighting d6, Guts d12, Intimidation d4, Notice d6, Survival: d6, Tracking d6

Pace: 9, **Parry:** 4, **Toughness:** 12

Gear: Two-handed weapon

Special Abilities:

- *Fear:* Kroxigors are big and imposing and cause fear.
- *Scales:* The scaly hide improves Toughness by +3.
- *Size +2:* Kroxigors are pretty big.
- *Swim:* May swim at Pace.

Saurus

Attributes: Agility d4, Smarts d4, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d6, Guts d12, Intimidation d4, Notice d6, Survival: d6, Tracking d6

Pace: 9, **Parry:** 6, **Toughness:** 9

Gear: Shield and spear or other hand weapon

Special Abilities:

- *Bite:* Kroxigors can bite for d4+ Str damage.
- *Scales:* The scaly hide improves Toughness by +2.

Skink

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d4, Guts d8, Intimidation d4, Notice d6, Shooting d6, Survival: d6, Taunt d4, Tracking d6

Pace: 9, **Parry:** 5, **Toughness:** 4

Gear: Shield, javelin, shortbow and arrows

Special Abilities:

- *Scales:* The scaly hide improves Toughness by +1.
- *Size -1:* Skinks are rather small.

- *Swim:* May swim at Pace.

Slann Mage Priest

These fat, toadlike beings are always born on a palanquin carried by 12 Saurus warriors.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12, Vigor d12

Skills: Arcane d10, Fighting d6, Guts d12, Notice d6, Shooting d4, Taunt d10

Pace: 6, **Parry:** 5, **Toughness:** 11

Gear: Mace

Special Abilities:

- *Frenzy:* May make 2 attacks.
- *Shield of the Old Ones:* This is a special +3 Armor bonus which applies to the Slann himself as well as any Saurus warriors bearing him. Additionally, any magic items, weapons, or spells used by the Slann also affects his bearers as if they also possessed them or had the spell cast on them.
- *Spells:* Slann Mage Priests know all Petty Magic spells and 1 Lore spell of his choice from the eight colored Lores. Like High Elves, Slann may learn any number of Lores they like.

Minotaur

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d12, Intimidation d8, Notice d6, Shooting d4, Survival: d6, Tracking d6

Pace: 9, **Parry:** 5, **Toughness:** Body(10), Head(9), Arms(10), Legs(9)

Gear: Leather Jack, hand weapon or great weapon(this writeup assumes great weapon and has adjusted Parry accordingly).

Special Abilities:

- *Bloodgreed:* A minotaur who kills an opponent must make a Spirit roll or sit down and feed upon his fallen foe. He may make a new Spirit roll each round; on a failure he continues to gorge himself. If he is attacked, his bloodgreed ends automatically and he may act as normal.
- *Fear:* Minotaurs are both intimidating and also products of the evil power of Chaos. They cause Fear.
- *Improved Frenzy:* Minotaurs may make two attacks per round without penalty.
- *Mutation:* Minotaurs are creatures of Chaos and as such have a 50% chance to have a Chaos mutation.

- *Size +1:* Minotaurs are quite large and may even grow to size +2.

Mold, dangerous

In the Old World, there are numerous dangerous fungi and molds. We give three samples here.

Mold does not have specific statistics and could be considered a "hazard" and not a "monster." We list details here because it seemed the most appropriate place, despite not being a beast of any kind.

Mold cannot be harmed by physical attacks. Cold may freeze it, and fire will destroy it, but it is up to the GM to determine exactly how successful the adventurers are in attempting to avoid mold.

Yellow Mold

Anyone passing close to a yellow mold will cause it to spout spores the size of a Small Blast Template for 3 rounds. Anyone caught must make an Agility roll or be blinded for 2d6 hours.

Red Mold

This works similarly to a yellow mold, except the template is a Medium Blast Template, and the spore cloud lasts 1d6 rounds. Anyone caught in the cloud must make a Vigor roll or suffer 1 Wound, or 2 on a bust.

Purple Mold

This works just like yellow mold, except it is only set off by magic being used within 5" of it. If set off, any magic item caught in the spore cloud will be "dampened" for 2d4 hours. Magic users caught will cast all spells at one lower die type for that amount of time.

Mummy

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d10, Guts d4, Notice d4, Riding d10, Shooting d6

Face: 6, **Parry:** 7, **Toughness:** 10

Gear: Flail or 2-handed weapon. This writeup assumes a flail.

Special Abilities:

- *Ancient Will:* Mummies cannot be controlled or raised by Necromancers as can skeletons, zombies, etc. Mummies can control undead in the same way as Necromancers, and almost always have at least a

dozen skeletons at their command.

- *Fear:* Mummies are powerful undead and cause fear.
- *Flammable:* Double damage from fire.
- *Low Light Vision:* Mummies ignore attack penalties for Dim and Dark lighting.
- *Undead:* +2 Toughness.

Mutant

This writeup reflects a fairly average human who becomes a mutant. Obviously, skills, attributes, etc will vary greatly.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climb d4, Fighting d8, Guts d6, Notice d6, Riding d4, Shooting d6, Stealth: d8, Survival d8, Taunt d4, Throwing d4

Face: 6, **Parry:** 6, **Toughness:** 5

Gear: Dagger, sword, axe, club, or similar 1-handed weapon.

Special Abilities:

- *Mutation:* Mutants are... well, mutants. Roll a d10 for number of mutations: 1-3=1, 4-6=2, 7-9=3, 10=4.

Ogre

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d6, Guts d12, Intimidation d6, Notice d6, Shooting d4, Survival: d4, Tracking d4

Face: 9, **Parry:** 4, **Toughness:** Body(12), Head(13), Arms(11), Legs(11)

Gear: Leather Jack, Leather Leggings, Mail Shirt, Helmet, great weapon. Many Ogres use a hand weapon and shield(this writeup assumes great weapon and has adjusted Parry accordingly).

Special Abilities:

- *Fear:* Ogres are big, intimidating creatures. They cause Fear.
- *Improved Frenzy:* Ogres may make two attacks per round without penalty.
- *Sweep*
- *Size +2*

Orc

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Climb d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Survival d4, Throwing d4

Pace: 6, **Parry:** 6(5 to right and from behind), **Toughness:** Body(10), Head(50% chance 8 or 11), Arms and Legs(8). +2 Toughness against missile weapons that hit from front and left.

Gear: Chain shirt, medium shield, leather cap, choppa (Str+d8). Orcs sometimes wield other weapons, but are almost never without their dependable choppa. Orcs sometimes wear leather greaves or leggings, taking their Toughness on those areas to 7. They also sometimes wear pot helmets, giving them a 50% chance with each head shot that their Toughness will be 8(otherwise it is 6).

Special Abilities:

- *Animosity:* Orcs are subject to animosity the same as goblins are.
- *Brawny:* Orcs are very bulky, their fists often being the size of a man's head.
- *Choppa:* During the first round of combat, Orcs may attack with a choppa which increases their Strength by 1 die type. This only applies to the first attack in any combat and only when using a choppa.
- *Low Light Vision:* Orcs ignore attack penalties for Dim and Dark lighting.

Big 'un

Some orcs are naturally bigger and badder than others. These end up being the leaders and warlords.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Climb d6, Fighting d8, Guts d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Survival d4, Throwing d4

Pace: 6, **Parry:** 7(6 to right and from behind), **Toughness:** Body(11), Head(50% chance 9 or 10), Arms and Legs(9). +2 against missile weapons that hit from front and left.

Gear: Chain shirt, medium shield, leather cap, choppa(Str+d8). Orcs sometimes wield other weapons, but are almost never without their dependable choppa. They often fight with a spear and shield or two choppas.

Special Abilities:

- *Animosity:* Orcs are subject to animosity the same as goblins are.
- *Choppa:* During the first round of combat, Orcs may attack with a choppa which increases their Strength by 1 die type. This only applies to the first attack in any combat and only when using a choppa.
- *Low Light Vision:* Orcs ignore attack penalties for Dim and Dark lighting.
- *Size +1:* Big 'uns are just that.

Black Orc

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Climb d6, Fighting d8, Guts d6, Intimidation d8, Notice d8, Riding d6, Shooting d8, Survival d4, Swim d6, Throwing d6

Pace: 6, **Parry:** 5, **Toughness:** 12

Gear: Full suit of plate armor and either two choppas or a 2-handed weapon. This writeup assumes 2-handed weapon and has adjusted Parry accordingly. Black Orcs almost never use ranged weapons, since their greatest strength and joy is hand to hand combat, but because they believe in being well-rounded in methods of murder, they still learn to use them, hence the decent Shooting and Throwing score.

Special Abilities:

- *Brawny:* These orcs are quite large.
- *Choppa:* Same as regular Orcs.
- *Low Light Vision:* Orcs ignore attack penalties for Dim and Dark lighting.
- *Quell Animosity:* Black Orcs don't tolerate nonsense. Any greenskin allies who are succumbing to animosity within 8" of the Black Orc allow it a free and immediate Spirit roll. If the roll is successful the squabbling greenskins stop before they start. Just being in the presence of a Black Orc is enough to intimidate greenskins into shape.
- *Two-fisted:* Black Orcs are skilled and dedicated fighters who live to cause as much damage as possible, even at the expense of protection. They train to use both 2-handed weapons and to fight with two choppas at once without the multi-action penalty.

Savage Orc

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Climb d6, Fighting d6, Guts d6, Intimidation d6, Notice d8, Riding d6, Shooting d6, Survival d8, Swim d6, Throwing d4

Pace: 6, **Parry:** 6(4 when Berserk), **Toughness:** 10(12 when Berserk). +2 against missile weapons that hit from front and left.

Gear: Typically a choppa and shield, or two hand weapons(crude stone axes and hammers and so forth), or a spear and shield, or a bow and a hand weapon. This writeup assumes a choppa and a medium shield.

Special Abilities:

- *Animosity*: Same as Goblins.
- *Berserk*: When wounded, must make a Smarts roll; on a failure, +2 to Fighting and Strength rolls; -2 Parry, +1 Toughness. Roll of 1 on Fighting die indicates an ally is hit.
- *Brawny*: Orcs are very bulky, their fists often being the size of a man's head.
- *Choppa*: Same as regular Orcs.
- *Low Light Vision*: Orcs ignore attack penalties for Dim and Dark lighting.
- *Warpaint*: Savage Orcs are primitive and superstitious even by Orcish standards. Still, there's something to it; when a Savage Orc forgoes armor and dons full warpaint, it has an effective +2 to Toughness. This writeup assumes any Savage Orcs being fought are decked out in this way. If not, lower their Toughness by 2.

Rat, Giant

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d8, Swim d8,

Pace: 8, **Parry:** 4, **Toughness:** 5

Special Abilities:

- *Bite*: Giant Rats may bite for d4 damage.
- *Low Light Vision*: Giant Rats ignore attack penalties for Dim and Dark lighting.

Salamander

Salamanders are large, venom-spitting reptilian monsters. They're usually herded into battle by 4 skinks.

Attributes: Agility d6, Smarts d4(a), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d6, Notice d6

Pace: 9, **Parry:** 5, **Toughness:** 12

Special Abilities:

- *Bite*: Strength
- *Fleet-footed*: Salamanders run on a d8.
- *Size +3*: Salamanders are large.
- *Swim*: Salamanders can swim at Pace.
- *Venom*: May make a ranged attack at 4/8/16. Use a small burst template. Those hit take 3d6 damage.

Skaven

Evil and vicious creatures, skaven are mutated ratmen. Most humans believe that they are myths and may have to make a roll against Insanity the first time they encounter

one.

Clanrat

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Climb d6, Fighting d6, Guts d4, Intimidation d4, Notice d6, Shooting d4, Stealth d8, Survival d4, Swim d6, Throwing d4

Pace: 9, **Parry:** 5, **Toughness:** Body(6), Head(50% chance 5 or 6), Arms(6), Legs(5)

Gear: Leather jack and leather cap. Sword or dagger. Skaven sometimes carry shields. Some use slings.

Special Abilities:

- *Low Light Vision*: Skaven ignore attack penalties for Dim and Dark lighting.
- *Tunnel Rat*: Skaven live in tunnels and sewers and train extensively in the art of sneaking and hiding. They gain a +2 to any Stealth rolls made underground.

Clan Eshin Night Runner

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Climb d8, Fighting d6, Guts d6, Intimidation d4, Notice d6, Shooting d6, Stealth d10, Survival d4, Swim d6, Throwing d6

Pace: 9, **Parry:** 5, **Toughness:** 6(5 to head, arms and legs)

Gear: Leather jerkin. Sword or dagger. Skaven sometimes carry shields. Some use slings.

Special Abilities:

- *Low Light Vision*: Skaven ignore attack penalties for Dim and Dark lighting.
- *Tunnel Rat*: Skaven live in tunnels and sewers and train extensively in the art of sneaking and hiding. They gain a +2 to any Stealth rolls made underground.

Skaven, Clan Skryre Skirmisher

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Climb d6, Fighting d6, Guts d6, Intimidation d4, Notice d6, Shooting d6, Stealth d8, Survival d4, Swim d6, Throwing d6

Pace: 9, **Parry:** 5, **Toughness:** 6(5 to head, arms and legs)

Gear: Leather jerkin. Hand weapon and Warplock Jezzail or 2 Warplock Pistols. A Warplock Jezzail does 2d10 damage and is otherwise like a Hochland Long Rifle. A Warplock Pistol likewise does 2d10 damage and has a range of 7/14/28.

It is otherwise like a normal pistol.

Special Abilities:

- *Low Light Vision:* Skaven ignore attack penalties for Dim and Dark lighting.
- *Tunnel Rat:* Skaven live in tunnels and sewers and train extensively in the art of sneaking and hiding. They gain a +2 to any Stealth rolls made underground.

Skeletal Steed

Attributes: Agility d4, Smarts d4(a), Spirit d4, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 10, **Parry:** 5, **Toughness:** 9

Special Abilities:

- *Fear:* Skeletons are frightening undead creatures.
- *Fearless:* Skeletons are mindless and unaffected by fear, taunts or tricks.
- *Low Light Vision:* Skeletons ignore attack penalties for Dim and Dark lighting.
- *Shambling:* Skeletons cannot run.
- *Undead:* +2 Toughness.

Skeleton

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d4

Pace: 6, **Parry:** 4, **Toughness:** 8(50% chance of 7 to head, 7 to arms and legs)

Gear: Hand weapon(sword, meat cleaver, club, axe), dagger or bow, leather jerkin, leather skullcap

Special Abilities:

- *Fear:* Skeletons are frightening undead creatures.
- *Fearless:* Skeletons are mindless and unaffected by fear, taunts or tricks.
- *Low Light Vision:* Skeletons ignore attack penalties for Dim and Dark lighting.
- *Shambling:* Skeletons cannot run.
- *Undead:* +2 Toughness.

Snotling

Use the stats for a Swarm in the SW core book.

Spider, Giant

Same as the SW Core book, except:

Pace: 8, **Parry:** 6, **Toughness:** 6

Special Abilities:

- *Armored Skin:* A Giant Spider's exterior is chitinous and adds +1 to Toughness.
- *Fear:* Giant Spiders are unnatural and cause fear.
- *Wall climb:* Giant Spiders can walk on walls at their normal Pace.

Squig

Attributes: Agility d10, Smarts d4(A), Spirit d4, Strength d12+1, Vigor d8

Skills: Fighting d8, Notice d6, Riding d6, Shooting d6, Survival d4, Taunt d6, Stealth d10, Swim d4, Throwing d4

Pace: Special, **Parry:** 6, **Toughness:** 7

Special Abilities:

- *Bite:* Squigs may bite with their enormous mouths for Strength + d6 damage.
- *Frenzy:* Squigs may make two attacks per round with a -2 penalty.
- *Fearless:* Squigs are far too stupid to be afraid of anything. No form of fear or intimidation affects them, nor do Taunts. They are also immune to Smarts Tricks, being too stupid to comprehend them.
- *Low Light Vision:* Squigs ignore attack penalties for Dim and Dark lighting.
- *Mutations:* Squigs have a 50% chance to have 1-3 mutations. If they do, roll a d10. 1-4= 1 mutation, 5-8= 2 mutations, and 9-10= 3 mutations. (*Note: According to the Old World Bestiary, Squigs always have these mutations. According to the miniature figures, they don't. Typically, when in doubt, we allow the war game to trump the RPG, since the latter is based on the former. However, you may decide every squig in your game has these mutations if you wish.)
- *Random Movement:* Squigs are incredibly stupid and barely smarter than the mushrooms from which they evolved. The move 2d8" in a random direction if not engaged in melee and attack anyone they blunder into. Trained goblins with "prodders" (long, pitchfork like devices, or sometimes just a spear in a pinch) may herd a single squig in the direction they wish it to go, but if the goblin is killed the Squigs will move randomly as described. Random movement can be determined with an 8 sided die, going clockwise from N, NE, E, SE, S, SW, W, or NW. You could also use a 12 sided die and have

them move in the direction of the hour hand, use a die with an arrow printed on it, roll a d10 and move it in whatever direction the uppermost point is pointing at, or however you wish.

Treeman

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d12, Guts d12, Intimidate d10, Notice d0, Shooting d4, Taunt d6

Pace: 9, **Parry:** 8, **Toughness:** 12

Special Abilities:

- *Bark:* The bark of a treeman adds +2 to all areas.
- *Size +2:* Treemen are quite large.

Troglodyte

Troglodytes appear as large, 10' tall reptilian monsters similar to Saurus warriors. In times past, Troglodytes were used as shock troops by the lizardmen, but in recent times they have fallen into myth.

Attributes: Agility d4, Smarts d4, Spirit d12, Strength d12+3, Vigor d12

Skills: Climb d12, Fighting d6, Guts d12, Intimidation d8, Notice d4, Shooting d4, Survival d6, Throwing d4

Pace: 6, **Parry:** 8, **Toughness:** 13, +2 Toughness against missile weapons that hit from front and left.

Gear: Sword(Str + d12) and medium shield

Special Abilities:

- *Fear:* Being huge, smelly, reptilian monsters, Troglodytes cause fear.
- *Low Light Vision:* Troglodytes ignore attack penalties for Dim and Dark lighting.
- *Scales:* The scales of a Troglodyte add +1 to Toughness.
- *Size +4:* These beasts stand 10' tall.
- *Stench:* Troglodytes have a horrible odor about them which adds +1 to their Parry.

Trolls

There are four types of trolls known in the Old World, though you could create new ones of your own rather easily if you wish. All trolls have the following special abilities:

- *Claws:* Str+d4
- *Gear:* Trolls usually use large spiked clubs for Str+d8, an enormous stone for Str+d10, or a gigantic 2-handed spiked club which does Str+d12 and reduces Parry by -1. In these writeups we've

assumed a large club or stone, but a lot of trolls use the 2-handed variety. Simply reduce their Parry accordingly.

- *Fast Regeneration:* May attempt a Natural Healing roll every round unless the wounds are caused by fire.
- *Fearless:* Trolls are big and stupid and doesn't afraid of anything. Taunts are ineffective but tricks work just fine.
- *Improved Sweep:* May attack all adjacent foes.
- *Low Light Vision:* Trolls ignore attack penalties for Dim and Dark lighting.
- *Size +3:* Trolls are quite large.
- *Stupid:* Trolls are incredibly imbecilic by any standard. They're so stupid that they're easily distracted by almost anything. Any time a Troll sees, hears, or smells something unusual or different (by different, we don't mean it has to be something he hasn't smelled before, but rather a smell that appears out of nowhere and he isn't sure of the source), or is distracted by some sort of trick, he must make a Smarts roll or completely forget what he was doing. It gains a +1 bonus if it's in the middle of combat, but even then it's not uncommon for a Troll to stop fighting and just stare off into space, or wander away. If those attacking cease their assault and remain quiet (or hide), it may make a Smarts roll (with no bonus) each round to remember that it was just fighting a moment ago. If its foes attack it again, it begins to defend itself anew, being able to attack that same round, provided it hasn't acted already.
- *Vomit:* Trolls can eat almost anything. Their digestive fluids are highly acidic. A troll may choose to vomit on an enemy. The attack is made as a ranged attack in melee. Unlike normal ranged attacks in melee, the Troll does not use his opponent's Parry but the normal TN of 4, because a huge blast of acidic vomit is pretty difficult to Parry. If it hits, the attack ignores armor and causes 3d6 damage.

Troll, Common

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d12

Skills: Climb d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Swim d6

Pace: 7, **Parry:** 6, **Toughness:** 11

Special Abilities:

- Normal Troll abilities.

Troll, Chaos

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d12

Skills: Climb d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Swim d6

Pace: 7, **Parry:** 6, **Toughness:** 11

Special Abilities:

- *Frenzy:* Chaos Trolls can make an extra attack at -2.
- *Mutation:* Chaos Trolls have at least one or two mutations(50% chance of either).

Troll, River

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Climb d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Swim d6

Pace: 7, **Parry:** 7, **Toughness:** 10

Special Abilities:

- *Stink baaaad:* River Trolls smell even worse than regular Trolls, which is no easy feat. Their stench is so horrible that their Parry is +1 due to those in melee combat being distracted by trying to keep down their lunch.

Troll, Stone

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d12

Skills: Climb d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Swim d6

Pace: 7, **Parry:** 6, **Toughness:** 11

Special Abilities:

- *Improved Arcane Resistance:* Stone Trolls make up a large portion of their diet with rocks. Lots of stone has a natural magical inertia and this has given Stone Trolls a resistance to magic. Fortunately for the heroes, this resistance does not apply to magical fire.

Vampires

All vampires have the following abilities:

- *Blood Drain:* Vampires may may grapple on an opponent and attempt to wound them the following round as normal. If this attempt is successful, they also drain 1 die type of Strength temporarily. The Strength loss will recover at a rate of 1 per hour.

- *Claws:* Str+d4 damage.
- *Fear:* Vampires cause Fear.
- *Frenzy:* All vampires have Frenzy. Some have the Improved version.
- *Low Light Vision:* Vampires ignore attack penalties for Dim and Dark lighting.
- *Natural Necromancer:* Vampires can create and control undead the same way a practitioner of Necromancy would, even if the vampire has no Arcane Background. He also suffers no side effects for using this type of magic.
- *Pass For Human:* Vampires can retract their fangs and claws and soften their features. In this case, their Fear ability does not work.
- *Undead:* +2 to Toughness.
- *Vampiric Hindrances:* Vampires cannot cross running water except at a bridge. They do not have reflections. They must drink several pints of blood a day or lose 1 die type from each attribute(upon feeding, all attributes return to normal immediately). All Attributes are reduced by two die types(d6 becomes d4-1, d4 becomes d4-2) in direct sunlight and they suffer 1d10 damage per round as well. Armor has no effect on this.

Stats are for vampire thralls. You may create Counts and Lords by modifying Thralls according to the following guidelines:

Counts usually have an Agility that is improved by 1 die type, a Spirit improved by 2 die types, and a Vigor improved by 1 die type. They usually have Shooting, Throwing, Guts, Intimidation, and Notice improved by 1 die types. Any other skills they have that is unique to their bloodline(such as Spellcasting) will be increased by around 1 die type as well. They will also have some extra Combat and Leadership Edges, which will always include "Hard to Kill."

Lords usually have an Agility that is improved by 2 die types, a Spirit improved by 2 die types, and a Vigor improved by 1 die type. Shooting, Guts, Intimidation, and Notice is usually improved by 2 die types and Throwing by 1 die type. Any other skills they have that is unique to their bloodline(such as Spellcasting) will be increased by around 2 die types as well. They will also have a number of Combat and Leadership Edges, which will always include "Harder to Kill."

The improvement guidelines above are just samples and you should feel free to adjust each vampire in any way you wish. If any adjustments bring a vampire's Attributes or Skills above the max of d12, apply appropriate Edges to

make up for it.

Vampire, Blood Dragon

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+3, Vigor d12

Skills: Climb 12, Fighting d12, Guts d12, Intimidation d8, Notice d8, Persuasion d8, Riding d12, Shooting d8, Throwing d6

Pace: 9, **Parry:** 9, **Toughness:** 13. +2 Toughness against missile weapons from the front and left.

Gear: Full plate, longsword, medium shield

Special Abilities:

- *Improved Block:* Blood Dragon Vampires are incredible warriors and gain a +2 to Parry.
- *Improved Frenzy:* Blood Dragon Vampires can make 2 attacks per round without penalty.

Vampire, Carstein

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d12+3, Vigor d10

Skills: Climb 12, Fighting d12, Guts d12, Intimidation d8, Notice d10, Persuasion d10, Riding d12, Shooting d8, Spellcasting d10, Stealth d10, Throwing d4

Pace: 9, **Parry:** 10, **Toughness:** 11

Gear: Full mail armor, rapier or other standard weapon, shield or main gauche. For this writeup we have assumed a rapier and main gauche.

Special Abilities:

- *Arcane Background:* Carstein Vampires are notorious wielders of Dark Lore magic and begin with at least 5 Petty Magic spells and 2 Lore spells, but usually more.
- *Frenzy:* Carstein Vampires can make 2 attacks per round with a -2 penalty.
- *Transfixing Gaze:* Carstein Vampires may make an opposed Smarts vs Spirit roll to transfix an opponent. The opponent, once transfixed, cannot move or fight back in any way. He may maintain this power as long as he likes and the victim has no chance of breaking free as long as the vampire maintains the power. If he performs any other actions, they take the standard multi-action penalty.

Vampire, Lahmian

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d12+3, Vigor d12

Skills: Climb 12, Fighting d12, Guts d12, Intimidation d8, Notice d10, Persuasion d12, Riding d12, Shooting d8,

Spellcasting d10, Stealth d10, Throwing d4

Pace: 9, **Parry:** 9, **Toughness:** 10

Gear: Hand weapon(sword, etc) and main gauche.

Special Abilities:

- *Arcane Background:* Lahmian Vampires are notorious wielders of Dark Lore magic and begin with at least 3 Petty Magic spells and 1 Lore spell, but usually more.
- *Frenzy:* Carstein Vampires can make 2 attacks per round with a -2 penalty.
- *Puppet:* Lahmian Vampires have incredible control over the weak-willed males of the world, and may use the Puppet power on them at will, using their own Smarts as their Arcane skill. The victim gets an opposed Spirit roll to break free after 1d10 rounds. The vampire may release the victim at any time she wishes, immediately.
- *Very Attractive:* Lahmian Vampires have a supernatural, unearthly beauty that charms any whom she speaks to.

Vampire, Strigoi

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d12+4, Vigor d12

Skills: Climb 12, Fighting d12, Guts d12, Intimidation d8, Notice d10, Persuasion d12, Riding d12, Shooting d8, Spellcasting d10, Stealth d10, Throwing d4

Pace: 9, **Parry:** 9, **Toughness:** 10

Gear: Hand weapon(sword, etc) and main gauche.

Special Abilities:

- *Bat Form:* A Strigoi Vampire can turn into a Vampire Bat at will. His stats become those of a normal Vampire Bat except his Smarts, Spirit, Vigor, and Toughness remain the same.

Wight Lord

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Notice d4, Shooting d6

Pace: 6, **Parry:** 7, **Toughness:** 13

Gear: Full mail armor, shield, Wight Blade

Special Abilities:

- *Bite:* Str+d6.
- *Fear +1:* Wights are frightening undead creatures.
- *Fearless:* Wights are unaffected by fear, taunts or tricks.
- *Shambling:* Wights cannot run.
- *Undead:* +2 Toughness.

- **Wight Blade:** A Wight Blade in the hands of a wight Fighting and Damage rolls. Many Zoats know Elvish and adds +2 to damage and any opponent taken out must occasionally Druidic. Zoats are no longer cannon in the Old World.
- make two rolls on the Injury chart, taking the worst of the two. A Wight Blade in the hands of any other creature functions as a normal weapon, though a magical one.

Wolf, Dire Wolf

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Climb d4, Fighting d8, Notice d6

Pace: 7, **Parry:** 6, **Toughness:** 8

Special Abilities:

- **Bite:** Str+d6.
- **Fear:** Dire Wolves are frightening undead creatures.
- **Fearless:** Dire Wolves are mindless and unaffected by fear, taunts or tricks.
- **Savage Charge:** Dire Wolves may make 2 attacks without penalty on the round they charge.
- **Shambling:** Dire Wolves cannot run.
- **Undead:** +2 Toughness.

Zoat

Zoats are strange, armored lizard-centaurs. Their upper body resembles a weird lizardmen, and their lower body resembles a sleek, narrow turtle. Zoats are highly magical and have a 65% chance each of knowing Divine magic of the Lore of Taal or Rhya. Each zoat has a 25% chance of having their silver-tipped staff inscribed with a rune that adds +1 to

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+1, Vigor d12+1

Skills: Fighting d10, Notice d10, Shooting d4

Pace: 10, **Parry:** 7, **Toughness:** 10(9 to head, arms and legs)

Gear: Silver-tipped staff(mace)

Special Abilities:

- **Fear:** Zoats are Frightening to goblins and lizardmen.
- **Scales:** A Zoat's scales provide 2 points of Armor to their body and hindquarters, 1 to legs, arms and head

Zombie

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d4, Notice d6

Pace: 6, **Parry:** 4, **Toughness:** 9(8 to head and legs)

Gear: Hand weapon(sword, meat cleaver, club, axe), leather jack

Special Abilities:

- **Fear:** Zombies are frightening undead creatures.
- **Fearless:** Zombies are mindless and unaffected by fear, taunts or tricks.
- **Low Light Vision:** Skeletons ignore attack penalties for Dim and Dark lighting.
- **Shambling:** Zombies cannot run.
- **Undead:** +2 Toughness.

Appendix I: Optional Races

Here are some optional races, based upon stats and ideas from the *Tome of Corruption*. They are typically evil races, though some expansions from *Warhammer Quest* stated that some of them will join a party covertly for the purpose of having companions to dungeon crawl with(basically). So these races, for the most part, should only be allowed in an evil campaign(and the previously mentioned sourcebook would help immensely with that), but some, like Chaos Warriors and Norsemen, might possibly fit into a campaign that is more centered on dungeon crawling, where combat and treasure grabbing are primary and deep roleplaying is secondary or nonexistent.

Chaos Dwarf

Chaos Dwarfs are the same as regular dwarfs, statistically speaking, overall. They are universally hated by most good(or even neutral) races and as such should probably only be used in Chaos campaigns(they will not usually be allowed to join an adventuring party even if they wanted to). There are only a few minor differences between them and normal Dwarfs.

- *Mutation*: There is a 25% chance that any Chaos Dwarf has a Chaos mutation. See Chapter V for more details.
- *Sorcery*: Unlike normal Dwarfs who shun all but Rune magic, Chaos Dwarfs embrace vile sorcery. This comes with a bonus and a price, however; each die type of Spellcasting a Chaos Dwarf takes turns his skin stony, granting armor, but also slowing him, as shown in the column to the right.

You may justifiably decide that regardless of any bonus to the character's Pace brought about by Edges and so forth, that they are automatically turned to stone when they gain a d12. This is more true to the Chaos Dwarfs as presented in the Old World officially, but it's your call. Obviously in this case most players will simply stop at the d10.

Chaos Warrior, Chaos Knight, Chaos Champion, etc

Chaos Warriors, Knights, and Champions are just humans who have gained a mutation(along with a "Chaos Reward," in the case of the knight and three rewards in the case of the champion) and follow certain accepted precepts, such as wearing full plate armor, and specializing in certain weapons and, of course, being strong enough to defeat all rivals, thus proving their worth to the Powers of Chaos.

To delve into a system of Chaos Rewards is outside the

Chaos Dwarf spellcasting penalties

Spellcasting die	Armor	Pace
d4	1 point of armor to the legs.	-1. This brings most Dwarfs to a Pace of 4.
d6	2 points of armor to the legs and 1 to the body.	-2. This brings most Dwarfs to a Pace of 3.
d8	3 points of armor to the legs, 2 to the body, and 1 to the arms.	-3. This brings most Dwarfs to a Pace of 2.
d10	4 points of armor to the legs, 3 to the body, 2 to the arms and 1 to the head.	-4. This brings most Dwarfs to a Pace of 1.
d12	Assuming they have not turned completely to stone at this stage, they gain 5 points of armor to the legs, 4 to the body, 3 to the arms and 2 to the head.	-5. This brings most Dwarfs to a Pace of 0, at which point they turn completely to stone, and ends his career as well.

scope of this work, but if you truly wish to run such a campaign, the *Tome of Corruption* has rules and charts that are easily usable in SW to do this. If you really want to run such a campaign and do not have the money to purchase this book, "Chaos rewards" are essentially just mutations, combat Edges(such as Berserk and Frenzy) and Chaotic magic items. They may also include parasitical infections, insanities, daemonic familiars, an appropriate(based on the Chaos God that is followed) trait boost, extra body parts(sometimes useful, or sometimes not, such as growing extra breasts), and so on and so forth. Almost any crazy thing you can imagine is possible.

Even worse(for the character), it is possible(and even probable) that they will eventually(and sometimes* sooner rather than later) be mutated and driven insane to the point that the character becomes a Chaos Spawn - a random, mutated, mindless horror which resembles nothing natural

*You notice this whole section is full of "sometimes," "often," "probably," "randomly," "may be," "possibly," and so on. We merely wish to get across the idea that, though you can use these as guidelines, the truth is that you can more or less deal out whatever you want however you feel like and it'll still work. The gifts and curses of Chaos don't have to make sense(and, most of the time, probably don't).

and certainly nothing human. We leave it to you to determine such things, or to buy the *Tome of Corruption* for more specific details.

Fortunately(for the GM), since Chaos is... well, chaotic, these rewards and gifts are at times completely random. While the book suggests giving a reward every 3-5 sessions or thereabouts, and sometimes giving a mutation instead of an Edge or magic item as a "punishment," the gods truly are crazy, and often see a destructive mutation(insanity, bloodgreed, slime that constantly drips from the skin, a devastating disease, infestations of parasites and demons such as Nurglings that physically live inside your hair, armor, etc) as a reward, bestow rewards when none have been earned, or refuse a reward to one who has done great deeds. They can also be given out only when a great mission has been accomplished or mighty deed performed, or at a dramatically appropriate moment. But even then, there's no guarantee that the whimsical and fickle Powers of Chaos will give them anything.

Dark Elf

Dark Elves do not really see themselves as evil, but rather as a people severely wronged and taking back what they see as rightfully theirs. While they do worship Khaine, the God of Murder, they deny that they are servants of Chaos, and would argue that their god, while bloodthirsty, still follows law and order. Even Dark Elves root out and kill followers of Chaos. Because of this, a Dark Elf might fit into a party of openminded heroes which most likely does not contain other Elves, and probably Dwarfs. Statistically speaking, they are basically the same as Elves, however, and so those statistics may be used for Dark Elf characters without any real changes, though Hindrances such as Bloodthirsty or Vengeful would be greatly suggested.

Kurgan

Kurgan are completely dedicated to Chaos and ruin. Many of them take up the mantle of Chaos Marauder and strive to become Champions of Chaos. As such they will never really ally with heroes and should only be allowed in an evil campaign. They do not gain any free Edges or skill points for being human; many would argue that they aren't. Most Kurgan have Edges like Hard to Kill, a Vigor of no less than d6 and a Fighting of no less than d6, but since the race is already fairly powerful(and most players will probably take those things anyway) we've decided to leave that to the player's personal choice. They are also usually Bloodthirsty and Vengeful, as are the Norsemen for that matter.

Kurgan players, if using the "XP debt" system, begin at the

equivalent of 5 XP.

- *Inured to Chaos:* If you gain a mutation, you gain a +2 to any rolls to resist gaining new mutations.
- *Mutation:* There is a 25% chance that any Kurgan has a Chaos mutation. See Chapter V for more details.
- *Strong:* Kurgan live in some of the harshest and most deadly climates and societies imaginable. As such, only the strongest and most powerful survive. Kurgan begin with a Strength of d6.
- *Brawny:* The Kurgan lifestyle has produced incredibly big, strong, and tough people. They gain a +1 to their Toughness.
- *Mean:* The Kurgan, if anything, are meaner and crueler than the Norsemen. They are dedicated wholly to Chaos and evil and to conquering and culling the weak. They have no interest in outsiders besides their extermination. As such, their Charisma is -2.

Norseman

Norsemen may be created as normal humans, with the following additions:

- *Inured to Chaos:* If you gain a mutation, you gain a +2 to any rolls to resist gaining new mutations.
- *Mutation:* There is a 20% chance that any Norseman has a Chaos mutation. See Chapter V for more details. According to the *Tome of Corruption*, there is also a 10% chance that any mutated Norseman is also an Ulfwerenar- essentially a lycanthrope. This goes outside the scope of this guide, however, and it is up to you whether or not you wish to allow such a chance, and if so to institute it as you feel appropriate.
- *Mean:* Norsemen are crude and violent. Their way of speaking and insults lack subtlety and are always very vulgar and extremely offensive. They honor masculinity and battle and are easily offended by any insult to their manhood or battle prowess. As such, they are nearly impossible to deal with and have the Mean Hindrance, and the -2 Charisma that it comes with.

Of course there are plenty of other evil or chaotic races possible, such as Beastmen, Skaven, etc, but this is probably more than enough, and we've tried to stick to races that, at least theoretically, might possibly exist in an heroic party(with the exception of the Kurgan and probably the

Chaos Dwarfs), and it is unimaginable that a Beastman or a Skaven, an Orc or a Goblin, would ever join, or be allowed to join, any non-Chaotic group for any reason. Though the Kurgan break this rule, we included them just because we felt like it. And isn't that what Chaos is all about?

Appendix II: Careers

The Warhammer Fantasy RPG assumes that characters are beginning, not as heroes, but as commoners caught up in extraordinary circumstances. Certainly, some characters will begin as apprentice wizards or squires or something similar, but overall the characters are ratcatchers, or rabble rousers, or even lawyers. If you are not interested in implementing any aspect of Careers, please skip this whole section.

If you wish to play a game using careers, it is simplicity to consult the *Warhammer Fantasy Roleplay* core book and either allow players to choose a starting career, or have them roll randomly, which is what the original system forced players to do (some players love this, others resent it greatly).

If this is something you'd like to do, there are a few options. First of all, you can use the careers as ideas and concepts: let the players pick one they think would be fun and then base their character on it. It doesn't need to be any more complex than that.

A second option is to use the career to dictate how the player spends his initial points. You may decide that he needs to fulfill those requirements, since they represent his non-adventuring background. Most of the career requirements are pretty easy to fulfill with a starting character (with additional points still left over), so that is

another possibility.

A third option would be to make players actually fulfill the requirements of the career, choose a career exit, and move on.

Let's go into option three. Option three is quite limiting and many players may not care for it. Essentially, the character may choose from any Skills and Talents (which would be Edges in SW) provided in the career. They may apply their Attribute points as they like, but the Career itself dictates where any extra advances may be placed.

Most stats, Skills, and Talents (Edges) are pretty easy to translate over. WS is Fighting, Strength is Strength, Toughness is Vigor, Agility is Agility, WP is Spirit, and Fel is Spirit. You can either average these two out, or, better yet, just use the higher of the two. The secondary stats can for the most part be ignored.

Anything under a +10% for our needs should be viewed as a potential advancement, but not a requirement. All attributes may be raised to a d6 by default. Anything above that should be viewed as a requirement, with +10% representing a d8, a +20% representing a d10, and a +30% being a d12.

Let's take a look at a starting career and see how it turns out.

Bonepicker

WS +5, S+5, T+10, AG +5, WP+5, Fel+5, W+2.

Skills: Animal Care, Charm or Gossip, Drive, Common Knowledge (the Empire), Evaluate, Haggle, Perception, Search

Talents: Coolheaded or Streetwise, Hardy or Resistant to Disease

Trappings: Cart, 3 sacks

The player may place his stats anywhere he likes, but anything without a bonus cannot be advanced after character creation. In this case, he cannot add any bonuses to his Smarts, since it isn't listed here. If he wants to put a higher die type in it during character creation, he certainly may, but afterwards, he may put 1 advancement into his Fighting (WS), Strength, Agility, and Spirit, since they are listed at +5%. To proceed to a career exit however, he must put at least 1 advancement into his Vigor, since T is listed as +10%.

Extra points for Hindrances can count as an Advancement. So, a starting character could take a Hindrance, put the extra point in Toughness, and his requirement is already fulfilled. This leaves him with another stat advance he can take this

rank, and be a little less limited.

You'll also notice that the advancement scheme would work perfectly using base stats alone: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8 costs the starting 5 points and fits the Advance scheme perfectly. You can use this to determine how characters start their career, and then forget all about career exits and advance schemes afterwards - option three, above. These stats are well-balanced, and the player can add to them with points from Hindrances, etc.

Now we go to skills. Animal Care isn't a skill in SW, and isn't really important enough to create, so we ignore it (there is a new edge called Animal Training if you wish to use it). Charm and Gossip amount to Persuasion and Streetwise. Drive is Driving. Common Knowledge is assumed in SW so

we can ignore that, too. Evaluate doesn't exist in SW, though or 7), Arms and Legs(6)

Know: Merchant can cover it. Haggle is just Persuasion. Since charming, gossiping, and haggling are important to this character, we'll make sure their Persuasion is at least a d6 to start. Perception and Search are just notice, so we'll start that at a minimum of d6 as well. WS is Weapon Skill. It's an attribute in WFRP but a skill in SW, so we'll make sure we take at least a d6 in Fighting.

Talents are essentially Edges, so let's check them out. Coolheaded listed as a +5% to WP, but that's kind of boring so instead we'll say it's synonymous with Level Headed. Since Level Headed has a requirement that the character be Seasoned rank, our new hero won't be taking it. Streetwise works fine as a skill, so we'll ignore that. Hardy is the same as Tough as Nails so we'll go with that. There is no Resistant to Disease edge, but creating one is a snap - and we've done so in the following section on new Edges. It's simply a +2 on any Vigor rolls to resist disease - couldn't be easier!

If you decide to use option four, simply tell the players they have to take those skills and Edges, and let them move on from there. It limits them a little more in the beginning perhaps, but gives them a pretty balanced beginning character and a lot more freedom afterwards.

For starting gear, give them whatever trappings are listed in their starting career, plus the following:

- One set of clothing.
- A dagger.
- A sling bag or backpack.
- A blanket, wooden tankard, and wooden cutlery set.
- Their choice of axe, mace, morning star, quarterstaff, shortsword or longsword
- A purse with 2d10 gold crowns

Ignore the conflicting instructions at the beginning of Chapter III about starting funds in this case.

Let's see how our hero looks:

Jarl the Bonepicker

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Drive d6, Fighting d6, Know: Merchant d4, Notice d4, Persuasion d6, Stealth d4, Streetwise d6, Throwing d6

Face: 6, **Parry:** 5, **Toughness:** Body(7), Head(50% chance 6

Gear: One set of clothing, dagger, sling bag, blanket, wooden tankard, wooden cutlery set, cart, 3 sacks, axe, leather jerkin, leather skullcap, purse

Edges:

- *Resistance to Disease:* +2 to Vigor rolls against disease.

Of course, the player can choose a different hand weapon, choose Tough as Nails instead of Resistance to Disease, spend the remaining 7 skill points differently than we did, buy different armor, more gear, and so on. He can also take some Hindrances to raise an Attribute, get some more Edges or Skill points, more starting funds, or whatever. Remember that the character doesn't have to meet any of these requirements to take the Career - but he does need to fulfill them to exit the career. And since Resistance to Disease is a Background Edge, it's probably better to take it to begin with(though it wouldn't be unreasonable to take it later, since the character is building his immunity up through his career of hauling dead bodies).

From here, again, you could let characters advance as they like, or, with option three, let them choose a career exit once everything is fulfilled for their starting career. Once they fulfill all requirements for their next career, they can move to another. It's probably best in this case to limit career exits to once per rank.

One last option we want to throw out there is, if you do want characters to truly play "beginners," you can give characters less points to spend, and start them at negative XP. It wouldn't be difficult to do this, and would truly give your characters a reason to strive for unusual careers that your average player would never think of. Give the characters only 5 Skill Points, 4 Attribute points, and start them at -30 XP, for instance. By the time they reach 0 XP, they'd be about as powerful as a normal starting character. You could even decide that, if you take this route, at 0 XP they can drop the career system altogether and pursue more adventurous careers. Those 30 XP they earned was their normal, non-adventuring like as commoners; now they're ready for real action. At this stage you can let them move on to a new career, or just start advancing as heroes. For their initial "negative levels" you might limit them only to the advances given in the career.

Appendix III: Special Characters

Listed here are some classic and iconic characters from the Warhammer World. You can drop them into your game or use them as inspiration for mighty heroes and memorable villains of your own.

Some characters may seem insanely strong and powerful. Bear in mind some of these are epic, legendary heroes or villains that strike fear in people all over the world and who can literally wade through dozens of enemies without being harmed. Character such as this are almost invincible, and their stats reflect that.

Archaon the Everchosen, Lord of the End Times

Archaon is the most powerful Chaos Champion who ever lived. Dedicated to the power of Chaos completely, he was able to rally together all the diverse and conflicting forces of Chaos and brought about the Storm of Chaos, when his power swept the world. In the final battle of that war, Archaon combated the forces of the Empire and of Grimgor Ironhide, who cast him down, but did not kill him, instead simply proclaiming "Grimgor iz da best!" Archaon slunk off, and had not been seen since.

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d12+3, Vigor d12

Skills: Climb d6, Fighting d12+1, Guts d12, Intimidation d12, Notice d12, Riding d12, Shooting d12, Survival d12, Swim d12, Throwing d12

Pace: 6, **Parry:** 13, **Toughness:** 12, +2 to ranged attacks from the front and right

Gear: Slayer of Kings, Armor of Morkar, large shield, Eye of Sheerian, Crown of Domination, W'Soraych

Special Abilities:

- *Armor of Morkar:* This full suit of plate Chaos Armor has a very special property. At the beginning of each combat, Archaon rolls a d8. He reduces any damage done to him that combat by that much.
- *Brawny:* Archaon is huge.
- *Combat Reflexes:* +2 to recover from Shaken.
- *Crown of Domination:* The Crown of Domination makes Archaon cause Fear +2, and allows all allies within 64" to add +2 to any rolls against fear or intimidation. It also grants him prophetic abilities.
- *Eye of Sheerian:* At the beginning of each combat, Archaon rolls a d3 to determine what special ability

he gains. 1- Archaon is immune to *ALL* hostile spells and magic. 2- Any magical bonuses from magical weapons are ignored. 3- Any opponent striking Archaon must roll damage twice and take the lower of the two.

- *Improved Nerves of Steel:* Archaon ignores two levels of wound penalties.
- *Improved Frenzy:* Archaon may make two attacks per round without penalty.
- *Improved Block:* Archaon fights incredibly well, parrying deftly. He has +2 Parry.
- *Improved First Strike:* Archaon may make an attack against any opponent who moves adjacent to him.
- *Improved Sweep:* Archaon may make 1 attack against all adjacent characters without penalty.
- *Improved Routine Disarm:* No Disarm penalty.
- *Mark of the Chosen:* Each combat, Archaon is granted one random Lore of Chaos spell. He can cast the spell during the combat without any Arcane roll or chance of failure.
- *Mighty Blow:* Extra damage when dealt a joker.
- *Psychological Immunity:* Archaon is totally immune to the effects of fear, intimidation, or Intelligence tricks, such is his dedication to Chaos and destruction.
- *Slayer of Kings:* This evil Chaos blade has a demon trapped within. It grants Archaon +4 to Fighting rolls and +9 to damage, but if he rolls a 1 on either his Fighting or his Wild Die, the blow strikes a random ally in base contact with him.
- *Strike to Injure:* +1 to Injury table results when Archaon's attack causes an opponent to roll on it.
- *Strike to Stun:* Archaon gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

W'Soraych, Mount of Archaon

Attributes: Agility d8, Smarts d8(a), Spirit d12, Strength d12+3, Vigor d12

Skills: Fighting d12

Pace: 18, **Parry:** 8, **Toughness:** 10

Special Abilities:

- *Size +2:* W'Soraych is a rather large mutated horse.

Grimgor Ironhide

Grimgor Ironhide survived in the Blasted Wastes for an unknown amount of time, and when he emerged he immediately began annihilating tribe after tribe, conquering the first by himself with the aid of only his bodyguard, and then crushing army after army. During rare moments of peace he is known to slaughter every goblin he can see just for the joy of battle. He is always surrounded by his Black Orc Bodyguards.

Attributes: Agility d8, Smarts d4, Spirit d12, Strength d12, Vigor d12

Skills: Climb d6, Fighting d12+1, Guts d12, Intimidation d12, Notice d12, Riding d8, Shooting d4, Survival d12, Swim d6, Throwing d6

Face: 6, **Parry:** 9, **Toughness:** 15

Gear: The magical greataxe Grishnak, which does Str+d10+2 damage. It also gives him the Improved Level Headed Edge(letting him act on the best of 3 cards in combat). He also possesses the Blood-forged Armor, which acts as +3 full plate and a +3 to Vigor rolls to recover from being Shaken. He also has the magical talisman Mork's All-seeing Eye, which grants both himself and his bodyguard Arcane Resistance.

Special Abilities:

- *Combat Reflexes:* +2 to recover from Shaken.
- *Low Light Vision:* Orcs ignore attack penalties for Dim and Dark lighting.
- *Quell Animosity:* Black Orcs don't tolerate nonsense. Any greenskin allies who are succumbing to animosity within 8" of the Black Orc allow it a free and immediate Spirit roll. If the roll is successful the squabbling greenskins stop before they start. Just being in the presence of a Black Orc is enough to intimidate greenskins into shape.
- *Brawny:* Black Orcs are quite large.
- *Inspire:* +2 to allies' Spirit Rolls to recover from being Shaken.
- *Improved Frenzy:* Grimgor may make two attacks per round without penalty.
- *Improved Block:* Grimgor fights incredibly well, parrying deftly even with his greataxe. He has +2 Parry.
- *Improved First Strike:* Grimgor may make an attack against any opponent who moves adjacent to him.
- *Improved Sweep:* Grimgor may make 1 attack

against all adjacent characters without penalty.

- *Grudge-born Fury:* Grimgor and his bodyguard have a special version of Grudge-born Fury: they are totally insane and hate everyone. Their grudge is against everyone that isn't them, and this adds a permanent +1 to their Fighting rolls.
- *Two-fisted:* Black Orcs are skilled and dedicated fighters who live to cause as much damage as possible, even at the expense of protection. They train to use both 2-handed weapons and to fight with two choppas at once without the multi-action penalty.
- *Followers:* Grimgor is always surrounded by his bodyguard of no less than 9 and no more than 19 Black Orcs. He may spend his bennies on them and they fight by his side to the death.

Grimgor's Black Orc bodyguards

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d10, Vigor d12

Skills: Climb d6, Fighting d8+1, Guts d6, Intimidation d8, Notice d8, Riding d6, Shooting d8, Survival d12, Swim d6, Throwing d6

Face: 6, **Parry:** 6, **Toughness:** 11

Gear: Full suit of plate armor and two choppas. They all benefit from Grimgor's magic talisman. One bodyguard is also a musician(you can decide what this does in your own game, typically it is only really effective in a large battle for the purposes of regrouping units and so forth) and one is a standard bearer with the Blasted Banner. The Blasted Banner allows everyone under Grimgor's command to ignore any modifiers for any sort of Fear or Guts checks, or morale checks if you implement such a system. In other words, the TN for any fear/Guts check is always 4, no matter what.

Special Abilities:

- *Low Light Vision:* Orcs ignore attack penalties for Dim and Dark lighting.
- *Quell Animosity:* Black Orcs don't tolerate nonsense. Any greenskin allies who are succumbing to animosity within 8" of the Black Orc allow it a free and immediate Spirit roll. If the roll is successful the squabbling greenskins stop before they start. Just being in the presence of a Black Orc is enough to intimidate greenskins into shape.
- *Brawny:* Black Orcs are quite large.
- *Choppa:* Same as regular Orcs.
- *Two-fisted:* Black Orcs are skilled and dedicated fighters who live to cause as much damage as possible,

even at the expense of protection. They train to use both 2-handed weapons and to fight with two chopas at once without the multi-action penalty.

- *Grudge-born Fury:* Grimgor and his bodyguard have a special version of Grudge-born Fury: they are totally insane and hate everyone. Their grudge is against everyone that isn't them, and this adds a permanent +1 to their Fighting rolls.

Gotrek and Felix

Gotrek and Felix are possibly the two greatest adventurers who ever lived. Felix, a poet on the run, made a drunken oath to chronicle Gotrek, the Dwarven Slayer's death, and the two have been joined together for many deadly adventures.

Both characters are protected by Gotrek's Doom, a special ability they share while Gotrek is still alive. Both have Toughness +3. If Gotrek dies, Felix is no longer protected by the Doom. Their stats reflect Gotrek's Doom. If Gotrek dies, reduce Felix's Toughness by 3.

Felix Jaeger

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d10, Vigor d12

Skills: Climb d8, Fighting d10, Guts d8, Notice d10, Riding d8, Shooting d10, Survival d10, Swim d6, Throwing d8

Pace: 6, **Parry:** 9, **Toughness:** 13(11 to head and legs)

Gear: Sleeved mail coat, Wyrmslayer Blade

Special Abilities:

- *Combat Reflexes:* +2 to recover from Shaken.
- *Improved Block:* +2 Parry.
- *Improvisational Fighter:* Ignore penalties for improvised weapons.
- *Mighty Blow: Double melee damage when dealt a Joker.*
- *Strike to Injure:* +1 to Injury table results when your attack causes an opponent to roll on it.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.
- *Two-fisted:* Can fight with two weapons without the multi-action penalty.
- *Wyrmslayer Blade:* The legendary Wyrmslayer Blade grants Felix Improved Frenzy for free. It also allows him to reroll missed attacks against dragons, as well as failed

damage rolls(i.e. damage rolls which do not shake or wound an opponent). On the other hand, the sword compels Felix to attack any dragon within his standard Pace. This is not an optional action!

Gotrek Gurnisson

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+2, Vigor d12

Skills: Climb d8, Fighting d12, Guts d12, Intimidate d12, Notice d8, Shooting d4, Survival d8, Tracking d8, Throwing d4

Pace: 4, **Parry:** 8, **Toughness:** 12

Gear: Two-handed Rune Axe

Special Abilities:

- *Arcane Resistance:* Dwarfs are highly resistant to magic and gain the Arcane Resistance edge.
- *Brave:* +2 vs Fear tests.
- *Brawny:* +1 Toughness
- *Combat Reflexes:* +2 to recover from Shaken.
- *Deathwish:* Gotrek will always pursue a dangerous enemy, investigate a deadly mystery, and attack the biggest monster.
- *Improved Block:* +2 Parry.
- *Improved Frenzy:* May attack twice without penalty.
- *Giant Killer:* d6 extra damage against large enemies.
- *Grudge-born Fury:* Gotrek hates greenskins.
- *Improvisational Fighter:* Ignore penalties for improvised weapons.
- *Improved Nerves of Steel:* Ignore 2 levels of Wound Modifiers.
- *Liquid Courage:* Gains a Vigor die type after imbibing at least 8 oz of alcohol.
- *Low Light Vision:* Dwarfs ignore attack penalties for Dim and Dark lighting.
- *No Mercy:* Spend bennies on damage rolls.
- *Overconfident:* Gotrek believes he's the best - and he just might be!
- *Rune Axe:* The mystical Rune Axe allows Gotrek to make a free attack for every attack he makes that hits. Furthermore, his attack ignore any nonmagical armor completely.
- *Mighty Blow: Double melee damage when dealt a Joker.*
- *Strike to Injure:* +1 to Injury table results when your attack causes an opponent to roll on it.
- *Strike to Stun:* The character gains d6 extra

damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

- *Improved Sweep:* Attack all adjacent enemies.
- *Strong Willed:* +2 against Intimidate and Taunt.

Grom the Paunch

Grom the Paunch is a legend among goblins, and probably the greatest goblin general ever to live. Sometimes just called The Paunch, Grom earned his nickname by eating raw troll meat, which regenerated inside him, giving him an enormous belly which chain mail only half covers - yet it also granted him a troll's regenerative abilities. On the downside, he has constant indigestion, but he'll never go hungry again.

Grom was last seen making war in the Elvish lands, destroying their cities. He is presumed to have died in this war.

Grom is always accompanied by his goblin sidekick Niblet.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d8, Vigor d8

Skills: Driving d10, Fighting d10, Guts d10, Intimidation d10, Notice d6, Riding d6, Shooting d6, Survival d4, Taunt d6, Swim d4, Throwing d4

Pace: 4, **Parry:** 6, **Toughness:** 6(50% chance of Toughness 8 to torso, 50% chance of 9 to head, 7 to legs, 8 to arms)

Gear: Axe of Grom(Greataxe that does Str+d10 damage, see below), Lucky Banner(see below), Niblet(see below). Grom wears a sleeved mail shirt which does not cover his fat, bulging belly; an attack on his torso has a 50% chance of hitting his exposed flesh. Grom also wears leather leggings and a pot helm. Both ride into battle on their chariot pulled by three wolves.

Special Abilities:

- *Low Light Vision:* Goblins ignore attack penalties for Dim and Dark lighting.
- *Improved Frenzy:* Grom may make two attacks per round without penalty.
- *First Strike:* Grom may make an attack against any one opponent who moves adjacent to him.
- *Sweep:* Grom may make 1 at -2 against all adjacent characters. He is so used to fighting with Niblet by his side that he can do this without fear of hitting his companion.
- *Command:* +1 to allies' Spirit Rolls to recover from being Shaken.
- *Fast Regeneration:* May attempt a Natural Healing

roll every round unless the wounds are caused by fire.

- *Eats Elves for Breakfast:* Grom has waged many wars on Men and Elves. He hates Elves and has no fear of them whatsoever. Any goblins under his command are not subject to the normal Goblin fear of Elves, though they lose this bonus if Grom dies.
- *Axe of Grom:* The Axe of Grom(aka Elf-biter) is enchanted to cause fatal injuries more often than normal weapons, especially to Elves. Any opponent who is Shaken or Wounded by the weapon must make a Vigor roll. On a failure, he takes an additional Wound(or just 1 Wound if the attack only left him Shaken). On a botch he takes 2 additional Wounds. Elvish characters take a -2 to their roll, and take 2 wounds on a failure and 3 on a botch.
- *Lucky Banner:* This tattered old banner allows Grom and Niblet to re-roll one failed Fighting and Damage roll each round. It will not work for anyone else. This is usually only carried into a large battle by Niblet, where he and his master engage the enemy from their chariot.

Shadowblade, Master of Assassins

The highest-ranking assassin of the Dark Elves, this worshipper of Khaine, God of Murder, is a legend in his own time. It is said that none have ever seen his face and lived.

Attributes: Agility d12, Smarts d10, Spirit d12, Strength d12, Vigor d12

Skills: Climb d12, Fighting d12, Guts d12, Intimidation d12, Notice d12, Persuasion d12, Riding d8, Shooting d12, Stealth d12, Survival d12, Swim d4, Throwing d12

Pace: 8, **Parry:** 10, **Toughness:** 8

Gear: 2 swords, Heart of Woe, Potion of Strength

Special Abilities:

- *Assassin:* +2 to strike foes when unaware.
- *Combat Reflexes:* +2 to recover from Shaken.
- *Improved Block:* +2 Parry.
- *Eagle Eyes:* Ranges increased by 50%.
- *Heart of Woe:* If Shadowblade is slain, all within a Large Blast Template around him suffer an automatic hit at d12+3d6 damage.
- *Improved Extraction:* May leave combat and avoid attacks.
- *Improved First Strike:* May attack any foe who moves adjacent.

- *Improved Frenzy:* Shadowblade can attack twice without penalty.
- *Improved Level-headed:* May draw 3 cards and take the higher of the two for Initiative.
- *Low Light Vision:* Elves ignore attack penalties for Dim and Dark lighting.
- *Marksman:* +2 on Aim maneuver.
- *Point Blank Shot:* +1 Shooting and Throwing at Short range.
- *Potion of Strength:* Shadowblade is never without a Potion of Strength. This rather potent potion increases his Strength by 4 die types.
- *Routine Disarm:* Disarm penalty is only -1.
- *Sharp eyes:* Elves gain a +2 to vision-based Notice rolls. This can stack with Alertness.
- *Mighty Blow:* Double melee damage when dealt a Joker.
- *Strike to Injure:* +1 to Injury table results when your attack causes an opponent to roll on it.
- *Strike to Stun:* The character gains d6 extra damage(which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.
- *Two-fisted:* Can fight with two weapons without the multi-action penalty.